



# Resource Sample

Grade 1

## Table of Contents

Learn and Create Guide (3 pages)

Sample Game Cards (3 cards)



**Learn  
and  
Create**

# Learning & Creating Guide

**for Grade****1**

## Welcome

Hello, first graders! We made these learning activities for your break. There are all sorts of fun things for you to do!

- There are two books for you to read!
- The card games will be fun to play.
- You will read, draw, play math games, and more!

Ready to get started? Pick a book and read it. Then, see pages 2–5 for activities.



## Book Summaries

### Fiction – *Oh, Rats!*

This rat has a big family. How big? VERY big! The family is smart, too! Grandma Rat can even solve mazes!



### Nonfiction – *How Candy Canes Are Made*

Candy canes are a yummy treat! What are they made from? How do they get their shape? In this book, learn step-by-step how candy canes are made.



## Catch 10 (2-4 Players)

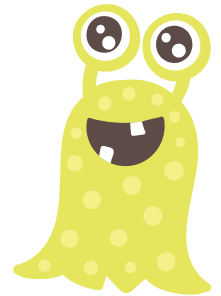
**Goal:** Collect the most monster cards. Cards must equal 10 when added together.

**Setup:** Put the equation trap cards aside. Mix the monster cards, and place them face down, scattered between the players.

### Rules

1. Everyone flips over one card. The player with the highest number goes first. Place all cards face down, and mix them.
2. On the first turn, flip over two cards, and leave them face up. Cards stay face up until they are trapped and collected.
3. On your turn, say, "Catch 10!" if you see two cards that equal 10 when added together. If everyone agrees with you, take the two cards, and put them face down in front of you.
4. The player to your left goes next by flipping over two cards.

**How to Win:** The game ends when all cards have been picked up. The player with the most cards wins.



## Monster Trap (2-4 players)

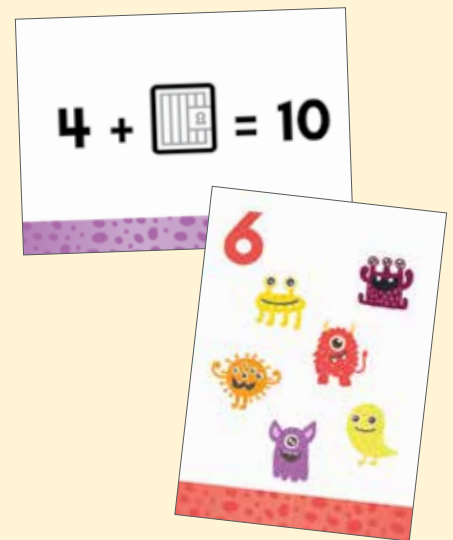
**Goal:** Play the monster card that matches the missing number on the equation trap card.

**Setup:** Mix the equation trap cards, and put them in a pile, face down. Flip over the top equation trap card, and place it face up, in the middle. Mix the monster cards, and give three cards to each player. Put the rest in a draw pile, face down.

### Rules

1. The youngest player goes first.
2. On your turn, begin by taking one monster card from the draw pile.
  - ♦ If you have a monster card in your hand that makes the equation true, show your card. If everyone agrees, collect the equation trap card. Flip over another equation trap card in the middle.
  - ♦ If you do not have a card that makes the equation true, the player to the left goes next.

**How to Win:** The first player to collect three equation trap cards wins, and the game is over.



# Family Time

## Supporting Your 1st Grader

**Your first grader is learning to understand and manage their own emotions, show empathy toward others, and develop positive relationships. They are also learning to make responsible decisions and handle challenging situations constructively. Here are some ways you can support your child as they develop these skills.**



- ★ Regularly talk with your child about their feelings and emotions. This can help them understand and express themselves better.
- ★ Children often learn by observing adults. Show them how to react positively and calmly in different situations.
- ★ Teach your child to understand and respect the feelings of others. This can be done through activities like reading books about emotions or discussing how characters in a television show or movie might be feeling.
- ★ Encourage your child to devise solutions to problems to help them develop critical thinking and decision-making skills. Playing imaginative games or board games are great ways to work on these skills together.
- ★ Arrange playdates or social activities with your child's peers. Have frequent discussions about what it means to be a good friend to others.



**Learn**  
— and —  
**Create**

# MONSTER HUNTERS

**TCM** Teacher  
Created  
Materials

2-4 players

154127 (154128)



979-8-7659-9568-6

1



2

+

3

=

