CRI & Regional High School Transition (12)

Summer

Enrichment/Instructional Packet

Math, Reading, Science, Social Studies

Prince George’s County Public Schools
Division of Academics
Department of Curriculum and Instruction
Dear High School (Grade 12) CRI and Regional Program Parents/Guardians,

Congratulations! You and your child made it through the end of the school year! The Department of Special Education wants you to know how much we appreciate your partnership with your child's teachers and support staff. Many creative instructional practices and materials have been used to help your child continue to work on their educational goals, including all of the hard work we know you have done at home. We want to offer the materials in this packet to you and your child as a way to allow continued growth over the summer. We know our students need the practice to keep their skills sharp!

This packet contains instructional activities in Reading, English, Language Arts, Math, Science, and Social Studies taught through the domains of Lifelong Learning, Daily Living, Personal Life, and Employability. The activities come with materials that you may print out and cut out if you choose. The instruction your child receives when he/she is in school or learning virtually is repeated over multiple days to help students learn and retain the skills and information. You may present the stories and learning activities more than one time to your child while at home.

This packet does not need to be turned in for grades. If you would like to share the completed pages with your child's teacher when school resumes in the new school year, it will provide that teacher with useful information about how your child's knowledge and skills have changed over the summer.

We wish you a healthy, happy, and restful summer. We can't wait to see you and your child next school year!

Sincerely,

PGCPS Department of Special Education
At the Amusement Park
At the Amusement Park
At the Amusement Park

by Jen Voight

Illustrated by Alex Wiseshart
At the Amusement Park

Words to Learn

amusement park: an outdoor area with games, rides and other entertainment

Things to Learn From This Story

- You can make your own decisions.
- It feels good to make your own decisions.
At the Amusement Park

Zach is at the amusement park. He is ready to try new things. What will Zach try?
Zach sees the merry-go-round. The merry-go-round moves slowly. The merry-go-round looks fun. Will Zach try it? Would you try it?
Zach sees the roller coaster. The roller coaster moves fast. The roller coaster looks scary. Will Zach try it? Would you try it?
At the Amusement Park

Zach sees the pirate ship ride. The pirate ship ride moves back and forth. The pirate ship ride looks big. Will Zach try it?

Would you try it?
Zach sees the waterslide. The water on the slide moves down. The waterslide looks slippery. Will Zach try it? Would you try it?
Zach sees the balloon dart game.

The dart moves in the air. The balloon dart game looks fun.

Will Zach try it? Would
At the Amusement Park

you try it?
Zach likes to go to the amusement park.

There are many things for him to try.

He can choose the things he wants to try.

What would you try at the amusement park?
Tips:

- There are many decisions you can make.

- Think about all of your choices before making a decision.

- Think about what you like and do not like before making a decision.
yes

no

The Amusement Park

A

try

see

slowly

fun

move

look

fast

scary

merry-go-round

choose

back and

big

down

f o r t h
slippery

Within each category, pictures are listed from left to right in the order in which they appear in the text.
1. Zach is at the

2. The merry-go-round moves

3. The moves back and forth. looks scary.

4. The

5. Zach can the things he wants to try.
Is That a Healthy Choice?

'hat a Healthy Choice?

by
Is That a Healthy Choice?

Morgan Prucker

Illustrated by Alex Wisehart
Is That a Healthy Choice?

Words to Learn

1. healthy food: this has nutrients to give you energy and fuels your body

2. unhealthy food: this does not have nutrients and does not give you energy

3. junk food: this is any unhealthy food like candy, cookies or chips

Things to Learn From This Story

- It is up to you to make healthy choices.

- Eating too much junk food can make you feel sick.
Aaron and Adele are at an amusement park.
Is That a Healthy Choice?

They want to ride the new roller coaster.

£

£

/f
It goes very fast.

does two big loops.
Aaron and Adele look at the park map.

Aaron points "Here it is."
Is That a Healthy Choice?

to the roller coaster.

Let’s go " says Aaron.

SS !
Aaron and Adele start walking.
They see an ice cream stand.

£

/I

Adele wants a milkshake.

The milkshake is very "I"
Is That a Healthy Choice?

Adele makes an unhealthy choice.
Aaron and Adele see a hot dog stand.

Adele wants onion rings.

The onion rings are fried.
Is That a Healthy Choice?

Adele makes an unhealthy choice.
Aaron and Adele find the roller coaster.

Adele wants soda to drink in line.
The soda has a lot of sugar.

11 & uB

Adele makes an unhealthy choice.
Is That a Healthy Choice?

They get in line and wait.

£ +
Is That a Healthy Choice?

Soon it is their turn to ride.
They jump up and down.

/I

"Uh-oh", says Adele.
Adele does not feel well.

She ate too much junk food.
Is That a Healthy Choice?

The roller coaster will make her sick.

She waits on a bench for Aaron.
Adele feels bad about her unhealthy choices.
Next time she will eat less junk food.
Next time she will drink more water.

Next time she will ride the roller coaster.
Is That a Healthy Choice?

Tips:

- Order small treats or offer to share large treats with a friend.

- Order grilled or baked foods instead of fried foods.

- Choose water over soda.
What a Healthy Choice?
Within each category, pictures are listed from left to right in the order in which they appear in the text.
Is That a Healthy Choice?

Name: ________________________

1. Adele makes an unhealthy ________________________

2. The onion rings are ________________________

3. The soda has a lot of ________________________

4. Adele feels ________________________ about her unhealthy choices.

5. Next time she will eat less ________________________
Is That a Healthy Choice?

Name: __________

1. What is this story about?

a. unhealthy choices

b. games

c. waterslides

2. What are the onion rings?
3. What does soda have a lot of?
   a. nutrients  b. oil  c. sugar

   ![NN](image)

4. How does Adele feel about her unhealthy choices?
   a. bad  b. good  c. happy

   ![i](image)  ![t](image)  ![©](image)
5. What is important to know about this story?

O a. Eating too much junk food can make you sick.

O b. The roller coaster is dangerous.

O c. Junk food is good for you.
Is That a Healthy Choice?

These questions may have more than one correct answer:

6. Where do Aaron and Adele wait for a long time?
   Q a. line
   Q b. parking lot
   Q c. mall

7. What does Adele eat too many of?
   Q a. apples
   Q b. carrots
   0 c. unhealthy foods
8. How does the roller coaster move?
  Q a. fast
  0 b. up and down
  0 c. upside down

9. What will happen if Adele rides the roller coaster?
  Q a. She will have fun.
  Q b. She will get sick.
  Q c. She will get hurt.

10. What are some things we learned about this story?
  Q a. Eating too much junk food can make you sick.
b. Roller coasters are scary.

c. It is up to you to make healthy choices.
or hands-on instruction, print out and laminate.
## Rights and Responsibilities

**Choices at the Amusement Park**

<table>
<thead>
<tr>
<th>I have the right to...</th>
<th>But I have the responsibility to...</th>
</tr>
</thead>
<tbody>
<tr>
<td>plan a trip to the amusement park.</td>
<td>make a budget for the park I choose.</td>
</tr>
<tr>
<td>eat at the amusement park.</td>
<td>make healthy choices when I can.</td>
</tr>
<tr>
<td>go to the water park.</td>
<td>know how to swim safely or use a life jacket.</td>
</tr>
<tr>
<td>choose the rides I go on at the amusement park.</td>
<td>think about what I do and do not like before going on a ride.</td>
</tr>
</tbody>
</table>
Karla is at an amusement park with friends. Her friends are excited to ride the new free fall ride. Karla is afraid of heights. She decides to wait on a bench while her friends ride the free fall ride.

Does Karla have the right to choose yes or no?
what rides she goes on?

Is Karla being responsible?

yes  no
Karla is at an amusement park with friends. Her friends are excited to ride the new free fall ride. Karla is afraid of heights. She decides to go on the free fall ride anyway. She cries the entire time.

Does Karla have the right to choose what rides she goes on?  

[ ] yes  
[ ] no
Is Karla being responsible? yes no
Karla is eating lunch at the amusement park. She wants to order something small so she can get a sundae later. She decides to have a cheeseburger meal with trench fries and lemonade for lunch.

Does Karla have the right to eat: yes or no (no is selected)
at the amusement park?

Is Karla being responsible?  yes  no
Karla is eating lunch at the amusement park. She wants to order something small so she can get a sundae later. She decides to have a chicken kebab and water for lunch.

Does Karla have the right to eat

- yes
- no
at the amusement park?

Is Karla being responsible?  

yes  no
Rights and Responsibilities
Karla planned a trip to an amusement park in another state. She has been saving her money for months to afford a park ticket, airplane ticket and hotel room for her visit.

Does Karla have the right to go to an amusement park?

- yes
- no
amusement park?  

Is Karla being responsible?  yes  no
Rights and Responsibilities

Karla planned a trip to an amusement park in another state. She spent all her money to buy a park ticket online. She forgot to look up the cost of an airplane ticket and a hotel room.

Does Karla have the right to go to an amusement park?  yes  no
Rights and Responsibilities

amusement park?

Is Karla being responsible?  yes no
Rights and Responsibilities
Karla and her friends are at a water park. Karla does not know how to swim. Her friends want to go into the wave pool. Karla goes with them and starts to sink. The lifeguard has to help her.

Does Karla have the right to go to the wave pool? **No**
water park?

Is Karla being responsible?

yes  no
Karla and her friends are at a water park. Karla does not know how to swim. All of her friends want to go into the wave pool. Karla decides to wear a life jacket while she is in the pool.

Does Karla have the right to go to the wave pool?  

- yes  
- no
Rights and Responsibilities

water park?

Is Karla being responsible?  yes  no
Rights and Responsibilities
How much money is in my wallet?

A ring toss game costs $3.00.

I have: | Total: $0.00 |
I need: | Total: $0.00 |

Do I have enough money?

yes no
What's in My Wallet?

Skill: $Amounts/ Counting Bills up to $10.00
How much money is in my wallet?

A hot dog and fries cost $5.00.

I have:  

I need:  

Do I have enough money?  

yes  

no
**What's in My Wallet?**

**Skill:** $ Amounts / Counting Bills up to $20.00

<table>
<thead>
<tr>
<th>How much money is in my wallet?</th>
</tr>
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<tbody>
<tr>
<td></td>
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</tbody>
</table>

- An evening park pass costs $18.00.

<table>
<thead>
<tr>
<th>I have:</th>
<th>Total: $0.00</th>
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</table>

<table>
<thead>
<tr>
<th>I need:</th>
<th>Total: $0.00</th>
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</tbody>
</table>

Do I have enough money?  

- **yes**
- **no**
### What's in My Wallet?

**Skill:** $ Amounts / Counting Bills up to $20.00

<table>
<thead>
<tr>
<th><strong>How much money is in my wallet?</strong></th>
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<table>
<thead>
<tr>
<th><strong>An amusement park key chain costs $11.00.</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>I have: Total: $0.00</td>
</tr>
<tr>
<td>I need: Total: $0.00</td>
</tr>
</tbody>
</table>

Do I have enough money?  

- yes  
- no
What's in My Wallet?

Skill: $Amounts / Counting Bills up to $20.00

©
How much money is in my wallet?

An amusement park pin costs $.95.

<table>
<thead>
<tr>
<th>I have:</th>
<th>Total: $0.00</th>
</tr>
</thead>
<tbody>
<tr>
<td>I need:</td>
<td>Total: $0.00</td>
</tr>
</tbody>
</table>

Do I have enough money?

- yes
- no
What's in My Wallet?
Skill: ¢Amounts/ Counting Coins up to $1.00
How much **money** is in my wallet?

An amusement park magnet costs $0.87.

<table>
<thead>
<tr>
<th>I have:</th>
<th>Total: $0.00</th>
</tr>
</thead>
<tbody>
<tr>
<td>I need:</td>
<td>Total: $0.00</td>
</tr>
</tbody>
</table>

Do I have enough money?  
yes  
no
What's in My Wallet?
Skill: ¢ Amounts / Counting Coins up to $1.00
**What's in My Wallet?**

Skill: $ \text{ and } \text{¢} \text{Amounts/ Counting up to $10.00}

<table>
<thead>
<tr>
<th>Question</th>
<th>Response</th>
</tr>
</thead>
<tbody>
<tr>
<td>How much <strong>money</strong> is in my wallet?</td>
<td></td>
</tr>
<tr>
<td>A milkshake at the amusement park costs $6.31.</td>
<td></td>
</tr>
<tr>
<td>I have:</td>
<td></td>
</tr>
<tr>
<td>I need:</td>
<td></td>
</tr>
<tr>
<td>Do I have enough money?</td>
<td>(count using &quot;one-up&quot; method)</td>
</tr>
</tbody>
</table>

- **Total:** $0.00
- **Total:** $0.00

- **yes**
- **no**
How much **money** is in my wallet?

<table>
<thead>
<tr>
<th>An amusement park T-shirt costs $15.29.</th>
</tr>
</thead>
<tbody>
<tr>
<td>I have:</td>
</tr>
<tr>
<td>I need:</td>
</tr>
<tr>
<td>Do I have enough money?</td>
</tr>
</tbody>
</table>

- yes
- no
What's in My Wallet?

Skill: $ and ¢Amounts/ Counting up to $10.00
### What's in My Wallet?

**Skill:** $ and ¢ Amounts/ Counting up to $20.00

<table>
<thead>
<tr>
<th>How much money is in my wallet?</th>
<th>$ __________</th>
</tr>
</thead>
<tbody>
<tr>
<td>An amusement park poster costs $12.59.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>I have:</th>
<th>Total: $0.00</th>
</tr>
</thead>
<tbody>
<tr>
<td>I need:</td>
<td>Total: $0.00</td>
</tr>
<tr>
<td>Do I have enough money?</td>
<td>BONUS:</td>
</tr>
<tr>
<td>--------------------------</td>
<td>--------</td>
</tr>
<tr>
<td>(count using the &quot;one-up&quot; method)</td>
<td>If no, how much more would I need?</td>
</tr>
<tr>
<td>yes</td>
<td>Subtract to find out.</td>
</tr>
<tr>
<td>no</td>
<td>$ __-$. _ (Need)</td>
</tr>
<tr>
<td></td>
<td>- $ ____________ (Have)</td>
</tr>
<tr>
<td></td>
<td>______________</td>
</tr>
</tbody>
</table>
| | = $ ___. _ (How much more?)

Notes:
- "one-up" method refers to counting by adding one to the current amount to see if it meets the requirement.
- If "no," subtract the current amount from the required amount to find out how much more is needed.
What's in My Wallet?
Skill: $ and ¢ Amounts / Counting up to $20.00

<table>
<thead>
<tr>
<th></th>
<th>$ __________</th>
</tr>
</thead>
<tbody>
<tr>
<td>How much money is in my wallet?</td>
<td></td>
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</tbody>
</table>

A water park raft costs $16.46.

<table>
<thead>
<tr>
<th>I have:</th>
<th>Total: $0.00</th>
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<tr>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>I need:</th>
<th>Total: $0.00</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>Do I have enough money?</td>
<td>BONUS:</td>
</tr>
<tr>
<td>-------------------------</td>
<td>--------</td>
</tr>
<tr>
<td>(count using the &quot;one-up&quot; method)</td>
<td>If no, how much more would I need?</td>
</tr>
<tr>
<td>yes</td>
<td>no</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>Subtract to find out.</td>
<td></td>
</tr>
<tr>
<td>$ _{-}$.</td>
<td>(Need)</td>
</tr>
<tr>
<td>- $ \text{__________}$.</td>
<td>(Have)</td>
</tr>
<tr>
<td>= $\text{____ . ___}$.</td>
<td>(How much more?)</td>
</tr>
</tbody>
</table>
What's in My Wallet?

Skill: $ and ¢ Amounts/ Counting over $20.00

<table>
<thead>
<tr>
<th>How much money is in my wallet?</th>
</tr>
</thead>
<tbody>
<tr>
<td>$ ____________</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>A water park pass costs $37.39.</th>
</tr>
</thead>
<tbody>
<tr>
<td>![€j]</td>
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</table>

<table>
<thead>
<tr>
<th>I have:</th>
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<tbody>
<tr>
<td>![Money]</td>
</tr>
<tr>
<td>Total: $0.00</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>I need:</th>
</tr>
</thead>
<tbody>
<tr>
<td>![Money]</td>
</tr>
<tr>
<td>Total: $0.00</td>
</tr>
</tbody>
</table>
### What's in My Wallet?

**Skill:** $ and ¢ Amounts/ Counting over $20.00

<table>
<thead>
<tr>
<th>Do I have enough money?</th>
<th>BONUS:</th>
</tr>
</thead>
<tbody>
<tr>
<td>(count using the &quot;one-up&quot; method)</td>
<td>If no, how much more would I need?</td>
</tr>
<tr>
<td>yes</td>
<td>no</td>
</tr>
</tbody>
</table>

Subtract to find out:

\[
\text{(Need)} - \text{(Have)} = \text{(How much more?)}
\]

- \$ _-.-. _ (Need)
- \$ ___________ (Have)

= \$ ___ . ___ (How much more?)
### What's in My Wallet?

Skill: $ and ¢ Amounts/ Counting over $20.00

<table>
<thead>
<tr>
<th>How much money is in my wallet?</th>
<th>$ ________</th>
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<table>
<thead>
<tr>
<th>A day pass to an amusement park costs $65.85.</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>I have:</th>
<th>Total: $0.00</th>
</tr>
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<table>
<thead>
<tr>
<th>I need:</th>
<th>Total: $0.00</th>
</tr>
</thead>
</table>
### What's in My Wallet?

**Skill:** $ and ¢ Amounts/ Counting over $20.00

<table>
<thead>
<tr>
<th>Do I have enough money?</th>
<th>BONUS:</th>
</tr>
</thead>
<tbody>
<tr>
<td>(count using the &quot;one-up&quot; method)</td>
<td>If no, how much more would I need?</td>
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<tr>
<td>yes</td>
<td>Subtract to find out.</td>
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<tr>
<td>no</td>
<td>$ __-.- _ (Need)</td>
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<td>- $ ___________ (Have)</td>
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<td>___________</td>
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<td></td>
<td>= $ _____ . ____ (How much more?)</td>
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<tr>
<td>Price</td>
<td>Amount</td>
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<td>$1.00</td>
<td>$1.20</td>
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<td>$2.00</td>
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<td>$3.00</td>
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<td>$14.00</td>
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<td>$18.00</td>
<td>$18.75</td>
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<td>$.25</td>
<td>$.75</td>
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<td>$5.00</td>
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<td>$9.00</td>
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<td>$19.00</td>
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<td>$4.00</td>
<td>$12.00</td>
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<td>$8.00</td>
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</tbody>
</table>
Kelly wants to get to the water park early to get a chair. What is the earliest time she can get to the water park?

Which clock shows the earliest time in the morning?

<table>
<thead>
<tr>
<th>Clock 1</th>
<th>Clock 2</th>
<th>Clock 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>11:30 AM</td>
<td>10:30 AM</td>
<td>11:00 AM</td>
</tr>
</tbody>
</table>
Shane wants to get cotton candy. What is the latest time he can order cotton candy at the amusement park?
Which clock shows the latest time?

- 4:30 PM
- 9:00 PM
- 10:00 PM

Time Matters
Skill: Relative Time: earliest and latest
Shane rides the pirate ship ride at two o'clock p.m.
Shane plays the ring toss game at ten o'clock a.m.
Shane goes to the water park at one thirty p.m.
Shane eats dinner at five thirty p.m.
Time Matters
Skill: 15 minute intervals

Kelly packs a cooler at seven forty-five a.m.

Show the time on the clock.

Kelly rides a roller coaster at twelve fifteen p.m.

Show the time on the clock.
night
Show the time on the clock.
Time Matters
Skill: 5 minute intervals

Kelly shares a brownie with a friend at two twenty p.m.

Show the time on the clock.

Kelly swims in the wave pool at three thirty-five p.m.

Show the time on the clock.
night

Show the time on the clock.
Shane gets in line for the bumper cars at 10:30 a.m. It takes him 25 minutes. What time will Shane get to ride the bumper cars?

-  
  +  
  - 

Shane gets on the pirate ship ride at 1:40 p.m. The pirate ship ride lasts for 15 minutes. What time will Shane get off of the pirate ship ride?

-  

Shane gets in line.  

He waits in line.  

Shane gets to ride the bumper cars.

Shane gets on the pirate ship ride.
minutes the pirate ship ride lasts.

__ p.m. Shane gets off of the pirate ship ride.

**Time Matters**

Skill: Forward time / a.m. or p.m.
Kelly needs to leave for the water park at 8:30 a.m. She needs to pack her bag. It takes Kelly 20 minutes to pack her bag. What time will she need to begin packing?

-  
-  a.m. Kelly is finished packing her bag.

-  minutes to pack her bag.

-  a.m. Kelly needs to begin packing her bag.

Kelly is meeting her friends at the Ferris wheel at 3:00 p.m. It will take Kelly 10 minutes to walk to the Ferris wheel. What time should Kelly leave to meet her friends?
■  _______ p.m. Kelly will meet her friends.

- _______ minutes to walk to the Ferris wheel.

■  _______ p.m. Kelly should leave to meet her friends.

Time Matters
Skill: Backward time / a.m. or p.m.
Shane is spending the morning with his friends at the amusement park. He will meet his friends at 10:00 a.m. at the ticket booth. They will buy a park pass, ride a roller coaster, play the ring toss game and eat lunch. Shane needs to arrange a ride home from the amusement park. What time should Shane's ride pick him up from the park?  

Plan a schedule for Shane using forward time.

<table>
<thead>
<tr>
<th>Time</th>
<th>Activity</th>
<th>Wait Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>10:00</td>
<td>Shane meets his friends at the amusement park.</td>
<td></td>
</tr>
<tr>
<td>10:10</td>
<td>Add 10 minutes to buy a park pass.</td>
<td></td>
</tr>
<tr>
<td>10:20</td>
<td>Time Shane and his friends get to the roller coaster.</td>
<td></td>
</tr>
<tr>
<td>10:30</td>
<td>Add 50 minutes to wait in line and ride the roller coaster.</td>
<td></td>
</tr>
<tr>
<td>10:40</td>
<td>Time Shane and his friends get to the ring toss game.</td>
<td></td>
</tr>
<tr>
<td>10:45</td>
<td>Add 35 minutes to wait in line and play the ring toss game.</td>
<td></td>
</tr>
<tr>
<td>10:50</td>
<td>Time Shane and his friends get to the concession stand for lunch.</td>
<td></td>
</tr>
<tr>
<td>10:55</td>
<td>Add 25 minutes to wait in line and order lunch.</td>
<td></td>
</tr>
<tr>
<td>11:20</td>
<td>Time Shane and his friends sit down to eat lunch.</td>
<td></td>
</tr>
<tr>
<td>11:40</td>
<td>Add 30 minutes to eat lunch.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Time Shane’s ride should pick him up from the</td>
<td></td>
</tr>
</tbody>
</table>
Time Matters
Skill: Forward Time: series of events.
Kelly is meeting her friends at the amusement park to watch the fireworks. The fireworks start at 10:00 p.m. She must shower, dry her hair, get dressed, drive to the amusement park and find her friends. What time should Kelly get in the shower to be ready to meet her friends and watch fireworks?

Plan a schedule for Kelly using backward time.

10:00

**Kelly and her friends watch the fireworks.**

*Subtract 15 minutes for Kelly to find her friends.*

**Time for Kelly to find her friends.**

*Subtract 15 minutes for Kelly to drive to the amusement park.*

**Time for Kelly to drive to the amusement park.**

*Subtract 10 minutes for Kelly to get dressed.*

**Time for Kelly to start getting dressed.**

*Subtract 15 minutes for Kelly to dry her hair. Time* for Kelly to start drying her hair.

*Subtract 20 minutes for Kelly to shower.*

**Time to get in the shower.**
Time Matters
Skill: Backward Time: series of events.
# Baked Corn Dog Muffins

## Ingredients

<table>
<thead>
<tr>
<th>Quantity</th>
<th>Item</th>
</tr>
</thead>
<tbody>
<tr>
<td>⅓ C</td>
<td>flour</td>
</tr>
<tr>
<td>⅓ C</td>
<td>cornmeal</td>
</tr>
<tr>
<td>⅛ C</td>
<td>sugar</td>
</tr>
<tr>
<td>1 t</td>
<td>baking powder</td>
</tr>
<tr>
<td>⅛ t</td>
<td>salt</td>
</tr>
<tr>
<td>2 T</td>
<td>egg, vegetable whisked</td>
</tr>
<tr>
<td>⅓ C</td>
<td>whole milk</td>
</tr>
<tr>
<td>2 T</td>
<td>oil</td>
</tr>
<tr>
<td>2 (12-cup)</td>
<td>muffin pans</td>
</tr>
<tr>
<td>6</td>
<td>hot dogs, each mini cut into 4 pieces</td>
</tr>
</tbody>
</table>

## Instructions

1. Preheat oven to 375°F (190°C).
2. Grease 2 (12-cup) muffin pans with cooking spray.
3. In a bowl, mix flour, cornmeal, sugar, baking powder, and salt.
4. In a separate bowl, whisk together egg, milk, and oil.
5. Add the wet ingredients to the dry ingredients and mix until just combined.
6. Fill the muffin pans ⅔ full.
7. Place a mini hot dog in each muffin cup, covering the batter.
8. Bake for 18-20 minutes or until a toothpick comes out clean.
9. Let cool for 5 minutes before removing from pans.

Enjoy your Baked Corn Dog Muffins!
Baked Corn Dog Muffins

1. Preheat oven to 425 degrees.

2. Spray cooking spray into muffin pans. Set aside.

* Always consider student food allergies when preparing recipes.
3. Put flour, cornmeal, sugar, baking powder and salt into bowl. Stir.

4. Put egg, milk and vegetable oil into bowl. Stir.

5. Put mixture into muffin pans. Fill each cup ½ full.
6. Put one hot dog piece into center of each muffin cup.

7. Bake for 8 minutes.

8. Remove from oven. Let cool.

9. Eat.
French Fry Casserole

**NEED**
- 10 ¾-oz can condensed golden mushroom soup
- 10 ¾-oz can condensed cheddar cheese soup
- Spoon
- 2 lbs lean ground beef, cooked and drained
- 20-oz pkg frozen crinkle cut fries
- 13-in x 9-in baking dish

* Always consider student food allergies when preparing recipes.

1. Preheat oven to 350 degrees.
2. Put beef, mushroom soup and cheddar cheese soup into baking dish. Stir.

inkle cut fries
of soup
French Fry Casserole

350°

$t$
4. Bake for 55 minutes or until fries are golden brown.

5. Eat.
egg
milk

vegetable oil

hot dogs

pans

mini muffin
cooking spray

large bowl
spoon

Baked Corn Dog Muffins

golden mushroom soup

cheddar cheese soup

crinkle cut fries
Independence Day celebrates the U.S. becoming a country on July 4, 1776. Before that time, America was only 13 colonies ruled by England. People in the American colonies thought England's laws were not fair. Leaders decided to make their own, free country. Leaders met in Philadelphia, Pennsylvania, and wrote down why America should be free. They created a document called the Declaration of Independence.
The leaders signed the document on July 4, 1776.
The next year, Americans started celebrating Independence Day by ringing bells and lighting firecrackers on July 4. Today many people call Independence Day the Fourth of July. They celebrate by flying the American flag, watching parades and having cookouts. Many Americans watch beautiful fireworks shows at night. They celebrate the birthday of the U.S.!
INDEPENDENCE DAY

July 4

America's birthday.
America became a country...
England had ruled the 13 colonies in America.

Americans thought England's laws were not fair.
American leaders decided to make America free.
The leaders met in Philadelphia, Pennsylvania, in 1776.

They wrote down why America should be free.

Leaders signed that Declaration of Independence on

1776.
4.

4

day.

They rang.
firecrackers.
Now people call Independence Day, the Fourth of July.

To celebrate, people fly American flags, watch parades, and have cookouts.

Many people shoot fireworks.

They celebrate the birthday of the U.S.!
Questions and Answers

**bad**  **fried**  **choice**  **sugar**  **junk food**

1. Adele makes an unhealthy ____ (choice)
2. The onion rings are ____ (fried)
3. The soda has a lot of ____ (sugar)
4. Adele feels ____ about her unhealthy choices. (bad)
5. Next time she will eat less ____ (junk food)

1. What is this story about? (unhealthy choices, games, waterslides)
2. What are the onion rings? (baked, dirty, fried)
3. What does soda have a lot of? (nutrients, oil, sugar)
4. How does Adele feel about her unhealthy choices? (bad, good, happy)
5. What is important to know about this story?
   - Eating too much junk food can make you sick.
   - The roller coaster is dangerous.
   - Junk food is good for you.

**Fill-In Advanced**

1. ____ are not healthy. (Milkshakes)
2. Having a ____ treat is OK. (small)
3. ____ are fried in oil. (Onion rings)
4. Are you sure it is a ____ choice? (healthy)
5. That ____ is full of sugar. (soda)

6. Where do Aaron and Adele wait for a long time? (line, parking lot, mall)
7. What does Adele eat too many of? (apples, carrots, unhealthy foods)
8. How does the roller coaster move? (fast up and down, upside down)
9. What will happen if Adele rides the roller coaster?
   - She will have fun.
   - She will get sick.
   - She will get hurt.
10. What are some things we learned from this story?
   - Eating too much junk food can make you sick.
   - Roller coasters are scary.
   - It is up to you to make healthy choices.
TRANSITION, Summer Unit, At the Amusement Park Lesson 2, Daily Living Club, Topic Story 2, Is That a Healthy Choice?