

Welcome to My Homework Book 1

It gives us great pleasure to invite you parents to participate in your children's world of homework!
You have an important task to carry out!

My Homework Book 1 uses a variety of methods and different fields of knowledge to give your children the opportunity to use and practise those skills learned at school.

The idea behind My Homework Book 1 is that it should be used as a supplement for reading comprehension and practice in mathematics.

We hope that My Homework Book 1 will give pleasure to teachers, parents and above all the children!

We recommend that children are allowed at least three days to complete their homework. On page 1 you can see what is usually required when children do their homework.

It is important that children can account for their homework, show what they have done and what they thought about. Sometimes children are set the task of bringing in something in connection with their homework. That can be a pleasant follow-up in the classroom.

Each homework assignment is one double-page spread in the book and follows a clear structure.

The assignment on the left page is usually practical and investigative. It could be to measure a length, carry out an experiment, look on the spice shelf, play a game, amongst other things. The assignment is sometimes an "If Question" whereby children make themselves acquainted with different situations and use these situations to relate stories.

The assignment on the right side is either Swedish or mathematics. It is usually divided into two exercises, which simplifies matters if you want to do the homework at different times.

Children in the first year cannot often read and understand instructions on their own. Help your child by reading together. In the beginning your child might need help writing, e.g. when it says "draw and tell". Then you can either write on a separate piece of paper which your child can copy, or write directly in the book on your child's behalf.

At the beginning it is of special importance that the child enjoys writing. On the left hand pages the children are often given assignments where they have to write about experiences and thoughts. Do not worry about spelling mistakes, as long as your child does not ask how the word is spelled. Remember that what your child has written is of most importance, not how they spell. We will work more on that when your child has got started with reading and writing.

If there is not enough work space in the book for the child it is okay to draw/write on a separate piece of paper. At the end of the book there is a pocket where separate sheets etc can be placed.

When it says "show someone at home" or "play with someone at home" it does not always need to be a parent. It can be an older sibling, a grandparent etc.

Each assignment is accompanied by instructions and tips that can help you and your child's teacher. It also tells you which things, apart from the basic equipment, that is required for doing the homework. All of this information can be found on pages 61-63.

On our website www.majemaforlaget.se you can find these instructions translated into the following languages: Arabic, English, Croatian (hrvatski) and Serbian (srpski).

We sincerely hope that you will enjoy many pleasant and educational times together at home!

If you have any questions about or points of view on Homework Book, please do get in touch with us on info@majemaforlaget.se

The authors

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To the homework assistant

Homework 1 ME (photograph)

An early photograph of the child is taken to school in the book's pocket.

Word Game letter sounds/rhyming words

- There is a difference between the name of the letter and its sound. Here the children think about how the letter sounds, when they look for things. Continue practising rhymes with children in order to increase their linguistic awareness – a step towards reading.

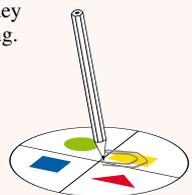
For the teacher Exhibit the photos and "Guess who's who."

Homework 2 Hi, hi, hi (paperclip)

Mathematics-Mix number rows/geometry

- Ask the child to start with different numbers and count either forwards or backwards. E.g. 15, 16, 17.... or 10, 9, 8.... A good exercise for being able to add/subtract without needing to start from 1.
- Place a paperclip in the middle of a circle, hold the tip of the pen in the middle, spin the paperclip. The shape that the tip of the paperclip points at determines the points.

For the teacher Put the children in groups, let them tell funny stories to each other.



Homework 3 FLAGS

Word Game letter sounds/opposites

- Practise the alphabet as often as you can e.g. in the car.

For the teacher Have an exhibition of flags.

Homework 4 WEATHER

Let the child find his/her own weather symbols to draw in the squares.

Mathematics-Mix *symmetry/problem solving*

- A picture is symmetrical when you can divide it in half and both parts are identical.
- A counting story could look like this: "Elin found 5 shells on the beach. One broke so she had four left."

For the teacher Make weather diagrams.

Homework 5 SPICES (newspapers to cut out from)

Help the child to learn about spices. Explain what they can be used for. Put a bit of a spice into a plastic bag that the child can take to school.

Word Game *alphabet pictures/rhyming*

- The child recognises different letters. Explain to the child that the letters can look different, e.g. a – A
- Read rhymes together

For the teacher Have an exhibition of spices etc

Homework 6 GAMES (buttons, paperclips, macaroni or something similar)

The players have 3 counters (e.g. buttons) each. One puts his/her button on a square of his/her choice, the next player continues. When you've laid all 3 buttons you move one button at a time until you have 3 in a row, horizontally, vertically or diagonally. Try and stop each other. When you've finished playing put the counters in a plastic bag that the child can take to school.

Mathematics-Mix *number jumping/clock*

- Here the child practises two at a time, 2, 4, 6... Then make up a rule of your own e.g. +3 3, 6, 9...
- Let the child draw his/her own clock hands based on his/her own knowledge. **When** children learn, and understand, the clock is very individual. But practise the clock occasionally when it's natural to do so, it simplifies the learning process.

For the teacher Take the opportunity to count 3 at a time with the counters. Make an exhibition of all the counters.

Homework 7 JIGSAWS

Help the child to cut out simple jigsaws. You can draw on the back of drawings before you cut out the pieces. Put the jigsaw into the pocket at the back of the book.

Word Games *letter sounds/hidden words*

- Help the child to find things where you can hear the same sound twice in the word e.g. bed head, yoyo.

Tell the child that vowels (aeiou) can have two different sounds (short and long).

For the teacher Let the children do each other's jigsaws.

Homework 8 THE FACE (two dice)

Mathematics-Mix *statistics/counting*

- Help the child to think of things to count in the bathroom.
- You can throw one dice twice instead of having two dice.

The winner is the one who finishes painting the dragon first.

For the teacher Make diagrams of objects that can be found in the classroom.

Homework 9 GAMES (a dice and buttons, paperclips, macaroni or something similar)

Take turns in throwing the dice. Move forward as many spaces as the dice shows. Take as many pieces of macaroni as the number on the board shows. The winner is the one with the most pieces of macaroni when the goal has been reached.

Word Games *letter sounds/rhyming words*

Play the rhyming game. Which word can you find the most rhyming words for?

For the teacher Use the bags for e.g. guessing amounts.

Homework 10 HAT PARADE

Help the child to read the instructions if necessary.

Mathematics-Mix *coins and counting*

- It is easier for the child if they can use real money for counting.

The child tries to find the amount in the purse by him/herself.

Playing shops is a very good way of practising addition/subtraction.

For the teacher Have an exhibition of the cuddly toys in their hats.

Homework 11 THE BACK

Play the right-left game: Sit opposite each other. Give instructions e.g. Lift your left arm! Pinch your left ear! Touch my right hand! Pinch your left toes! Take it in turns to give instructions.

Word Game *letter sounds/hidden words*

- The lines help the child to form the letters correctly. Some letters must go all the way up to the attic whilst others have to go all the way down to the basement. On the inside of the cover you can see how the letters should be written.

For the teacher Continue playing the right-left game at school.



Homework 12 GAMES (dice and buttons, paperclips, macaroni or something similar)

Take turns in throwing the dice. Move forward as many spaces as the dice shows. If you land on the letter U for example you must say a word with the U sound in it, it could be shoe, chew, few....

Mathematics-Mix *number rows/geometry*

- Tell the child to start with different numbers and count forwards or backwards. E.g. 18, 19, 20.... Or 19, 18, 17...
- Write the different amounts of each type in the book.

For the teacher Play Scrabble

Make a list of all the words the children have thought of.

Homework 13 BOX

The children may need help here to read the instructions and tape things together. Choose the size of paper; it's a good idea to use thicker paper. Remember that the cut out corners pieces should be square; all the sides should be of equal length.

Word Games *letters/rhyming words*

- Here the children practise making pairs of big and small letters.

For the teacher Look at how the different boxes are constructed. The children can use their boxes to keep their cut out letters in for example.

Homework 14 THE YEAR

Help the child to think of things that are typical for the different seasons by asking questions like "What does the countryside look like in the winter?", "What grows in the forests during the summer?", "What do you wear in the autumn?"

Examples of things to bring: leaves, Christmas things, mittens, flowers....

Mathematics-Mix *symmetry/problem solving*

For the teacher Let the children tell their counting stories to each other. Have an exhibition of seasons.

Homework 15 GUESSING

Take turns in hiding something behind your back. Guess what they are by asking yes and no questions. Is it hard? Is it a toy?

Word Game *crossword/handwriting*

- Encourage the child to write using big letters (upper case) in the crossword.
- The children use the lines to write with small letters (lower case).

Ask the child to start with different letters and say the alphabet, e.g. MNOP... CDEFG... RSTUV

For the teacher Let the children play the guessing game at school.

Homework 16 IF

When we write a person or character in a book we mean something like Harry Potter for example.

Mathematics-Mix *number jumping/clock*

- Practise jumping ten numbers at a time, both forwards and backwards and starting at different numbers e.g. 10, 20, 20... 50, 60, 70... 80, 70, 60 etc
- Help the child to write the time under the clock if it is difficult.

Times you have to keep could be things like a TV programme, an out of school activity....

For the teacher Let the children tell each other about their favourite books.

Homework 17 EXPERIMENTS (raw egg, glass, teaspoon, salt)

Explanation of result: salt water has a greater lifting force than fresh water. That's why it's easier to swim in the sea than in a lake. It's a good idea to discuss this with the children.

Word Games *word lists/word pictures*

- This is the first exercise of many where the child should make a list of words. Practise which words have a and which have an in front of them (for example when you go shopping, when you are cooking etc)
- Children learn some common words by seeing the word-the word picture, for example a, an, he, she and it....

For the teacher Let the children choose 3 of their words each and make a "red list" in two columns, a or an.

Homework 18 THE DAYS (two dice)

Sing or read the verse with the child. Which day is missing in the verse? (Sunday)

Mathematics-Mix *statistics/counting*

- Remind the child that every square is equal to 2 things. Help your child to think up his/her own things to count, e.g. pillows, doors....
- Each of you should write your lucky number on the spider.

You can throw the same dice twice instead of having two dice.

When you have finished playing the game talk about which lucky number it's wise to choose (not e.g. 2, 3, 11 and 12)

For the teacher Make a diagram "The class's favourite day" – who won?

Homework 19 FOOTPRINTS

The child draws his and an adult's footprint and cuts them out. Tell the child that the word "foot" is a measure of length.

Word Game *word chain/letter code*

- In this exercise the child should listen for the last sound in the word. This is then followed by a new word that starts with that sound: MAGIC – CAT – TRAIN

Make up more word chains with the child, say, for example every other word.

For the teacher Put up the "feet" in order of size or use them to measure with at school.

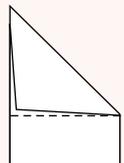
Homework 20 IF

Show the child how long three metres is.

Mathematics-Mix *folding practice*

- The child can decide if he/she wants to fold a cat and/or a dog out of paper. Remember that the paper must be square.

For the teacher Have an exhibition of cats and dogs.



Homework 21 THE FAMILY

The child draws his family in order of age. Help the child to count how many years you are together.

To help count you can use things like macaroni, matches, lines IIII II, calculator...

Word Game *crossword/handwriting*

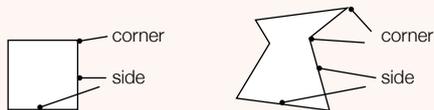
For the teacher Ask the children how they calculated their family's joint age. Ask them to show you all.

Homework 22 LENGTH (string)

Help the child to cut a piece of rope that is the same length as the distance between the tips of the fingers when both arms are fully stretched. The string will be about the same length as the height of the child ("The Golden Section")

Mathematics-Mix *number rows/geometry*

- Practise number both forward and backward number rows with the child. Start with different numbers.



When the child shall draw his/her own polygon, make, for example, 7 dots that are then connected together with a ruler. A polygon has as many sides as corners.

Homework 23 EXPERIMENT (1 lemon, 1 bowl, 1 peeling knife)

The child may need help peeling the lemon.

Explanation of result: The peel contains pores that make the lemon float (the peel is the lemon's lifejacket).

Word Games *word list/word meanings*

Here the child becomes aware of the difference between a long word and a long object, e.g. telephone (long word but short object), bus (short word but long object).

For the teacher Make four lists where the children can write their words. Which was the longest word/shortest object?

Homework 24 TIME (watch, with a second-hand)

First of all the child should estimate how long he thinks certain activities will take. Fill in the table. Then help the child to time those activities.

The child can even think of his own activities to time.

The Minute Game: Take turns in holding a watch with a second-hand. The one holding the watch says Now! when the minute starts.

The other one says Stop! when he/she thinks that a minute has elapsed. How close were you? Take turns and try this several times. This exercise trains time perception.

Mathematics-Mix *symmetry/problem solving*

- Parts of the pattern are missing from both sides of the symmetry line (the middle line).
- Help with the writing if necessary during the counting story.

For the teacher Carry out different exercises to see how much you can do in a minute. The Minute Game can also be transformed into a Minute Walk. The children walk around and then stop when they think that a minute has elapsed.

Let the children tell their counting stories.

Homework 25 SHAPE HUNTING

Help the child to see the different shapes in objects at home.

Word Game *word chains/letter codes*

- Let the child make up his/her own secret messages.

For the teacher Sort the different objects according to their shapes.

Homework 26 IF

If the child has problems getting started, inspire him/her with a few questions like "What do you think it's like on a desert island?" "Where will you live?" "How will you get food?"

Mathematics-Mix *number jumping/the clock*

- Practise jumping five numbers at a time, both forwards and backwards.
- Help the child to write the time under the clock if he/she finds it difficult.

For the teacher Let the children tell each other what they would take with them to a desert island.

Homework 27 VOLUME

Help the child to find different vessels, e.g. bowl, saucepan, jar... The child sorts them according to how much each vessel holds.

When the volume is then measured a cup or decilitre measure can be used. Show the child different volume measurements and compare them e.g. litre, decilitre, tablespoon, teaspoon...

Word Game *crossword/handwriting*

For the teacher Use the child's tins to estimate and measure volumes.

Homework 28 SUMMER (two dice and buttons, paperclips, macaroni or something similar)

If the child has problems getting started, inspire him/her with some questions like "Where would you like to be?" "Who would you like to meet?" "What would you like to do?"

Mathematics-Mix *statistics/counting*

- Note that each square is worth 5 pieces, help the child to find things that there are more than 5 of, e.g. forks, plates...
- Write the actual numbers on the bingo card (a choice of numbers 2 – 12).
Take turns in throwing the dice. If both dice amount to 10 for example the one with 10 counters lays there. The first one with 3 in a row, or a full card, has bingo.

For the teacher Make a list of what the children would like to learn next year.