

June Newsletter

Fairvale Elementary School

Vision: FES students will be passionate life-long learners who contribute as responsible leaders in a global community.

Literacy Corner

Ends Policy #2

Students at FES will demonstrate continuous improvement in literacy skills, striving to meet or exceed the standards set by the Province of New Brunswick.

"The Summer Slide"

It is hard to believe that we are moving into our last month of the school year. During your child's literacy block this month teachers will be continuing to gather data by observing, interviewing and collecting written assessments. This data will help provide a clear evaluation of your child's performance in *Listening and Speaking, Reading and Viewing, and Writing and Representing*.

Research from a number of countries has shown the dramatic impact summer learning loss ("the summer slide") can have on some students. By providing your children with a few educational activities in the summer you can prevent this from happening. For example: look for a summer reading club at the library, visit the museum on a rainy day, read to your child, or have your child read to you. These are just a few of the activities that you can do over the summer to help promote literacy in your home (cottage, trailer, car...J).

"The more that you read, the more things you will know. The more that you learn the more places you will go." Dr. Seuss

Happy Summer

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May 31st, 2015

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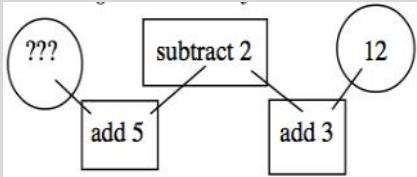


Math Corner

(Ends Policy #3—Students at FES will demonstrate continuous improvement in numeracy skills, striving to meet or exceed the standards set by the Province of New Brunswick)

Problem Solving Strategy of the Month: WORK BACKWARDS

What if you know the result of a situation, but you don't know the beginning? For example, you might know that you end up with thirteen baseball cards after doing a certain number of trades and you want to figure out how many cards you had before the trading started. In that case you need to work backwards; you have to think about your actions in reverse order. This strategy works for any sequence of actions when you know the end result rather than the starting place. Try **working backwards** to solve these problems:

K - 2	3 - 5	Challenge!
<p>What is the starting number?</p> 	<p>Jo gave a number problem to Nelda. She told her to pick a number, add 10 to it, double that sum, and then subtract 5. Nelda's answer was 39. What number did she start with?</p>	<p>What is the starting number?</p> <p>Start at <input type="checkbox"/></p> <p>Add 6</p> <p>Multiply by 2</p> <p>Divide by 8</p> <p>End at 9.</p>

A Note from the Music Room

This month students will be wrapping up their keyboard unit of exploration (for primary we are working on loud/soft, and high/low, patterns on the piano keys, and long/short sounds) and reading notation (Upper Elementary are working on reading notes on a treble clef staff, finding middle C, finger exercises, and some short known songs such as twinkle, twinkle, and Mary had a little Lamb). As well, we will be reviewing what we have learned this year, playing some review games, and revisiting some of our favourite songs of the year.

It has been a fun year filled with lots of songs and special activities-besides our concerts we participated in music Monday in May, Some grade 3 classes are recording children songs for the babies in their Roots of Empathy programs, some students have started their own bands, Grade 5 sang "True Colors" for anti-bullying, one music class was lucky to have seniors from Kings Way visit each month and much more. A great year of blossoming musicians! Have a wonderful summer!

What's Happening In the Gym?

Outcomes for K-1 for the month:

1. Students will be expected to combine travelling, jumping and landing with control.
2. Students will be expected to demonstrate ways to send an object using a piece of equipment.
3. Students will be expected to describe how to land properly when jumping and understand why it is important for safety.
4. Students will be expected to share space and equipment with others.

Lesson plans: We will be finishing up our Run, Jump and Throwing program this month. Students will be assessed on their jumping, throwing and running skills. We also have some guests from Quispamsis Tennis Club coming in to teach our students some tennis. We will continue a few lessons afterwards.

Outcome for grades 2-3 for the month:

1. Students will be expected to demonstrate running, jumping and throwing in a variety of ways.
2. Students will be expected to send and receive a variety of objects with and without equipment such as a racquet, baseball bat or hockey stick.
3. Students will be expected to identify safety rules and procedures for various activities.
4. Students will be expected to accept responsibility willingly for assigned roles while participating in physical activity.

Lesson plans: We will be finishing up our Run, Jump and Throwing program this month. Students will be assessed on their jumping, throwing and running skills. We also have some guests from Quispamsis Tennis Club coming in to teach our students some tennis. We will continue a few lessons afterwards.

Outcomes for grades 4-5 for the month:

1. Students will be expected to select and combine locomotor and non locomotor skills into complex movement sequences individually, with others and with objects.
2. Students will be expected to describe how activity affects body systems and levels of fitness.
3. Students will be expected to participate willingly in a variety of activities from all movement categories.

Lesson plans: We will be finishing up our Run, Jump and Throwing program this month. Students will be assessed on their jumping, throwing and running skills. We also have some guests from Quispamsis Tennis Club coming in to teach our students some tennis. We will continue a few lessons afterwards.

Guidance News

Dear F.E.S. Families,

We've had a wonderful year with the *7 Habits of Happy Kids*. It was a privilege to continue promoting the 7 Habits and rewarding to see the students embrace the habits with great enthusiasm. A good guidance program helps children see their own potential, and that is certainly the underlying goal of each and every habit. In the spirit of shaping young leaders, F.E.S. provides an impressive amount of leadership opportunities for students which include, but are certainly not limited to, the Tech Team, Green Team, Literacy Leaders, 7 Habits Team, and Cool Cats and Cool Kitties. With such opportunities, it's not surprising that Fairvale Elementary continues to help mould proactive, goal oriented learners who are skilled listeners and problem solvers . . . and who take time to sharpen their saws!

As the 2014-15 school year comes to a close, I'd like to thank my co-workers, school administration, and F.E.S. families for their ongoing support. I've been honoured to have had so many people share their stories with me and trust me in a helping role. Of course the best part of the job is the children, and it's always a joy to play even a small part in their young lives.

Wishing you a wonderful summer break!

Take care,

Ms. Casey & Java (the puppet)

Tech Tidbits

As Summer approaches children will have more time to relax and enjoy activities of their choice. Many children enjoy the use of electronics which include tablets, computers, Ipods etc. With the help of a district Technology Mentor we want to provide families with some links to websites that will provide you with information on safe internet practices and these sites are certainly worth while looking at!

K-2:

<http://www.edutopia.org/blog/internet-safety-younger-elementary-mary-beth-hertz>

http://www.sps186.org/schools/techservices/internet_safety_information/?p=17667

Grade 3-4: www.zoeandmolly.ca

Grade 5: www.mediasmarts.ca

Parent Resources:

www.thedoorthatsnotlocked.ca

Good Times With Games...



Did you know that playing a game can help your child's language GROW? Playing a game is a great way to have fun with your child and build language at the same time!

Games help your child...

- ask and answer questions
- give and follow directions
- tell stories
- take turns and play fair
- remember things
- learn new words
- describe things
- HAVE FUN!



Here's a list of fun games that you might be able to find at the toy store, at second hand shops, at garage sales, online, or maybe even at Grandma's house:

- **Clue Junior**
5-8 years – Parker Brothers
- **Cranium Cadoo for Juniors**
7 years and up – Cranium, Inc.
- **Go Fish**
4 years and up – various companies
- **GooseBumps Story Telling Game**
7 years and up – Parker Brothers
- **Guess My Name Game**
6-10 years – Ravensburger
- **Guess Where?**
6 years and up – Milton Bradley
- **Guess Who?**
6 years and up – Milton Bradley
- **Hedbanz Junior**
7-14 years – Pressman Toy Corporation
- **I Spy-Mouse Follies**
4 years and up – Giftcraft Toys
- **I Spy-Puppy World**
4 years and up – Giftcraft Toys
- **Loaded Questions Junior**
8 years and up – All Things Equal, Inc
- **Magnetic Boards/Create a Scene**
3 years and up – Smithport
- **Mystery Garden**
4-12 years – Ravensburger
- **Original Memory Game** or variations
3-6 years – Milton Bradley
- **Outburst Junior**
7-14 years – Golden Hersch
- **Pictionary Junior**
7-12 years – Pictionary, Inc.
- **Race to the Roof**
5-10 years – Ravensburger
- **Scattergories Junior**
8-11 years – Hasbro
- **Scrabble Junior**
5 years and up – Hasbro
- **Secret Square**
4 years and up – University Games
- **Silly Stories**
4 years and up – Binary Arts
- **Taboo Junior**
8 years and up – Hasbro
- **Tell a Story**
4-8 years – Ravensburger
- **Three for Me**
4 years and up – Patch Products
- **Tri-Bond Kids**
7-11 years – Patch Products
- **Twenty Questions**
12 years and up – University Games
- **What's in Ned's Head?**
4 years and up – Fundex Games

Want more information on speech and language? Read the Talk Box Resource List.

Everyday and everyway – GAMES ON THE GO...

Children learn language every single day and in almost everything they do! When you're on the go, a perfect way to spend time with your child is to play a GAME ON THE GO... Here are some ideas for games that are easy to play, build language, and don't cost a thing! Remember, play these games in the language you know best.

- **I Spy:** Take turns guessing things that you see. Pick something that you can both see, but don't say what it is. Give clues until your child guesses what you are describing. For example, if you spy a knife, you might say, "I spy something sharp", "I spy something long", or "I spy something that I eat with".
- **What am I?:** Take turns giving clues to guess objects that you think of. Your descriptions will sound like a riddle! For example, if you are describing a goldfish, you could say, "I'm orange, I swim, and I have fins. What am I?"
- **Chain Game:** Take turns saying words that go together. See how long you can go without breaking the chain! For example, start by saying, "sun". Your child then adds a word that goes with "sun", like "summer". You will need to come up with a word that goes with "summer". You may end up with a very long chain of words like, "sun"- "summer"- "hot"- "beach"- "sand"- "sandcastle"- "shovel"- "pall". Keep going until you can't think of any more words.
- **Twenty Questions:** Take turns thinking of a person, place, or thing. Don't say what you're thinking of. The other person asks questions to guess what you're thinking of. You can only say "yes" or "no" when you answer. You're only allowed to ask 20 questions to guess what the object is.
- **Simon Says:** Give 1, 2, or 3 directions to your child. Start most of your directions with "Simon says". For example, say, "Simon says, touch your ear, then jump up." Your child can only follow the directions that start with "Simon says". If you don't say "Simon says" at the beginning of your direction, she shouldn't do what you say. For example if you say, "Turn around and clap your hands", your child should do nothing and say, "You didn't say Simon says!" Take turns being the person who gives the directions.
- **Word Subs:** Say 2 or 3 sentences that are exactly the same except for one word. Ask your child to tell you the word that you changed in the sentences. For example, you say three sentences could be, "I folded your shirt and put it into your drawer. I folded you undershirt and put it into your drawer. I ironed your shirt and put it into your drawer." Your child would then tell you the words you changed were "shirt" and "undershirt", and "folded" and "ironed".
- **Telephone Number:** Say a list of 3 to 5 numbers. Say each number, like "3-6-9-4-5". Don't say "thirty-six thousand, nine hundred forty-five". Have your child say the numbers back to you in the right order. As this gets easier for your child, add one more number. Let your child give you a list of numbers to repeat!
- **Throw One Back:** Name 2 or 3 things that belong to the same group or category, and 1 thing that doesn't belong to that group. Have your child tell you, or *throw back* the object that doesn't fit. For example, if you say, "broccoli, celery, hotdog, lettuce", your child would say, "Hotdog does not belong, because it's not a vegetable."
- **Mix-Up:** Tell your child 4 or 5 words that are all mixed up, but that make up a sentence when they are in the right order. Ask your child to put the words in the right order! For example, if you say, "outside, is, it, cold", your child would tell you the sentence, "It is cold outside." To make this trickier, ask your child to tell you 2 sentences with the same words. For example the words, "outside", "is", "it", and "cold" can also turn into the question "Is it cold outside?"
- **Word Building:** Give your child a word. Ask him to add another word to it to make a new word. For example, if you say, "rain", your child could add the words "coat", "bow", "hat", or "fall" to make the words "raincoat", "rainbow", "rain hat", and "rain fall".

These games are fun to play with the whole family! Play them in the car, on a walk, at the doctor's office, in a line up...