Grades 2 – 5

**Library**

Learning Goal: I can identify figurative language.

1. Read or listen to fiction book of your choice. To access ebooks, go to getepic.com and sign in with your class code.
2. Discussion/Writing prompts:
   a. One example of simile/alliteration/ onomatopoeia/imagery/ rhythm/ personification is ________________.
   b. In this story this character: ____ wanted ____, but ____ in the end ____.

**Technology**

Learning Goal: I can create an algorithm to collect pumpkins.

1. Go to [https://code.org/student/elementary](https://code.org/student/elementary)
2. Choose Course C.
3. Complete levels in lesson 11 under Loops.

Grades PK-1

**Library**

Learning Goal: I can identify the main idea in a non-fiction book

1. Read or listen to a non-fiction book of your choice. To access ebooks, go to getepic.com and sign in with your class code.
2. Discussion/Writing prompts:
   a. This book is mostly about ________________.
   b. One detail to support the main idea is ________________.

**Technology**

Learning Goal: I can create an algorithm to draw something fun.

1. Go to [https://code.org/student/elementary](https://code.org/student/elementary)
2. Choose Course A.
3. Complete levels in lesson 9 under Loops.