

# 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](http://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>
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](http://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>
2. Choose Course A.
3. Complete levels in lesson 9 under Loops.

