Dear Parents/Guardians of rising 1st Graders,

Listed below are 20 lessons we want children to work on during the summer, with the goal of achieving a mastery level of 90% or better on each skill. This is only a minimal list. Students are certainly welcome to go beyond the assigned list if they choose. Teachers will receive a report on the first day of school in August, and students will receive a grade for the completed skills. The checklist is for students' use and will not be collected.

Guidelines for completing IXL summer math work:

- Work cannot start prior to **June 10**.
- Students can submit only *one* assigned skill per day. (Students can do as many other skills as they want, but only ONE ASSIGNED skill.)
- Students will earn full credit for 85% proficiency of a skill; reduced credit for any skill left at less than 85% proficiency.

Directions for How to Log On: The link to Palmer Catholic Academy IXL log-in page is: https://www.ixl.com/signin/palmercatacd Students should enter their usernames and passwords into the appropriate fields. The student enters the shortcut in the search bar. The screen will look a bit different on a tablet or phone than it does on a computer, but the navigation is essentially the same. Please email Mrs. Achatz at sachatz@pcapvb.org if you have any trouble with IXL.

My child's username is	and my child's password is

Day	Shortcut	Description	Smart Score	Date
				Completed
1	A6X	Counting review — up to 10		
2	6CB	Count to fill a ten frame		
3	WTZ	Count on ten frames – up to 40		
4	N89	Skip count by tens		
5	KWU	Skip count by fives		
6	5A2	Complete a sequence — up to 10		

7	YAX	Add two numbers – sums up to 5	
8	FLW	Fewer, more, and same	
9	₇ VF	Addition word problems with pictures — sums up to 10	
10	Y ₂ E	Fewer and more – compare by counting	
11	DGP	Long and short	
12	CSA	Subtract with cubes – numbers up to 5	
13	MCW	Name the two-dimensional shape	
14	RPB	Classify and sort	
15	6R6	Subtract – numbers up to 5	
16	E6T	Subtraction word problems with pictures	
17	ZXE	Compose two-dimensional shapes	
18	C6F	Add or subtract – numbers up to 5	
19	QAV	Select three-dimensional shapes	
20	QJS	Make a number using addition — sums up to 10	