Passport



Broad Street School Summer Challenge

And so the adventure begins . . .

2024

Name_____

Sponsored by







nd so it begins, another adventure....but what does that mean? Welcome to your Summer Challenge for Broad Street Elementary School. You will board an imaginary airplane and take flight on the most thrilling journey through summer. As your imaginary plane lands on each continent, you will travel your way through activities, collecting points along the way. How many points you collect and how much fun you have collecting those points are decisions only you can make. Below, you will find your travel itinerary. Buckle up and prepare for this brand new adventure!



Destination #1: Africa

Travel through Africa completing activities in Mathematics. You MUST complete the item with a $\star\star$ in this category. Any place you see this symbol: O, you can earn the amount of points listed for completing the activity. Fill in all the circles for all the points!



Destination #2: Asia

Travel through Asia completing activities in English-Language Arts. You MUST complete the items with a $\star\star\star$ in this category. Any place you see this symbol: O, you can earn the amount of points listed for completing the activity. Fill in all the circles for all the points!



Destinations #3-7: The rest of the World!

Travel through the remaining continents of Antarctica, Australia, Europe, North America, and South America completing various activities in Science, Social Studies, Travel, The Arts, Community activities, Life Skills, and Physical Education.



Collect 20-95 points as you adventure through Mathematics activities. One ⊗ = 1 point.

The activity with a $\star\star\star$ is a required activity.

ne activity with a ★★★ is a required activity. Activity	Points	Complete	Earned
Example: Follow a recipe.	+	· ·	
	5	X	5
★★★ MUST DO: Choose an activity from the	20		
Choice Board and complete it.			
Complete 1 Hour of i-Ready Online Instruction every week. Each ⊗ = 5 points O O O O O O O	Up to 40		
Outdoor Activities (Some activities could be: creating a giant geometric figure, chalk math facts, plot a nature scavenger hunt by creating a coordinate grid, hunt for geometric shapes outdoors, hopscotch skip counting, draw angles with chalk or with a stick in the dirt, look for patterns in flowers or leaves)	5		
Authentic Math Experiences (suggested activities are: use money to pay for something and count your change for accuracy, learn about adding tip at a restaurant, measure the perimeter of your garden, kitchen math using measurement to cook or bake delicious recipes, double a recipe such as brownies or cookies)	10		
0000000			
<u> </u>			
The Joy of Coding Use the website: http://Code.org to practice coding skills. This is completely FREE to use! New users to the website can sign in using Google. Follow the Sign-In steps to get logged in. Once you are in the program, you can choose a full course for K-5 OR choose Hour of Code which is a 60-minute lesson with practice.	10		

0	0	0	0	0		
(sugg		tivities a		e an outdoor sports game to play. Count game or several games, track goals scored	5	
				tallies, display game stats using a graph)	42	
IXL (Log o	one hour	on IXL p	practicing	skills for the grade you just completed)	5	
0	0	0	0	0		
				T (D) (E	· . T i.!.	0-4
				Total Points Earned	ININIS	Category:



Collect 20-170 points as you adventure through English-Language Arts activities. The item with a $\bigstar \bigstar$ is a required activity.

Activity	Points	Completed?	Earned
Example: Read to a shelter dog.	10	Х	10
			(Acres
★★★ MUST DO: Choose TWO activities	20		
from the Choice Board and complete it.			
Complete 1 Hour of i-Ready Online Instruction every	Up to		
week. Each ⊗ = 5 points	40		
0000000			
Write a letter or email to a friend or BSS staff member.			
Each \otimes = 5 pts.	Up to		
0 0 0 0	25		
Read a novel for pleasure (can be from the list of suggested			
novels or your own choice). Each ⊗ = 5 pts.	Up to		
0 0 0 0	25		
Read about famous Mathematicians, Authors, Music Composers,	5		
Engineers, Explorers, Athletes, or Scientists.			
Visit the library, attend events at the library (Web address for	5		
schedule below), or visit the library's website for online activities			
https://www.gcls.org/calendar/childrens-programs/greenwich			
Keep a journal over the summer. Write about the fun	10		
activities you do or things you create.	_		
Read the newspaper with an adult to focus on some current events and trends in our town, state, country, and world.	5		
Make connections to videos and movies you watch or books	5		
you read and share them with someone.	!		
(Text-to-Text, Text-to-Self, Text-to-World)			
Read to a shelter dog.	10		
Write to a pen pal. You could send them a postcard.	5		
Read a Tomie DePaola book (Italian Connection)	5		
Write a story (story types include fantasy, mystery, play, fiction,	10		
real-life experience, sci-fi, fairytale)			
Total Points on	llected in t	this Category:	



Collect up to 60 points as you adventure through Life Skills activities. One 😂 = 1 point.

					Activity			10 0.00.00		Points	Complete	Points Earned
Examp	ole: Lear	n how to	o sew an	nd use t	he skill to	o create	various	items.		5	X	5
(X	9 (8	9 (8	3 (9 (8							
							1000 LOVA (S. 10)			Nu wax	T I'm	
Learn	how to s	sew, knit	t, or cro	chet and	d use the	skill to	create v	arious it	ems.	5		
0	0	0	0	0								
Bake o	or cook s	somethi	ng (with	assista	nce from	a grow	n-up as	needed).		10		
0	0	0	0	0	0	0	0	0	0			
Ride a	bicycle,	, scoote	r, or ska	teboard	l (or use	roller sk	ates or i	roller bla	des).	10		
0	0	0	0	0	0	0	0	0	0			
Care fo	or a pet	(feed, w	alk, bath	ne, brus	h/comb f	ur).				10		
0	0	0	0	0	0	0	0	0	0			
					esponsib						-	
					limited to. I the wasi		_	•	•	10		
		,										
	dishwasher, take bedding items off of bed for cleaning, make bed, fold laundry, wash dishes, dust furniture, clean countertop surfaces, put away groceries, set the table)								1			
	,	riitare, ci	iean coui	ntertop s	surfaces, _l	put away	/ grocerie	es, set the	e table)			
0	0	O	ean coul	ntertop s	surfaces, j	put away	grocerie O	es, set the	e table)			
Compl	O lete vario	O ous outo	O door res	O ponsibi	lities.	0	0	0	O			***
Compl (sugge	O lete varie	ous outo	door res	ponsibi are not	lities.	c pull we	O eds from	0	O	5		
Compl (sugge	O lete varie	ous outo	door res	ponsibi are not	lities.	c pull we	O eds from	0	O	5		
Compl (sugge seeds,	O lete varion ested acti water th	O ous outo	O door res clude but rake lea	ponsibi are not aves, pic	lities. limited to. k up stick	pull we	O eds from II)	O the gard	O	5		
Comples (suggesteds, O) Work v	lete varionsted actions water the Owith a gr	ous outo ivities ind e plants, O	door resplayed but rake lead to set u	ponsibi are not aves, pic O p an en	lities. limited to. k up stick	pull we	eds from	the gard	en, plant			
Comples (sugges seeds, O Work was (sugges)	lete varion ested action water the Owith a grant action with a grant action of the owith action of the owith action of the owith a grant action of the owith action of the owi	ous outo ivities inco e plants, orown-up ivities inco	door resclude but rake lead to set uclude but	ponsibi are not aves, pic O p an em	lities. limited to. k up stick	pull we sthat far	eds from	the gard	en, plant olan for your	5		
Comple (sugge seeds, O Work was (sugge home, route as	lete varion ested action water the water the water the water action develop and meet.	ous outo ivities inco e plants, O rown-up ivities inco a meetin ing place	door resclude but rake lead to set u clude but ng place, e, make a	ponsibi are not aves, pic o p an en are not decide de a list of i	lities. limited to. k up stick nergency limited to. on escape tems for a	prepare c create e exits, can emerge	eds from (II) edness p a fire eva fraw a ma	the gard	en, plant blan for your escape ther an			
Compl (sugge seeds, O Work v (sugge home, route a	lete varion ested action water the water the water the water action develop and meet.	ous outo ivities inco e plants, O rown-up ivities inco a meetin ing place	door resclude but rake lead to set u clude but ng place, e, make a	ponsibi are not aves, pic o p an en are not decide de a list of i	lities. limited to. k up stick nergency limited to. on escape	prepare c create e exits, can emerge	eds from (II) edness p a fire eva fraw a ma	the gard	en, plant blan for your escape ther an			
Comple (sugge seeds, O work vertical sugge home, route as emerge O	lete varion ested action water the object of	ous outo vities inco e plants, O rown-up ivities inco a meetin ing place create a	door resplayed but to set up to set up place, and make a list of en	ponsibi are not eves, pic p an em are not decide de a list of in mergenc	lities. limited to. k up stick nergency limited to. on escape tems for a	prepare c create c e exits, can emerg s with na	eds from edness p a fire eva fraw a ma gency kit, ame and p	the gard	en, plant blan for your escape ther an			
Complete Seeds, Owork of Suggest Home, route a semerge Complete Seeds, Owork of Suggest Home, ow Sug	lete varion ested action water the water the water the water the water action development meeting with a grand meeting with the control of the water the wat	ous outo ivities inco e plants, O rown-up ivities inco a meetin ing place create a O	door resplayed but rake lead to set up place, and make a list of endings that	ponsibi are not aves, pic p an em are not decide de a list of in mergency	lities. limited to. k up stick nergency limited to. on escape tems for a y contacts	prepared: create de exits, de exits, de exits an emerges with na	eds from (II) edness p a fire eva fraw a ma gency kit, ame and p	the gard	en, plant plan for your escape ther an mber)	5		
Complete Seeds, Ook of the Complete Seeds, ook of the Complete Seeds, route as a seed of the Complete Seeds, ook of the Complete	lete varion ested action water the water the water the water action develope and meeting ency kit, lete other ested action water action water the water action water the water action water the water action water the water action water water action water	ous outo ivities inco e plants, O rown-up ivities inco a meetin ing place create a O er activit ivities inco	door resplayed but a rake lead to set up place, a, make a list of endicated but to but	ponsibi are not aves, pic p an em are not decide a list of in mergenc focus o	lities. limited to. k up stick nergency limited to. on escape tems for a y contacts n importa-	prepared: create de exits, de an emerges with na	eds from ll) edness p a fire eva fraw a ma gency kit, ame and p	the gard	en, plant plan for your escape ther an mber) go fishing or			
Complete (suggestate seeds, or otte as emerge of suggestate sugges	lete varion ested action water the control of the c	ous outo vities inco e plants, own-up ivities inco a meetin ing place create a create a creativit ivities inco te clothe	door resplayed but a rake lead to set up place, a, make a list of endicated but to but	ponsibi are not aves, pic p an em are not decide a list of in mergence focus of are not to a cha	lities. limited to. k up stick nergency limited to. on escape tems for a y contacts n importa-	prepared: create de exits, de an emerges with na	eds from ll) edness p a fire eva fraw a ma gency kit, ame and p	the gard	en, plant plan for your escape ther an mber)	5		
Complete (suggestate seeds, or otte as emerge of suggestate sugges	lete varion ested action water the control of the c	ous outo vities inco e plants, own-up ivities inco a meetin ing place create a create a creativit ivities inco te clothe	door resplayed but rake lead to set up clude but resplayed in the clude but resplayed but respectively.	ponsibi are not aves, pic p an em are not decide a list of in mergence focus of are not to a cha	lities. limited to. k up stick nergency limited to. on escape tems for a y contacts n importa-	prepared: create de exits, de an emerges with na	eds from ll) edness p a fire eva fraw a ma gency kit, ame and p	the gard	en, plant plan for your escape ther an mber) go fishing or	5		
Complete (suggestate seeds, or otte as emerge of suggestate sugges	lete varion ested action water the control of the c	ous outo vities inco e plants, own-up ivities inco a meetin ing place create a create a creativit ivities inco te clothe	door resplayed but rake lead to set up clude but resplayed a list of ending but respond to sor toys	ponsibi are not aves, pic p an em are not decide a list of in mergence focus of are not to a cha	lities. limited to. k up stick nergency limited to. on escape tems for a y contacts n importa-	prepared: create de exits, de an emerges with na	eds from ll) edness p a fire eva fraw a ma gency kit, ame and p	the gard	en, plant plan for your escape ther an mber) go fishing or	5		

Welcome to Australia

Collect up to 100 points as you adventure through Visual and Performing Art activities

Х	Earned
^	5
	n this category:



Activity	Points	Completed?	Points Earned
Example: Travel by airplane.	5	Х	5
Travel by car.	5		
Travel by boat.	5		
Travel by airplane.	5		
Travel by train.	5		
Travel to a neighboring town.	5		
Travel to 3 shore points. (New Jersey shore points recommended for this activity).	5		
Travel to a faraway state or internationally.	5		
Send a postcard to the school from a place you visit or create one for a place you want to visit. Each ⊗=5 point.	25		
0 0 0 0			
Send Postcards to:			
Broad Street Elementary School			
255 West Broad Street			
Gibbstown, NJ			
08027			
Take a Day Trip with family.	5		
(suggested places include but are not limited to: Greenwich Lake			
Park, various New Jersey lighthouses, Fort Mott, a local zoo,			
Woodford Cedar Run Wildlife Refuge, Red Bank Battlefield, NJ			
state parks, historical landmarks, Rowan's Dinosaur Dig, local			
farm stands, National Parks, Wheaton Village, Batsto Village)			
***FREE tickets for Wheaton Village can be obtained at the local library.			
Discover Italian Culture	5		
Go to the local library website and check out a few books on			
Italian culture, Italian recipes, or the country of Italy.			
Learn About Your Family's Cultural Roots	10		
Research the countries of your ancestors and try recipes from	10		
those cultures.			
Practice a Language			
Go on Duolingo, Quizlet, and/or ABCya! and practice Italian vocabulary at least once a week.	10		
		• • • • •	
Total Points Com	pleted in t	his Category:	



Collect up to 65 points as you adventure through Science activities. One 😂 = 1 point.

Activity	Points	Complete ?	Points Earner
Example: Track sunrise/sunset times for a week.	10	х	10
	10		10
Tend to a garden: Suggested activities include but are not limited to: grow a plant, water the garden, pull weeds, plant seeds. Must collect 10 points.	10		
0			0
Read about Leonardo Da Vinvci and his inventions (Italian Connection).	5	:	
Build a habitat for an insect or animal OR create a terrarium. (suggestions for insects or animals include but are not limited to: caterpillar, ant, bird, squirrel)	10		
Set up an experiment and test it out (Ideas include DIY fizzy sidewalk paint, creating a model volcano, solar oven s'mores, homemade bubble solution) https://littlebinsforlittlehands.com/summer-science-experiments-outdoor-play/	10		
Track the weather for a week. Make a chart to show each day or illustrate the week in weather.	5		
Stargaze and view astronomical events.	ט		
Suggested activities include: Full Moon, meteor showers, and the movement of the planets closest to Earth. Use the website listed below for more activities.	5		
https://patch.com/new-jersey/across-nj/nj-2023-stargazing-guide-supermoons-shooting-stars-more			
STEM/STEAM Connection Use the website listed below or participate in a kid's STEM/STEAM event at the Gloucester County Library to create, build, assemble, etc	10		
https://playtivities.com/stem-challenges-family/			<u> </u>
Build a model of the layers of the Earth or Solar System.	5		
Explore the World of Science Use the Mystery Doug website below to watch videos on various Science topics and learn more about the wonderful world of Science! You will have to sign up, but note that this website is FREE! https://mysterydoug.com/	5		



Collect 70 points as you adventure through Community and Physical Education/Health activities.

One S = 1 point.

Activity	Points	Complete	Points Earned
Example: Play ball games with a grown up while also practicing kindness. See attached page for suggested activities with directions.	10	x	10
Interview a community worker or school staff member (virtually or follow	5		
social distancing guidelines).			
Visit places in the Gibbstown Community. (Suggested places include but are not limited to: The post office, the library, the fire hall, a local bank, the municipal building)	5		
Visit Greenwich Lake Park and walk through nature or go fishing.	5		
Hike the Nehaunsey Park Walking Trail.	5		
Host a yard sale or lemonade stand.	5		
Practice yoga or other relaxation strategy outside.	5		
Demonstrate acts of kindness. (Suggested activities include but are not limited to: send someone a card for no reason, send a thank you card, deliver a gift or lunch to a community worker or organization, hold the door open for a stranger) O O O O O O O	5		
Play ball games with a grown up while also practicing kindness.			
See attached page for suggested activities with directions. O O O O O O O	10		
Take a kayaking class or swimming lesson at a local lake or pool.	5		
Ride your bike or scooter.			
0 0 0 0 0 0 0	10		
0			
Play a physical game with a family member. (Suggestions include but are not limited to: Frisbee, football, basketball, tennis,			

soccer catch)	, racing,	rugby, d	odge bal	l, Gaga l	pall, golf,	basebal	l/softball,	swimming,	10		
_ ′	0	0	0	0	0	0	0	0			
0											
							To	otal Points Ea	rned in This C	ategory:	

Suggested Activities for Practicing Kindness While Playing Ball Games

(1) Goal Kick

Place the ball on a marker (or behind a stick) and kick it into a homemade goal using sticks or rocks. (Be sure to give plenty of encouraging comments to each other as you try.)

(2) Partner Kick

Kick the ball to each other, increasing distance with repetitions. (Practice saying "Are you ready?" and "Here you go!" to play nicely, being sure not to hit the other person too hard with the ball.)

(3) Relay

Take turns kicking the ball from a starting point to a cone/stick, and then back to the same starting point. Pass it to the next person to have a go. (Be patient waiting your turn and don't forget to say "Thank you" when you get the ball passed to you.)

(4) Measuring Distance

Try to kick the ball as far as you can, measuring how far you can kick by placing a rock or stick where the ball landed. (Be proud of each other's achievements instead of focusing on "winning.")

(5) Counting Rolls

Sit across from each other and roll the ball to each other. How fast can you roll it; how many times without stopping? You may like to count as the ball goes back and forth, suggestion a number you can aim to get to such as 10, 20 or 50 depending on age. (Say "Well done!" and "Good job!" to celebrate each other's' hard work when you reach a goal number)

(6) Partner Bounce

Throw the ball to each other while standing still. Then take a step back and try adding a bounce in between. (Try to throw and bounce so that your partner can catch the ball easily; think of how to make it fun for them as this is the kind thing to do.)

(7) Partner Sing

Toss or kick the ball to one another as you sing a song, such as the ABC's or "Twinkle, Twinkle Little Star." Can you throw/kick along with the rhythm? Can you sing and throw/kick at the same time or is it quite tricky? (Be sure not to get angry with someone if they "mess up." Say, "That's okay, we can try again.")

(8) Up In The Air

Throw the ball up and then try to catch it. How high can you throw it? (Practice taking turns and kindly negotiate sharing the ball by saying, "Okay, you have five throws and then I'll have five throws.")

MUST DO: MATH

Math Choice Board Grades 3-5

Design a math game create a math game on a math topic ➤ think of a theme ➤ design a game board including start and finish ➤ information Sheet including: -Goal of the Game -Materials Needed -How to Play	Math Poster design a math poster that: ➤ identifies a math topic or ➤ how to (add, subtract, multiply or divide)	Acrostic Poem create an acrostic poem of a math vocabulary word with each letter in the word describing the math vocabulary.
Quiz create a 10 question quiz on a math concept include an answer key	Make Triangles or Quadrilaterals make the types of triangles by sides and/or angles or quadrilaterals using protractors and/or rulers	Act it out write a script of a math situation that needs to be solved include: > setting > characters > 2 questions for the audience to answer
Math Journal Write a math journal about an operation (addition, subtraction, multiplication or division) that you know really well and an operation that you need to practice. Explain what you will do to become better at that operation.	Math Sports ➤ play a sport using paper, paper clips, pencil, or dice ➤ record data about the game ➤ write questions about the data related to the game	Create a menu → create a menu for a store → order the prices from least to greatest → write 3 math questions related to the menu for others to answer

MUST DO: ELA

#1: Read EACH Activity on the 2-Page Choice BOAY d morner Break

#2: Choose TWO activities to complete.

#3: Attach any work to this packet

#3 Bring back to your new break. teacher after summer

GOL PLOT?

elements of your book roller coaster for the story Create a plot mountain or

- Characters
- Setting Problem
- solution

Main Idea Mar

diagram. book and make a main i Choose a chapter or en Read an informational k

Favorile Friend

describe your favorite character traits which character and write 3 Draw a picture of your would like to be your friend character in a book who you Choose your favorite

Word of the Day

dictionary. book and look it up in a Find a new word in your

- Write the meaning
- Draw a picture Write the word in a

sentence

character friend

Book Blurb

BEWARE! Don't give a descriptive book revie the ending chapter book, write a After you have read o

Poetry Party

Find some poems to read and try to create your own.

Ideas: Try a Haiku or Limerick. Bring back to school and share with your teacher

Biography Buddy

Choose a biography book about a person you would like to meet.

Lesson Learne

Think about the author's message or what the character learned in the story. Create a motivational poster or meme for the theme.

Text Feature Fun

Create 3 text features for your book or an article you read online.

Try:
Wonderopolis
Dogo News

Twisted Tale

Rewrite a fairy tale or folktale from the point of view of a character other than the narrator.

Create a graphic novel for the new tale.

Movie Maker

Create a movie script based on one of a pictu book or I chapter from novel. Share with a frie

List of Book Suggestions to Read for Pleasure (Sorted based on Age-Appropriate Level)

Ages 6-8

Alvin Ho by Lenore Look

Ballpark Mysteries: The Fenway Foul-Up by David A. Kelly

EllRay Jakes is NOT a Chicken by Sally Warner

Here's Hank by Henry Winkler

Jada Jones by Kelly Starling Lyons

Mercy Watson to the Rescue by Kate DiCamillo

Princess in Black by Shannon Hale and Dean Hale

Timmy Failure by Stephan Pastis

Poppleton series by Cynthia Rylant

Magic Tree House series by Mary Pope Osborne

Dog Man by Dav Pilkey

Under the Moon and Over the Sea: A Collection of Caribbean Poems by John Agard and Grace Nichols

Ages 9-10

Tales of a Fourth Grade Nothing by Judy Blume

The Boy at the Back of the Class by Onjali Q Rauf

The Hundred Dresses by Eleanor Estes

The Adventures of Nanny Piggins by R.A. Spratt

The Strange Case of Origami Yoda by Tom Angleberger

A Tale Dark and Grimm by Adam Gidwitz

The Neverending Story by Michael Ende

Crenshaw by Katherine Applegate

The First Cat in Space Ate Pizza by Mac Barnett

The Wild Robot by Peter Brown

Bernice Buttman, Model Citizen by Niki Lenz

The Terrible Two by Mac Barnett and Jory John

Olga and the Smelly Thing from Nowhere by Elise Gravel