

RENAISSANCE

myON



Summer Reading

Activity Guide



Telling Tales

What is myON?

RENAISSANCE myON

myON is a digital reading platform that enables students to read anytime and anywhere.

Each student received a login and password to their myON account, which is set-up by the school or district.

They can access myON 24/7 all year long-including weekends, holidays, school breaks and over the summer.

- Students can read books and articles online on any web-enabled device that is connected to Wi-Fi.
- Students can read offline with free mobile apps when Wi-Fi isn't available.

Students can read the same book as many times as they want to read it.

Reading tools within the myON platform provide support when students need it. They include audio, an embedded dictionary, and more.

Students can use myON for independent reading, reading with their families, as well as to complete teacher assignments.

Your student's teacher will provide more information about how your student is accessing and reading with myON, and your important role in this process.



Your Summer Fun Guide

Let's Get Creative



Animal Origami



Main Character



Imagine your
Adventure



"Simon Says"



Bust a Rhyme



Alternate Ending



Book Freeze Dance



Detective



Additional Fun Activities



Animal Origami

Description	Everyone loves a classic fairytale. What if the character we have come to know were suddenly different? Check out these amazing fairytale remixes. Afterwards, bring your characters to life and create animal origami.
Materials	<ul style="list-style-type: none">▪ Origami Paper or computer paper▪ Black Markers▪ Handouts (Can be found in the resource section of the guide).
Time	10-15 mins
Instructions	<ol style="list-style-type: none">1. Select your fairytale book on myON reader.2. After reading about your favorite fairytale, select the origami animal you would like to create.3. Use the handouts or links provided in the resource section.

Recommended Books

Title	Author	Grade Level
Pandarella	Gullain, Charlotte	PK-2
Little Red Riding Duck	Gullain, Charlotte	PK-2
The Kitten Who Cried Dog	Gullain, Charlotte	PK-2
Goldilocks and the Three Bears	Gullain, Charlotte	PK-2
Cinderella: The Graphic Novel	Timmins, Jefferey	3-Up
The Ugly Ducklings: The Graphic Novel	Bleecha, Aaron	3-Up
The Three Little Pigs: The Graphic Novel	Bleecha, Aaron	3-Up



Main Characters

Description	Talk with your students about the book you just read. Ask, "If you were the main character in the story, would you make the same choice?"
Materials	None
Time	5-10 mins
Instructions	Would you make the same choices the main character made? Explain why or why not.

Recommended Books

Title	Author	Grade Level
Rumpelstiltskin: A Retelling of the Grimm's Fairy Tale	Eric Blair	K-2
Snow White: The Graphic Novel	Valdez Y Analis, Frank	3-6
Listen, My Bridge Is SO Cool: The Story of the Three Billy Goats Gruff as Told by the Troll	Nancy Loewen	2-3
The Elves and the Shoemaker: A Grimm Graphic Novel	Martin Powell	3-Up
Diary of Wimpy Kid (Series) *Only available for HB	Jeff Kinney	3-Up



Imagine Your Adventure

Description	Share one of your favorite adventures with your students or have your students share their favorite adventure. This activity can be quick or extended to make the fun last!
Materials	None
Time	15-30 mins
Instructions	<p>This activity can be adapted as you see fit. Tell your students about your favorite adventure or have them share about an adventure they would love to experience.</p> <ul style="list-style-type: none"> • Where did you go?.....Where would you go? • What did you see?.....What do you imagine you'd see? • Why were you there?.....Why would you go here? • What made it memorable?.....What are you looking forward to most? • Did you learn anything new?

Recommended Books

Titles	Author	Grade Level
No Kidding, Mermaids are a Joke!: The Story of the Little Mermaid as Told by the Prince	Nancy Loewen	PK-3
The Tortoise and the Hare: Retelling of Aesop's Fable	Mark White	K-3
Paul Bunyan and Babe the Blue Whale: A Graphic Novel	Penelope Gruber	3-Up
Pecos Bill, Monster Wrangler: A Graphic Novel	Benjamin Harper	3-Up



"Simon Says"

Description	<p>It's a party at the zoo! Read along to learn how the animals rock and roll. If you love to laugh and make fun sounds you'll love reading this book, "Zoo Band". You'll have a rocking good time! Great activity for Grades: PK-2</p> <p>*For older students change the "Simon Says" variation to follow instructions and do the opposite of what is asked.</p>
Materials	<p>None</p>
Time	<ul style="list-style-type: none">▪ 10-15 mins
Instructions	<p>During Reading</p> <ol style="list-style-type: none">1. Read each page and have student reenact the animal motion and sound. <p>After Reading</p> <ol style="list-style-type: none">1. Ask students to be a part of your zoo band.2. Go through each of the animals and demonstrate the sound or movement mentioned in the story.3. Have students copy your movement or sounds.

Recommended Books

Title	Author	Grade Level
Zoo Band	Jill Donahue	PK-3
Camouflage and Mimicry: Animal Weapons and Defenses	Janet Riehecky	5-9



Bust a Rhyme

Description	Bust a Rhyme is rhyming game.
Materials	None
Time	15-30 mins
Instructions	<p>How to play: Select a book from the list and model how to rhyme.</p> <ul style="list-style-type: none">• Then start playing Bust a Rhyme game.• Ideal for more than five players, start the Bust a Rhyme a game by having all participants stand in a circle 6 feet apart.• Next, choose a leader to say a word (like "cat"), then have the student to their right say a word that rhymes with it. Continue around the circle until it gets back to the leader!• The next person is the leader and the game continue. If someone gets a word wrong, can't think of something or say something not in the dictionary (hey it happens!) then all participants do five squats.

Recommended Books

Title	Author	Grade Level
The Chalk giraffe	Kirty Paxton	PK-1
Do Not Bring Your Dragon to the Library	Julie Jassman	PK-2
Squirrel me Timbers	Louise Pigott	PK-2



Alternate Ending

Description	Let's remix the story! After you finish reading the ending of the book with your students, discuss what you think the new ending of the book should be.
Materials	None
Time	10-20mins
Instruction	<ol style="list-style-type: none">1. Pick a story to read on myON.2. After reading the story in its entirety, begin brainstorming a different ending.3. Have your students re-tell the story with an alternate ending.

Recommended Books

Title	Author	Grade Level
Little Red Riding Duck	Gullain, Charlotte	PK-2
The Kitten Who Cried Dog	Gullain, Charlotte	PK-2
Goldilocks and the Three Bears	Gullain, Charlotte	PK-2
Beauty and the Beast: The Graphic Novel	Feldman, Luke	3-up
Snow White: The Graphic Novel	Valdez Y Analis, Frank	3-up
Thumbelina	Dietric, Sean	3-up



Book Freeze Dance

Description	In this activity, everyone dances when the music or book plays and freezes as soon as the music or book stops.
Material	Indoor-myON Book: Best Ages: Grade Pk-3 (use audio to play the song from the book) Outdoor: Best Ages: Grade K-8 (Put together a fun modern playlist of songs)
Time	5-20 mins
Instructions	<ol style="list-style-type: none">1. Assign each student their own spots and remain in that spot.2. Everyone dances when the music or book plays and freezes as soon as the music or book stops—hold that position until the music or book starts back up again.3. If someone doesn't immediately freeze, have them do something like 10 jumping jacks or five push-ups.

Recommended Books

Title	Author	Grade Level
The ants Go Marching	Ann Owne	PK-2
I know an Old Lady	Ann Owne	PK-2
Old MacDonald Had a Farm	Ann Owne	PK-2



Detective

Description	Have a student be a detective. Select a book to read and then explain the role of a detective.
Materials	None
Time	10-20mins
Instruction	<ol style="list-style-type: none">1. Nominate a detective from the group.2. Now pick a leader in the group who will start initiating movements (like jumping jacks or any physical movements) that everyone else will copy. Then the “detective” returns and stands in the middle of the circle. They have to figure out who’s the leader of the group in three guesses!3. Next game, the leader becomes the detective and the game continues. (if the group is really big-larger than 15-choose two leaders and two detectives.)

Recommended Books

Title	Author	Grade Level
Hansel and Gretel: A Retelling of the Grimm’s Fairy Tale	Eric Blair	K-3
Super Billy Goats Gruff: A Graphic Novel	Sean Tulien	3-Up
Beauty and the Dreaded Sea Beast: A Graphic Novel	Louise Simoson	3-Up

Fun Activities!

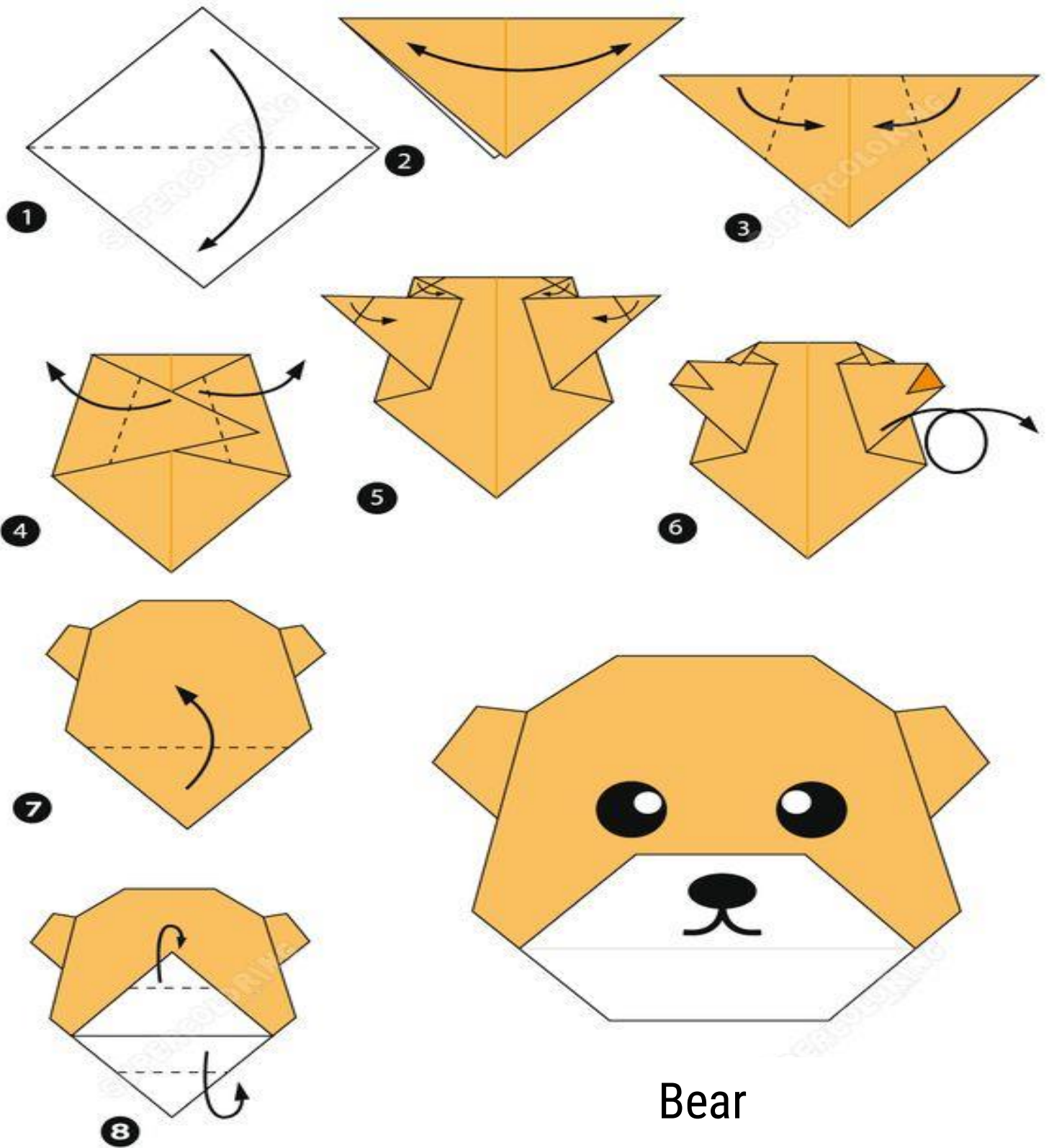
Storytellers: (Best ages: Grades K-5) How to play: Think of [this Storytellers game](#) as Mad Libs in real life. Have players stand in a circle 6 feet apart and select one person to start as the storyteller. The storyteller then kicks off the game by either saying one word or one sentence and players around the circle add on their own word or sentence. When you get back to the storyteller, they have to retell the story and all its add-ons! (For an extra twist, once a player says their part, make them do a physical activity like run in place or hold a position like tree pose until the circle is complete.)

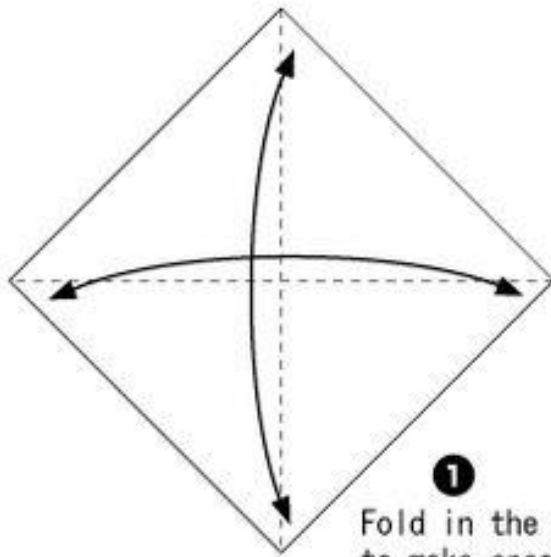
Line Math: (Best ages: Grades K-5) Split a group of kids into two teams and have them sit in two lines, 6 feet apart. Place cones in the distance in a line in front of the teams and designate a number to each cone (keep it simple with 1, 2, 3, 4, 5). Street Team Member comes up with a list of math problems and asks a student from each team to stand up and get ready to run. The Street Team Member calls out a math problem ($3+2=5$ or $2 \times 2=4$), but lets the players guess the answer. They have to run as fast as they can to the correct cone—whichever is first to the correct cone gets a point. Add a twist: make players hop, run backwards, or bear crawl to the cone; for older grades, use multiplication and division. (This game can also be altered to represent characters of a book and “who said what

Extension Activity: Line-up all students and get them ready play the shopping list game. Going through the alphabet, they have to come with a food item for each letter of the alphabet in alphabetic order as they go down the line.

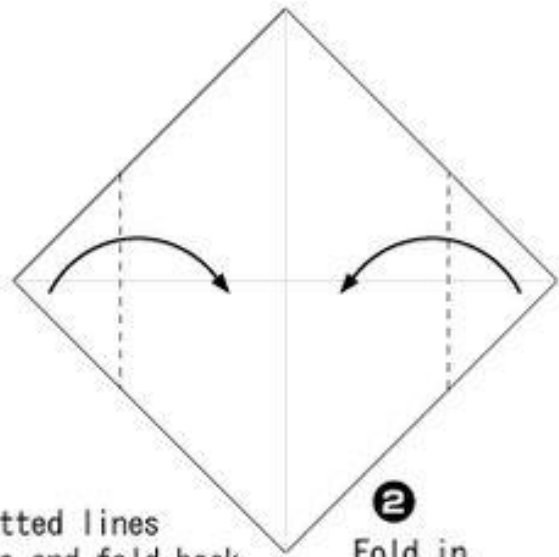
Outdoor or Indoor Letter Scramble: (Best ages: Grades K-5) How to play: Prep for this activity by writing the letters of the alphabet on large pieces of paper and come up with a list of age-appropriate words for the participants. Then have your child and their friend(s) sit in your lawn in 6 feet apart spots and scramble the letters in one of your words in front of them in a line and give them a hint (person, place or thing; or Disney character, sport, name of a state). One child gets up at a time to move one letter to its correct spot. For every word that can't be figured out, tell players they must do something silly like dance in place for one minute.

<https://www.parents.com/fun/games/social-distancing-games-and-safe-activities-for-kids/>

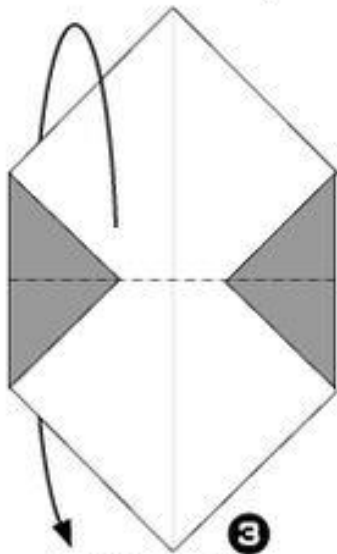




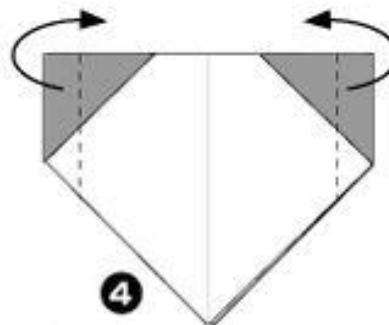
1
Fold in the dotted lines
to make creases and fold back



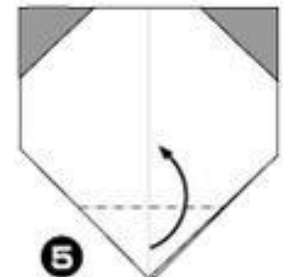
2
Fold in
the dotted line



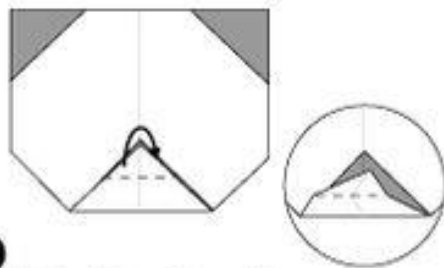
3
Fold in half



4
Fold backward
in the dotted line



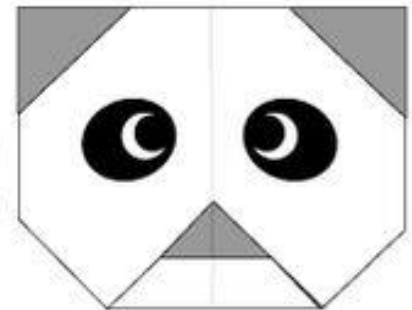
5
Fold in
the dotted line



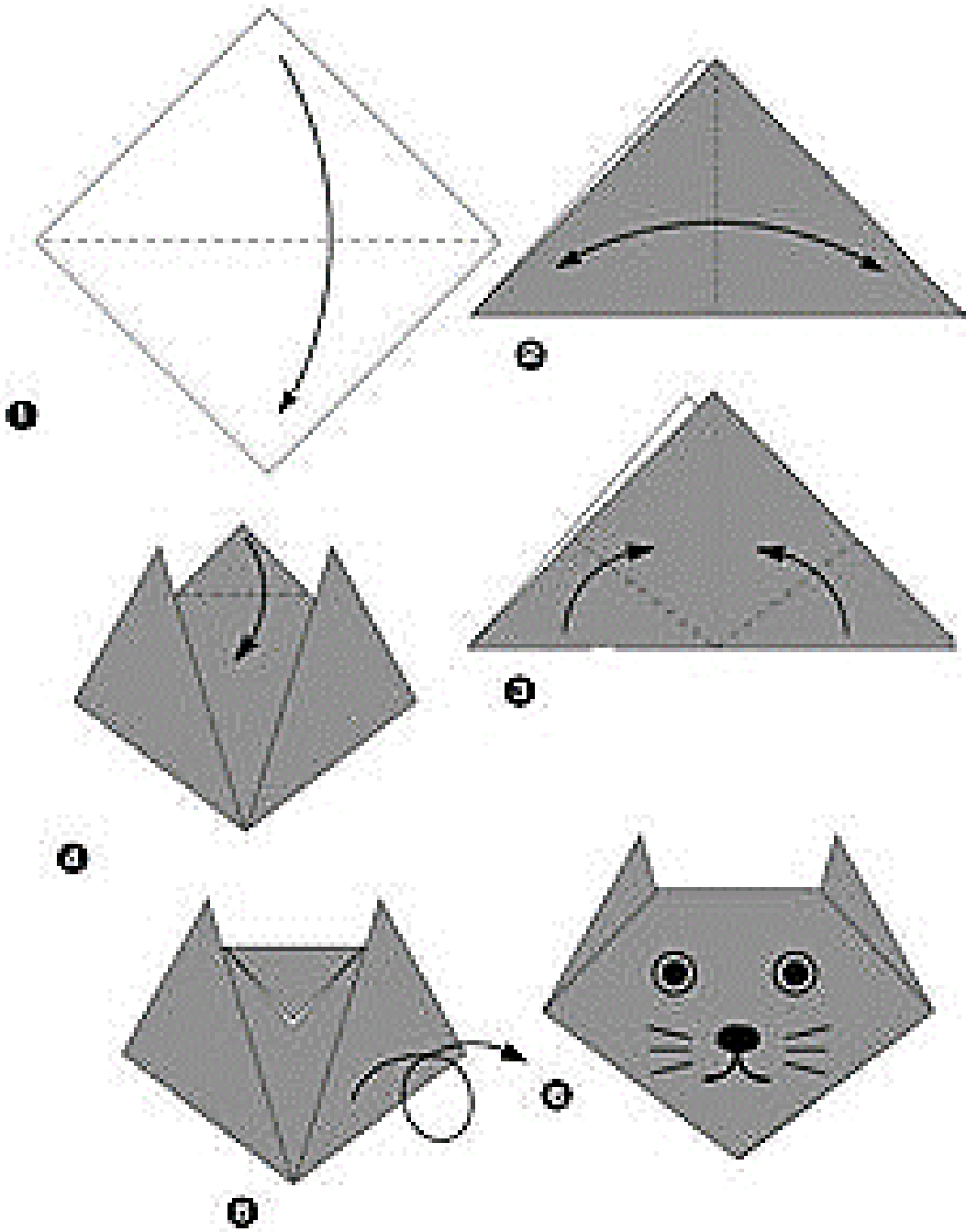
6
Fold inside the white one

Draw eyes
and finished

7



A Panda (face)



Kitty