

March Activities

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When March rolls around and the weather begins to warm, teaching can become a challenge. These seasonal activities will ensure that your students are on task and learning when spring fever starts to hit! In this packet you'll find two pages of directions followed by more than a dozen pages of printables just right for March! Be sure to check out my virtual file cabinet at www.lauracandler.com and follow my Corkboard Connections blog at www.corkboardconnections.com for additional engaging lesson ideas!

~ Laura Candler

Dates to Remember

- March 2nd - Read Across America (Dr. Seuss's birthday)
- March 14th - Pi Day (3/14)
- March 17th - St. Patrick's Day
- March 20th - First Day of Spring

March Printables in this Packet

- Reading Marathon
- Story Hat Maps and Blank Hat Pattern
- Dr. Seuss Word Play
- Dr. Seuss Venn Diagram
- Circle Explorations
- Sir Cumference and the First Round Table
- Lucky as a Leprechaun
- Leprechaun Luck Probability Game
- St. Patrick's Day Character Read 'n Roll
- Stick Figure Graphic Organizer
- St. Patrick's Day Word Challenge
- Springtime Word Challenge
- March Daily Math Puzzlers
- Spring Dictionary Word Sort



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March Activity Directions

Dr. Seuss Reading Marathon

A reading marathon is an extended period of reading divided into "laps" and "checkpoints." Students read during the laps and stop to do an activity for about 10 minutes during each checkpoint. You'll find complete directions on page 4 along with Story Hat Map patterns on pages 5, 6, 7, and 8.

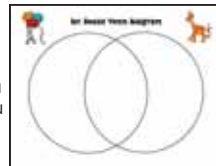


Word Play and Word Challenges

Word Plays and Word Challenges involve having students find words using the letters of a given word. No names or other proper nouns! Three variations are included in this packet: Dr. Seuss, St. Patrick's Day, and Spring. These activities work best when each student is given one paper and they have at least 10 minutes to find words on their own before being paired with a partner. Word Challenges make great literacy center activities, and I've found spelling skills to improve dramatically when I use them on a regular basis.

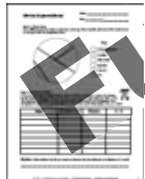
Dr. Seuss Venn Diagram

Dr. Seuss books aren't just for little kids! Many of his books like *The Lorax* and *Yertle the Turtle* address social issues and are great for discussion. But some of his books are just plain silly! Why not read two different Dr. Seuss books and have students compare and contrast them in a Venn diagram? You could do this as a whole class read aloud activity or place it in a center. If you want to use it in a center, gather a collection of Seuss books. Read one book aloud and then have students select a different book to use for comparing and contrasting.



Pi Day Circle Explorations

Did you know that March 14th has become known as Pi Day to math teachers around the world? Pi is the symbol for the ratio of a circle's circumference to its diameter, and its numerical equivalent is 3.14.... So March 14th (3/14) has become a day of celebration and math fun! Even if circles are not in your curriculum, why not take a break and let your students explore circle concepts with this hands-on lesson? You'll need one cylinder for each pair of students, so start collecting those coffee cans and peanut containers now! Start each pair off with one cylinder and a measuring tape (photocopy a ruler if needed). Give them 2 minutes to measure and record, then have them pass the object to the next pair. At the end of the activity, share and discuss results.



Pi Day - Sir Cumference and the First Round Table

Reading teachers can join in on Pi Day fun by reading *Sir Cumference and the First Round Table* and having students complete the Problem/Solution graphic organizer. First read the book completely through so students can enjoy the story. Then reread the book and ask students to raise their hands each time they hear a new problem. After everyone writes down the problem, have them turn and talk to a partner to see if they can remember the solution. Turn the page, reveal the solution, and continue until all problems and solutions are identified.



More March Activity Directions

Lucky as a Leprechaun

On St. Patrick's Day, have students take a few minutes to reflect on all the ways that they are lucky. Start by having each student write his or her name in the cloud at the top of the page. Then conduct a quick class brainstorming activity to generate ideas about ways they are lucky (good friends, family members, favorite foods, freedom to go to school, clothing, special abilities, etc.) Students fill in the gold coins with the ways they are lucky and color their personal pots of gold.



Leprechaun Luck Probability Game

Leprechaun Luck is a variation of a math center game in my ebook, *Math Stations for Middle Grades*. Students learn about probability by covering a game board with 12 Lucky Charms and rolling two dice to remove the cereal. The game is designed to be played in pairs, and it is most effective when students have time to play it several times. After playing it repeatedly, they will begin to discover patterns and make connections about the probability of rolling certain numbers. Allow time at the end of class to show students how to figure the mathematical probability of rolling all numbers from 1 to 12.

St. Patrick's Day Read 'n Roll (Reading Marathon Variation)

Read 'n Roll is a fun way to conduct a reading marathon. See the Dr. Seuss Reading Marathon on page 4 for a description of how to conduct this activity. However, instead of having students fill out the Hat Map, have them roll a die and complete one part of the graphic organizer during each "checkpoint." If they roll a number they have rolled before, they should roll again. Aim to complete at least 4 of the 6 categories. You may want to have everyone start by drawing clothing on their characters and roll for the remaining areas.



March Daily Math Puzzlers

These leveled word problem worksheets have four problems, and students must show their work in picture or word form. They can be used with the Daily Math Puzzler program or simply as worksheets. There are 2 different Math Puzzlers this month, but one of them has a metric variation.



Answers:

St. Pat's #1 - 2 hrs #2 - 1446 #3- 30 #4 - 44 leaves
Spring: #1 - 10 yds #2 - \$13.75 #3 - 20 eggs #4 - 13 inches

Spring Dictionary Word Sort

Do your students have difficulty finding words in a dictionary? This cooperative learning activity allows them to practice using entry words and guide words. Working with a partner, students sort the word cards into categories depending on whether they go on, before, or after the guide words. This activity comes with full directions on page 23 along with a game board, sets of word cards, and a pattern to make your own.

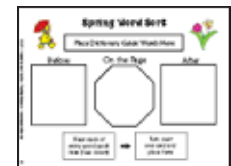


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Celebrate Dr. Seuss Reading Marathon



Overview

Reading Marathons are fun ways to motivate kids to read and to give them extended periods of time to experience the joy of a great book. Have students wear something comfortable and bring a special stuffed animal, blanket, or pillow for reading. It's also best to establish guidelines before you begin. Take a restroom break right before you start and make sure everyone has plenty of great reading material on hand. For the Dr. Seuss Marathon, everyone will need at least one Dr. Seuss book.

Divide your Reading Marathon into "laps" and "checkpoints." A lap is the actual reading time, and the checkpoint is a quick reading-related activity. To begin, let everyone spread out on the floor and find a spot to read, then set a timer for about 10 minutes for the first lap. When the timer goes off, have students complete the Story Hat Map activity below. Then have them return to their same reading spot for the next lap. The number of laps you read and the length of each checkpoint is determined by the total time you have set aside for the Reading Marathon. At the end of the time, students can complete more than one section at a time if needed.

Suggested Guidelines for Students

- Choose a reading location at least 3 feet from anyone else in the room. However, you must be actively reading, not sleeping, during the marathon. If you choose a spot on the floor and you aren't reading, you'll need to return to your desk.
- Stay in your spot during each lap of the Reading Marathon. You must have enough reading material for the full 15 to 20 minutes.
- Reading quietly and independently without distracting others.
- Keep the same reading location for each lap of the Reading Marathon.

Dr. Seuss Story Hat Map Activity

- Use one of the Story Hat Map patterns in this packet. Start by having students write the book title at the top and their name in the hat brim.
- Keep the laps fairly short (10 minutes) and have them do one section at each checkpoint. If you have longer reading laps, you can have them complete 2 sections at a time and do fewer laps.
- Students should begin at the top and work their way down the map.
- If they finish their book, they should have something else to read during the reading marathon, but they will keep working on the same book for their story map.
- You may want to let students read their book with a partner and discuss what to write or draw in each section of the map. For individual accountability, each student should complete his or her own map.



Story Hat Map

Date _____

Title _____



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Story Hat Map

Date _____

Title _____



Hat Graphic Organizer



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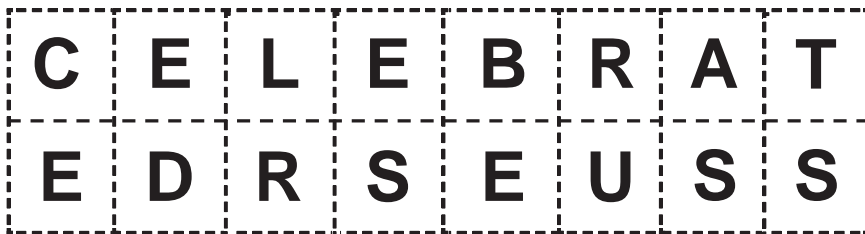
Dr. Seuss Word Play

_____ Name

_____ Date

March 2nd is Dr. Seuss's birthday! How many words can you find in the letters of "Celebrate Dr. Seuss"? Cut out the letters below and use them to help you make words. Record them on the lines below.

- | | | |
|-----------|-----------|-----------|
| 1. _____ | 17. _____ | 33. _____ |
| 2. _____ | 18. _____ | 34. _____ |
| 3. _____ | 19. _____ | 35. _____ |
| 4. _____ | 20. _____ | 36. _____ |
| 5. _____ | 21. _____ | 37. _____ |
| 6. _____ | 22. _____ | 38. _____ |
| 7. _____ | 23. _____ | 39. _____ |
| 8. _____ | 24. _____ | 40. _____ |
| 9. _____ | 25. _____ | 41. _____ |
| 10. _____ | 26. _____ | 42. _____ |
| 11. _____ | 27. _____ | 43. _____ |
| 12. _____ | 28. _____ | 44. _____ |
| 13. _____ | 29. _____ | 45. _____ |
| 14. _____ | 30. _____ | 46. _____ |
| 15. _____ | 31. _____ | 47. _____ |
| 16. _____ | 32. _____ | 48. _____ |



Dr. Seuss Venn Diagram

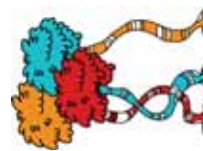
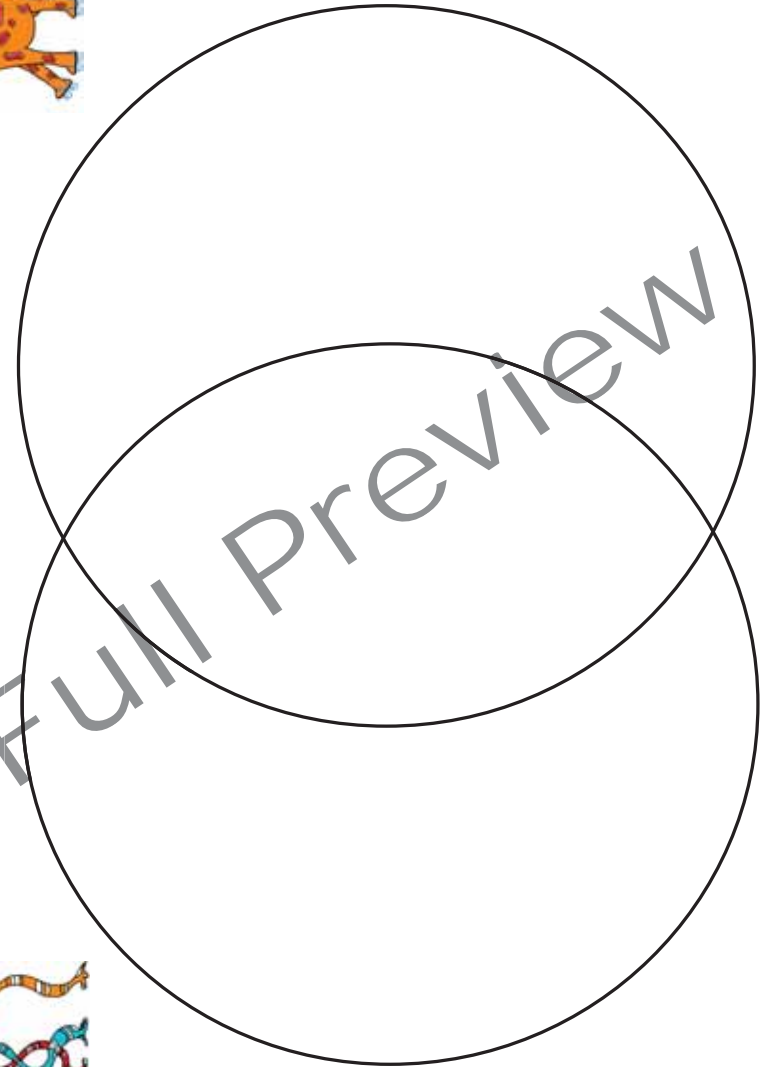


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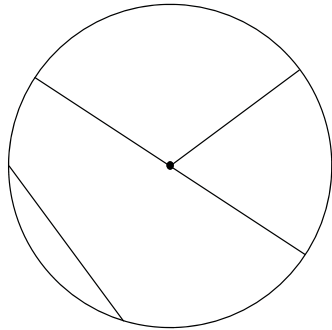
Circle Explorations

Name _____

Date _____

Part 1 - Circle Parts

Use a different color to shade in each box in the key. Then identify each part of the circle below by tracing it with the designated color.



Key

- Circumference
- Center
- Diameter
- Radius
- Chord
- Arc

Part 2 - Measuring Circles

A cross-sectional slice of a cylinder is a circle, so you will measure a variety of cylinders for this activity. Working with a partner and using string or a tape measure, measure the circumference and diameter of each cylinder to the nearest tenth of a centimeter. Then divide the circumference by the diameter and record the result. What pattern do you notice?

π

Object	Circumference	Diameter	$C \div D$

Big Idea: What relationship did you discover between the circumference and diameter of a circle?

Sir Cumference and the First Round Table A Math Adventure

Name _____

Date _____

Directions: Trace the invention of the first round table through its series of six problems and six solutions. As with most inventions, every solution initially leads to another problem until the final solution is discovered, often as a result of a breakthrough in thinking.

Problem

Sir Cumference is unhappy because he has to shout to be heard during a meeting at the long rectangular table.

Solution

Problem

Solution

Problem

Solution

Problem

Solution

Problem

Solution

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You don't have to go looking for a pot of gold! You already have all the luck you need! Fill up the pot of gold by naming 10 things that make you feel lucky! How about the people who care about you, the food you eat, and the skills you've learned? What else makes you lucky as a leprechaun?



Lucky as a Leprechaun

Name _____

Leprechaun Luck Math Game



Materials for 2 Players:

- 2 dice
- 2 Leprechaun Luck Game Boards
- 24 pieces of Lucky Charms cereal (or other game markers)

Object of the Game:

To be the first to remove all your Lucky Charms from the game board

Directions:

1. Each person needs one game board and 12 Lucky Charms.
2. Place 12 pieces of cereal on your game board in any manner you choose. You can put 1 piece on each square, all your pieces on 1 square, 2 pieces on 6 different squares, etc. After you place your cereal pieces and the game starts, you may not move them to another location.
3. Roll one die to see who goes first. High roller becomes Player 1.
4. Player 1 rolls both dice and adds the numbers. He or she may remove all the cereal from that location on the board. (Example: Roll a 3 and a 4 - Remove all cereal pieces from Number 7)
5. Player 2 rolls both dice and follows the same steps.
6. Continue taking turns until one player has removed all the Lucky Charms from his or her board.
7. Play the game several times.
8. Discuss your strategies with your partner. Did your strategies change after the first game? Is there an equal probability of rolling all the numbers on the board? Why or why not?
9. After you figure out some secrets of this game, play against someone else. Do your methods work against your new partner?



Leprechaun Luck Math Game

Materials for 2 Players:

- 2 dice
- 2 Leprechaun Luck Game Boards
- 24 pieces of Lucky Charms cereal (or other game markers)

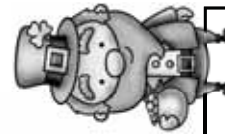


Object of the Game:

To be the first to remove all your Lucky Charms from the game board

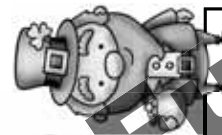
Directions:

1. Each person needs one game board and 12 Lucky Charms.
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9. After you figure out some secrets of this game, play against someone else. Do your methods work against your new partner?



Leprechaun
Luck Game

3			
2	5	8	
1	4	7	10
			11
			12



Leprechaun
Luck Game

3			
2	5	8	
1	4	7	10
			11
			12

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Leprechaun Luck Game

1	2	3	
4	5	6	
7	8	9	
10	11	12	



Leprechaun Luck Game

1	2	3	
4	5	6	
7	8	9	
10	11	12	



St. Patrick's Day Character Read 'n Roll

Start with a basic stick figure of your character. Write the book title, name of the character, and your name below the character. As you add each of the following to your drawing, be sure to include important details that give us information about your character.







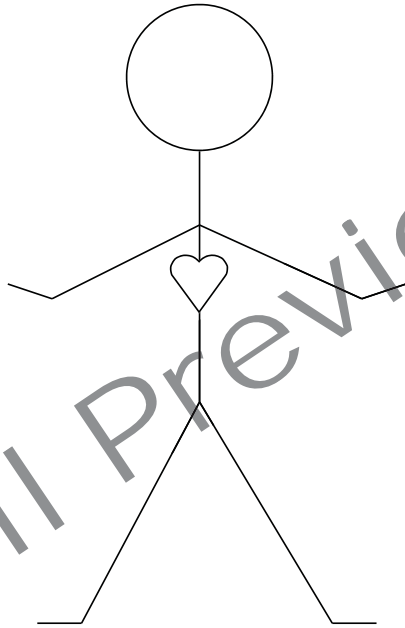
	Clothing How would he or she be dressed for that time period or the events in the book? Dress your character appropriately.
	Dreams or Thoughts What would your character be dreaming about or thinking about? Add your ideas near the top of the paper.
	Words What does your character say or what might your character say? Add words near his or her mouth.
	Actions What has your character done or what does he or she plan to do? Near the hands, write about important actions.
	Love Who or what does your character love or have strong feelings about? Add details near the "heart" of your character.
	Places Where has your character traveled or where would he or she like to go? Add details near your character's feet.

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Book Title _____

Character _____

My Name _____



St. Patrick's Day Word Challenge

_____ Name

_____ Date

How many words can you find in the letters of "Saint Patrick's Day"? Cut out the letters below and use them to help you make words.

- | | | |
|-----------|-----------|-----------|
| 1. _____ | 17. _____ | 33. _____ |
| 2. _____ | 18. _____ | 34. _____ |
| 3. _____ | 19. _____ | 35. _____ |
| 4. _____ | 20. _____ | 36. _____ |
| 5. _____ | 21. _____ | 37. _____ |
| 6. _____ | 22. _____ | 38. _____ |
| 7. _____ | 23. _____ | 39. _____ |
| 8. _____ | 24. _____ | 40. _____ |
| 9. _____ | 25. _____ | 41. _____ |
| 10. _____ | 26. _____ | 42. _____ |
| 11. _____ | 27. _____ | 43. _____ |
| 12. _____ | 28. _____ | 44. _____ |
| 13. _____ | 29. _____ | 45. _____ |
| 14. _____ | 30. _____ | 46. _____ |
| 15. _____ | 31. _____ | 47. _____ |
| 16. _____ | 32. _____ | 48. _____ |



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Words in a Word



How many words can you find in the letters of "Springtime"? Cut out the letters below and use them to help you make words. If you work with a partner, take turns finding words and writing them on the lines.

- | | | |
|-----------|-----------|-----------|
| 1. _____ | 16. _____ | 31. _____ |
| 2. _____ | 17. _____ | 32. _____ |
| 3. _____ | 18. _____ | 33. _____ |
| 4. _____ | 19. _____ | 34. _____ |
| 5. _____ | 20. _____ | 35. _____ |
| 6. _____ | 21. _____ | 36. _____ |
| 7. _____ | 22. _____ | 37. _____ |
| 8. _____ | 23. _____ | 38. _____ |
| 9. _____ | 24. _____ | 39. _____ |
| 10. _____ | 25. _____ | 40. _____ |
| 11. _____ | 26. _____ | 41. _____ |
| 12. _____ | 27. _____ | 42. _____ |
| 13. _____ | 28. _____ | 43. _____ |
| 14. _____ | 29. _____ | 44. _____ |
| 15. _____ | 30. _____ | 45. _____ |



St. Pat's Day Puzzlers Name _____

Try to solve each problem *on your own*. Show your work using numbers, pictures, words, or symbols. We will discuss the problems together and correct them in class.

1. Leonard the leprechaun can make one shoe every 20 minutes. How many hours will it take him to make 6 pairs of shoes?

Answer: _____
 ✓- ✓ ✓+

2. Blarney Castle is the site of the famous Blarney Stone. The year it was built is a 4-digit number with an odd number in the thousands place. The digits in the tens and the hundreds places are the same, and their product is 16. The ones place is two greater than the tens place. When was the castle built?

Answer: _____
 ✓- ✓ ✓+

3. Katie found a pot of gold at the end of a rainbow. She counted the coins and took out $\frac{1}{3}$ of them. She put half her coins into each of her two pockets, and there were 5 coins in each pocket. How many gold coins were in the pot before Katie discovered it?

Answer: _____
 ✓- ✓ ✓+

4. Shamrocks have 3 leaves and are not the same as lucky 4-leaf clovers. Sean looked for 4-leaf clovers and shamrocks in a patch of clover. He picked 2 four-leaf clovers and 12 shamrocks. How many leaves in all on the plants he picked?

Answer: _____
 ✓- ✓ ✓+

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Spring Math Puzzlers

Name _____

Try to solve each problem **on your own**. Show your work using numbers, pictures, words, or symbols. We will discuss the problems together and correct them in class.

1. Jill's vegetable garden covers a 6-foot by 9-foot area. She needs to buy a fence to keep the rabbits from eating her carrots. How many yards of fencing will she need?

2. Mrs. Robertson bought tickets to the Spring Carnival for herself and 3 children. Tickets were \$5.50 for adults and half-price for kids. How much did she spend?

Answer: _____

✓- ✓ ✓+

Answer: _____

✓- ✓ ✓+

3. Sara counted a dozen ducks on the edge of a pond. She noticed that $\frac{1}{3}$ of the ducks had a nest, and each nest contained 5 eggs. How many eggs in all?

4. David measured rainfall 4 days in a row. It rained 2.5 inches Monday, and on each of the next 3 days it rained a half inch more than the day before. How much rain fell during the time David collected data?

Answer: _____

✓- ✓ ✓+

Answer: _____

✓- ✓ ✓+



Spring Math Puzzlers

Name _____

Metric
Measurement

Try to solve each problem **on your own**. Show your work using numbers, pictures, words, or symbols. We will discuss the problems together and correct them in class.

1. Jill's vegetable garden covers a 6-meter by 9-meter area. She needs to buy a fence to keep the rabbits from eating her carrots. How many meters of fencing will she need to buy?

2. Mrs. Robertson bought tickets to the Spring Carnival for herself and 3 children. Tickets were \$5.50 for adults and half-price for kids. How much did she spend?

Answer: _____

✓- ✓ ✓+

Answer: _____

✓- ✓ ✓+

3. Sara counted a dozen ducks on the edge of a pond. She noticed that $\frac{1}{3}$ of the ducks had a nest, and each nest contained 5 eggs. How many eggs in all?

4. David measured rainfall 4 days in a row. It rained 2.5 cm on Monday, and on each of the next 3 days it rained 0.5 cm more than the day before. How much rain fell during the time David collected data?

Answer: _____

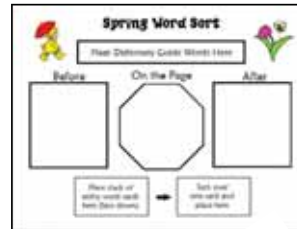
✓- ✓ ✓+

Answer: _____

✓- ✓ ✓+

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Spring Dictionary Word Sort

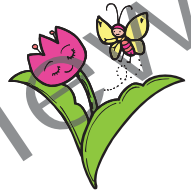


Number of Players: 2

Materials: Guide Words and Entry Word Cards
Word Sort Answer Key
Word Sort Gameboard

Directions:

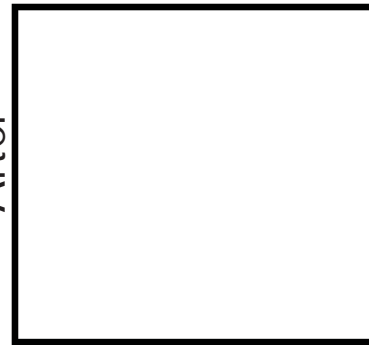
1. Cut apart both sets of entry word cards and the guide word strips. Make sure they don't get mixed together. The **rain-shower** words go together for one game, and the **bloom-daffodil** words are for another game.
2. Start with the **rain-shower** set. Put the guide word strip at the top of the game board. Shuffle the nine entry word cards and place them face down in the left box. Place the Answer Key face down next to the board.
3. To see who goes first, players draw a word card from the deck. The person with the longest word becomes Player 1. Put the cards back on the bottom of the deck.
4. Player 1 turns one word card face up and thinks about where it would be in a dictionary according to the guide words at the top. Would it come before that page, on that page, or after that page? He or she places the card on the appropriate section of the board.
5. Player 2 gives a thumbs up to show agreement or helps Player 1 figure out the correct placement.
6. Player 2 turns over the next card and places it on the board. Player 1 gives a thumbs up or helps Player 2.
7. Continue to take turns sorting the cards.
8. Check the Answer Key after all cards are placed.
9. Repeat the activity again with the other set of entry word cards.



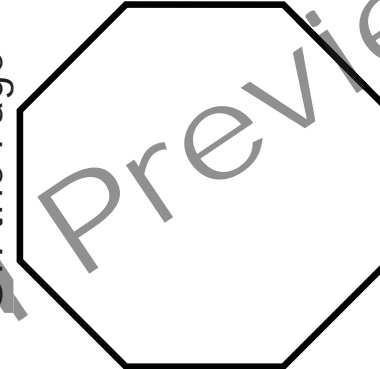
Spring Word Sort

Place Dictionary Guide Words Here

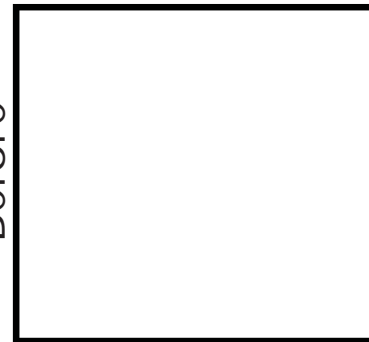
After



On the Page



Before



Turn over
one card and
place here



Place stack of
entry word cards
here (face down)

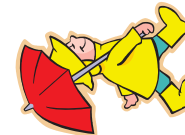


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rain - shower

plant	tulip	Spring
rainbow	playground	sunshine
season	seed	puddle

bloom - daffodil

baseball	butterfly	egg
bunny	flower	bike
Easter	bird	blossom

Answers (rain-shower)

Before	On	After
plant	rainbow	Spring
playground	season	sunshine
puddle	seed	tulip

Answers (bloom - daffodil)

Before	On	After
baseball	blossom	Easter
bike	bunny	egg
bird	butterfly	flower

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www.teacherspayteachers.com/Store/Pink-Cat-Studio



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