

Student: Fiona

Academic Year: 2023/24

8/27/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., current book selection, online research & videos, other online content, waiver and documentation at Full Throttle Adrenaline Park, piano book).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., singing, ongoing reading of online content; group & individual discussions; playing piano music for family members; listening to different genres of music; online research and videos; reading Full Throttle Adrenaline Park signs and concession menu; conversations with Full Throttle Adrenaline Park and extended family members).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, online searches and research).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query portion of iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, temperature, fractions, head measurement, height, weight, percentages, points, levels, speed/mph, distance, money).
- Student continued to use problem solving mathematics skills in daily life applications (i.e., calculating time and distance to party location; driving Go Kart at Full Throttle Adrenaline Park on indoor track as well as ax throwing and arcade area).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued to receive money at the first of each month which they will then determine if the money is spent, placed in checking, or transferred to their savings. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.

- Student continued to use mathematical concepts in free play (i.e., go karts, arcade) as well as age appropriate math related media (i.e., iPad and PC games/apps; age, height and reported weight for Full Throttle participation).
- Student continued to use measurement in practical situations (i.e., body measurements for safety equipment and go kart settings at Full Throttle Adrenaline Park).

SCIENCE

- Student continued to increase their scientific knowledge through research, experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Group travel to Full Throttle Adrenaline Park indoor activity place for middle student's birthday party celebration. Participants had the opportunity to try out an indoor Go Kart driving course with other members of the birthday party group as well as public participants; an ax throwing activity as part of two teams made up of birthday party participants; as well as various virtual reality and real life game options in the location's arcade. Scattered among these activities were breaks for slushies, soda or water drink breaks and food breaks (i.e., pizza and individually wrapped Bundt cakes). Students experimented with driving go karts, with ax throwing, with virtual reality, with arcade games, and with arcade play cards that required additional money be placed on the card to continue gaming. Middle student, older and younger students all described favorite moments, experiences and interactions. Group chose to return home for continued calmer celebrations with paternal grandparents.
- Per oldest student's request, guide followed up with paternal grandparents with a verbal check in to see if students taking alone time upon return from Full Throttle would hurt anyone's feelings. Grandparents stated in the presence of all students this would not hurt their feelings in the least. Student chose to watch online videos alone upon returning home from Urban Air. Student experimented with this solo activity to self-regulate and engage in needed alone downtime. Student noted their physical and emotional wellbeing after this self-care choice. Student reported their findings to guide and stated they felt ready to reengage with those present. Later in the evening student again experimented with downtime and nutrition.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Group traveled to Full Throttle Adrenaline Park for the second time in a previously unexplored part of their community. Group recalled stories of the one other time they had traveled to the same area for students' dad's birthday celebration.
- Student used maps and other resources to navigate local roads to travel to Full Throttle location.

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability. Group discussed how middle student had again chosen a community program to request donations for in lieu of birthday presents from extended family.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires, specifically when using the cooktop and oven.
- Safety guidelines for participation in activities at Full Throttle Adrenaline Park were reviewed individually and as a group both in writing and verbally by park staff.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Students each chose an activity upon returning home from middle student's birthday party celebration that was a good fit for their own self-care (i.e., art, electric scooter ride, online video exploring, nature time with horse) after the sound and activity levels of Urban Air.
- Student continued to learn about the human body, at a level appropriate for their age and ability. Group discussed past post-celebration reactions and ways to refill each members' energy/emotion cup. Each person chose a self-care activity that best fit their individual needs.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., running, walking, go kart driving, jumping, arcade gaming).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., Apple playlists, music at Full Throttle).
- Student continued to performed in a short live performances with the piano for their paternal grandparents.
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student created art with music.

ENRICHMENT

- Paternal grandparents arrived the morning prior to celebrate middle student's birthday and participate in the Full Throttle Adrenaline Park birthday party as well as a lower key celebration at group's home with immediate family and paternal grandparents. Group spent the day with students' paternal grandparents preparing for the upcoming party and catching up on students' interests (i.e., violin, gaming, animals, activities, martial arts moves, etc.). Everyone got ready and traveled together to birthday party location. Similar to the previous year, middle student offered paternal grandparents the option to not attend party due to sound and activity levels at hosting location. Unlike the previous year both paternal grandparents chose to attend the party at Full Throttle Adrenaline Park. Students signed waivers, read rules of participation, listened to park staff verbally discuss rules/party plan and were led to the party area to set up. Group was faced with a few changes in party set up compared to what was described on the national website. Group demonstrated problem-solved skills and flexibility with changes. Everyone attending was offered a participation bracelet to use with the activities available (i.e., unlimited go kart races and one time option of ax throwing) as well as an arcade card with a limited amount of playing dollars to use in the arcade. Food and beverages were provided. Additional food or beverage items could be purchased from the concession area. After viewing options, each participant chose their activity. Paternal grandparents even decided to participate and were set up with waivers/bracelets. Students, guide, students' paternal grandparents returned home after the party to continue celebrating together. Paternal grandparents chose to end their visit at oldest student's boarding barn to meet oldest student and guide's horses. Paternal grandparents left very early the following day.

8/28/23

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student conducted online research using Siri verbal search query iPad option, Google search engine with guide's spelling assistance, YouTube videos, and Amazon when needed.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., running, driving middle student's quad, riding push scooter).

September 2023

Students and guide slowly began to transition to current Fall learning year with organic and scheduled discussions of Fall 2023/24 Learning Goals; online research for learning options and supplies; purchases of necessary learning supplies; and exploration of community resources, experiences and classes. Group will continue with organization, materials gathering, online research into topics, and online research into experiences throughout year to best match Learning Goals for year. Group also continued to discuss and explore various learning modalities including co-ops, nontraditional programs, online learning/classes, and in person classes or programs (i.e., ASL at local community college, math classes at community college, art classes at local art stores, local child centered school).

Students also continued ongoing classes and lessons; worked to transition from summer to fall schedule and sleep schedules; and prepared for same month vacation to Corolla Beach in the Outer Banks of North Carolina.

Students and guide also continued to work with guide's Belgian draft rescue horse, Tommy, on his ongoing medical issues (i.e., hoof abscesses, lameness, and pain management) which had required increased veterinary and specialist care over the summer. Guide continued work to implement the care and nutritional plan created with an equine lameness specialist including nutritional changes, weight loss, hand grazing versus going out with the herd, and farrier changes. After many challenges guide was able to set a farrier appointment with a new practitioner to get much needed work done with Tommy on September 1, 2023. Students demonstrated much flexibility, brain storming and problem solving skills as well as empathy and curiosity with equine anatomy and husbandry in general and Tommy's situation specifically.

9/1/23

SCIENCE

- Student continued to increase their scientific knowledge through research, experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Group discussion of same day farrier visit with new practitioner for guide's rescue Belgian draft, Tommy. Discussion included Tommy's transport to previously agreed upon neutral location (i.e., a friend's barn) via a hired horse transporter; the time spent with the new farrier, the primary equine vet and her assistant, the barn manager, the horse transporter and his assistant as well as guide and Tommy; the changes in Tommy's hooves; and Tommy's return to his boarding facility. Group discussed equine anatomy; equine sedation and pain management; and equine hooves. Students asked questions and guide offered answers verbally and visually (i.e., photographs taken and online searches). After the group discussion those who chose to participate traveled with guide to a local Tractor's Supply to obtain the necessary ingredients (i.e. copper sulfate granules) and supplies needed to create the hoof poultice the new farrier suggested for the treatment of equine thrush.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through research, travel, maps, play and stories.
- Student used maps and other resources to navigate local roads to travel to Tractor Supply.

9/2/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

SCIENCE

- Student continued to increase their scientific knowledge through research, experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Continued group discussion of guide's horse following previous day farrier appointment and subsequent observable soreness possibly due to strain of trailering and exertion of being trimmed.
- Group discussion and viewing of videos/photos of students' dad's same day drag racing event at local race track.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community through maps and stories. Group discussion of Keystone Raceway Park located in New Alexandria, PA about an hour and a half from group's home location.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music.

ENRICHMENT

- Guide followed up with students about annual dog swimming event held at local county public swimming pools on September 4th with the end of this year's swimming pool season. Students stated they would love to participate again and take both family dogs to try out the event for the second time. Guide will register family for event at nearby county wave pool.

9/4/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., current reading selection; PC and iPad apps/games; other online content; signs and rules at local wave pool).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music, singing; listening and speaking to other participants in same day dog swim at local wave pool).

WRITING

- Student continued to gain more experience with various kinds of writing, both by hand (i.e., hand written note to sibling) and on the computer (i.e., messaging, chats, online searches and research).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, temperature, fractions, measuring, feet and inches, height, addition/subtraction, multiplication/division).
- Student continued to use problem solving mathematics skills in daily life applications (i.e., depth family dog could swim, depth in which student could accompany family dog).
- Student continued to use measurement in practical situations (i.e., depth of pool water in feet and inches).

SCIENCE

- Student continued to increase their scientific knowledge through research, experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Group traveled to local county public wave pool to participate in dog swim event prior to staff draining the pool. Students were able to observe and interact with a multitude of other dog breeds and their owners. Group discussed the lack of waves at the wave pool due to the dog swim event as well as the wave pool machine that creates the waves during summer swim season.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through research, travel, maps, play and stories. Group discussed local wave pool locations in Pittsburgh area; other wave pool experiences students had had (i.e., Harrisonburg, VA) this summer.
- Student used maps and other resources to navigate local roads to travel for family participation in dog swimming event at nearby wave pool.

HISTORY

- Student continued to add to their basic understanding of the history of PA, the USA, and the world through reading, research, discussion and possibly field trips. Group discussed same day national holiday, Labor Day; its meaning, and annual spot on the calendar.

CIVICS

- Student continued to gain a basic understanding of local, state, and federal government. County official checked for required dog vaccinations and licenses upon arrival at county dog swim event. Group discussions of requirements for dog owners in Pittsburgh, PA and Allegheny County.

SAFETY EDUCATION

- Group discussion of pool safety. Group discussed the additional layer of pool safety when surrounded by unknown dogs both off leash and leashed. Students observed off leash dogs running, playing and knocking over humans. Group chose to try off leash swimming with their own dogs this year and found that both dogs chose to stay close to family members despite not being required to by a leash.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices. Ongoing nutrition and movement discussion continued.
- Student continued to learn about the human body, at a level appropriate for their age and ability. Group discussed reasons individuals can be sore after physical exertion as well as reasons for soreness in humans as well as horses as individuals age (i.e., arthritis, lack of muscle tone or use).

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength. Group participation for second time in annual dog (and human) swimming event at local area wave pool.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., Apple playlists, music accompanying online videos/games, music playing at wave pool).

ENRICHMENT

- Students participated for the second time in an annual dog swimming event at a local county wave pool. Group discussion of the many dog participants observed during event; differences in dog owners' expectations with dog behavior and dog handling; and family dogs reactions to water/swimming (i.e., Newfoundland appeared to love it, French bulldog appeared nervous in anything but most shallow of water). Group experimented with off leash swimming for the first time and found it very successful. Students requested to again participate again next year.

9/5/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., current reading selection; PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; use of audio files sent through texts; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, online searches and research).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Group discussion around ongoing treatment guide is providing for their horse's hoof and pain management including plans to pick up additional pain medication from the primary equine vet.
- Group also discussed the family's ferrets upcoming annual veterinary appointment on Thursday, September 7th, at the small animal vet. The ferrets no longer receive rabies vaccinations due to an allergic reaction by one ferret the previous year.
- Student continued their brain storming and online research into options for their room renovation based upon the previously stated budget set by guide and students' dad.

ENRICHMENT

- Younger students requested to go to Ikea to explore and possibly purchase items for their room renovations. Guide agreed to travel to Ikea on Friday, September 8th.
- Student and guide began to discuss student's thoughts around their upcoming birthday the next month. Student agreed to begin considering gift ideas, possible party options, and an individual meeting with guide to discuss student's ideas.

9/6/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., online research and videos; PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, online interactions; music, singing).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, online searches and research, texts).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Group continued to discuss the ongoing health and aging concerns of guide's rescue Belgian. Group discussed changes in his medications, his comfort level, his overall conformation, and movement. Guide continued to work on setting up their horse's next

farrier appointment while also setting up multiple treatments for both their horse (i.e., massage, cryotherapy, Magnawave, Beemer boots, red light therapy) and oldest student's horse (i.e., massage, red light therapy, and bodywork). Oldest student gave their permission to graze their horse and oldest student's horse together when possible for companionship. Guide thanked all students for their support and flexibility.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Group discussed the various therapies guide's horse was to receive and similar treatments in humans (i.e., cryotherapy, massage, red light, Magnawave, bodywork); reasons for and, hopeful, response.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).
- Student continued to have the opportunity to pursue their own musical interests when ready.

9/7/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., online research and videos; PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, online interactions; music, singing).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, online searches and research, texts).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, measuring, decimals, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, outdoor temperature to decide where to play) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in practical situations (i.e., weights and lengths of 2 ferrets).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Group discussed same day annual wellness check for family's ferrets. Guide traveled

with ferrets to small animal vet. Veterinarian reported due to Edie's allergic reaction to the rabies vaccine last year both ferrets would no longer receive it. The ferrets were each weighed, given a full body examine, had their ears checked, and had their nails trimmed. Veterinarian asked questions about nutrition, activity level, any hair loss, differences in their mobility, or unusual growths/spots on ferrets. Happily, the ferrets were both given clean bills of health and returned home.

- Guide shared images of full rainbow with younger students who were not at barn.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Continued ongoing discussion of significance of movement, nutrition, and quality sleep. Discussed daily schedules as group transitions into current learning year.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ENRICHMENT

- Younger students and guide arranged next day travel to Ikea to explore and plan out room remodels within previously set budget.

9/8/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., online research and videos; PC and iPad apps/games; other online content; Ikea prices, signs, product descriptions, area names, store map).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, online interactions; music, singing; interactions with Ikea staff and other shoppers).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, online searches and research, texts).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, decimals, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science, furniture prices; dimensions of furniture and their room).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost desired furniture and decorations versus previously stated budget).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Students read and ordered from Ikea food menu.
- Students worked together to continue to calculate remaining money to spend in stated budget at Ikea.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Younger students explored Ikea and attempted to match ideas and concepts with bedroom remodeling plans. Students had drawn up sketches of future layout and desired changes with pencil and paper. Discussed how Ikea works; assembly often required for Ikea furniture; and process to write down and find desired items.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Younger students and guide traveled to Ikea in Robinson area. Discussed prior times exploring Ikea and surrounding area.
- Student continued to use maps and other resources to navigate local roads to travel to Ikea.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Students were able to verbalize their thoughts and feelings around Ikea experience.
- Student continued to learn about the human body, at a level appropriate for their age and ability. Younger students asked to get something to eat and drink at Ikea noticing its affects on their mood and energy level.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength. Younger students explored Ikea warehouse covering each floor and retracing steps if needed.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student explored the Ikea artwork and decoration sections noting what they liked and recognized (i.e., prints of known artworks).

ENRICHMENT

- Younger students demonstrated problem-solving skills and critical thinking while planning out their respective room remodels, a joint remodel, and the options viewed at Ikea. Students reported they would be sharing one room and repurposing another room. Students continued to work with their dad when discussing paint.

9/9/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., online research and videos; PC and iPad apps/games; other online content; Ikea bed frame instruction manual).
- Younger students chose to work together to read the bedframe manual (i.e., 2 twin size wooden bed frames assembly instructions) aloud; gather needed materials; organize materials given; and put together both wooden twin size bedframes.
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, online interactions; music, singing).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, online searches and research, texts).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science, step by step bedframe assembly instructions).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to put together 2 twin bedframes using step by step instructions).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Younger students worked together to calculate each student's remaining balance in bedroom remodel budget.

- Student continued to use mathematical concepts in free play/time (i.e., furniture assembly, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Younger students chose to work together to read the bedframe manual (i.e., 2 twin size wooden bed frames assembly instructions) aloud; gather needed materials; organize materials given; and put together both wooden twin size bedframes. Students then found twin mattresses from previous trundles and put sheets/blanket on their respective beds. Younger students chose to place twin beds in one bedroom with plan to divide down middle.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength. Younger students worked together to assemble furniture purchased previous day. Students reorganized one bedroom and moved out unneeded furniture.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student continued to use iPad Procreate app to sketch and create original drawings as well as modify existing pictures.

9/10/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., online research and videos; current online selections; PC and iPad apps/games).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, online interactions, or listening to others in household; texts, music, singing, interactive play with siblings).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, online searches and research).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, measuring, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources translated into dollars instead of unique online currencies; when learning level on, percentage health in game, altitude and flight speed, mph and distance in driving game, etc.).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.

Continued to view online videos on topics of interest and search out games that further explore interests.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Continued to discuss working towards a group learning schedule to be able to schedule activities.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student continued to create digital artwork with Procreate app.

9/11/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., active play, active VR experiences).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.

9/12/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student traveled with guide to multiples stores and practiced comparing prices, sticking to a budget, and paying for purchases

SCIENCE

- Student helped with pet care for dogs including feeding, enriched play, and taking them out.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., active play, active VR experiences).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.

9/13/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to use measurement in cooking and other practical situations.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., active play, active VR experiences).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)

9/14/23

READING

- Student selected several new books to read and spent the evening reading

ARITHMETIC

- Student continued to use problem solving mathematics skills in daily life application
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student chose to travel to barn to assist guide in care for guide's horse

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

SAFETY EDUCATION

- Student received a refresher on how to safely interact with horses

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., active play, active VR experiences).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

9/15/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).

SCIENCE

- Student observed a blimp which led to a discussion of lighter than air flight

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., active play, active VR experiences).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

9/16/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

SCIENCE

- Student helped with pet care for dogs including feeding, enriched play, and taking them out.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)

9/17/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to use measurement in cooking and other practical situations.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., active play, active VR experiences).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use iPad Procreate app to sketch and create original drawings and animations

9/18/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

SCIENCE

- Continued to view online videos on topics of interest and search out apps that further explore interests.
- Student helped with pet care for dogs including feeding, enriched play, and taking them out.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

HEALTH & PHYSIOLOGY

- Student went to an appointment with a healthcare professional. Was an opportunity for them to learn about their own body and how best to take care of it

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., active play, active VR experiences).
- Student chose to use outdoor trampoline for additional physical activity

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations

9/19/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content)

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

SCIENCE

- Continued to view online videos on topics of interest and search out apps that further explore interests.
- Student helped with pet care for dogs including feeding, enriched play, and taking them out.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., active play, active VR experiences).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.

9/20/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Continued to view online videos on topics of interest and search out apps that further explore interests.

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., active play, active VR experiences).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.

ENRICHMENT

- Student was home when father's new vehicle arrived from out of state. Had a chance to explore the new car and how its various features worked. Compared the capabilities and features of both family cars

9/21/23

READING

- Student continued to explore the English language through writing, reading, speaking, and listening using various media

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, online searches and research).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query portion of iPad).

ARITHMETIC

- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student had discussion with father about various aspects of automotive engineering (engines, transmissions, the trade offs between power and torque)

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., Apple playlists, music accompanying online videos/games).

9/22/23

READING

- Student continued to explore the English language through writing, reading, speaking, and listening using various media

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, online searches and research).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query portion of iPad).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., Apple playlists, music accompanying online videos/games).

ENRICHMENT

- Student accompanied father to pick up UHaul for family vacation. Led to opportunities to learn about safe trailering. Worked with father to attach a UHaul trailer to the family vehicle.
- Student helped parents help pack and prepare for family vacation. Planned out their wardrobe needs, picked clothes appropriate for the climate, and packed their own luggage. Selected and packed entertainment for the long car ride.

9/23/23 to 9/30/23

Corolla, Outer Banks, NC

Family used Google Maps and vehicle GPS system to drive from home in PA thru MD to WV to VA to NC on the way to Corolla, Outer Banks, NC for a weeklong vacation at the beach. A different vacation rental agency was chosen this year with a rental property on Corolla Beach accessible by 4 x4 and off road vehicles only. This location offers close access to the wild horses of the Outer Banks as well as direct access to the beach.

Family chose to bring and care for their youngest dog on this trip. Guide was able to set up 3 separate groups of individuals to care for guide's horse, Tommy, while family was away. Barn manager also agreed to keep a close eye on the horse and inform guide of any concerns. Tommy also received both red light therapy and Magnawave treatments while the family was on vacation.

Group read various highway & road signs; menus, store signs/prices, Outer Banks signs/historical markers, written materials left in the rental home, pool rules sign, board game rules/cards, beach rules, online video closed captioning, online research materials, current reading selections brought by each group member, and other written documentation. Group engaged in individual discussions, group discussions, as well as conversations with other vacationers, store employees, rental home neighbors, and others the group encountered along the trip and in the Outer Banks. Group members listened to recorded musical playlists, online videos, and real life conversations noting the use of certain terms in NC that were not used in PA. Oldest student also chose to bring their violin and sheet music on the trip to continue to be able to practice their chosen instrument.

Group discussed prior car travel over the past year and years calculating each members preferred length of a car ride (i.e., middle student: at most 8 hours at a time; oldest student prefers to fly; youngest: 2 hours or less). Group discussed options for breaking up car travel both on the way to and on the way from the vacation rental home. Group kept track of the miles traveled and time lapsed until arrival at destination. Group arrived later than expected and after dark. Despite the use of angles and torque, the group found that they were unable to pull their rented trailer all the way in front of the rental home due to the sand. Group agreed to try again when it was light out and the driver had the opportunity to deflate the tires to the recommended PSI for sand driving. Group also problem-solved options for increasing traction with the trailer itself (i.e., use of boards under trailer tires; digging out trailer tires; pushing from the rear of the trailer).

Group members were given budgets within which they could choose and purchase souvenirs from the trip. Group members measured out ingredients for food prep/cooking as well as sizes of holes in sand, shell sizes, clothing sizes, and floatation device measurements. Floatation devices were inflated with a portable air inflator where the students and/or a parent could designate the desired air pressure using a digital gauge. The same tool was used for fast deflation of the family's vehicle tires as well as the floatation devices to be able to pack and take home.

The group discussed and observed the constellations, stars, and moon as they were visible throughout the week at the Outer Banks. Discussion also included the difference in observations between this year's trip versus previous trips. The group researched the ocean tides finding several online published images documenting the week's high and low tides for the area. Group discussed options for beach exploration during high and low tide to observe the differences in wave size and reach; shell availability, and wildlife presence. The group also noticed that during high tide the beach in front of this year's vacation rental home became closed off to motor vehicle travel. This became a prime time to play with the family dog as well as go shelling during the vacation week.

The group also observed differences in the weather for this trip which included a tropical storm that ended with the group's arrival, high wind days, and cooler temperatures. The group noted the affect the weather had on beach accessibility; organic items such as shells, drift wood, Horseshoe Crab bodies, jellyfish, and shark eggs uncovered or left behind on the beach; the ocean wave sizes and currents; the wild horses movement patterns; and rapidly changing temperatures.

During group discussions of potential activities available on vacation, the students had requested not to set scheduled plans. Instead the students unanimously agreed that an unscheduled vacation with the option for fun to happen organically on its own time would be preferable this year. Guide listened to these requests and did not schedule any activities as they had for past visits. A vacation rental with a pool and access to the beach were the only requests and such a place was found. The home was within walking distance to the beach in an area of Corolla that required 4 wheeling on the sand to reach the house. The location was along the wild horse tour routes. So in addition to horse watching, running, jogging, beach walks, swimming (pool and ocean), body boarding, shell searching, souvenir shopping, grocery shopping, meal making, baking, photography, and dog walking, students also found a considerable amount of time to rest and relax focusing on self-care (i.e., increased sleep, reading in bed, painting, sculpting, baking, cooking, video watching, talking, etc.).

The group's return travel began in NC and continued through VA to MD with navigation around Washington, D.C. to finally reach PA and home. The group chose to take the most direct route without stopping and leave earlier in order to arrive home in time for guide to check on their horse's health. Their departure was also time for low tide in the morning so as to be able to access the most drivable area of the beach while hauling the rental trailer. The group as a whole preferred the return trip route due to the continuous access to the internet as the group navigated on major highways. Each member also reported it seemed that they got home quicker than they had arrived. Group members tracked the time, mileage, distance and GPS estimated arrival time as the family drove. Students conducted online research, continued watching favorite videos, continued to draw/sketch, read and listened to music for the duration of the car travel.

10/1/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student began researching halloween costumes. Compared buying pre-made with making their own. Planned out what materials would be needed for costumes
- Student collaborated with guide in planning their birthday celebration. Discussed potential activities based on their preferences.

10/2/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

10/3/23

READING

- Students selected several used books from the Pittsburgh Recycled Art store.
- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student went with guide to the Pittsburgh Recycled Art Store. Practiced staying on budget and making spending decisions.
- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student worked on monthly Kiwi STEM Kit. Focused on following complex instructions, understanding the theories behind the activities. Worked independently through the kit and asked for help from parents as needed.

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student worked on monthly Global Citizens kit. Discussed geography and people featured in each kit.
- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Group discussion of 9/year old girl who went missing on a bike ride, but was recently found. Opportunity to discuss general safety and what students would do in a similar situation
- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student went with guide to the Pittsburgh Recycled Art Store. Learn about different art media and techniques. Learned about creative reuse and selected recycled/upcycled items for use in crafts.
- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)

- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student independently prepared themselves quesadillas for a meal. Practices safely using cooktop.

10/4/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student found directions online for both cakepops and cupcakes. They followed the directions independently and made both. Was able to practice measuring skills and working with fractions.
- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student spent time researching Mexico as a possible family summer vacation. Learned about geography, history, people, and possible activities.
- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scooting, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

10/5/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student participated in group outing to Pittsburgh Natural History museum. Focus was on dinosaur and other animal exhibits. Extended time was also spent learning about minerals in the Gem and Mineral Hall.
- Student found interesting rocks outside during a walk. Spent time researching geology in an attempt to identify the types of rocks
- Student continued to increase their scientific knowledge through experimentation,

observation, museum visits, group discussions, group experiences, classes and reading.

- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student participated in a group discussion of geography (both US and international)
- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scooting, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

10/6/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

10/7/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

10/8/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

10/9/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

HISTORY

- Students participated in a group lesson about Indigenous People Day. Focused on past experiences and treatment indigenous people in various colonized countries. Discussed how the past mistreatment is reflected today in their everyday experiences.

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student researched Outschool online classes that potentially met their interests and learning goals

10/10/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Group discussed patents vs copyrights. Focus on application of each, benefits to creators and society as well as downsides and tradeoffs.
- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student participated in group outing to Sky Zone trampoline park. Supplemented normal physical activity with much bouncing
- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scooting, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

10/11/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Group discussion of milk, the different kinds, and its role in a healthy diet.
- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

10/12/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student prepared own health breakfast focused on fruits.
- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

10/13/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

10/14/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Observed the solar eclipse. Discussed the cause of an eclipse and the differences between solar and lunar eclipses.
- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

10/15/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Group went to Trax farm to pick out Halloween pumpkins.

10/16/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

10/17/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

10/18/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

10/19/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

10/20/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student spent the afternoon at Dave & Busters to celebrate a family birthday. Was a good opportunity to apply arithmetic, money, budgeting, and time management skills in the real world.
- Student spent the afternoon at Dave & Busters to celebrate a family birthday. Gave them an opportunity to explore a new environment on their own, play, work on hand-eye coordination, and bond with siblings in a fun environment.
- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

10/21/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student visited Trax Farm. Spend time exploring different types of plants. Learned about ecology, botany, and plant care.
- Student visited Trax Farm. Student chose to augment normal physical activity by playing on rock wall, bounce equipment, and sky jump.

10/22/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

10/23/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

10/24/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

10/25/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student practices the use of various tools for working with clay. Created several pieces of art.
- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

10/26/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

10/27/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

10/28/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student's father shared experience at a racing school. Safe driving was discussed and well as various techniques that were covered in the school

10/29/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student did last minute shopping for halloween costumes. Practiced staying within a budget and making wise spending choices. Group discussion of the consequences of last minute changes to plan.
- Student's father shared experience at a racing school. Safe driving was discussed and well as techniques that were discussed

10/30/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

10/31/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student participated in neighborhood halloween trick or treat event. Was an opportunity to demonstrate independence and interact with our community in a positive manner.
- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Group discussion of balanced eating, effects of sugar, and how periodic indulgence does or does not affect long term health
- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Students participated in family pumpkin carving. Each planned and executed their own designs independently. They used several different techniques including painting, carving, illumination, and other decoration.
- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Guide's horse had a late night medical emergency. The next morning was an opportunity

to discuss the nature of the issue and what the short and long term care plans were.

11/1/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

11/2/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

11/3/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scooting, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

11/4/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

11/5/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

11/6/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

11/7/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

11/8/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Students were able to practice their skills with currency by counting a large container of change
- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student spent afternoon building their own worlds in Roblox. They learned computer

science fundamentals, game design, and fundamental 3d computer graphics concepts.

- Student experimented with slime creation. They learned about polymer chains and the effects that different additives have on the consistency and elasticity of the slime.
- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and

animations as well as modify existing pictures.

- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

11/9/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

11/10/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Students collected food and household supplies to contribute to neighborhood Meals on Wheels drive.
- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scooting, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

11/11/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scooting, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student went with father to the Apple Store to research a new iPad. Student compared

models and had a discussion about which would best meet their needs and goals.

11/12/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

11/13/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

11/14/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

11/15/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student experimented with slime creation. They learned about polymer chains and the effects that different additives have on the consistency and elasticity of the slime.
- Student continued to increase their scientific knowledge through experimentation,

observation, museum visits, group discussions, group experiences, classes and reading.

- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scooting, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

11/16/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

11/17/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

11/18/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- In the course of project work, students explored the differences between the imperial and metric systems, as well as how to convert between length measurements in both systems. Application of these concepts was key to the successful completion of the project,
- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student looked up the scores for their favorite video game soundtracks. Was an opportunity to strengthen their music reading skills, learn new keys, and explore new time signatures and rhythms
- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own

choosing. (i.e. drawings, sculptures, and other crafts)

- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

11/19/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

11/20/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

11/21/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scooting, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

11/22/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student baked their own cake, following a recipe. They had to understand the meaning, use, and addition of fractions in the context of measuring volume.
- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student experimented with slime creation. They learned about polymer chains and the

effects that different additives have on the consistency and elasticity of the slime.

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Students' father's kidney stone prompted a conversation of why kidney stones form, the role of the kidneys, and treatment of kidney stones.
- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student decorated the cake they baked using a variety of edible decorations. They envisioned and end goal and planned out the steps and material needed to achieve their vision

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

11/23/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Students all participated the the preparation of Thanksgiving meal.

11/24/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

11/25/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

11/26/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

11/27/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scooting, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Students all participated in the selection and setup of the family's Christmas tree.

11/28/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Students created tornado bottles using recycled materials. Was a chance to learn about basic fluid dynamics. Also prompted a conversation about weather, tornados and why they form, and safety in extreme weather events

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

11/29/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student experimented with slime creation. They learned about polymer chains and the effects that different additives have on the consistency and elasticity of the slime.
- Student continued to increase their scientific knowledge through experimentation,

observation, museum visits, group discussions, group experiences, classes and reading.

- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

11/30/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Students collected coats they have outgrown to contribute to the neighborhood coat drive
- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

12/1/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student has a discussion of the relationships between emotions and basic needs such as sleep, food, and hygiene
- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Students all attended local art show . Each was given a budget to spend and they had to select artworks that fit within that budget. They also all independently conducted transactions for purchases.
- Students all attended local art show that focused on handmade, upcycled, recycled, and vintage artwork. They were able to watch several skilled artisans (such as glassworkers) demonstrate their skills. Several of the crafts were also science themed, which bridged both the artistic and practical world in creative ways.

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

12/2/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scooting, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Students all participated in a photo session with extended family. Photographer is a family friend, so this provided an opportunity for them to learn about photography as both an artform and a career
- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

12/3/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Students learned how some cooking leftovers that are typically thrown in the trash can be used as food for birds and other wildlife
- Student continued to increase their scientific knowledge through experimentation,

observation, museum visits, group discussions, group experiences, classes and reading.

- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

12/4/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student started their coin-themed advent calendar
- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.

- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

12/5/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

12/6/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

12/7/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Students went to the pet store to learn about snakes, lizards, and other reptiles. Their food, care, and habitat needs were all explored
- Student continued to increase their scientific knowledge through experimentation,

observation, museum visits, group discussions, group experiences, classes and reading.

- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

12/8/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student explored about old coins, both US currency and from other countries. Was an opportunity both to practice practical maths skills, but also lead to several conversations about the historical context of each coin including key historical events that happened around the same times as the coins creation.
- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.

- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

12/9/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

12/10/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Students learned about the Four Corners area
- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

12/11/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

12/12/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

12/13/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

12/14/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

12/15/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

HISTORY

- Students learned about slavery and segregation with a focus on their place within the larger context of American history

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Students all celebrated mother's 50th birthday. Each created a craft as a gift for her
- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and

animations as well as modify existing pictures.

- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

12/16/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

12/17/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

12/18/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- All the students collaborated in making the world's largest snowball. The time it took for the snowball to melt over the following days was observed and documented
- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

12/19/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Students all went to indoor climbing facility inside a old church. Was a great opportunity for them to supplement their normal physical activity. Many of the courses and obstacles were quite challenging, so it gave them an opportunity to explore and expand their limitations. What at first seemed daunting because surmountable as students gained confidence through tacking increasing complex and challenging physical tasks.
- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.

- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

12/20/23

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Students all celebrated Ella's birthday. Family scheduled a skiing day, but it was cancelled due to warm weather
- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scooting, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

12/21/23 to 1/1/24

Holiday Break

Holiday break included Christmas and assembling or using gifts (i.e., miniature drone & kit; flying stick for PC, watch, Meta Quest 3 virtual reality headsets, slimes, slime kits, art supplies, stuffed animals, fidget items, bedroom decorations/accessories, etc.); discussions of international beliefs common to this time of year; current events, maps; trying new and familiar foods; painting projects for the first floor and oldest student's room; visits to training barn where oldest student's horse boarded for 60 day training; live Holiday Cirque Performance at downtown Benedum Theater; and other experiences.

1/2/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Boba Tea Kit instructions; PC and iPad apps/games; online research & other online content; VR experiences content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, online interactions; music, singing).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., measuring Boba Tea Kit ingredients; VR experiences with new headset; coins, levels, angles, perspective, speed, distance, number of players, code for servers, computer science, addition, subtraction, multiplication, division, fractions, money, currencies unique to each online game, size comparisons, time, calendar).
- Student continued to use problem solving mathematics skills in daily life applications (i.e., to create Boba Tea from kit).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research, creating food items) as well as age appropriate math related media (i.e., PC and iPad apps/games).

- Student continued to use measurement in both cooking (i.e., decorated large marshmallows; Boba Tea Kit) and other practical situations (i.e., size comparisons of different marshmallows).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student experimented with Boba Tea Kit received for most recent holiday.
- Group discussed scientists 2012 regeneration of a 32,000 year old plant from its frozen seeds.
- Students conducted online research into amount of daily water intake humans are reportedly supposed to drink. Oldest student challenged self to drink recommended amount (i.e., ~90 oz.).

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through research, travel, maps, play and stories. Group discussed the 2012 regeneration of a 32,000 year old plant. Scientists were able to grow the plant from frozen seeds found in the Arctic.

HISTORY

- Student continued to add to their basic understanding of the history of PA, the USA, and the world through reading, research, discussion and possibly field trips. Group discussed the 2012 regeneration of a 32,000 year old plant. Scientists were able to grow the plant from frozen seeds found in the Arctic.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Group continued to discuss self-care, slowing returning to learning after holiday break, quality sleep, nutrition, and movement.
- Student continued to learn about the human body, at a level appropriate for their age and ability. Students conducted online research into amount of daily water intake humans are reportedly supposed to drink. Oldest student challenged self to drink recommended amount (i.e., ~90 oz.).

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., active VR play).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., music in VR experiences; music accompanying online videos/gaming/research).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student chose to use food items to create their own original works of art (i.e., various expressions on large marshmallows; Boba Tea creations).

ENRICHMENT

- Group discussed second half of learning year and plan to reassess stated Learning Goals. Guide will meet with each person to review and move forward.
- Middle student found and signed up for monthly subscription box. Other students also expressed an interest in a personalized subscription box option and chose to conduct online research into their areas of interest (i.e., oldest student: Creation Crate, youngest student: Anime).

1/3/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

1/4/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

1/5/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student received a Boba Tea kit in the mail. They followed the directions for making it and where apply to apply math in the process
- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student visited Trax Farm. Spend time exploring different types of plants. Learned about

ecology, botany, and plant care.

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

1/6/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

1/7/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scooting, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student experimented with different frozen fruits to create their own smoothie recipe

1/8/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student follow directions to make cookies from premade mix

1/9/24

READING

- All the students went to the bookstore to pick out new reading material. Each found several books that supported their latest interests and then spent the afternoon reading.
- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation,

observation, museum visits, group discussions, group experiences, classes and reading.

- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

1/10/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scooting, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

1/11/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

1/12/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Students learned about opossums, their habitats, behavior, and diet
- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.

- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scooting, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

1/13/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student spent the afternoon creating digital art using Procreate and other tools on their iPad
- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

1/14/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Students learned about the origin of Pythagorean Theorem and its application
- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.

- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

1/15/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

HISTORY

- Students celebrated MLK day and learned about his life, the civil rights movement, and how those events affect the current lived experiences of Black Americans

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.

- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student created their own snack from ingredients the family had on hand

1/16/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student traveled with guide to fabric store and practiced comparing prices, sticking to a budget, and paying for purchases
- Student continued to increase their scientific knowledge through experimentation,

observation, museum visits, group discussions, group experiences, classes and reading.

- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scooting, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student spent the afternoon creating digital art using Procreate and other tools on their iPad
- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

1/17/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Students learned about the Earth's magnetic field and what creates it
- Student researched different cat breeds online
- Student researched different dog breeds online

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

1/18/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ENGLISH

- Students collaborated in creating houses in Minecraft

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.

- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

1/19/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Students supplemented their normal physical activity with several hours of playing in the snow
- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scooting, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

1/20/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student made cookies from scratch. They had to follow a recipe and were able to practice working with fractions to change the quantities in the recipe
- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation,

observation, museum visits, group discussions, group experiences, classes and reading.

- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Students had a group discussion about national politics and what did and did not align with their views. Discussion of several key issues gave them experience at looking at things from multiple perspectives and considering the wider context. Also have them a chance to learn to be critical of media and online information covering politics.
- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Students had an anime watch party with the guide. It was an opportunity for them to explore the art and culture of Japan. It was also an opportunity for them to share their expertise on the medium with all the other family members

- Student spent the afternoon creating digital art using Procreate and other tools on their iPad
- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

1/21/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Students and parents spent the day at the Carnegie Science Center. Several hours were spent exploring interactive exhibits that focused on wildlife and ecology, weather, space exploration, the human body, mechanics and simple machines, hydrology, natural

disasters, and astronomy.

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

HISTORY

- Students and parents spent the day at the Carnegie Science Center. Primary objective was to explore the Titanic exhibit which had numerous artifacts recovered from the wreckage. It also personalized the historical event by telling the stories of both survivors and victims.

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

1/22/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

1/23/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Students learned about Venus and its inhospitable climate
- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.

- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Students had an anime watch party with the guide. It was an opportunity for them to explore the art and culture of Japan. It was also an opportunity for them to share their expertise on the medium with all the other family members
- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

1/24/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Students helped guide prepare dog for vet visit. They also accompanied guide to the vet. Was an opportunity to learn about animal care, diagnosis, and physiology
- Student continued to increase their scientific knowledge through experimentation,

observation, museum visits, group discussions, group experiences, classes and reading.

- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

1/25/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Students spent the day exploring the National Aviary. They learned about many types of birds and got to interact with several in person. Topics such a habitat, migration, physiology, diet, life cycle, and conservation were covered and discussed

- Student traveled with guide to fabric store and practiced comparing prices, sticking to a budget, and paying for purchases
- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scooting, walking).

HEALTH & PHYSIOLOGY

- Student lost a tooth. Led to a group discussion about tooth development and proper care
- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student traveled with guide to fabric store to purchase materials for latest art projects
- Student created more edible artwork out of fruit
- Student continued to use a variety of physical media to make creations of their own

choosing. (i.e. drawings, sculptures, and other crafts)

- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

1/26/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

1/27/24

READING

- Student spent time practicing reading aloud.
- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student spent the day researching dogs and dog breeds. They explored training and learned about common training methods

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student planned and prepared their own vegetable dish for the family.

1/28/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Students played collaborate online game together (based on the telephone game)

1/29/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., current reading selection; PC and iPad apps/games; other online content; signs and written documentation at Upper St Clair Rec Center and indoor pool).
- Middle student showed guide their collection of Pokémon cards and materials describing and reading aloud to guide and youngest student. Youngest student read aloud from 1 or 2 of their own Pokémon cards.
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, online searches and research, logging into their iPad with new password).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, temperature, fractions, measuring, percentages, perspective, angles, addition/subtraction, multiplication/division, depth, distance, speed, GPS).
- Student continued to use problem solving mathematics skills in daily life applications (i.e., time, calculating schedule given appointments; cost of Pokémon cards and stuffed characters available through online Pokémon store; calculating cost of online resources then translating game cost for real dollar amount).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play (i.e., gaming, drawing, swimming) as well as age appropriate math related media (i.e., iPad and PC games/apps).

- Student continued to use measurement in practical situations (i.e., depth of pool, current height, size of oldest student's sewing project).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Oldest student showed younger students their current progress for their ongoing sewing project (i.e., unstuffed body, head and sewing pattern) for an original fleece doll and accessories. Based on oldest student's project, student chose to initiate their own sewing project.
- Group participation in sampling of oldest student's creative brownie recipe with a substitution and an addition. Group gave modified brownie recipe and its resulting brownies high ratings in terms of flavor and consistency.
- Student described online research conducted on the Sphinx cat breed, the orange tabby, the Corgi dog breed, the German Shepherd breed and the Rottweiler dog breed. Group discussion on these options as well as which option would fit best within the family's current household.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Younger students described online videos they had viewed on Japanese culture.
- Student continued to use maps and other resources to navigate local roads when traveling to the Upper St Clair Rec Center's indoor pool.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including safety around swimming.

HEALTH & PHYSIOLOGY

- Student continued to learn about the human body, at a level appropriate for their age and ability. Group discussion on movement and mental health. Group discussed aftercare for tattoos including not swimming in the ocean or a pool for the entirety of the healing process (i.e., 4/6 weeks).

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., swimming).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., music accompanying online games/videos; student's playlists).

- Student continued to attend or perform in live performances. Student requested to participate in a Taylor Swift concert stating their online research of previous concerts gave the impression this would be a fun and inclusive event.
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student continued to use online apps to draw and create digital art.

ENRICHMENT

- Younger students requested guide take them to a local indoor pool today. Students described options for varying degrees of swimming participation for guide as well as ways to remain warm despite the outside freezing temperatures. Oldest student and students' dad were also able to participate after oldest student's martial arts class was canceled by the instructor.
- Younger students and guide discussed options for rearranging the family's learning environment and other areas within the family home. Student's problem solved an alternate location for one of the family cat's overnight accommodations in order to free up space for the family's musical instruments (i.e., guitars, violin, ukuleles, piano, amp). Group discussed transitioning the guest room into a designated learning space as well as transitioning the basement into a play area with pool table, ping pong table, air hockey, etc. Youngest student requested to create a nonalcoholic bar (i.e., custom built bar, mini fridge, microwave) where they would provide beverages and hot snacks. Middle student suggested including arcade games such as Pacman. Middle student agreed to conduct online research to gather the average cost of a used Pacman machine.

1/30/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- In an effort to introduce more healthy foods to their diet, the student prepared several different fresh squeezed juices including kiwi. They also prepared themselves several meals throughout the day, including ramen (both hot and cold)
- Student went to an appointment with a healthcare professional. Was an opportunity for them to learn about their own body and how best to take care of it
- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.

- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

1/31/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student came up with a plan to earn extra money for a purchase by doing chores. They planned out what chores would be needed to earn the amount of their desired purchase
- Students created a math-focused artwork that gave them a chance to practice subtraction
- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student researched canine dietary needs and prepared strawberries as a treat for the family dogs
- Students researched squirrels and their diets
- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

HISTORY

- Students learned about Henry Ford, his contributions to industry as well as his anti-labor and racist beliefs and actions

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online

games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Students went to the saddle store to explore options for tack for horses

2/1/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., online research; current online selections; PC and iPad apps/games; Upper St Clair Rec Center signs, rules, ads, GPS).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, or listening to others in household; texts, music, interactive play with siblings).

WRITING

- Student continued to gain more experience with various kinds of writing, both by hand (i.e., handwritten notes on artwork) and on the computer (i.e., messaging, chats, online searches and research).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, measuring, decimals, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to create homemade books).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., artwork and bookmaking) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in practical situations (i.e., bookmaking, pool depth).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student conducted online research into topics and videos they found interesting including crafting and food prep. Student chose to experiment with bookmaking. They tested out various thicknesses of paper to see how many pages could be included and still be able to be stapled together. Student decorated the front of each book with the name of the recipient and with original artwork. Student then gifted each homemade book to a group member.
- Group traveled to USC Rec Center's indoor pool to play, swim, get some exercise, and observe any changes in current state with getting out and increasing movement. Younger students problem-solved options for cold weather, changing in and out of suits; and returning to vehicle in parking lot after swim. Students chose to wear sweats over suits to get to pool, then change to other clothing with sweats and dry hair or wear a hat to return to vehicle.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Discussed students' dad's experience in England and working with British Airways in past. Discussed how students' dad was able to see the Concorde and observe its last flight from the ground. Students' dad talked about how they weren't able to get a ticket for its final flight before retirement.
- Student continued to use maps and other resources to navigate local roads to travel to USC Rec Center.

HISTORY

- Student continued to add to their basic understanding of the history of PA, the USA, and the world through reading, research, discussion and possibly field trips. Discussed British Airways retired Concorde airplane.
- Discussed history of McDonald's, the first McDonald's, the current oldest location, and the number/locations of restaurants with a single arch still operating.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Students offered observations after active play and swimming.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., active play, swimming).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., students' dad's playlist during car travel, student's playlists, music accompanying VR/online videos/gaming).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student chose to create homemade books for both oldest student and guide with neon post it pages, staples, and a pen. Student decorated the covers of the stapled together books and left the remainder of the pages blank for others to fill in.

2/2/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., online research; PC and iPad apps/games; other online content; Google translator, GPS; Well-Oiled Canonsburg store signs, product descriptions, stickers, t-shirt slogans, etc.; Grandpa Joe's store signs, product descriptions, prices, menu; Rolling Hills Ranch signs, horse names, owner information).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, or online interactions; music, singing; listening and speaking to Well-Oiled owner, employees, and fellow shoppers; Grandpa Joe's candy store employee; fellow Rolling Hills Ranch boarders).

WRITING

- Student continued to gain more experience with various kinds of writing, both by hand (i.e., hand written notes on artwork) and on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, money, decimals, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, VR experiences, mph, distance, budget, trail, meter time remaining for parking).
- Student continued to use problem solving mathematics skills in daily life applications (i.e., to determine amount of ground saturation and mud thickness on trail; to shop within budget).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student was able to shop at both stores within set budget.

- Student continued to use mathematical concepts in free play/time (i.e., shopping, gaming, VR experiences) as well as age appropriate math related media (i.e., iPad apps/games).
- Student continued to use measurement in practical situations (i.e., amount of candy that would fit in box; size of soda for sibling).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student and guide explored Well-Oiled Store in Canonsburg. Student found various rocks, crystals, and geodes and read aloud the name and description along with its reported properties and price. Student explored stickers, totes, t-shirts, artwork, thermoses, jewelry, essential oils, and books in the shop. Student also was able to hold the shop owner's older blind dog, Norman. Student and guide then explored the Grandpa Joe's candy store a few doors down the street. Student asked to use Google Translate to be able to read the various Japanese and Korean candies and snacks in English to determine flavor choices. Student picked out items from both stores for themselves and their siblings.
- Student asked to travel to current horse boarding barn to visit and ride oldest student's horse. Oldest student demonstrated how to groom, pick her hooves, tack up, lunge, and arena ride horse. Oldest student let youngest student assist in leading horse as well as lunging, riding, and restalling the horse. Continued to discuss youngest student's interest in horses and their upcoming first riding lesson at Hunter Spring Farm on Thursday, February 8th.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Discussed area of Canonsburg, sites along Interstate 79 (i.e., exit to horse race track, equine vet, Canonsburg, Tractor Supply), and riding lesson barn, Hunter Spring Farm.
- Student continued to use maps and other resources to navigate local roads to travel to Well-Oiled Store, Grandpa Joe's candy store, and Rolling Hills Ranch barn.

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.
- Student continued to begin to gain a basic understanding of local, state, and federal government. Student continued to discuss upcoming presidential election, Republican and Democrat parties, nominees, platforms of each party, etc.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Discussed the reported properties of the stones, gems, crystals and geodes found in Well-Oiled shop.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., walking, active play, horseback riding).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., Apple music during car travels, store music, student's playlists, music accompanying VR/online videos/gaming).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student chose to continue to use cat post it pad as a sketching notebook while in the car. Student chose to draw a "portrait" of guide using this pad and a pen during car travels. Student also chose to write notes on some of their drawings.

2/3/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., online food videos/recipes; PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, or online interactions; music, singing).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, money, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, VR experiences, melting temperature, time for melted sugar to harden).
- Student continued to use problem solving mathematics skills in daily life applications (i.e., first attempt at sugar coated fruit).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, VR experiences, cooking) as well as age appropriate math related media (i.e., iPad apps/games).
- Student continued to use measurement in cooking (i.e., first attempt at sugar coated fruit).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct online research into topics that caught their interest (i.e., plushies, baking, stories behind games/streaming series student likes, reviews of various apps or games).

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires, when cooking.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student was able to discuss their feelings openly and showed critical thinking, problem-solving skills and emotional maturity. Student chose self-care options that were a best fit. Student was able to again voice they would be staying home from next day activities.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., active play, active VR experiences).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, music accompanying VR/online videos/gaming).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student continued to sketch by hand on paper and on their iPad with their Apple pencil.

2/4/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., current reading selection; online research and videos; PC and iPad apps/games; other online content; VR experiences).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, or online interactions; music, singing; listening and speaking to student's dad for majority of the day).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, money, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, VR experiences).
- Student continued to use problem solving mathematics skills in daily life applications (i.e., to try their hand at cooking with student's dad).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, VR experiences, cooking) as well as age appropriate math related media (i.e., iPad apps/games).
- Student continued to use measurement in cooking (i.e., pancakes).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct online research into topics that caught their interest (i.e., plushies, baking, stories behind games/streaming series student likes, reviews of various apps or games).
- Student chose to use online order app to order various new foods to try including Mr. Beast chocolate bar (i.e., a favorite YouTuber).

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Student and their dad discussed where guide and other students were during day, where the new Urban Air location was, and where the remainder of the party took place.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires, when cooking.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student was able to discuss their feelings openly and showed critical thinking, problem-solving skills and emotional maturity. Student chose self-care options that were a best fit.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., active play, active VR experiences).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, music accompanying VR/online videos/gaming).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student continued to sketch by hand on paper and on their iPad with their Apple pencil.

ENRICHMENT

- Student was able to discuss reasons they did not want to attend same day birthday party. Student was given the choice whether to attend or not and, after reasoning it out, ultimately chose to remain at home. Students' dad remained at home also to spend the day together. Guide and other students attended same day birthday party at a location of Urban Air the group had not previously traveled to or played at. Middle student engaged in active play, trampoline jumping, ziplining, ropes course, jousting pit, and VR experience at Urban Air. Oldest student did the same. Middle student and oldest student traveled with guide to extended family home to have pizza, offer gifts, and celebrate with cake for cousin's birthday. Oldest student chose to leave the party before its end. Guide drove oldest student to Rolling Hills Ranch to go on a trail ride with student's horse and student's teen friend from the barn. Middle student chose to stay for the party's entirety. After oldest student returned home, guide and students' dad went to birthday party home to stay for bit before retrieving middle student and returning home. Each student was able to verbalize their thoughts and feelings about the day; problem-solve options to best meet their own individual needs and self-care; and spend the day doing activities that brought them joy.

2/5/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., online recipes; PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, or online interactions; music, singing).

WRITING

- Student continued to gain more experience with various kinds of writing, both by hand (i.e., hand written notes on artwork) and on the computer (i.e., messaging, chats, texts, online searches and research).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, money, distance, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, age, hands vs feet/inches, head circumference, girth size).
- Student continued to use problem solving mathematics skills in daily life applications (i.e., to calculate time in microwave to melt chocolate; to determine how long to heat sugar until it is ready to dip fruit in).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, VR experiences, recipes) as well as age appropriate math related media (i.e., iPad apps/games).

- Student continued to use measurement in cooking (i.e., sugar coated fruit, chocolate covered raspberries) and other practical situations (i.e., started to look into riding shoe size and helmet size).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student chose to experiment with fruit and sugar in an attempt to create Tanghulu, or a reportedly Northern Chinese treat of sugar coated fruits. Student initially experimented to see if they could create the treat without a recipe but found the sugar did not stay on the fruit. Student also created chocolate covered raspberries and chocolate shaped stars for anyone who would like to try some. Student returned online to research a recipe for their sugar coated fruit.
- Group discussed the formerly feral Mustang mare guide was invited to meet. Guide and a fellow Rolling Hills Ranch boarder traveled to another barn in Eighty-Four, PA to meet the boarder's second horse, a rescued formerly wild Mustang. Guide showed pictures, described the set up, and the history of the horse to students upon returning home.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Group discussed wild horses of the American Southwest.

HISTORY

- Student continued to add to their basic understanding of the history of PA, the USA, and the world through reading, research, discussion and possibly field trips. Group discussed some history of the wild Mustang as it was described to guide by a Mustang's owner. Students added information they had viewed in online videos or read about online.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student described online research into foods enjoyed by other cultures. Continued ongoing discussion around nutrition.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, music accompanying VR/online videos/gaming).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student chose to continue to use cat post it pad as a sketching notebook while in the car. Student chose to draw a "portrait" of guide using this pad and a pen during car travels. Student also chose to write notes on some of their drawings.

2/6/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., current reading selection; PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music, singing).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, money, distance, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, age, hands vs feet/inches, head circumference, girth size).
- Student continued to use problem solving mathematics skills in daily life applications (i.e., to determine current shoe size, to determine current riding helmet size, when asking about size of lesson pony or other horses at barn).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student asked to discuss the option of a payment plan/contract with guide and student's dad to work towards owning their own pony.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, VR experiences) as well as age appropriate math related media (i.e., iPad apps/games).
- Student continued to use measurement in cooking (i.e., cutting up treats for lesson horse) and other practical situations (i.e., height of lesson pony, shoe size, helmet size).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student will experiment with horseback riding lessons on Thursday, February 8,th this week. For future lessons, student's standing time will be Tuesdays at 2 p.m. In preparation guide and student viewed online helmet and riding boot options.
- Student experimented with Tanghulu, or sugar coated fruit. Student reported they discovered the concept initially in an online cooking video. Student worked with their dad to melt sugar to the suggested temperature; prepare and cut chosen fruits; dip the chosen fruits skewered on a wooden chopstick into the melted sugar; and place wooden sticks in upside down paper bowl with holes cut in for sticks until sugar hardens. Student and other group members taste tested the creations rating each a tasty success. Student gave extra melted sugar to oldest student to create their own candies.
- Student conducted online research into newly released Pomni and Jax plushes from Digital Circus online streaming series. Student sent guide the link and pictures of their desired plushes. As these were holiday requests in December that had not been available yet, guide ordered the 2 plushies for student.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Group discussed the origin of Tanghulu shown to be Northern China in youngest student's online recipe.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Continued to discuss nutrition, self-care, sleep, and overall wellbeing.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., active play).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., Apple music, music accompanying online videos/gaming).
- Student continued to have the opportunity to pursue their own musical interests when ready.

2/7/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., current reading selection; PC and iPad apps/games; other online content; Giant Eagle products, grocery list, prices, item descriptions, aisle signs).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music, singing; listening and speaking to grocery store employees and customers).

WRITING

- Student continued to gain more experience with various kinds of writing, both by hand (i.e., hand written note on artwork) and on the computer (i.e., messaging, chats, texts, online searches and research).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, money, distance, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, timeframe until next day riding lesson).
- Student continued to use problem solving mathematics skills in daily life applications (i.e., to calculate costs of grocery items).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, drawing) as well as age appropriate math related media (i.e., iPad apps/games).
- Student continued to use measurement in cooking (i.e., assisted guide in making Japanese Curry dish) and other practical situations (i.e., size/weight of food items at grocery store).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student experimented with a new food dish with guide for lunch (i.e., Japanese Curry). Student and guide cut up and put tofu in the dish as well. Student demonstrated how to eat the dish with chopsticks responding practice and tips/visual examples from middle student assisted them in learning.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Student and guide chose to go to larger grocery store in Bethel Park area.
- Student continued to use maps and other resources to navigate local roads to travel to grocery store.

HISTORY

- Student continued to add to their basic understanding of the history of PA, the USA, and the world through reading, research, discussion and possibly field trips. Student and guide discussed systemic racism and history of in the U.S.

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.
- Student described topics observed recently online and asked follow up questions for clarification. Discussed racism, systemic racism, micro aggressions; the U.S., Israel, Palestine, Middle East; religions of the world; and observable examples of racism on social media and in YouTube video.
- Student continued to begin to gain a basic understanding of local, state, and federal government.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Discussed student's feelings/thoughts around student's first ever, next day horseback riding lesson.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., walking, exploring, active play).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., Apple music, music accompanying online videos/gaming).
- Student sang lyrics from a spontaneously created song for guide.
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student continued to sketch during car travel.
- Student sang original song lyrics created on the spot.

2/8/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content; Hunter Spring Farm signs and rules).
- Student participated in their first ever horseback riding lesson at Hunter Spring Farm. Student observed barn cats, chickens, mini horses, ponies, and full size horses at the barn. Student was able to greet, interact with, and listen to their riding instructor whom they had not met before. Student learned to brush a lesson pony; pick the pony's hooves; tack and untack the pony; and ride the pony in an English saddle through listening, observation, and trying on their own.
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household or online interactions; music, singing; listening and speaking to riding instructor).

WRITING

- Student continued to gain more experience with various kinds of writing, both by hand (i.e., hand written note on drawing) and on the computer (i.e., messaging, chats, texts, online searches and research).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, money, distance, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, age, hands vs feet/inches, head circumference, girth size).
- Student continued to use problem solving mathematics skills in daily life applications (i.e., to determine current shoe size, to determine current riding helmet size, when asking about size of lesson pony or other horses at barn).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible

income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.

- Student asked to discuss the option of a payment plan/contract with guide and student's dad to work towards owning their own pony.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, VR experiences) as well as age appropriate math related media (i.e., iPad apps/games).
- Student continued to use measurement in cooking (i.e., cutting up treats for lesson horse) and other practical situations (i.e., height of lesson pony, shoe size, helmet size).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student participated in first ever horseback riding lesson at a local barn, Hunter Spring Farm, in Bethel Park, PA. Student was able to observe the barn animals; ask questions about horses, in general, and the barn animals, in particular; and touch chickens, horses, and cats. Student stated they wanted to live at or by a barn and actively engaged in their hour at the lesson barn.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Student traveled with guide to Hunter Spring Farm for the first time in Bethel Park, PA.
- Student continued to use maps and other resources to navigate local roads to travel to horseback riding lesson facility.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including when around barn animals and horses. Guide and student discussed riding safety prior to traveling to the barn and lesson instructor added to the discussion at the lesson barn. Instructor showed student and guide how to properly fit a riding helmet and offered an Amazon link to a similar lesson helmet guide could purchase for student. Instructor also offered to send guide a link for riding shoes.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Discussed human behavior around horses, chickens, and ponies (i.e., quiet voice, slow moving, not waving hands/objects around, etc.).

- Student continued to learn about the human body, at a level appropriate for their age and ability. Discussed the impact nervousness can have on tone, behavior, and interactions.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength. Student participated in first of ongoing weekly horseback riding lessons that includes grooming, hoof picking, tacking, riding, untacking, grooming, and returning pony to stall.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., Apple music during car travel, student playlists, music accompanying online videos/series/gaming/VR).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student chose to sketch “portraits” and animals on cat post-it pad paper during car travels. Student presented guide with finished pieces at conclusion of drive. Discussed practice required to increase art skills and how long artists could take to work on one piece.

ENRICHMENT

- Student immediately returned to problem-solving options for pony ownership following their first horseback riding lesson. Student requested guide and student’s dad discuss the possibility of future pony ownership several times. Guide agreed.

2/9/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music, singing, interactive play with siblings).
- Student and guide discussed student's first ever horseback riding lesson the day prior. Student continued to express their desire to own their own pony and continued to request guide and student's dad at least discuss this as potential option.

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, money, distance, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, age, hands vs feet/inches).
- Student continued to use problem solving mathematics skills in daily life applications (i.e., how much do horses cost? How big was the lesson pony yesterday? How long does lunch need in the microwave?).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, VR experiences) as well as age appropriate math related media (i.e., iPad apps/games).

- Student continued to use measurement in cooking (i.e., making lunch with guide) and other practical situations (i.e., height of lesson pony vs oldest student's horse).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student and guide conducted online research into area ponies for sale. Student reported they would continue this research on their own and later with their dad.
- Student experimented with lunch options assisting guide in making and trying a new dish, Pad Thai with Miracle Noodles, or shirataki noodles (i.e., plant fiber noodles), spinach and tofu. Student reported enjoying the dish and requested to try additional Miracle Noodle choices (i.e., Japanese Curry, Green Curry).

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Student continued to learn about Pennsylvania as well as neighboring states (i.e., Ohio, West Virginia, Virginia, New York, New Jersey). Discussed increasing search parameters to include ponies for sale on the East Coast.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., music accompanying online videos, series, VR or gaming).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ENRICHMENT

- Student continued to explore various research and learning modalities as well as demonstrate independent/critical thinking skills.
- Student continued to problem-solve options and timelines for pony ownership. Student agreed to continue researching and exploring what horse or pony ownership looked like by observing oldest student, talking with lesson instructor, and discussing with guide/student's dad. Continued discussion of all the possibilities when starting out with horses (i.e., lessons, trail riding, leasing a pony, buying a pony, etc.). Student also

discussed the possibility of pony ownership with other students. Oldest student offered to assist youngest student if/when student leased or owned a horse. Middle student began dreaming and researching possibilities for themselves choosing to go another adventure route (i.e., ATV's instead of a live animal).

2/10/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., current reading selections including Horse Encyclopedia and Everything To Know About Horses; PC and iPad apps/games; other online content; online research on horses, horse breeds, horses for sale).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music, singing; listening and speaking to guide and student's dad about horses).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, money, distance, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, age).
- Student continued to use problem solving mathematics skills in daily life applications (i.e., how much do horses cost? How tall is a pony? How long is a hand/horse height compared to inches or feet?).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play (i.e., gaming) as well as age appropriate math related media (i.e., iPad apps/games).
- Student continued to use measurement in practical situations (i.e., height of student as compared to height of pony).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student chose to spend their time conducting online and book research into horses, horse breeds, cost of horses, horses for sale, and horseback riding videos.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Student continued to learn about the U.S. when researching horses for sale on the East Coast of the U.S.

HISTORY

- Student continued to add to their basic understanding of the history of PA, the USA, and the world through reading, research, discussion and possibly field trips. Student added to their understanding of the history of horses.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., online games, existing playlists, music used for YouTube videos).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ENRICHMENT

- Student continued not be limited only to the above listed activities; rather throughout the year we will take advantage of whatever opportunities and resources seem appropriate at the time. Student chose to continue to attempt to grow an avocado from an avocado pit or seed. Student again requested toothpicks to use to hold avocado pit at top of the water.

2/11/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., current reading selections including Horse Encyclopedia and Everything To Know About Horses; PC and iPad apps/games; other online content; online research on horses, horse breeds, horses for sale).
- Student requested to continue online research into horses and ponies with guide.
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music, singing; listening and speaking to guide and student's dad about horses).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, money, distance, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, age).
- Student continued to use problem solving mathematics skills in daily life applications (i.e., how much do horses cost? How tall is a pony? How long is a hand/horse height compared to inches or feet?).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play (i.e., gaming) as well as age appropriate math related media (i.e., iPad apps/games).

- Student continued to use measurement in practical situations (i.e., height of student as compared to height of pony).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student chose to spend their time conducting online and book research into horses, horse breeds, cost of horses, horses for sale, and horseback riding videos.
- Student continued their Grow Your Own Avocado experiment.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Student continued to learn about the U.S. when researching horses for sale on the East Coast of the U.S.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Continued to discuss the observable impact of fatigue and hunger on emotions, thoughts and behavior.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., recorded music/playlists/songs associated with student's online gaming, videos, and tv series).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ENRICHMENT

- Student continued to explore various research and learning modalities as well as demonstrate independent/critical thinking skills. Student agreed to consider possibilities for what dream they would like to prioritize and manifest to reality in 2024. Student would like to bring their dream of having a horse to a reality.
- Student continued not be limited only to the above listed activities; rather throughout the year we will take advantage of whatever opportunities and resources seem appropriate at the time. Student offered the opportunity to bring a dream to reality in the next couple of months. Group will continue to discuss the steps to do so.

- Student also received toothpicks and adjusted their avocado growing experiment taking the submerged pit and bracing it at the water's surface with their toothpicks. Student demonstrating critical thinking skills when faced with shorter toothpicks that, at first, did not hold up the avocado pit.
- Group discussed upcoming event at Trax Farm (i.e., Spring Handmade Craft Show, Saturday, March 2nd, 10 a.m. to 3 p.m.). Group will consider interest in attending.

2/12/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., current reading selections including Horse Encyclopedia and Everything To Know About Horses; PC and iPad apps/games; other online content; online research on horses, horse breeds, horses for sale).
- Student requested to continue online research into horses and ponies with guide.
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music, singing; listening and speaking to guide and student's dad about horses).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, money, distance, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, age, budgeting, circumference).
- Student continued to use problem solving mathematics skills in daily life applications (i.e., how much do horses cost? How tall is a pony? How long is a hand/horse height compared to inches or feet? Has the yoga ball reached its maximum circumference of 65 cm?).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, VR, horsemanship, yoga ball circumference) as well as age appropriate math related media (i.e., iPad apps/games).

- Student continued to use measurement in practical situations (i.e., height of student as compared to height of pony; height of oldest student's horse; to measure yoga ball circumference with included measuring tape).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Oldest student, student, and guide traveled to barn boarding facility to care for oldest student's horse together. Student assisted oldest student in grooming, lunging, and tacking oldest student's horse prior to riding. Student was offered option to try trail riding and initially said yes. Student even mounted oldest student's horse with guide's assistance. Student was able to describe how nervous they felt on a 15.1 hand horse and state a preference for a bigger pony-sized horse (i.e., 13 to 14 hands approximately). This observation and feeling served to further validate student's conversation around pony preferences with their riding instructor. With this in mind, student and guide chose to participate in a trail hike while oldest student rode their horse in the same area. Student and guide noticed geese, turkeys, water streams on the trail, mud, various flora, and downtown Pittsburgh from the trail's summit. Student was able to observe and discuss oldest student's challenges riding their horse as well as oldest student's problem-solving options in the face of challenges (i.e., rearing, bucking, refusal to move, losing grip on horse and sliding off horse) and ultimately successfully completing the trail ride after trying several options (i.e., circling the horse until horse walked forward, getting horse back after losing grip, getting back on despite sliding off). Group discussed oldest student role modeling great horsemanship for student.
- Oldest and youngest students used hand pump to expand guide's yoga ball to its maximum volume and circumference of 65 cm. Students measured the ball with the included soft measuring tape to confirm how much more air was needed.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Downtown Pittsburgh was visible from the trail's summit at Rolling Hills Ranch in Bridgeville.
- Student continued to use maps and other resources to navigate roads to travel to family's barn boarding facility.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including safety around large animals such as horses and horseback riding safety.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.

- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., horse grooming, tacking, lunging, riding).
- Student also participated in a longer trail hike in the same location oldest student was trail riding with their horse.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., Apple music during car travel, YouTube music, music accompanying online gaming/videos).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student continued to use their cat post-it pad and pen to draw portraits during car travel. Student asked if they could draw a portrait of oldest student on the way to the barn.

ENRICHMENT

- Students continued to consider what individual dreams they would like to prioritize in 2024. Group and individual discussions around this topic as well as students' choices and the financial aspect of supporting these dreams. Enthusiastic group discussion around the research and fulfillment of students' 2024 dreams as age appropriate independent Spring Learning Projects (i.e., money, budgeting, paying for own dream/dream accessories as appropriate, extensive online/book/in person research on topics, classes around dream subjects, potential club options for dream choices, science behind the subjects, history of subjects, safety around dream topics/associated activities, physical education with obtained dreams, impact of obtainment on well-being, and ongoing enrichment drawn from dream).
- Student stated they would like to accompany oldest student and guide to family's boarding barn, Rolling Hills Ranch, as often as they could to prepare themselves for the daily care/grooming/riding visits that would happen with student's future pony.
- Oldest student was able to role model problem-solving and trying different options when faced with riding challenges (i.e., horse rearing and bucking; horse's refusal to move; sliding off horse during ride) at boarding barn with student and guide. Student observed oldest student successfully completing a trail ride. Student and guide successfully completed a trail hike at same time/same location. Group discussed oldest student role modeling great horsemanship for youngest student. And the option to apply same types of behaviors with other life challenges.

2/13/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Bath bomb scents; current online reading selections; PC and iPad apps/games; other online content; Target signs, prices, sale items descriptions, menu items).
- Student and guide continued online research into potential future ponies (i.e., EquineNow.com, DreamHorse.com, etc.) as well as Facebook pony sales and information groups. Guide requested to join several Northeastern U.S. Facebook equine groups. Student and guide will follow up with these groups once membership is approved.
- Student discussed getting a pony with their horseback riding lesson instructor who stated she could help student find a pony that is a good fit. Student was able to describe qualities would prefer in a pony (i.e., height, W/T/C skills, possible jumping in future, mare, open to breeds, open to color) for instructor based on student's research.
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, or online interactions; music, singing; listening and speaking to horseback riding instructor, Rolling Hills Ranch fellow barn boarders, and Target employees/fellow shoppers; Target shopping experience).

WRITING

- Student continued to gain more experience with various kinds of writing, both by hand (i.e., hand written note on artwork) and on the computer (i.e., messaging, chats, texts, online searches and research).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., addition/subtraction, multiplication/division, money, online currency unique to each game/app, pony costs, calendar, time; price of Valentines and other Target items; height of lesson pony, Dolly).
- Student continued to use problem solving mathematics skills in daily life applications (i.e., cost of ponies, shopping budget, time in schedule).

- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Continued discussion of family budget and budget for Spring Project (i.e., Dreams Come True 2024).
- Student continued to use mathematical concepts in free play/time (i.e., bath bombs) as well as age appropriate math related media (i.e., iPad apps/games).
- Student continued to use measurement in practical situations (i.e., sizes of lesson pony as well as other ponies at lesson barn; current clothing sizes; size of oldest student's horse and miniature horse at boarding barn).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student chose to experiment with several bath bombs in bathroom sink. Student read scent stickers and smelled bath bombs before placing them in sink water to again smell and observe color change(s). Student chose to combine a variety of bath bombs to observe what color combinations would result in new colors hypothesizing what colors might result (i.e., yellow and blue equals green; several additions might equal brown). Student found their green hypothesis was correct while their brown one was not (i.e., all bath bombs together resulted in a maroon color shade). Student also observed which surprise small toy animal came with which bath bomb observing that sometimes the animal figure was realistic and sometimes mythical as well as sometimes the animal figures were color matched with the bath bomb and sometimes not.
- Student and guide had the opportunity to observe and touch the chickens at student's riding lesson barn. Riding instructor answered any questions asked about chickens, horses, horse buying, etc.
- Oldest student, student, and guide traveled to barn boarding facility to care for oldest student's horse together.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Student continued to learn about their community with travel to riding lessons. Guide pointed out South Park which is literally across the street from riding lesson barn. Student and guide also learned how to navigate from lesson barn to Target for the first time.
- Student continued to use maps and other resources to navigate local roads to travel to student's horseback riding lesson barn, Target, and family's boarding barn.

HISTORY

- Student continued to add to their basic understanding of the history of PA, the USA, and the world through reading, research, discussion and possibly field trips. Student listened to guide and middle student's discussion on different brands of ATV's; the evolution of the ATV models in Polaris and Can Am's; and the development of an ATV engine cc's over time.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety when grooming, caring for, and riding a horse or pony.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Continued ongoing discussion of personal hygiene. Student chose to shower in preparation of same day outings.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength. Student chose to participate in their second horseback riding lesson at Hunter Spring Farm.
- Student and guide participated in a Target shopping experience that involved quite a bit of walking.
- Student also chose to accompany guide and oldest student to family's barn boarding facility to assist in care of oldest student's horse.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., Apple music during car travels, student's playlists, music accompanying online videos/gaming).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student chose to continue to use cat post it pad as a sketching notebook while in the car. Student chose to draw a "portrait" of guide using this pad and a pen during car travels. Student also chose to write notes on some of their drawings.

ENRICHMENT

- Student continued to explore and research options for Spring Learning Project 2024, specifically their dream of pony ownership. Student was able to talk with their riding instructor about their preferences in ponies. Riding instructor offered to assist in search for student's future pony stating she could do the leg work with searching; set up meetings to see/ride potential ponies; vet the pony by riding and observing student riding the potential pony; transport pony, if needed, to boarding facility of student's choice; and provide lessons on said pony if student desires. Instructor would be reimbursed for mileage; paid for a day fee when missing work to go with student to pony meet up; and paid 10% of the initial asking price of pony. Student and guide informed trainer they would discuss with student's dad while also requesting assistance in the pony search. Instructor stated they would text guide with any options found before student's next lesson.

2/14/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Valentine's cards, slimes, modeling clay descriptions, Marble Run instructions; PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, or online interactions; music, singing).

WRITING

- Student continued to gain more experience with various kinds of writing, both by hand (i.e., hand written Valentine's cards and chalk board notes) and on the computer (i.e., messaging, chats, texts, online searches and research).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., addition/subtraction, multiplication/division, money, online currency unique to each game/app, time/distance to Northern Virginia, calendar, time).
- Student continued to use problem solving mathematics skills in daily life applications (i.e., countdown to February 25th and travel to Northern Virginia to meet a pony).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Continued discussion of family budget and budget for Spring Project (i.e., Dreams Come True 2024).
- Student continued to use mathematical concepts in free play (i.e., Marble Run, slimes, Legos) as well as age appropriate math related media (i.e., iPad apps/games).
- Student continued to use measurement in practical situations (i.e., sizes of ponies, height/weight).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct online research into pony prospects. Student and guide followed up on Facebook equine groups that guide had requested to join in order to view ponies for sale. Discussed in person options for horse accessories and food (i.e., Shady Acres Saddlery and Tractor Supply). Student asked questions about determining what to feed their future pony.
- Group discussion and viewing of Bowerbird images. Bowerbirds, or birds who resemble Ravens, that collect a multitude of bright objects that they carefully place outside their elaborate ground shelters in the hopes of attracting a mate.
- Group viewing and discussion of Science-Astronomy's social media image of "Clearest image ever taken of Pluto."

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Group discussion of Northern Virginia.
- Group viewing and discussion of Science-Astronomy's social media image of "Clearest image ever taken of Pluto."

HISTORY

- Student continued to add to their basic understanding of the history of PA, the USA, and the world through reading, research, discussion and possibly field trips. Discussed use of "hands" to measure horses and its mathematical equivalent (i.e., 4 inches).
- Group viewed an 1902 6 pence coin, a 1944 Liberty dime, an 1898 Barber dime, and a 1983 one pound coin from current coin collection.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student stated they noticed increased congestion and feeling unwell after visits to the barns. Discussed possibilities for symptoms.
- Group discussion of "mental health support goat" described by family's equine vet, Canon Hill. Group discussed benefits of animals for humans' well-being as well as for other animals.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, music accompanying online gaming/videos).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student chose to use family chalkboard to create a countdown for their travel on February 25th to meet a pony prospect. Student later added a drawing of "glittery" and "shiny" geometric shapes with the chalk markers.
- Student created individual Valentine's cards with handwritten notes, drawings, and stickers for each family member.

ENRICHMENT

- Student continued to research and explore pony ownership. Student and guide conducted online research into pony prospects primarily in Facebook equine groups (i.e., ponies for sale in Northeastern U.S.). Student's riding lesson instructor also texted pictures of a pony prospect then followed up with a phone call to discuss the pony's age, location, skills, experience, reasons for selling, health, and cost. Instructor will coordinate a time on proposed date (i.e., Sunday, February 25th) for student to meet and ride pony.
- Students explored and played with Valentine's gifts.
- Younger students chose to spend several hours building Lego's together.

2/15/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Marble Run information; PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, or online interactions; music, singing).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., addition/subtraction, multiplication/division, money, online currency unique to each game/app).
- Student continued to use problem solving mathematics skills in daily life applications (i.e., countdown to February 25th and travel to Northern Virginia to meet a pony).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play (i.e., Marble Run) as well as age appropriate math related media (i.e., iPad apps/games).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student described how they had experimented and created their own marbles out of glitter and modeling clay the evening prior. Student described their findings stating the

homemade marbles worked just as well. Student demonstrated how to make homemade marbles (i.e., perfect sphere or roundness, choice of modeling clay colors) adding the marbles must at least have a dry shell to work.

- Younger students used existing marble run at beginning of the day then chose to construct various new marble runs in the evening with the additional set that arrived same day.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Group discussion around location of student's pony prospect in Northern Virginia. Oldest student asked to come on road trip with youngest student and guide. Middle student discussed possibility of traveling to Canada or Minnesota to retrieve an ATV stating they would have to research transport options to get it home. Students also discussed upcoming air travel to Spokane, Washington for oldest student and middle student's interest in airplanes/flying as well.

HISTORY

- Student continued to add to their basic understanding of the history of PA, the USA, and the world through reading, research, discussion and possibly field trips. Discussed most recent presidents.

CIVICS

- Student continued to begin to gain a basic understanding of local, state, and federal government. Discussion on upcoming November 2024 election including process of electing presidential candidates within each party; disqualifiers to being president; and potential candidates.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student described continuing to feel unwell (i.e., congestion, fatigue, soreness). Continued discussion on colds vs allergies as well as options to increase comfort levels in both.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student playlists, music accompanying videos/gaming/Anime).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student created colorful marbles out of modeling clay.
- Student drew a “horror” figure and wrote a message on family chalkboard with chalk markers.

ENRICHMENT

- Student continued to discuss and research pony ownership.
- Students continued to explore and play with Valentine’s gifts given previous day (i.e., slime, color changing putty, Marble Run, spa kits, modeling clay).

2/16/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student read aloud from their current favorite iPad game where players own and care for ponies. Student read subscription options, costs, available ponies, pony categories, and noted their favorite ponies in the Mystical Whistle category they will be working to earn.
- Student and guide continued to discuss and research finding, purchasing, and maintaining a pony. Discussion around where to board student's pony (i.e., current facility or lesson facility). Student was able to vocalize aloud the benefits and challenges they initially could think of as well as state their current preference. Student, guide and student's dad continued discussion including the financial aspects of both facilities.
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, online interactions, or listening to others in household; music, singing).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, addition/subtraction, multiplication/division, angles, counting, hands vs inches, weight of horses).
- Student continued to use problem solving mathematics skills in daily life applications (i.e., where to board their future pony; length of drive to see first pony prospect; days remaining until travel to do so).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible

income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.

- Student, guide and student's dad continued future pony boarding discussion including the financial aspects of both boarding facility options.
- Student continued to use mathematical concepts in free play (i.e., slime, Marble Run) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in practical situations (i.e., sizes of different horse breeds in hands).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Continued discussion around pony ownership, care, and boarding. Size comparisons of ponies versus horses as well as various breeds of horses.
- Group discussion of care of domesticated animals including vet care, health/medical insurance, spaying/neutering, vaccinations, etc.
- Group discussion of weather and same day weather app prediction of snow accumulation. Middle student described pathway from Canada to Midwest of U.S. that experienced much more reported snow accumulation in winter than group's current location. Group was surprised by actual snow falling at approximately the predicted time in afternoon. Snow continued to fall and accumulate into the night hours.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Group discussion of weather and same day weather app prediction of snow accumulation. Middle student described pathway from Canada to Midwest of U.S. that experienced much more reported snow accumulation in winter than group's current location.

HEALTH & PHYSIOLOGY

- Student continued to learn about the human body, at a level appropriate for their age and ability. Guide followed up on student's overall well-being. Student described congestion and fatigue. Continued to discuss allergies versus colds.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., active play).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., music accompanying online games/videos, student's playlists).

- Student continued to have the opportunity to pursue their own musical interests when ready.

ENRICHMENT

- Student continued to explore various research and learning modalities as well as experience additional enrichment through their Spring Learning Project (i.e., Dreams Come True 2024). Student, guide and student's dad discussed ongoing boarding and care for student's future pony. Continued discussion of the upcoming travel on Sunday, February 25th, to Northern Virginia to meet one or several pony prospects.
- Student and middle student requested additional Marble Run pieces to add to their existing creation. Guide ordered both another full set and an add on set to arrive next day.

2/17/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., current online selections; current online research and videos; PC and iPad apps/games).
- Student continued online research into pony ownership and caretaking.
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, online interactions, or listening to others in household; music, interactive play with siblings).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, online searches and research).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, angles, inclines, speed, percentages, perspective, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to configure and build with Marble Run pieces in order to create a system where the angles/inclines allow for a marble to travel to a final location in the run).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student also continued to calculate expenses for a pony, accessories, and ongoing maintenance (i.e., food, vet care, farrier, etc.). Student continued a countdown until February 25th when student, guide and oldest student will travel with an experienced trainer/horse person to meet a potential pony in person.
- Student continued to use mathematical concepts in free play/time (i.e., online gaming, Marble Run) as well as age appropriate math related media (i.e., PC and iPad apps/games).

- Student continued to use measurement in practical situations (i.e., height/weight versus size of horse in hands).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Group continued to observe and discuss local weather (i.e., snow flurries, snow accumulation, below freezing temps).
- Younger students continued to build Marble Runs with additional pieces and set that arrived same day.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices. Student continued to work on their sleep and waking schedule as well as healthy nutrition.
- Student conducted body check (i.e., better overall but still felt sick).
- Student continued to learn about the human body, at a level appropriate for their age and ability. Student continued to learn about the human body, at a level appropriate for their age and ability. Continued to discuss colds versus allergies as student sneezed and nasal drainage while younger siblings had congestion, fatigue, and soreness.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., active VR play, running).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., musical accompaniment to online videos/games, student playlists).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ENRICHMENT

- Student continued to explore various research and learning modalities as well as experience additional enrichment through their Spring Learning Project (i.e., Dreams Come True 2024). Student continued to describe how excited they are and maintained a count down until Sunday, February 25th (i.e., the day student will travel to Northern Virginia to meet a potential pony in person).
- Younger students' requested additional Marble Run and add ons arrived via Amazon Prime today.

2/18/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., current online research and selections; PC and iPad apps/games).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, online interactions, or listening to others in household; music, interactive play with siblings).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., texts, messaging, chats, online searches and research).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, auto inquiry feature on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science, angles).
- Student continued to use problem solving mathematics skills in daily life application (i.e., calculating money needed to purchase online resources (i.e., “gems”) in Pony iPad game in order to get desired pony character (i.e., “partial Pegasus” whose character just increased from 2 gems to 3 gems in cost).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., Marble Run, VR, Pony game) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in practical situations (i.e., length of Marble Run tube).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student and guide tracked their recent purchase of a safe riding lesson helmet per student's instructor and a nearby university and student's English riding shoes. Package will reportedly arrive next day.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Group discussion of the ancient Sumerian City of Uruk or modern day Iraq.
- Group viewing and discussion of an 1888 New York City street following a snow storm.

HISTORY

- Student continued to add to their basic understanding of the history of PA, the USA, and the world through reading, research, discussion and possibly field trips. Group shared images of and written content on the ancient Sumerian City of Uruk, or present day Iraq, the reported oldest inhabited city on the globe. According to an online historical group's social media, this ancient city produced the many firsts in history, including the first literary epic, or poem (i.e., the Epic of Gilgamesh) as well as the location of the first recorded domestication of chickens.
- Group viewed and discussed History Defined's social media post of a snow filled, 1888 street in New York City following a snow storm.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Continued ongoing discussion of self-care, illness, and daily schedules.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student playlists, YouTube music, music accompanying online gaming/videos).
- Student continued to have the opportunity to pursue their own musical interests when ready.

2/19/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., current online research and selections; PC and iPad apps/games, Galaxy Cupcake kit instructions).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, online interactions, or listening to others in household; music, singing, interactive play with siblings).

WRITING

- Student continued to gain more experience on the computer (i.e., texts, messaging, chats, online searches and research).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, auto inquiry feature on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science, angles, baking, fractions, temperature).
- Student continued to use problem solving mathematics skills in daily life application (i.e., confirming shoe and helmet size; bake cupcakes).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., Marble Run, VR, Pony game) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking (i.e., Galaxy Cupcake kit) and other practical situations (i.e., length of Marble Run tube to make a “metal detector”).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student offered observations on their thoughts, feelings, and behavior when overly hungry or tired.
- Student chose to use a previously purchased Galaxy Cupcake kit to bake cupcakes with minimal assistance.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through research, travel, maps, play and stories. Group discussion around both the calendar systems around the globe and through history as well as when the New Year falls for different cultures around the world.

HISTORY

- Student continued to add to their basic understanding of the history of PA, the USA, and the world through reading, research, discussion and possibly field trips. Group discussed the same day President's Day holiday that today can be described as a celebration of all U.S. presidents. In 1879, President Hays established George Washington's birthday as a holiday to be celebrated on Washington's birthday, February 22nd. In 1968, Congress passed the Monday Holiday Law where the holiday was shifted to the 3rd Monday in February. Group researched Washington's birthday to find that his birthday is considered to be February 11, 1731, on the Julian calendar, whereas, it falls on February 22, 1732, on the Gregorian calendar now in use.
- Group also discussed the Julian versus the Gregorian calendars; the change of the New Year from March 25th to January 1st with the transition from Julian to Gregorian; reasons behind switching calendars; the reportedly most accurate calendar (i.e., the Solar Hijri); the current year according to specific calendars; and dates the New Year falls on for different cultures around the world.

CIVICS

- Student continued to gain a basic understanding of local, state, and federal government. Group discussed same day President's Day holiday; impact on federal employees and others in U.S. whose state observes this holiday; and how Monday Holiday Law was passed by Congress in 1968 shifting today's holiday to the 3rd Monday in February each year.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires. Group discussed a vehicle fire guide witnessed during morning car travel and the first responders who addressed the fire.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student discussed what they noticed about their behavior when they were very hungry and asked for help making food for themselves.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., active play).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., music accompanying gaming/online videos).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student created Galaxy Cupcakes in heart shaped pan for family.
- Student used cupcake paper inserts and a pen to create art including a jack o lantern.

ENRICHMENT

- Student continued to countdown the days until Northern Virginia travel (i.e., February 25) to meet prospective pony. Student suggested during drive a cooler is used to hold fresh snacks (i.e., apples, sandwiches) and beverages. Student stated they believe the first pony will be the one and they are open to looking at nearby pony options their riding instructor had also found as well.
- Student chose to gather ingredients; measure out said ingredients; set oven temperature, mix ingredients; ready heart shaped cupcake pan; pour chocolate cupcake batter into cupcake inserts; bake the cupcakes; and cool, ice and decorate with a galaxy theme. Student required minimal assistance in their baking efforts.

2/20/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content; Hunter Spring Farm signs and rules; Tractor Supply prices, product descriptions, signs, self-checkout screen; Uber Eats app).
- Student participated in their third horseback riding lesson at Hunter Spring Farm. Student observed barn cats, chickens, mini horses, ponies, and full size horses at the barn. Student was able to greet, interact with, and listen to their riding instructor. Student learned to brush a lesson pony; pick the pony's hooves; tack and untack the pony; and ride the pony in an English saddle through listening, observation, and trying on their own.
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household or online interactions; music, singing; listening and speaking to riding instructor).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, searching through different phone and iPad apps).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, Google).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, money, distance, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, age, head circumference, girth size, current shoe size and width).
- Student continued to use problem solving mathematics skills in daily life applications (i.e., to determine current shoe size, when listening to itemized costs for traveling to prospective pony).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.

- Student asked to travel to Tractor's Supply and Shadyacres Saddlery shop to purchase pony tack, grooming, and health supplies within the budget set.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, VR experiences) as well as age appropriate math related media (i.e., iPad apps/games).
- Student continued to use measurement in practical situations (i.e., shoe size & width, helmet size, bucket sizes used at barn boarding facility).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student participated in their third horseback riding lesson at Hunter Spring Farm. Student observed barn cats, chickens, mini horses, ponies, and full size horses at the barn. Student was able to greet, interact with, and listen to their riding instructor. Student learned to brush a lesson pony; pick the pony's hooves; tack and untack the pony; and ride the pony in an English saddle through listening, observation, and trying on their own. In addition, student agreed to experiment with having the instructor disengage the lead rope during their lesson time meaning student was able to start, stop, and steer the lesson pony independently. The lesson instructor discussed upcoming car travel to Northern Virginia on February 25 including itemized costs for guide; actual travel time (instructor will update guide with actual address once obtained); red flags to look for when assessing a pony or horse for purchase; pre-purchase vet exam, or PPVE, and when instructor uses them; what order riding will unfold at the pony assessment; and other ponies available in that general area (i.e., 6 year old gelding; dark bay mare).
- Group travel to one of two nearby local Tractor's Supply stores. Group explored the equine department and all the feed, grooming, tack, barn and medical supplies available for customers. Group also observed the clean, fresh chick and duckling areas set up with feeders, waterers and heat lamps for future baby chickens and ducks who will be for sale. Group also looked at puppy foods, various cutting implements, a freeze drier oven, loading/unloading ramps for an ATV, clothing, chicken supplies, and snacks. Group chose to use the new self-checkout option and took turns scanning group's purchase items. Group loaded up their vehicle and used Google maps to travel on to the family's barn boarding facility of choice. Oldest student's horse was given her daily supplement, a few apple slices, and refilled water buckets before group headed home for the evening.
- Discussed and photographed student's eye to be able to look at student's eye color. Group discussed the optometrist, eye exams, and students' individual self-reports of their vision. Group also discussed guide's upcoming ENT appointment, what an ENT does, and reasons people may choose to have an appointment with one.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Student traveled with guide to Hunter Spring Farm for the first time in Bethel Park, PA. Group later traveled to one of two nearby local Tractor Supply stores 20+ minutes south of home.

- Student asked how close to Harrisonburg, VA (i.e., paternal grandparents home) guide, student and oldest student would be traveling during their travel to Northern VA on Sunday. Student and guide checked in with riding instructor during lesson. Instructor will get back to guide with address so guide and student can map it out.
- Student continued to use maps and other resources to navigate local roads to travel to horseback riding lesson facility, Tractor Supply store, and barn boarding facility.

CIVICS

- Student continued to begin to gain a basic understanding of local, state, and federal government. Group discussion around current events (i.e., the effects of fireworks on the environment; federal politics; online news articles, etc.).

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including when around barn animals and horses. Guide and student discussed riding safety prior to traveling to the barn and lesson instructor added to the discussion at the lesson barn. Student was able to try out their new riding helmet that had arrived in the mail as well as new riding shoes.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Continued to discuss human behavior around horses, chickens, and ponies (i.e., quiet voice, slow moving, not waving hands/objects around, where hands are when riding, etc.).
- Student continued to learn about the human body, at a level appropriate for their age and ability. Discussed the impact hunger can have on tone, behavior, and interactions. Student was able to demonstrate several calming behaviors when faced with increasing frustration and hunger.
- Group discussed eye exams, vision, eye color, optometrists, ENT's, and reasons for an appointment with an Ear, Nose, and Throat doctor.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength. Student participated in weekly horseback riding lessons that included grooming, hoof picking, tacking, riding, untacking, grooming, and returning pony to stall.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., Apple music during car travel, student playlists, music accompanying online videos/series/gaming/VR).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student chose to sketch figures on their pointer finger during car travels. Student then create a backstory for each figure as well as relationships between the various figures.

ENRICHMENT

- Student continued to problem-solve options for upcoming travel to northern VA (i.e., snacks, food, beverages, stops, buying options, etc.). Guide, student, and trainer/riding instructor discussed expectations for the upcoming pony meeting; red flags when assessing a potential horse; common buying practices; the order people would ride the prospective pony (i.e., the pony's owner/trainer, student's riding instructor, riding instructor's experienced rider, student); options for travel; a list of payments guide would be responsible for; and any questions that came up. Guide and student separately discussed how student wanted to schedule day if pony was purchased (i.e., follow riding instructor with trailered pony to boarding facility to assist in unloading and caring for pony).
- Middle student decided to accompany guide and other students to meet prospective ponies on Sunday, February 25, in the Virginia area.
- Guide proposed next day field trip to Pittsburgh Center For Creative Reuse (per student's previous request). Group discussed schedule, departure time, and destination. Group agreed to timeline set.

2/21/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., current online selections; PC and iPad apps/games; Pittsburgh Center For Creative Reuse signs, products, prices).
- Student continued to conduct online research into pony ownership and materials needed (i.e., halters, food tote bag required at boarding barn facility). Student used guide's Apple phone and Amazon app to find and order an appropriate tote bag for their pony's feed bags. Student, guide and oldest student discussed traveling to Shadyacres Saddlery store on Saturday, February 24th, to purchase a halter(s) needed for student's potential pony.
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, or listening to others in household; music, singing, interactive play with siblings).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, online searches and research).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, measuring, decimals, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate items to purchase within the set budget).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Group shopped at PCCR utilizing a preset budget. Student also used guide's Apple phone and Amazon app to search, find and order a needed tote bag to hold their future pony's feed bags.

- Student continued to use mathematical concepts in free play/time (i.e., slimes, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in practical situations (i.e., poster map of U.S., candle sizes, varying sizes of other items at shop).

SCIENCE

- Student continued to increase their scientific knowledge through research, experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct online research into pony ownership and materials needed (i.e., halters, food tote bag required at boarding barn facility). Student used guide's Apple phone and Amazon app to find and order an appropriate tote bag for their pony's feed bags. Student, guide and oldest student discussed traveling to Shadyacres Saddlery store on Saturday, February 24th, to purchase a halter(s) needed for student's potential pony. Student, guide and middle student initially planned to travel to local grocery store to purchase car travel supplies (in prep for travel to view pony) in the evening but later moved this to another time/day.
- Student asked questions about pony ownership and care while accompanying oldest student and guide to the boarding barn facility. Student was able to assist oldest student in grooming, lunging, tacking, leading and riding oldest student's horse. Student observed and described their feelings around riding a larger horse after 3 riding lessons (i.e., increased confidence, felt "safe" with stirrups, offered verbal praise and hugs to horse, etc.).
- Student explored the Pittsburgh Center For Creative Reuse pointing out candles, art supplies, glassware, maps, card catalog used to organize small products for sale, stickers, and various animal figures.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through research, travel, maps, play and stories. Group traveled for the second time to the Pittsburgh Center For Creative Reuse, a non-traditional art supply and vintage store, located in an intersection of Wilkinsburg, Point Breeze, and Homewood.
- Student used maps and other resources to navigate local roads to travel to a planned field trip destination. Group traveled to Pittsburgh Center For Creative Reuse and to the boarding barn facility.

HISTORY

- Student continued to add to their basic understanding of the history of PA, the USA, and the world through reading, research, discussion and possibly field trips. Youngest student pointed out the 1969 beginning date of the DHL international delivery company as stated on the back of a DHL Ram Pro van during car travel. Youngest student noted this year on several items in different sections of the PCCR shop. Group explored the shop, its designated Vintage areas, and materials explaining different times in history (i.e.,

geological readings maps of Pennsylvania from the 1970's; history books; an aged Algebra I lesson book; movie projectors, slide wheels, slides, and printed photographs spanning decades; etc.).

CIVICS

- Student continued to gain a basic understanding of local, state, and federal government. Group discussed federal versus state law and political positions. Group also discussed current laws being passed in Florida and attempts in other southern states.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Group discussed the human body over the lifetime and potential changes or challenges at varying developmental timeframes.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., walking, exploring; grooming, lunging, tacking and riding horse).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., Apple playlist during parts of car travel, music accompanying tv series/Anime/gaming/videos).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student chose to take photographs during barn visit.
- Oldest student showed the group their digital drawings of an original character they will be using in a fan fiction composition. Other students and guide offered positive feedback at oldest student's artistic skill.

ENRICHMENT

- Oldest student informed the group of updates on a Kickstarter they had supported through online donations with their Apple card. The person had offered to create an original plush based on any character student chose. Oldest student had submitted an image of an original digital character student had created/drawn. The Kickstarter owner had posted

images of the finished plush on their social media thus promoting student's character. Oldest student reported the finished product is due to ship soon.

- Student continued to explore various research and learning modalities as well as demonstrate independent/critical thinking skills. Group continued to discuss family's upcoming travel to northern Virginia to view a potential pony for youngest student. The day prior middle student had expressed an interest in participating in the car trip. Same day group discussion around departure time, travel time, and expectations resulted in middle student considering not accompanying group for trip. Group will continue to problem-solve and discuss options, expectations, and final choices.
- Student continued not be limited only to the above listed activities; rather throughout the year we will take advantage of whatever opportunities and resources seem appropriate at the time. Group discussed a future field trip(s) to thrift store(s) in the area as well as architectural salvage shops.
- Student continued Spring Learning Project 2024 by continuing online research into pony ownership; conducting in person research and practice with oldest student's horse; asking questions during course of day and barn time; continuing to purchase basic pony supplies; preparing for upcoming travel to pony prospect; and putting together purchased supplies in portable bag (i.e., grooming brushes, hoof pick, bandage wrap, salt lick, and other supplies).

2/22/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., current online selections; PC and iPad apps/games, YouTube video captioning).
- Student demonstrated how to play their Horse Riding app from choosing a horse to ride to chatting with friends. Student described the currency used in the game (i.e., gems) and how it translated into U.S. dollars. Student also showed guide the terrain of the game and explained daily objectives players were expected to accomplish.
- Student also showed guide a video on YouTube where an influencer used her hour and 17 minute video to describe her reported “controversy” with Royal High admins removing her “badge.” Student described the video’s “viral” nature and was able to verbally describe a timeline for the reported controversy.
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, or listening to others in household; music, singing, interactive play with siblings).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, chatting with other Horse Riding players).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., when drawing in Procreate app; to calculate costs of current and 1990’s Furbie toys).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible

income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.

- Student reported they would save up the money needed to purchase a Furbie found on eBay.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research) as well as age appropriate math related media (i.e., PC and iPad apps/games).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to discuss, research and problem-solve options for pony ownership.
- Student conducted online research into Furbies, particularly older models (i.e., 1998 white Furbie). Student found online videos describing Furbie ownership and reported paranormal Furbie phenomenon. Student found older Furbies for sale on eBay and informed guide of the price range (i.e., \$10/collectible high cost).
- Youngest student described science video they and middle student watched about various parasites including tapeworms. Discussed how humans would get tapeworms as well as options for removal. Younger students referenced the video and anti-parasitic medication available. Online research was conducted to verify information in video.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, music accompanying videos/gaming/PC/VR).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student continued to use their Procreate app to draw and modify their artwork. Student stated they were sketching a "Teletubby" with a "fur ball" with eyes they were able to spin in the Teletubby's outstretched hand.

ENRICHMENT

- Student and guide problem-solved back up plan for location of pony should family purchase on Sunday, February 25. Guide contacted current boarding barn and got verbal approval from manager to bring pony on Sunday if purchase happened. Student continued to plan and problem-solve options for upcoming car travel, horse supplies to bring, etc.
- Student requested to move up Saturday scheduled trip to local saddle store if possible.
- Guide, student, students' dad, and oldest student discussed the idea of moving to their riding instructor's boarding barn from their current boarding barn. Group was able to discuss potential challenges and benefits as each individual saw them. Overall, while several group members felt sadness at the change, everyone agreed it seemed to be the best fit for the family and the family's horses. Guide agreed to ask follow up questions next day at oldest student's riding lesson where instructor was traveling to current boarding facility for oldest student. Guide agreed to also discuss taking the instructor up on her offer to have family board at her facility.

2/23/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., online searches and recipes; PC and iPad apps/games; other online content).
- Student conducted online research with Safari and Chrome on guide's phone in an attempt to find a homemade cheese sauce recipe for macaroni and cheese. Student read several online recipes before choosing to create their own with available ingredients in family's refrigerator.
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music, singing; listening and speaking to Chase Bank teller).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, drawing with Apple pencil).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., when describing the use of CapCut video editing program).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to report they would save up the money needed to purchase a Furbie found on eBay. Student asked for a 5 dollar bill while at the bank.

- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking (i.e., homemade cheese sauce for mac n cheese).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student experimented with creating homemade macaroni and cheese. They boiled and drained store bought elbow macaroni. While the noodles were boiling student conducted online research into what the cheese portion of mac n cheese consists of finding recipes, ingredients lists for dry powdered cheese, and similar results. Student chose to try to make their own original recipe based on findings and measured out available ingredients (i.e., shredded cheddar, shredded mozzarella, almond milk, salted butter). Student melted 2 separate servings of measured cheese sauce ingredients first over low heat on stove and later in the microwave. They observed that each method melted ingredients well. Student offered their completed dish to the rest of the family. Each individual that tried the dish described it as the best cheese noodles they had had.
- Oldest student ordered milkshake supplies using an online food ordering app and their own Apple card. Oldest student retrieved the ice cream flavors, milk, toppings, and hand blender before measuring and creating custom milkshakes for whomever wanted one in group. Oldest student also offered to make chocolate chip cookies from scratch but found one ingredient missing when looking in the pantry. Middle student chose not to have a milkshake; youngest student chose a vanilla milkshake with a scoop of another flavor of ice cream in it and toffee pieces sprinkled on top.
- Group explored the U.S. Liberty dollars, half dollars, bicentennial quarter, Liberty dime, 2 cent coin, Indian head penny, and wheat pennies guide found. Group discussed the 2 sets of U.S. state quarters positioned in a bi-fold and tri-fold U.S. map with identifying state information. Group attempted to guess which was the first state created in the U.S. Students' dad provided the correct information (i.e., Delaware).

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Group discussed U.S. maps used to display the collected state quarters given to guide after maternal dad's death. Group also discussed the earliest state(s) as written on one of the U.S. maps. Group members attempted to guess the state recognized as the first state in the U.S. Online research was conducted to verify correct information (i.e., Delaware).
- Student continued to use maps and other resources to navigate local roads to travel to a nearby Chase Bank location.

HISTORY

- Student continued to add to their basic understanding of the history of PA, the USA, and the world through reading, research, discussion and possibly field trips. Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Group discussed U.S. maps used to display the collected state quarters given to guide after maternal dad's death. Group also discussed the earliest state(s) as written on one of the U.S. maps. Group members attempted to guess the state recognized as the first state in the U.S. Online research was conducted to verify correct information (i.e., Delaware). Group also discussed the colonization of what is now referred to as the U.S.
- Group viewed and discussed the older U.S. coins guide found that had been given to guide following students' maternal grandfather's death. The coins he had collected included an 1886, 1921, 1922, 1922 and 1971 Liberty Dollar; an 1971, 1972, 1974, Bicentennial 1776/1976, and 1980 Fifty Cent pieces; a Bicentennial Quarter, an 1944 Liberty Dime, an 1865 Two Cent coin, an 1902 Indian Head Penny, and 6 Wheat Pennies. Group discussed the 13+ million minted Two Cent coins and the popularity of the 1865 coin as its minting was also the year the Civil War began.

CIVICS

- Student continued to begin to gain a basic understanding of local, state, and federal government. Group discussed U.S. coins are minted or created by the U.S. Mint and paper money is created by the U.S. Bureau of Engraving & Printing. Both organizations fall under the U.S. Department of the Treasury. The Federal Reserve is the U.S.'s central bank.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student was able to discuss their sadness at the change of moving from the family's existing boarding barn and the reasons for this as well as their ability to recognize the benefits of the new boarding facility.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., walking, running, active play).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., music playing in bank; music accompanying online videos, gaming, streaming series; students shared songs with each other).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student described how they are using CapCut to create a video editing project.

ENRICHMENT

- Student continued to explore various research and learning modalities as well as demonstrate independent/critical thinking skills. Student continued to problem-solve and discuss upcoming pony ownership. Student agreed to try option of riding instructor's tack until guide was able to set up a saddle measuring appointment through Shadyacres Saddlery shop. Student and guide discussed timeframe for leaving for noon appointment at prospective pony's current home in VA as well as driving to 2 other potential ponies if needed.
- Student requested to purchase some supportive LGBTQ+ attire adding their eyes had been modified to view the world in rainbow or as a super supporter of the LGBTQ+ community.
- Guide purchased untimed, online CAT exam to meet PA homeschooling requirements for student's 3rd grade end of year exam.

2/24/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content; Google maps; Giant Eagle store signs, prices, product descriptions).
- Student continued to plan and research for upcoming pony ownership and travel. Student assisted in looking through current horse materials and products; cleaning and prepping car; shopping at Giant Eagle grocery store for travel foods and beverages; discussing next day travel plans including sleep schedule, time to get up, departure time (i.e., 7 a.m.), and breakfast options; expressing curiosity and excitement at entering the horse community; and thoughts/feelings around purchasing a pony next day.
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household or online interactions; music, singing; listening and speaking to grocery store employees and shoppers).

WRITING

- Student continued to gain more experience with various kinds of writing, both by hand (i.e., hand written note of day's checklist) and on the computer (i.e., messaging, chats, texts, online searches and research).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science, money).
- Student continued to use problem solving mathematics skills in daily life application (i.e., when describing the use of CapCut video editing program).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.

- Student continued to report they would save up the money needed to purchase a Furbie found on eBay. Student asked for a 5 dollar bill while at the bank.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking (i.e., homemade cheese sauce for mac n cheese) and other practical situations (i.e., which cup for chicken noodle soup bowl or 12 oz).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student asked to accompany guide and oldest student to current barn boarding facility. Oldest student ended up traveling to barn with students' dad due to guide's migraine. Youngest student did not accompany them.
- Student continued to plan and research for upcoming pony ownership and travel. Student assisted in looking through current horse materials and products; cleaning and prepping car; shopping at Giant Eagle grocery store for travel foods and beverages; discussing next day travel plans including sleep schedule, time to get up, departure time (i.e., 7 a.m.), and breakfast options; expressing curiosity and excitement at entering the horse community; and thoughts/feelings around purchasing a pony next day.

GEOGRAPHY

- Student continued to use maps and other resources to navigate local roads to the grocery store.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Group discussed nutrition and sleep for the next day all day travel. Youngest student and guide traveled to grocery store to purchase requested snacks, food, and beverages for next day.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., walking around and exploring grocery store; washing vehicle and garage; sorting through existing horse materials).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists; music accompanying online videos/gaming/streaming series).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student continued to use iPad app and their Apple pencil to create original digital artwork.

ENRICHMENT

- Student continued to explore and conduct research into their Spring Learning Project. Student continued to prep and plan for next day car travel to Northern Virginia for in person research into pony ownership.

2/25/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; PC and iPad apps/games; other online content; GPS, state signs, outdoor arena signs, horse paperwork).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, or online interactions; music, singing; listening and speaking to riding instructor, 1st and 2nd pony owners, various people met during travel).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to count the money due for their pony in 100 dollar bills).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Group traveled to Dunkin Donuts as they departed for their day of travel. Students were able to state their orders. Student also assisted guide in counting and giving the cash needed to pay for student's pony.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research) as well as age appropriate math related media (i.e., PC and iPad apps/games).

- Student continued to use measurement in practical situations (i.e., to learn the size of the prospective ponies—13ish hands and 14.1 hands).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct online and in person research for their Spring Learning Project. Youngest student, oldest student, guide and students' dad traveled from Pittsburgh, PA to Northern Virginia to meet 2 prospective ponies. A third was available to view on the return drive if needed. Group set off early in the morning for a one day travel day. Youngest student groomed, tacked, rode, and untacked the first prospective pony, Cow, an 18/year-old, 13ish hand paint colored mare who was no longer happy as a lesson horse per owner. Youngest student was an involved participant in checking out the pony (i.e., telling riding instructor what they wanted to see done with the pony; completing an interactive mini lesson with the pony's owner; independently grooming and tacking the pony; catching the pony in the paddock and haltering her). Youngest student offered their thoughts as did riding instructor who was assisting family in vetting and purchasing a pony. Group checked out second pony 30 miles east. Youngest student again was an involved participant in vetting the pony—grooming, tacking, observing pony owner ride and riding instructor before riding themselves. Youngest student was able to offer their thoughts and feelings about second pony. Oldest student observed all interactions and assisted when asked. Group discussed ownership options with current owner and chose to purchase pony, Maggie.
- Group observed many battlefields in Northern Virginia area including Manassas National Battlefield Park. Group discussed oldest student's past travel with guide to Gettysburg, PA to view the battlefields and learn more about history in person.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Oldest and youngest students learned more about Pennsylvania, West Virginia, Maryland, and Virginia. They also realized that their destination was an hour and a half away from their paternal grandparents.
- Student continued to use maps and other resources to navigate local and out-of-state roads to travel from Pittsburgh, PA to Northern Virginia.

HISTORY

- Student continued to add to their basic understanding of the history of PA, the USA, and the world through reading, research, discussion and possibly field trips. Group observed many battlefields in Northern Virginia area including Manassas National Battlefield Park. Group discussed oldest student's past travel with guide to Gettysburg, PA to view the battlefields and learn more about history in person. Oldest student and guide recalled the canon balls left lodged in several houses in Gettysburg, PA.

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.
- Student continued to begin to gain a basic understanding of local, state, and federal government. Group continued to learn about the role of the federal government in maintaining national parks.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including safety rules and waivers required for being able to ride the prospective ponies.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Group discussed the impact of long car travel on the body and mind. Group chose to take various breaks to ease soreness and boredom. Group was able to notice and discuss the impact of hunger, fatigue, the multitude of social interactions, and the excitement of the day on member's emotions and emotional expression.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength. Student asked to groom, tack, ride, untack, and groom each of the prospective ponies.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., students' dad's Apple playlist; student's playlists; music accompanying online videos/gaming/streaming series).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student continued to use iPad app and their Apple pencil to create original digital artwork.

ENRICHMENT

- Student continued to explore and conduct research into their Spring Learning Project. Student conducted in person research through visiting and riding two prospective ponies. Student was able to demonstrate problem-solving skills and reasoning in their flexibility and stated options for visiting several ponies as well as their discussion and comparison of the two ponies viewed/ridden. Student chose to purchase the second of the two ponies. Riding instructor assisted in haggling payment as well as transport of pony to new boarding facility, Hunter Spring Farm.

2/26/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music, singing, interactive play with siblings).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil use to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science, schedules).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to determine schedule for visiting their pony).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research) as well as age appropriate math related media (i.e., PC and iPad apps/games).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.

Student continued to conduct online and in person research for their Spring Learning Project.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Group discussed self-care and rest after very busy weekend and all day travel previous day. Student agreed to apply their favorite coping strategies and set next day schedule to spend time with their pony.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists; music accompanying online videos/gaming/streaming series).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student continued to use iPad app and their Apple pencil to create original digital artwork.

ENRICHMENT

- Student continued to explore and conduct research into their Spring Learning Project.

2/27/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; PC and iPad apps/games; other online content; Miracle Dentist signs, Hunter Spring Farm signs; Shady Acres Saddlery signs, product descriptions, and prices).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music, singing; listening and speaking to dental hygienist and dentist, riding instructor, Shady Acres owners and patrons).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil use to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science, sizing horse tack, bit sizes, schedules).
- Student continued to use problem solving mathematics skills in daily life application (i.e., shopping for their pony's tack; gaming, dentist).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student and guide traveled to Shady Acres Saddlery (i.e., 45 minutes north of city) to size and purchase tack (i.e., D ring Snaffle bit, pony English bridle, pony size bareback saddle pad, brushes). Riding clothing sizes were also looked at during time at shop.

- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research, shopping for tack) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in practical situations (i.e., pony tack sizes).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct online and in person research for their Spring Learning Project. Student and guide traveled to Hunter Spring Farm to groom and hand graze student's pony. The pony was also rode later in the day by the riding instructor to begin to get pony into shape and remind her of her riding cues.
- Guide shared an image of space credited to NASA, ESA, and Hubble. The incredible image shows a side view taken of the Sombrero Galaxy.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Student traveled for the first time to Shady Acres Saddlery north of the city of Pittsburgh. Student also spent time at Hunter Spring Farm and Miracle Dentist. Group received image of the Sombrero Galaxy in space.
- Student continued to use maps and other resources to navigate local roads to travel to Hunter Spring Farm, Miracle Dentist, and Shady Acres Saddlery.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Students traveled to their pediatric dentist office for a 6 month cleaning/checkup. Students each received their annual digital x-rays and were able to view their jaw, erupted, and unerupted teeth. Dental hygienists discussed their current dental hygiene, offered suggestions for improving further, and talked about things the students were interested in. The available dentist for the practice viewed the students' x-rays, offered interpretation and feedback, and shared any concerns. All students were open and communicative, received reports of no cavities, and were given a bag of new dental hygiene products. A 6 month cleaning/checkup appointment was scheduled for September 4th.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength. Student chose to travel to new boarding facility, Hunter Spring Farm, to groom and hand graze their pony.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., Apple music during car travel; student's playlists; music accompanying online videos/gaming/streaming series).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student continued to use iPad app and their Apple pencil to create original digital artwork.

ENRICHMENT

- Student continued to explore and conduct research into their Spring Learning Project. Student and guide explored Shady Acres Saddlery shop and talked with staff about tack for student's new pony.

2/28/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music, singing; listening and speaking to riding instructor).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science, location/position of rider on horse's back when riding without tack).
- Student continued to use problem solving mathematics skills in daily life application (i.e.,).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to report they would save up the money needed to purchase a Furbie found on eBay. Student asked for a 5 dollar bill while at the bank.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking (i.e., homemade melted chocolate and honey nut Chex cereal cookies) and other practical situations (i.e., pony bridle sizing).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct online and in person research for their Spring Learning Project (i.e., pony ownership). Student traveled to Hunter Spring Farm with oldest student and guide to bond with their pony. Student groomed their pony, gave her treats and affection, then tacked her up with the bridle purchased on previous day. After experimenting with a bareback saddle pad with stirrups, student found that the size oldest student had did not fit a pony or a rider of their size. Student chose to ride bareback without a pad. Riding instructor let student know the correct positioning of rider in relation to the anatomy of the horse (i.e., sit close to the withers rather than centered or further back on the horse's back due to the location of the horse's kidneys).
- Student chose to experiment with chocolate and Chex Honey Nut cereal (crushed and whole). Student narrated their steps to creating a homemade, unbaked chocolate and honey nut cookie. Student first placed a measured amount of Chex in a small Ziplock baggie before using their hands to crush it. Student then placed a premeasured amount of chocolate chips in a bowl and microwaved it until fully melted. Student used a spoon to mix the crushed Chex into the melted chocolate then scooped out the chocolate onto a piece of parchment paper. Student carefully shaped the mixture into a cookie shape with their spoon then added whole Chex to decorate the top. The finished product was placed into the freezer to harden. Student shared the homemade cookies with all.

GEOGRAPHY

- Student continued to use maps and other resources to navigate local roads to travel to Hunter Spring Farm.

HISTORY

- Student continued to add to their basic understanding of the history of PA, the USA, and the world through reading, research, discussion and possibly field trips. Discussed the history of Rolling Hills Farm in the Bridgeville community (i.e., 50+ years in business).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength. Student chose to travel to Hunter Spring Farm to groom, tack and ride their pony.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., Apple music during car travel; student's playlists; music accompanying online videos/gaming/streaming series).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ENRICHMENT

- Student continued to explore and conduct research into their Spring Learning Project.

2/29/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; PC and iPad apps/games; other online content).
- Oldest and youngest students read and initialed a multipage riding lesson contract for their new boarding/training facility, Hunter Spring Farm.
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music, singing; listening and speaking to ...).

WRITING

- Student continued to gain more experience with various kinds of writing, both by hand (i.e., hand written contract initials) and on the computer (i.e., messaging, chats, texts, online searches and research).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., when describing the use of CapCut video editing program).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research) as well as age appropriate math related media (i.e., PC and iPad apps/games).

- Student continued to use measurement in cooking (i.e., assisted guide in making breakfast) and other practical situations (i.e., appropriate fitting tack for pony).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct online and in person research into Spring Learning Project. Student was able to independently care for, groom, hand graze, tack up, and ride their own pony. Student practiced and “challenged” themselves steering, starting, and stopping.
- Student, oldest student and guide arrived at Rolling Hills Ranch to ready oldest student’s horse for transport to new boarding/training barn, Hunter Spring Farm. Youngest student observed and assisted as needed. A last look around the property, tack room, and stalls was conducted and discussed. Student, guide and oldest student planned to travel to new boarding barn in few hours so that oldest student and guide could participate in same day riding lessons. Youngest student planned to groom and graze their own horse. Student also gave oldest student permission to try riding their pony.
- Student chose to accompany guide and oldest student to their weekly horseback riding lessons at Hunter Spring Farms. Student was able to observe and ask questions about barn chickens, barn cats, ponies and Off The Track Thoroughbred horses living at the barn. Student was also able to groom, hand graze, and ride their pony during and after riding lessons.
- Oldest student described a liquid solution that flows uphill per an online science video (i.e., the BBC show Quite Interesting) for guide and youngest student. According to the video and oldest student’s recollection, a liquid that defies gravity can be made by mixing polyethylene oxide with water. They described how the polyethylene oxide siphons, or pulls, the water uphill.
- Student and guide experimented with multiple cooking methods for breakfast bacon. When the oven method stopped working due to an issue with the oven, student suggested using the cooktop or microwave. Guide and student experimented with a cooktop method.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Continued to discuss oldest student’s upcoming cross country air travel.
- Student continued to use maps and other resources to navigate local roads to travel to Rolling Hills Ranch and Hunter Spring Farm.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability. Continued to discuss the human body through the lifetime.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength. Student chose to travel to Rolling Hills Farm and Hunter Spring Farm. At Rolling Hills, student worked to assist in packing up and grazing oldest student's horse. At Hunter Spring Farm, student hand grazed, groomed, tacked, rode, untacked, and groomed their own horse.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., Apple music during car travel; music accompanying online videos/gaming).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student started to use extra blank Valentine's Day cards, glue, tape, colored pencils, and scissors to create a modified, extended card.
- Student chose to create "surprise envelopes" using things they found in their room to fill envelopes that they then taped shut. These envelopes were assigned dollar amounts as well as alternate payment amounts (i.e., 10 hugs; 3 kisses; etc.) instead of dollars. Student offered these to guide to try.

ENRICHMENT

- Student continued to explore various research and learning modalities (i.e., traditional math vs self-taught calculations) as well as demonstrate independent/critical thinking skills.
- Student continued to explore and conduct research into their Spring Learning Project.
- Student continued to express an interest in trying horse showing. Guide explained what the riding instructor had told them about an upcoming beginner show option (i.e., Shenanigans Horse Show, lead line with instructor event). Student stated "sign me up!" Guide will follow up with instructor next day at student's riding lesson and plan to attend upcoming parent horse show meeting scheduled for Saturday, March 2nd, at 5 p.m.

3/1/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., online research into pony bareback pad with stirrups; PC and iPad apps/games; other online content; Hunting Spring Farm signs).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music, singing; listening and speaking to riding lesson instructor).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, angles, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to learn horseback riding patterns, angles, pace, posting, pressure, etc.).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student asked if students would continue to receive monthly payments on 1st of month or if this money would go towards Spring Learning Project: Dreams Come True. Guide will discuss with students' dad at budget meeting set for Sunday, March 3rd, and get back to student.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research, horseback riding/bonding) as well as age appropriate math related media (i.e., PC and iPad apps/games).

- Student continued to use measurement in practical situations (i.e., size of pony bridle, size of pony pad).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct both online and in person research into pony ownership and riding thus continuing their Spring Learning Project.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Guide described location of same day ENT doctor appointment at Wexford Wellness & Health Pavilion. Group continued to discuss oldest student and students' dad's upcoming travel from the East Coast to Washington state, or the West Coast.
- Student continued to use maps and other resources to navigate local roads to travel to Hunter Spring Farm.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including horseback riding safety.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Group discussed guide's same day ENT (i.e., Ear, Nose, & Throat) doctor's appointment to check for a medical reason for what seems like random decreased hearing in left ear. Guide discussed appointment and answered students' questions (i.e., what is an ENT? What did they do during appointment? What is an audiologist? Etc.) as they arose. Group discussed examples of "loud environments" per ENT and ways to preserve hearing.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength. Student continued to participate in weekly horseback riding lessons that included grooming, tacking, riding, untacking, grooming, and restalling their horse.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., music accompanying online videos/gaming/streaming series; Apple music during car travel).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student continued to use extra blank Valentine's Day cards, glue, tape, colored pencils, and scissors to create a modified, extended card. Student showed guide a longer fold out card consisting of several cards glued together. Student had used colored pencils to draw a living room scene; tape and colored pencils to create a shiny, 3D window; and colored pencils to color in and change the overall color of the paper.

ENRICHMENT

- Student continued to research and learn with their Spring Learning Project: Dreams Come True. Student attended a weekly horseback riding lesson to focus on their riding skills progressing from an attached lead line on a lesson horse guided by the instructor to independent riding and steering on their own horse. Student continued to ask questions and modify their grooming, tacking and riding techniques. Riding instructor informed student they had ridden student's horse in 2 training sessions this past week in preparation for student's lesson. Instructor asked how often student and guide would like student's horse, Maggie or Mag N Cheese as student likes to refer to her, to be ridden for a training ride. Guide and student will get back to instructor after this weekend's budget meeting. Instructor also reminded guide of a Saturday, March 2nd, parent only horse show meeting at 5 p.m. for all parents whose children are interesting in showing in the upcoming season(s), or March to fall and the winter series. Guide and students' dad plan to attend.

3/2/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., online research and searches; PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music, singing).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, using Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, angles, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to make homemade slime)
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student asked guide to check on their online purchase (i.e., pony bareback pad with stirrups). Discussed order as “still processing” rather than having shipped.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking (i.e., chocolate covered strawberries) and in other practical situations (i.e., homemade slime making).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct online research into pony ownership and riding thus continuing their Spring Learning Project. Guide and students' dad attended a parent meeting for individuals interested in horse showing to learn about options and report back to student. Student expressed an interest in an upcoming lead line lead option (i.e., Shenanigans Horse Show on March 16, 2024). Guide passed on questions regarding oldest and youngest students' horses they received (i.e., is it ok for other students or their parents to offer treats to Rikki and/or Maggie?). Students both gave their permission for treats to be fed to their respective horses.
- Student chose to experiment with matte glue and activator to create their own homemade slime.
- Student chose to experiment with creating their own chocolate colored strawberries with strawberries and melted chocolate. Student assembled needed ingredients; cut off tops of strawberries and cut into slices; heated chocolate in microwave until fully melted; dipped strawberry slices into the melted chocolate; and set on tray in freezer for few minutes to harden. Student taste tested end results.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., music accompanying online interactions/videos).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student created homemade slimes with matte glue, activator, and colored dyes.

ENRICHMENT

- Student continued to explore and research various aspects of their Spring Learning Project (i.e., riding videos, horse showing options, etc.).

3/3/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., handwritten thank you note; PC and iPad apps/games; other online content; online research and searches).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, or online interactions; music, singing; listening and speaking to other VR participants).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, using Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, angles, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science).
- Student continued countdown until oldest student and students' dad leave for travel opportunity (i.e., March 4/5).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to create slimes; to calculate countdown of departure date/time).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student asked if students would continue to receive monthly payments on 1st of month or if this money would go towards Spring Learning Project: Dreams Come True. Guide will discuss with students' dad at budget meeting set for Sunday, March 3rd, and get back to student.

- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research, VR experiences) as well as age appropriate math related media (i.e., PC and iPad apps/games).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct both online and in person research into pony ownership and riding thus continuing their Spring Learning Project. Student continued to view online horseback riding videos to learn more about riding and trail riding. Student chose not to travel to Hunter Spring Farm today to care for and ride their own horse.
- Guide shared image with group of a person's online post around indoor gardening. The post showed 6 plastic cups each with a layer of soil and a slice of a red tomato on top. The written description stated the individual also put a last layer of soil before putting a lid on each cup. They wrote that as soon as sprouts are visible remove the lid and let the germinated seeds grow until ready to transplant. Their 6 tomato slices took 29 days to sprout a 2/3 inch seedling per seed and gave them a total of 196 new tomato plants.
- Guide also shared an image of a fully preserved cave bear with intact nose and teeth that was shared on social media. The bear was estimated to be 39, 500 year old. Its remains were discovered in Siberian permafrost by Russian reindeer herders in the Far North of their country. Given the status of the remains, scientists reportedly hope to gain valuable insight into the bear's anatomy, behavior, and nutrition specifically, as well as the prehistoric timeframe or world in which it lived, generally.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Discussed preserved cave bear remains in Russian Far North and oldest student's cross country travels.

HISTORY

- Student continued to add to their basic understanding of the history of PA, the USA, and the world through reading, research, discussion and possibly field trips. Guide shared image proposing an alternate scientific option for Spinosaurus's bony spinal protrusions—i.e., what if it is actually more similar to the bony spinal pieces of a Buffalo?. If so, instead of a fin formed above its back, the Spinosaurus could have had an immense attachment area for neck muscles under the skin they could use to pick up heavier objects/creatures, rip or toss with.
- Guide also shared an image of a fully preserved cave bear with intact nose and teeth that was shared on social media. The bear was estimated to be 39, 500 year old. Its remains were discovered in Siberian permafrost by Russian reindeer herders in the Far North of their country. Given the status of the remains, scientists reportedly hope to gain valuable insight into the bear's anatomy, behavior, and nutrition specifically, as well as the prehistoric timeframe or world in which it lived, generally.

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.
- Students learned about potential salary ranges for current job positions with a high school diploma, such as an air traffic controller in the Federal Aviation Association.
- Student continued to begin to gain a basic understanding of local, state, and federal government.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., active play; interactive tag in VR experience).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., music accompanying online videos/gaming).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student continued to use activator, glue, and food coloring to create original slimes.

ENRICHMENT

- Group discussed current job posting advertised online for high school graduates including the FAA's ad to hire Air Traffic Controllers at the end of June 2024 for individuals ages 18/30. The salary range is reportedly between 103/164 thousand dollars with paid training and school provided.

3/4/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music, singing; listening and speaking to riding instructor, fellow lesson student, Eating Park staff).

WRITING

- Student continued to gain more experience with various kinds of writing, both by hand (i.e., handwritten notes on menu) and on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to draw/write).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, angles, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science; sizes of horses and ponies at barn).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to learn horseback riding patterns, angles, pace, posting, pressure, etc.).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student asked if students would continue to receive monthly payments on 1st of month or if this money would go towards Spring Learning Project: Dreams Come True. Guide will discuss with students' dad at budget meeting set for Sunday, March 3rd, and get back to student. Guide followed up with younger students that for present monthly payments would go towards dreams. Both students stated they were completely ok with this and understood.

- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research, horseback riding/bonding) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in both cooking (i.e., making own meal) and other practical situations (i.e., size of pony hooves).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct both online and in person research into pony ownership and riding thus continuing their Spring Learning Project.
- Younger students and guide traveled to Hunter Spring Farm together. Youngest student groomed, walked, hand grazed and checked their pony's hooves before returning her to her stall. Middle student played with and petted a very friendly barn cat; observed the various barn chickens; and talked with, petted, and offered treats to oldest student's horse as well as the horse guide takes lessons on and youngest student's pony.
- Student chose to experiment with activator, matte glue, food dye, water and fish pebbles to make several original slimes.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Group Facetimed with oldest student and students' dad in Spokane, Washington.
- Student continued to use maps and other resources to navigate local roads to travel to Hunter Spring Farm and Eat N Park.

HISTORY

- Student continued to add to their basic understanding of the history of PA, the USA, and the world through reading, research, discussion and possibly field trips. Group discussed changes in parenting approaches and American societal views on children over the years. Shared image of a skytrain (i.e., metal vehicle attached to a ceiling rail) full of child passengers peering out from barred windows that was suspended above a Kresge's department store toy department in New Jersey in the late 1940's and 1950's. Discussed impressions of the image.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Younger students and guide discussed sleep, quality of sleep, nutrition, and options for treating an upset stomach.

- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., grooming and hand grazing pony).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., Apple music during car travels; recorded music playing in Eat N Park; music accompanying online videos/gaming).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student continued to create art with slimes.
- Student also chose to use an iPad app to create original digital artwork.

ENRICHMENT

- Student continued to explore various research and learning modalities as well as demonstrate independent/critical thinking skills. Younger students and guide discussed statistics, what they are used for, some common terms in statistics, and times they could be used. Questions were asked and answered as they came up.
- Student continued to conduct in person research and learning around their Spring Learning Project. After in person experimenting with youngest student's pony, younger students and guide chose to travel to a local eatery to have dinner out together. Students read menus; ordered their own beverages and meals; used crayons to play Tic Tac Toe and Word Search on youngest student's menu; and read aloud Quick Facts from youngest student's menu (i.e., kites were first used in China). Students were able to hold an interesting conversation during their meal and were able to observe payment of the bill as well as tipping.

3/5/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student chose to show guide the online videos they were watching which included “How To Build...” (a mansion, a castle, or another large structure).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, or online interactions; music, singing; listening and speaking to their riding instructor and other barn lesson people).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, angles, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science; height and weight of new puppy).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to learn horseback riding patterns, angles, pace, posting, pressure, etc.).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student asked if students would continue to receive monthly payments on 1st of month or if this money would go towards Spring Learning Project: Dreams Come True. Guide will discuss with students’ dad at budget meeting set for Sunday, March 3rd, and get back to student.

- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research, horseback riding/bonding) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in both cooking (i.e., ...) and other practical situations (i.e., size of pony bridle, size of pony pad).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct both online and in person research into pony ownership and riding thus continuing their Spring Learning Project.
- Guide shared image of a 393/year-old Greenland Shark scientists found located in the Artic Ocean. The image claims the shark has been exploring and swimming the ocean since 1627. According to the written description, this shark is the oldest known vertebrate known on the planet. The image is credited to Julius Nielsen. Group conducted further online research to verify whether the image was in fact accurate or verifiable. According to online articles and an interview with Julius Nielsen, himself, the image and its written description are unverified. Nielsen reported the image was a screenshot from a video taken during his 2016 University of Copenhagen doctoral studies where he led a study analyzing female sharks who had died in fishing nets. Estimates of the ages of these tested sharks was between 272 and 512 years. Nielsen noted in his interview, however, aging the live shark in the now viral online photo would be a guess and his guess would be an unverified 150 years.
- Student and guide discussed clouds, where they go, and how old they might be.
- Student continued to create slimes with activator, glue, fish pebbles, and water.
- Group discussion of both babies and 3 dogs on oldest student's flights. Oldest student described a service dog and other smaller dog in a carrier that traveled from Denver, Colorado to Pennsylvania on the same flight with student and puppy.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through research, travel, maps, play and stories. Oldest student continued to describe Spokane, Washington and their trip to rest of group.
- Student used Uber, maps and other resources to navigate local roads to travel to Hunter Spring Farm.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.

- Discussed student's feelings and impact on thoughts/behavior. Student demonstrated flexibility and coping strategies to counter feelings.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength. Student participated in weekly horseback riding lessons that involve catching and haltering pony; grooming and picking pony's hooves; tacking up pony and leading her into arena; riding pony and learning 2 point seat for jumping as well as posting for trotting as well as steering, stopping, and seat in saddle.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., Apple music during car travel; student's playlists; music accompanying online videos/gaming).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student used their slimes to create faces on various objects thus creating "characters."

ENRICHMENT

- Student continued to conduct in person research for their Spring Learning Project. Student continued to inquire about an online purchase of a pony bareback pad with stirrups. Today company sent email notification of shipment.

3/6/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, or online interactions; music, singing).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil for writing/drawing).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, angles, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science, temperature, cooking).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to cook a self-made recipe for quesadilla).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research) as well as age appropriate math related media (i.e., PC and iPad apps/games).

- Student continued to use measurement in both cooking (i.e., making own quesadilla; assisting guide in cooking breakfast).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct both online and in person research into pony ownership and riding thus continuing their Spring Learning Project.
- Younger students assisted oldest student with their Spring Learning Project (i.e., puppy ownership) by puppy sitting when needed during day; offering affection/socializing with the puppy; and actively playing with the puppy.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., active play with puppy, cleaning kitchen).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists; music accompanying online videos/gaming).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student continued to use their slimes to create faces on various objects thus creating "characters."

ENRICHMENT

- Student continued to conduct in person research for their Spring Learning Project. Student continued to inquire about an online purchase of a pony bareback pad with stirrups. Student asked about barn schedule for next 2 days (i.e., today no barn due to schedule; Thursday several hours at barn due to riding lessons).

3/7/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music, singing; listening and speaking to riding instructor).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, angles, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science, horse show money due, amount of hair shedding blade removed from pony).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate amount of hair removed from pony via shedding blade).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research, horse bonding, cookie baking) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in both cooking (i.e., assisted middle student in making cookie dough and baking cookies) and other practical situations (i.e., arrival of pony bareback pad with stirrups and viewing to estimate fit).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct both online and in person research into pony ownership and riding thus continuing their Spring Learning Project. Student's pony size bareback pad with stirrups arrived after group's return from barn. Student excitedly examined pad and estimated fit on their pony. Student will try pad on next trip to the new barn.

GEOGRAPHY

- Student continued to use maps and other resources to navigate local roads to travel to HSF barn.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength. Student continued to bond with their pony and spend time at new barn through grooming, hoof picking, hand grazing multiple times, and brooming out the barn aisle.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, Apple music in car, music accompanying online videos/apps).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student offered guide a piece of their original artwork—a small duck figurine sitting in a miniature pond. The duck figurine, or slime add in, was affixed to a pink pond student created with dye and melted wax. The pond was placed in a bottle cap.

ENRICHMENT

- Student continued to conduct online and in person research into their Spring Learning Project (i.e., ponies and pony ownership).

3/8/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., current online research/videos; PC and iPad apps/games; other online content, VR experiences).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, or online interactions; music, singing).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil for writing/drawing).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, angles, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science, grids/graph).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to use graph/grids and currency on Farm With Friends).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in both cooking (i.e., egg, cheese, turkey, lettuce cups) and other practical situations (i.e., size of farming plot on grid).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct both online and in person research into pony ownership and riding thus continuing their Spring Learning Project.
- Students demonstrated Farming With Friends online game for guide. In this Roblox game, students used farming machinery to prep field, seed field, and harvest produce. Middle student explained the hierarchy of seeds (i.e., wheat is least expensive and harvested wheat offers lowest profit option; rice, soybeans, cabbage, potatoes, carrots increase in cost and worth) and offered to purchase a box of wheat seeds for youngest student. Students showed how players can “white flag” an individual thus allowing them to enter and assist at your farm. Players can also be “black balled” or denied access.
- Younger students offered guide a tutorial on both Oculus Quest VR and the Oculus Quest on STEAM PC format. Students engaged in Gorilla Tag VR game to show guide multiple modifications they had downloaded to use (i.e., x-ray vision, telepathy, leaving the game’s map, boxing option, rocket boosters, creating hand holds to climb out of nothing). Discussed conversations in game, common topics, words that are often heard, Korean song that sounds similar to racial slur in English, & online bullying. Students problem-solved option to swap places every 10 minutes requesting guide keep track of time so that each person could demonstrate the “mods” for guide.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Discussed guide and students’ dad’s home in Austin, TX (i.e., its location, acreage, landscaping, etc.).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Ongoing discussion and check in around emotional and overall wellbeing.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., active VR play).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student’s playlists, music accompanying online videos/apps).

- Student continued to have the opportunity to pursue their own musical interests when ready.

3/9/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., ATV manual; Spring Learning Project research; current online selections; PC and iPad apps/games).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; VR experiences and interactions; integrating use of new English words learned through videos, discussions with guide, or listening to others in household; texts, music, interactive play with siblings; listening and interacting with shoe store salespeople, fellow shoppers, Target employees).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, online searches and research, texts).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, measuring, decimals, grid/graphing, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate amount of time left until ATV ride; to set schedule for next day).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student was able to responsibly problem-solve whether to purchase items or not while shopping on budget.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, cooking for self) as well as age appropriate math related media (i.e., PC and iPad apps/games).

- Student continued to use measurement in cooking (i.e., making own meal) and other practical situations (i.e., current shoe size).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct online research into Spring Learning Project (i.e., ATVs, local trails to ride, ATV accessories, ATV safety equipment, etc.).
- Group discussed family's oldest dog's same day vet visit to receive their second session of acupuncture and Tens machine as well as cold laser therapy. Group discussed any observations had following either session and agreed to continue observation in future. Discussed reasons for these appointments (i.e., arthritis, inflammation, soreness, comfort).
- Younger students traveled with guide to local mall to explore shoe store for new, better fitting shoes. Students were able to note their observations using their senses (i.e., loudness of store, colors viewed, sounds heard, number of people viewed, holes noticed in other people's socks, smells around store, etc.). Students experimented with both asking salespeople for assistance as well as the computer kiosk to request shoe sizes. Students noticed that kiosk wait time appeared to more closely follow the store's 2 minute or less wait time statement. Students tried on various shoes, walked around in these new shoes, and chose which would be best fit before purchasing a pair each.

GEOGRAPHY

- Student continued to use maps and other resources to navigate local roads to travel to South Hills Village mall.

HISTORY

- Student continued to add to their basic understanding of the history of PA, the USA, and the world through reading, research, discussion and possibly field trips. Guide shared image of packaging that arrived same day with wax seal that contained an ornate first initial of the senders business (i.e., E). The use of wax seals dated back to the Middle Ages.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including safety around trail riding with an ATV. Student asked for additional information around ATV safety due to stated worry middle student may crash.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.

- Continued to discuss student's overall wellbeing. Student was able to express their feelings around middle student's first ATV ride the next day. Middle student discussed ATV safety and precautions they would be taking on their first ride (i.e., riding with experienced drivers, having a highly rated safety helmet and gloves, staying within a safe speed given the terrain and weather, etc.). Student was able to verbalize how this information impacted their feelings.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength. Students chose to go on a neighborhood walk together with oldest student and their puppy.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, music accompanying online videos/apps).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student created an "adult juice box" with paper, tape, and a box for guide.

ENRICHMENT

- Student showed flexibility and problem-solving skills when asking exhausted guide to travel to barn at end of day. Student instead prepared for next day in person research into their Spring Learning Project.

3/10/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; PC and iPad apps/games; other online content including online videos and shorts on topics student is interested in).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music, singing; listening and speaking to alternate riding instructor, fellow boarders, fellow riding students).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, angles, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science, horse kick pressure).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to learn horse ground manners, schedule, outside temperature).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student conducted 3 jobs to receive payment for each. Student reported they would be spending the money on new online resources in a VR experience.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research, horse bonding) as well as age appropriate math related media (i.e., PC and iPad apps/games).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct both online and in person research into pony ownership and riding thus continuing their Spring Learning Project.
- Student chose to continue their daily work of clean water and food for their cockatiel bird. Student also offered to bath middle dog during their own shower time and did so really well. Student explained steps taken in case guide wanted to replicate in future.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through research, travel, maps, play and stories. Discussed South Park trails for horseback riding and location of.
- Student used maps and other resources to navigate local roads to travel to Hunter Spring Farm (i.e., new horse boarding facility).

HISTORY

- Student continued to add to their basic understanding of the history of PA, the USA, and the world through reading, research, discussion and possibly field trips. Guide continued to share dates of old coins in collection (i.e., American 2 cent coin 1865 or year Civil War started; Liberty dollar coin 1886; Buffalo head nickels from 1934 to 1938 or the only years they were minted in the U.S.).

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including safety around horses while on ground and in saddle.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Continued to discuss students overall wellbeing, their thoughts, feelings, and behaviors. Student was able to clearly express their interests, their feelings, and their coping strategies during car rides to and from barn.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength. Oldest and youngest students traveled with guide to new

boarding barn where students groomed their own horses, picked their hooves, and hand grazed the horses.

- Oldest and youngest students chose to go for a neighborhood walk with oldest student's puppy upon their return home.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, Google Home device playing YouTube music, music accompanying gaming/online videos/VR experiences).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ENRICHMENT

- Student continued to conduct online and in person research into their Spring Learning Project. Student was kicked by their pony in the arm during hand grazing time. Student initially verbalized not returning to the barn for an extended period. This shifted to not hand grazing pony in future. Student and guide will follow up with riding instructor at riding lesson on Tuesday to discuss focus on ground manners for pony. Student and guide examined arm and found slight swelling, no bruising currently, and no broken, fractured, or otherwise worrying symptoms.

3/11/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., online research and videos; PC and iPad apps/games; other online content; TV closed captioning).
- Student asked to watch Anime with guide on TV. Student chose the series Ominai: I'm Now Your Sister which was in Japanese and captioned in English. Student initially read the closed captioning aloud.
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, or online interactions; music, singing).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, minutes, seconds, calendar, decimals, fractions, patterns, angles, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to determine episode and paused time during Anime series).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student had agreed to do 3 jobs over weekend (i.e., personal hygiene, mopping kitchen floor, washing dishes) and had already received payment. Student continued their work into the week.

- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research, VR experiences) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in both cooking (i.e., making grilled cheese independently) and other practical situations (i.e., height).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct both online and in person research into pony ownership and riding thus continuing their Spring Learning Project.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Continued to discuss student's knowledge of Japan.

HISTORY

- Student continued to add to their basic understanding of the history of PA, the USA, and the world through reading, research, discussion and possibly field trips. Discussed Civil War in relation to wars student was already familiar with (i.e., World Wars). Continued to discuss the ages and minted year of coins in collection.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Continued ongoing discussion on the significance of rest, self-care, joy, and purpose.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, music accompanying Anime series, music accompanying gaming/online videos/VR experiences).
- Student continued to have the opportunity to pursue their own musical interests when ready.

3/12/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, online interactions; music, singing; listening and speaking to riding instructor, Giant Eagle staff and shoppers).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, schedule, decimals, fractions, patterns, angles, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science, mph, distance, GPS).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to learn horseback riding patterns, angles, pace, posting, pressure, 2 point position, etc.).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research, horseback riding/bonding) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in both cooking (i.e., making own food) and other practical situations (i.e., size of pony bridle, size of pony pad, other tack for appropriate fit for pony).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct both online and in person research into pony ownership and riding thus continuing their Spring Learning Project. Student, guide and oldest student attended same day riding lessons all rescheduled back to back on same day. Student chose to take the last lesson of the 3 and began grooming their pony while they waited. Discussed Sunday's challenges with student's pony with riding instructor who offered valuable insight into possible reasons for pony's behavior (i.e., sudden colder weather, increased stall time over weekend). Riding instructor also agreed to work with student on lunging their pony to get out excess energy before leading pony around in future if pony had been in stall for longer period. Student assisted in refilling the barn's horses' water buckets, brooming the center aisle, and cleaning stalls. Student walked their pony around arena to stretch pony's legs in between lessons. Student worked with riding instructor to learn lunging method, groomed, tacked up and rode their pony in their lesson. Student demonstrated following a pattern over polls in the indoor arena, posting at a walk, and practicing the 2 point position over polls. At the completion of their lesson, student untacked and groomed their pony before leading pony out to a paddock with the riding instructor. Maggie, the pony, rejoined her mini horse friends in the paddock and met a new pony at the barn.
- Discussed whether or not a cucumber was a vegetable or a fruit. Students were divided on their positions each describing the information they had learned about the cucumber. Group googled to find out more information and found that botanically cucumbers are classified as fruit, yet, according to culinary standards, it is considered a vegetable. This fit the information each student had originally described.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Student traveled through South Park to Bethel Park for their riding lesson. Student also chose to accompany guide and oldest student on neighborhood walk and viewed changes to surrounding community with construction. Student, middle student and guide went to local grocery store to gather some needed foods and produce.
- Student continued to use maps and other resources to navigate local roads to travel to Hunter Spring Farms and Giant Eagle.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student was able to verbalize their thoughts and observations on how tired they were this day. Student told guide they prefer to know about early rising the evening before. Guide will follow this in future.

- Student continued to learn about the human body, at a level appropriate for their age and ability. Discussed Vitamin D and its impact on the human body and brain.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength. Student participated in their weekly riding lesson that consist of discussing questions or concerns with riding instructor; grooming and picking pony's hooves both before and following the lesson; tacking and untacking their pony; and riding in the indoor arena or weather and experience permitting on the outdoor trails.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, music accompanying Anime series found on Apple music during second car ride, music accompanying gaming/online videos/VR experiences).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student continued to use slimes to create shapes and designs.

ENRICHMENT

- Student accompanied guide and middle student to a local grocery store and greatly assisted in the process. Group had 50 minutes to find and purchase needed groceries. Students pushed car; maneuvered through the store to find needed items; unloaded and bagged groceries; and helped bring groceries into house. Student chose to make both food items for self with new groceries and create a strawberry water beverage with fresh strawberries.
- Group discussed next few days schedules. Next day would include saddle store visit for additional tack for youngest student's pony prior to upcoming horse show. Thursday group agreed to morning barn visit followed by group hike afterwards.

3/13/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; current reading selection; PC and iPad apps/games; other online content; Shady Acres Saddlery product descriptions, return policy sign, prices, sizes).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music, singing; listening and speaking to Shady Acres Saddlery staff).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, angles, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science, GPS, mph).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to shop at local tack shop for pony tack).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research, pony tack) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in practical situations (i.e., comparison of smaller dog and puppy's heights and weights both current and in future).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct both online and in person research into pony ownership and riding thus continuing their Spring Learning Project. Student and guide traveled to local tack store to follow up on several items needed for upcoming weekend horse show (i.e., own 42” girth, possible bridle, everyday saddle pad of student’s color choice, specific white fuzzy show saddle pad, additional halter, shedding blade). Shop owner offered several options for altering pony’s current bridle. Guide will take pictures of bridle on pony then bring pictures and bridle back to tack shop.
- Younger students assisted guide in experimenting with all 3 family dogs together while oldest student was at martial arts class. Observed puppy and 2 ½ year old dog play together for first time. Students tried various toys and running to engage dogs. Students and guide also assisted oldest student in taking puppy out for bathroom breaks, offering water, and cleaning up messes. Overall, dog introductions were successful.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Student and guide traveled through city of Pittsburgh and into Fox Chapel area for tack shop.
- Student continued to use maps and other resources to navigate local roads to travel to Shady Acres Saddlery.

HISTORY

- Student continued to add to their basic understanding of the history of PA, the USA, and the world through reading, research, discussion and possibly field trips. Student and guide discussed current layout of city compared to days of Steel Mills. Discussed varying architecture around Pittsburgh and surrounding areas.

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.
- Student noticed several presidential campaign signs on roadside on way to tack shop. Continued to discuss upcoming presidential election.
- Student continued to begin to gain a basic understanding of local, state, and federal government.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.

- Continued to discuss daily movement; increase that has accompanied pony ownership; and student's self-reflections with increased movement.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., active play with dogs).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, Apple music during car ride, music accompanying gaming/online videos/VR experiences).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ENRICHMENT

- Group discussed next day plans to visit Hunter Spring Farm in the morning time for grooming, grazing, riding and bonding with horses as well as planned hike afterwards with all students, guide, and dog(s).

3/14/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; Virtual Reality chats with other players; integrating use of new English words learned through videos, discussions with guide, or listening to others in household; texts, music, singing, interactive play with siblings).

WRITING

- Student continued to gain more experience with various kinds of writing, both by hand (i.e., hand written note listing same day to do list) and on the computer (i.e., messaging, chats, online searches and research, Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill; Siri feature).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, measuring, decimals, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science, GPS, mph, age, height, weight, puppy size, trail length).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate mile(s) hiked; to compare dog heights & weights; to purchase food).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Group traveled to 2 side by side food options after hiking to purchase students food. Middle student assisted in the in person ordering, reading through menu, use of ordering kiosk, and creating slushies with guide. Other students chose to assist in menu reading and ordering at the second site which included a drive thru option.

- Student continued to use mathematical concepts in free play/time (i.e., hiking, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in practical situations (i.e., to measure heel size in new shoes, puppy height compared to family's smaller dog).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct online and in person research into Spring Learning Project (i.e., pony ownership). Student, oldest student, and guide went to Hunter Spring Farm before lunch to groom and ride students' horses. Oldest student and guide assisted youngest student in thoroughly grooming their pony thoroughly. Youngest student and oldest student then tacked up their horses at which time the barn staff person had completed their work in the indoor arena and exited the area. Youngest student used mounting block to get onto their pony and tried out their bare back pad with stirrups for first time with pony. Oldest student also mounted their horse and rode around indoor arena. Students chose to ride the entire length of indoor arena and time their riding to not get into each other's horse's space (i.e., youngest student waited until oldest student was halfway around arena before beginning to walk their horse around perimeter). Students had to pace their horses appropriately to remain a safe distance apart. Oldest student stopped and chose to lunge their horse so youngest student chose to transition to half the arena offering the other half to oldest student and their horse. After lunging, students returned to use of entire arena with appropriate spacing/pacing. First learning experience for youngest student on how to share the arena.
- Group chose to go on an outdoor hike in Settler's Cabin Park following their return from Hunter Spring Farm barn. Group drove past the park's Wave Pool and discussed the changes in area outdoor pools since COVID-19 including inconsistent and infrequent open hours due to lack of staff. Group discussed weather challenges during previous wave pool visits; climate change and its impact; and today's early springlike weather. Group noted blooming flowers and budding trees during hike as well as lack of frogs, tadpoles, and insect activity at the waterfall. Group explored outdoors and stream spilling into waterfall. When it began to rain, group agreed to head back the same hiking trail to parking area and did so. Group noted their positive hiking experience and observed their dogs' behavior who both also seemed to enjoy the outdoor hike.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Group discussed area traveled through to reach Settler's Cabin Waterfall Trail parking including the Wave Pool and the Botanical Garden.
- Student continued to use maps and other resources to navigate local roads to travel to Settler's Cabin Park, Get Go, and McDonald's.

CIVICS

- Student continued to begin to gain a basic understanding of local, state, and federal government. Group noted the various presidential election signs on way to park. Group discussed sitting president's overall approval rating currently and other candidates.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Group discussed differences in this hike versus previous 2 at same location. Students were able to recall challenges during previous walks and compare to smoothness of same day hike. Discussed shin splints, what they are, how they feel in lower legs, and significance of proper shoes or arch support.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength. Students all participated in outdoor 2+ mile hike at Settler's Cabin Park Waterfall Trail.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, Apple music during car travel, music accompanying gaming/online videos/VR experiences).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student continued to use scented, melted wax and a wick to create a homemade candle in their previously purchased glass cup.
- Guide shared Giovanni Strazza's masterpiece, "The Veiled Virgin," and its description depicting a sculpture of a woman's face, hair covering, and see through veil all sculpted from Carrara marble. The artist had amazingly taught himself a technique to make the marble look just like a see through fabric. The group discussed the reported technique that no one has been able to figure out or replicate to the artist's phenomenal ability.

ENRICHMENT

- Student requested to continue scheduled hikes each week weather permitting. The rest of group strongly agreed. Guide will follow up with hikes each week.

- Students and guide discussed upcoming Easter/Beginning of Spring holiday and expectations for day (i.e., candy, egg treasure hunt). Students agreed to no gifts and were offered options for activities for the day. Students all requested to spend time with just immediate family, have an egg hunt, and do fun activity together. Guide will inform students' dad and plan accordingly.

3/15/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; PC and iPad apps/games; other online content).
- Youngest student, oldest student, and guide traveled to Hunter Spring Farm to participate in horse show prep with rest of barn team. Students and guide attended initial barn meeting to discuss next day show details (i.e., start time 8 a.m., arrival time 6:45 a.m., show equipment, etc.); same day prep (i.e., prepare next day breakfast for horses being hauled same day, prep hay nets, gather tack and put in trailer); and same day care of barn horses (i.e., feed all barn horses, clean stalls, water horses, broom aisle, etc.). Group met and talked with barn families.
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, online interactions; music, singing; listening and speaking to riding instructor, barn staff, fellow barn team mates, adults at barn).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, angles, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science, gallons, flakes of hay, grain measurements, tack sizes, distance to show, mph, arrival time, wake up time).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to recall horseback riding patterns, angles, pace, posting, pressure, etc. as well as horse feeding and care).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online

subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.

- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research, horse care and bonding) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking (i.e., made pancakes) and in other practical situations (i.e., size of pony bridle brow band, gallons of horse water buckets, hay flakes per horse, grain measurement).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct both online and in person research into pony ownership and riding thus continuing their Spring Learning Project. Youngest student, oldest student, and guide traveled to Hunter Spring Farm to participate in horse show prep with rest of barn team. Students and guide attended initial barn meeting to discuss next day show details (i.e., start time 8 a.m., arrival time 6:45 a.m., show equipment, etc.); same day prep (i.e., prepare next day breakfast for horses being hauled same day, prep hay nets, gather tack and put in trailer); and same day care of barn horses (i.e., feed all barn horses, clean stalls, water horses, broom aisle, etc.). Group met and talked with barn families. Group traveled home to prepare for next day wakeup (i.e., 4 or 4:30 a.m.), next day show attire (i.e., riding breeches, riding boots, helmet, top of choice, jacket, gloves), clean equipment (i.e., wipe off and shine riding boots), and pack car with said equipment.
- Group discussed same day horse show prep and next day horse show travel/participation. After discussing expectations, travel distance and time, middle student chose not to participate in prep or attend actual horse show to watch youngest student. Middle student stated they may attend shows closer to home in future if youngest student chose to continue horse show participation after next day show and April 13th Shenanigans English Jumping Show.
- Guide shared image describing the internal process for chickens making eggs to follow up on prior day's group discussion on subject.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Group discussed next day's horse show travel route from PA to OH.
- Student continued to use maps and other resources to navigate local roads to travel to Hunter Spring Farm.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Group discussed options and plan for next day very early rising to travel on time to horse show. Group recalled impact of less sleep and hunger on human body, particularly with student, and prepared accordingly.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength. Student engaged in show prep consisting of carrying and loading all needed tack into trailer; filling hay nets for all traveling horses; cleaning all barn stalls same day and agreeing to assist next day; feeding all current barn horses, ponies, and mini horses; watering all barn animals; and cleaning barn aisle.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, music accompanying online videos/gaming, Apple music in car).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student continued to create digital artwork during car travel to barn.

ENRICHMENT

- Student participated in first ever horse show prep at Hunter Spring Farm barn and will participate in first ever English Jumping Horse Show next day in out-of-state location.

3/16/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., online research & videos; PC and iPad apps/games; other online content; Hazbin Hotel Amazon Prime closed captioning).
- Student participated in their first ever horse show in 2 beginner classes at Shenanigans Stables in Carrollton, Ohio. Student read Stable signs, rules, jumping patterns, and numbered gates in indoor arena.
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music, singing; listening and speaking to riding instructor, riding instructor's husband, other teammates, horse show host/judge).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, angles, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science; height in inches and feet; English jumping horse show, mph, distance, temperature).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to learn horseback riding patterns, angles, pace, posting, pressure, etc. in horse show).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.

- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research, Horse Show) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in practical situations (i.e., increased brow band on bridle and overall fit of pony's bridle; height of rails on show jumps).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct both online and in person research into pony ownership and riding thus continuing their Spring Learning Project. Student chose to participate in their first ever English jumping horse show at Shenanigans Stables in Ohio. Barn team met at Stables in Ohio at 6:45 a.m. to prepare horses for the event. This included feeding, watering, grooming, hoof picking, lunging, tacking up, and riding in the show. Student and other barn teammates all helped prep the horses present then walked the green and black show patterns (i.e., color of numbers equals which track/pattern individual is completing) with the riding instructor explaining expectations along the way. The show began with the beginner's class of which student was the first to participate and complete both patterns. While the second participant completed their patterns, student and guide led student's pony back to stall area to untack and groom pony. Family remained until completion of show during which family cleaned pony's stall and prepped it for next horse; got pony to trailer with hay bag and water; and cheered on other team members.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Horse Show travels took group through Pennsylvania to West Virginia to Ohio.
- Student continued to use maps and other resources to navigate local and out-of-state roads to travel from home to Carrollton, Ohio and Shenanigans Stables.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Discussed the significance of sleep, nutrition, and stress on a human's thoughts, feelings, and overall wellbeing. Student was able to verbalize strong feelings.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength. Student prepared their pony for same day horse show (i.e.,

grooming, hoof picking, feeding, watering, stall cleaning, leading, untacking, regrooming); rode their pony in the indoor show arena over 6 jumping obstacles set into 2 separate patterns; and took care of their horse after show completion (i.e., cleaned stall for next horse, led horse to trailer, offered hay/water, tied to trailer until departure).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, music accompanying online videos/gaming, music accompanying Hazbin Hotel Amazon Prime series).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ENRICHMENT

- Student continued to explore in person Spring Research Project research with first ever participation in an English Jumping Horse Show at an out of state location. Family got up exceptionally early (i.e., ~ 4 a.m.) to arrive at destination on time (i.e., Shenanigans Stables at 6:45 a.m.). Travel included Pennsylvania, West Virginia, and Ohio then the reverse on return home. Barn team arrived early and got out in the cold morning to begin to prepare the horses before instructor arrived with the remaining horses and all horses' breakfast grain. Barn team fed and watered horses; groomed and picked hooves; and gathered necessary tack. Students removed sweats so they were prepared in their riding breeches, riding boots, chosen tops, and had their helmets at the ready. Students walked horses to indoor show arena to lunge the horses prior to tacking up and beginning the show. After lunging, student and guide tacked up student's pony and walked pony back to the indoor arena to wait for show to begin. Shortly thereafter, the show began with student being asked to be the first participant in the first class, or beginner's lead line class. Student steered their pony through the first course, or pattern, using 2 point position over the jumping rails. Student completed their first pattern and, when asked if they would like to continue and do their second pattern immediately following the first, student said "sure." Student completed their second pattern to applause and entered the arena area set up for mounting and dismounting. Guide and student walked pony back to her stall area to untack and groom her. Family remained in the unheated indoor show arena or warming up in the car for the next 4 or so hours. Student remained authentic in their emotions after their events were completed and continued to verbalize these feelings. Family returned home stopping to eat along the way. Student napped intermittently. Guide will follow up on professional photographs taken at the event. Guide and students' dad traveled to barn to assist in whatever was needed per instructor's previous day's request before returning home for the day.

3/18/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project; PC and iPad apps/games; other online content; closed captioning on Amazon Prime series).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, or online interactions; music, singing)

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, angles, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science, sequences, mph).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to learn light blinking sequence at park structure that players have to tap to turn off).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research, park play) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in both cooking (i.e., making and ordering own meals) and other practical situations (i.e., park structure height, distance, swinging heights).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Group continued to discuss family's oldest dog's ongoing acupuncture, Tens machine, and cold laser therapy treatments at the family's small animal vet office. Oldest dog, Ferdi, is participating in 6 week acupuncture/cold laser package in attempts to improve mobility, comfort, and spine/hip functioning. Same day treatment involved acupuncture needles, Tens machine, and cold laser massage. At vet's recommendation, Ferdi remained at home for light movement rather than participate in group's hike/park activity.
- Group traveled to local Rec Center park to either hike with dog(s) or play in park area on park structures (i.e., slides, swings, see saw variations, musical options, timed light games, etc.) and running. Younger students chose to play on park structures, with park games, and running or hide and seek.

GEOGRAPHY

- Student used maps and other resources to navigate local roads to travel to local rec center park/hiking trails.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Continued to discuss oldest student's eczema flare up, dermatologist appointment, and seeking out additional pediatric dermatologist for more availability with needed immediate appointments. Younger students also requested dermatology appointments for separate skin concerns.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength. Student participated in same day active play/climbing at local Rec Center park.
- Younger students later walked to neighborhood park together to continue swinging, playing, and climbing on local park structure. Students described imaginative, active play at park.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, Apple music during car travel, music accompanying online gaming/videos/research).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student continued to use their online apps to create digital artwork.

ENRICHMENT

- Student continued to conduct online and in person research into their Spring Learning Project.
- Student requested to continue to watch animated original Amazon Prime series with story line around heaven, hell, redemption, death, souls, characters with complex backstories, and characters working for second chances with what they have (i.e., learning from mistakes, navigating very challenging circumstances, authenticity, honesty, responsibility, maturity, healthy choices, coping skills, etc.). Student and guide watched and discussed several episodes of the series.

3/19/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; PC and iPad apps/games; other online content; Hunter Spring Farm signs).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, online interactions; music, singing; interactive play with siblings; interactions with riding instructor).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, angles, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science, mph, GPS, outside temperature, rhythm of horse gaits, pattern in indoor arena, position/angles on horse).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to learn horseback riding patterns, angles, pace, posting, pressure, etc.).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research, horseback riding/bonding) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in both cooking (i.e., measuring out and crushing items found in pantry) and other practical situations (i.e., horse dimensions, height of rail in arena, lengths of arena).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct both online and in person research into pony ownership and riding thus continuing their Spring Learning Project. Student continued to experiment and learn through weekly riding lessons. Student was able to offer their instructor feedback on recent horse show experience. Student stated they would like to attend next Shenanigans Horse Show on April 13th.
- Student chose to experiment with pantry ingredients by measuring them out into bowls, crushing, and mixing together in attempts to create edible products.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Student continued to learn about Bethel Park and South Park areas while driving on alternate route to Hunter Spring Farm.
- Student continued to use maps and other resources to navigate local roads to Hunter Spring Farm.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Continued ongoing discussion on the human body as it ages as well as the impact of sleep, nutrition and movement.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength. Student continued to participate in their weekly horseback riding lessons that include grooming, tacking, riding, untacking, grooming again, and walking the horse to her stall or an outdoor paddock to join her friends.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, Google Home music, Apple music during car travel, music accompanying online gaming/streaming series/VR experiences).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student continued to use iPad app to create their own digital edits with existing images, music, and other audio.

ENRICHMENT

- Student continued to conduct online and in person research into their Spring Learning Project.
- Student requested to continue to watch animated original Amazon Prime series with story line around heaven, hell, redemption, death, souls, characters with complex backstories, and characters working for second chances with what they have (i.e., learning from mistakes, navigating very challenging circumstances, authenticity, honesty, responsibility, maturity, healthy choices, coping skills, etc.). Student and guide watched and discussed several episodes of the series.
- Group received their first copy of Legend, a magazine subscription where a rescued animal and rescue organization is discussed in detail. This copy focuses on pandas and Pandas International. The magazine offers readers a chance to not only learn about a specific type of animal, but also reviews a specific organization raising money to help the specific type of animal. Subscribers can donate further after reading their copy and viewing where/how money is used by the organization.

3/20/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; PC and iPad apps/games; other online content; Hunter Spring Farm signs, USC Rec Center trail signs).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, online interactions; music, singing; interactive play with siblings).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, angles, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science, mph, GPS, outside temperature, trail length in miles, rhythm of horse gaits, pattern in indoor arena, position/angles on horse).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to learn horseback riding patterns, angles, pace, posting, pressure, etc.; trail length).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research, horseback riding/bonding, hiking) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in practical situations (i.e., horse dimensions, height of rail in arena, length of trail hike & trails).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct both online and in person research into pony ownership and riding thus continuing their Spring Learning Project.
- Oldest and youngest students plus guide, family's younger dog, and oldest student's puppy traveled to local area park to hike with dogs. Student noted other hikers, dog walkers, dog breeds, and joggers on the trail. Student described previous trip to same hiking area when hornets attacked group after several group members accidentally stepped on a camouflaged ground nest. Group agreed not to walk on that area of the trail today. Students explored wooded areas, wild flowers, steep hill, fallen tree, and a very swollen Chartiers Creek.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through research, travel, maps, play and stories. Youngest and oldest students continued to learn about Bethel and South Park areas while driving to Hunter Spring Farm. They both also learned about local rec center park area.
- Student used maps and other resources to navigate roads to travel to Hunter Spring Farm and USC Rec Center park trails.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Oldest student described symptoms they woke with this morning (i.e., sore throat, fatigue, overall body aches) and took their temperature which at the time was below 98.6. Oldest student and guide researched what that may mean and continued to monitor with alternate thermometers throughout the day. Oldest student found they had raised temperature before martial arts class and did not attend. Instead, they went to bed earlier in attempt to rest and recover. Youngest student observed these actions and discussions and asked to also have their temperature taken which was 98.6.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength. Oldest student and youngest student groomed, tacked, lunged, and rode their own horses at current boarding facility.
- Student participated in same day shortened hike at local Rec Center park/hiking trails.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, Apple music during car travel, music accompanying online gaming/streaming series).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student continued to use both iPad app to create and edit digital videos.

ENRICHMENT

- Student demonstrated independent/critical thinking skills when their pony, Maggie, and a barn pony, Diva, did not get along which resulted in Maggie kicking out at Diva while Maggie was in the crossties being groomed by youngest student. Diva's stall door latch broke and the door swung open. Student immediately ran to make sure Diva did not leave her stall. Oldest student walked to Maggie to attempt to calm her down (i.e., rearing, twisting crossties). Guide stepped in and was able to assist Maggie in righting her twisted crossties. Students problem solved how to create a temporary fix for Diva's stall door and how to communicate what happened to riding instructor/barn owner. Oldest student fixed latch with temporary solution that would hold until the latch was screwed back into place. Youngest student was able to verbalize feelings and talk through what had happened. Guide texted barn owner with photo to let them know what had happened and ask if there was anything else they could do before leaving barn.
- Student requested to continue to watch animated original Amazon Prime series with story line around heaven, hell, redemption, death, souls, characters with complex backstories, and characters working for second chances with what they have (i.e., learning from mistakes, navigating very challenging circumstances, authenticity, honesty, responsibility, maturity, healthy choices, coping skills, etc.). Student and guide watched and continued to discuss several episodes of the series.

3/21/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; PC and iPad apps/games; other online content; BJ's signs, products, self-checkout; South Hills Village Mall food court signs/menus, display map; Hot Topic products, prices, sales signs).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, or online interactions; music, singing; listening and speaking to riding instructor, mall food court staff, store employees).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, angles, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science, GPS, shopping budget, mall map).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to learn horseback riding patterns, angles, pace, posting, pressure, etc.; mall map and store locator; mall food court menus and listed prices).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student asked if they could order and purchase food and a beverage (i.e., Boba tea with added flavors/ingredients). Student did so independently.

- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research, horseback riding/bonding) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in practical situations (i.e., size of new pony bridle, clothes hamper size for room).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct both online and in person research into pony ownership and riding thus continuing their Spring Learning Project. Due to oldest student's continued illness and prepaid nature of riding lessons, guide asked youngest student if they would travel with guide to riding lessons and receive a second lesson for the week. Student agreed. Guide offered to do something with youngest student that they would enjoy out of respect for youngest student's choice/assistance. Student requested to go shopping with guide. Guide and youngest student traveled to both their riding lessons and then to a local mall.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Student and guide traveled from boarding barn to local mall for first time.
- Student continued to use maps and other resources to navigate local roads to travel to Hunter Spring Farm and local mall.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Continued to discuss oldest student's illness, symptoms, and need for additional self-care. Student reported not experiencing any of oldest student's symptoms.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength. Student participated in a second riding lesson of the week that included grooming, tacking up, riding, untacking, grooming again, and leading their pony to outdoor paddock to be with her friends.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, Apple music during car travel, music accompanying online gaming/streaming series).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student continued to use both iPad app to create and edit digital videos.

ENRICHMENT

- Student continued to conduct online and in person research into their Spring Learning Project.
- Continued to watch animated original Amazon Prime series with story line around heaven, hell, redemption, death, souls, characters with complex backstories, and characters working for second chances with what they have (i.e., learning from mistakes, navigating very challenging circumstances, authenticity, honesty, responsibility, maturity, healthy choices, coping skills, etc.). Oldest student, youngest student, and guide completed watching and discussing the final two episodes of the series. Group discussed backstories to characters in the series that oldest student had researched through viewing the pilot and reading online discussions with the creator. Students discussed length of time it may take to create a second season based on what they knew about this first season of the series estimating it may take several years.
- Middle student excitedly informed guide that their new truck had come into the dealership earlier than expected and was waiting for guide. Guide and student's dad discussed upcoming weekend schedule and options for picking up truck. Group decided truck would be picked up on Saturday, March 23rd, early afternoon.

3/22/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; PC and iPad apps/games; other online content; calendar to calculate when Easter would be).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, online interactions; music; interactive play with siblings).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, angles, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science, new dishwasher).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate when Easter would happen).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking (i.e., student chose to measure out and make guide's Chai Tea adding an art design in the foamy top).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct online research into their Spring Learning Project. Student described horseback riding trail videos they had viewed.
- Family's new dishwasher was delivered same day during a 4 hour timeframe in the a.m. Group checked out new dishwasher features. Dishwasher installation appointment is set for Monday, March 25th, from 10 to 3 p.m. Group discussed possible reasons for dividing up the 2 appointments.
- Guide shared multiple online articles or social media posts including the Beluga Project from December 1984. This Project involved 3,000 Beluga Whales trapped by ice in the Chukchi Sea near Russia. The Project reportedly lasted several days and included several countries working together (i.e., The Soviet Union, the U.S., Canada, Japan) to guide 2,000 of the original Belugas to open ocean. An ice breaking ship with a metal hull broke a path but no whales would follow until the ship played classical music! Group discussed the teamwork required for this rescue as well as the use of music and intelligence of the whales.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through research, travel, maps, play and stories. Group discussed next day travel to Ohio to pick up family's truck. The GMC dealership is 3.5 hours away near Columbus, Ohio per Google Maps.

HISTORY

- Student continued to add to their basic understanding of the history of PA, the USA, and the world through reading, research, discussion and possibly field trips. Guide shared a historical image from social media depicting a sod house and family from 1936 Netherlands.
- An image of Jean Harlow, an American actress, in a designer gown leaning on a "leaning board" between movie takes in 1933 was also shared. Fashion of the 30's could be viewed along with an iconic movie star and an apparatus invented to assist in keeping clothing unwrinkled.
- An image of a "lesbian couple in partial drag" or outfits that were half wedding gown, half suit from 1920 Budapest was also shared.
- Guide also shared to group text an image of Frida Kahlo, famous Mexican artist, wearing a 3 piece suit while posing with female relatives in 1924.
- An image of the founders of the Women's Bank which opened on July 14, 1978 was shared and discussed. Students read from the image's description that until 1974, women in the U.S. were not able to open a bank account or acquire credit without a male

cosigning. To counter this, eight women came together and created the Women's Bank board each donating a 1,000 dollars. On its opening day in Denver, Colorado, the Women's Bank saw lines forming in the street and received over a million dollars in deposits.

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.
- Student continued to gain a basic understanding of local, state, and federal government.
- An image of the founders of the Women's Bank which opened on July 14, 1978 was shared and discussed. Students read from the image's description that until 1974, women in the U.S. were not able to open a bank account or acquire credit without a male cosigning. Financial institutions were run primarily by older, white men. To counter this, eight women came together and created the Women's Bank each donating a 1,000 dollars to open its doors. On its opening day in Denver, Colorado, the Women's Bank saw lines forming in the street and received over a million dollars in deposits.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Continued ongoing discussion on the human body as it ages as well as the impact of sleep, nutrition and movement.
- Continued to discuss oldest student's illness, symptoms, and need for additional self-care. Student continued to report they were not experiencing oldest student's symptoms.
- Student continued to learn about the human body, at a level appropriate for their age and ability. Group discussed guide's recent annual dermatology appointment, biopsy, and results reported same day (i.e., basal cell carcinoma). Group discussed skin cancer, skin cancer types, and protocol to excise the skin cancer (i.e., Mohs procedure). Guide set up Mohs procedure for next Friday, March 29th, in the a.m.
- Group discussed eye exams and guide's same day eye exam. Oldest and middle students requested to participate in their own eye exams. Guide will set those up.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., active play with siblings).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, music accompanying online gaming/streaming series/VR experiences).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Guide shared to group text an image of Frida Kahlo, famous Mexican artist, wearing a 3 piece suit while posing with female relatives in 1924. Group discussed the artist and a print guide has of one of Kahlo's famous paintings.

ENRICHMENT

- Student continued to conduct online and in person research into their Spring Learning Project.
- Middle student continued to discuss options for group rides (i.e., Mines & Meadows ATV tour) rather than solo adventures. Students' dad agreed to call to set reservation for upcoming weekend after learning group member's participation choices. Students' dad learned that Mines & Meadows would not be open to nonmembers on day student planned to ATV ride. Middle student and their dad agreed to research an alternate option for upcoming weekend.
- Group discussed next day travel to pick up family's new truck at Ohio dealership. Students all agreed they did not want to travel that far for that long (i.e., minimum 7 hour road trip). Guide and student's dad chose to set an early departure time and oldest student agreed to be primary babysitter while adults were gone. Reviewed expectations and house rules for when guide and students' dad were not home. All students agreed. Oldest student will be paid fair rate based on guide's online research of current babysitting wages.
- Guide sent group a text asking if anyone wanted anything from Costco food court with image to view and read of current menu. Group members texted back their choices.

3/23/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; current online selections; PC and iPad apps/games).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, or listening to others in household; texts; music, interactive play with siblings).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, online searches and research, texts).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, measuring, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science, torque, pressure, balance, size of family dogs, digital editing software).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate length of time until guide's return).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., digital editing, photography) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in practical situations (i.e., sizes of family dogs).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.

Student continued to conduct online research into Spring Learning Project (i.e., pony ownership, connection, riding, showing). Guide, oldest student, and youngest student made plan for next barn visit and for next day meeting of potential rescue horse located at veterinarian facility. Students chose not to accompany guide and asked for pictures/videos.

- Student demonstrated how to use their preferred digital editing app and showed guide a sample of their work. Student also took multiple pictures of family dogs and oldest student's puppy to create a future edited video.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through research, travel, maps, play and stories. Guide and students' dad kept students up to date on progress of travel from PA to OH through West Virginia.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Group discussed possibility of quiet or alone time after spending the day actively engaging with each other.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., active play).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, Google Home, music accompanying online gaming/streaming series).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student took multiple photographs of each of the dogs in the family home. Student demonstrated how to use digital editing app and stated they planned to create a digital piece with their photographs.
- Student showed guide saved samples of their current work on their digital editing app.

ENRICHMENT

- Student continued to conduct research for their Spring Learning Project.
- Group had opportunity to engage and work through strong feelings and communication skills. Continued to discuss observations of the impact of quality sleep, self-care, nutrition and movement have on group members.
- Group explored and discussed new truck, its features, its technology, and its appearance after guide and students' dad returned home.

3/24/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; current online selections; PC and iPad apps/games).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, or listening to others in household; texts; music, interactive play with siblings; interactions with additional riding instructor and other lesson students/families at barn).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, online searches and research, texts, Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, measuring, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science, GPS).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate time students could fit in a ride at barn in between lessons).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., horse grooming and care) as well as age appropriate math related media (i.e., PC and iPad apps/games).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct online research into Spring Learning Project (i.e., pony ownership and care). Oldest student, youngest student, and guide traveled to Hunter

Spring Farm to groom, care for, lunge, and potentially ride their horses. Student fell asleep on the way to the barn which was crowded with lessons going on. Students chose to groom their horses in space available then return home after brief visit. Continued ongoing discussion of riding and/or horse goals as well as saddle fitting appointment on Wednesday, March 27th, at TBD time.

GEOGRAPHY

- Student continued to use maps and other resources to navigate local roads to travel to Hunter Spring Farm.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Discussed significance of finding and participating in a joyful activity that individual is passionate about.
- Student continued to learn about the human body, at a level appropriate for their age and ability. Discussed any soreness student and student's dad experienced after activity.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength. Student conducted in person research into the Spring Learning Project (i.e., pony ownership, connection, grooming & care).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, Google Home, guide's playlists during car travel, music accompanying online gaming/streaming series).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ENRICHMENT

- Student continued to conduct online and in person research for their Spring Learning Project.
- Guide shared pictures and progress made during travel to meet and get to know Dukin' With Dale rescued Off The Track Thoroughbred gelding horse located at a local veterinarian farm facility. The horse had been seized and surrendered as part of a Humane case in the county he was currently located in. Group had discussed possibility of homing the horse after meeting him. Guide discussed his case with riding instructor and veterinarian. It was recommended the horse receive 30 days of rest and skin treatment before entering 30 to 60 days of training to evaluate his abilities and assist him in

learning/relearning basic skills if needed as well as rebuild needed muscle for riding. The horse could be an option for oldest and youngest students to jump with as well as middle student, guide and students' dad to trail ride. Dukin' With Dale's birthdate, original location (i.e., Florida), and race history is available through the national Equibase website. Dale will be renamed Daniel and will travel to Hunter Spring Farm on April 3rd or 4th of the next week.

3/25/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music, singing; listening and speaking to riding instructor).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, angles, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to determine fever in the human body).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student requested to discuss the option of fulfilling another dream (i.e., owning and caring for a Chihuahua puppy) as well as creating options for student to work to earn the money needed to both purchase the puppy and necessary materials for the puppy.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research, horse care) as well as age appropriate math related media (i.e., PC and iPad apps/games).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct both online and in person research into pony ownership and riding thus continuing their Spring Learning Project. Oldest student, youngest student, and guide traveled to Hunter Spring Farm to visit with and care for students' horses. Students had stated they would like to ride their respective horses if possible. Students worked together to groom and lunge their horses while guide assisted riding instructor in cleaning stalls. At the end of lunging, youngest student asked to return home rather than ride their pony. Student reported they were very tired. Guide will check in with riding instructor next day re: student's health and whether oldest student will sub in for youngest student's riding lesson.
- Group discussed rescue horse's history based on guide's online research. Group also discussed what a Human Officer does, what seizure versus surrender means, and Off The Track Thoroughbreds.
- Student conducted research on guide's phone to determine what fruits and vegetables are safe for dogs to eat. Student then created a "treat bar" of some of these items to offer to family dogs. Group discussed frequency and amount of new foods to offer comparing it to introducing new foods to a child (i.e., one a week). Student chose to offer the dogs watermelon and observed which dog ate solid watermelon, which ate watermelon juices, and what amounts each consumed, if any.

GEOGRAPHY

- Student continued to use maps and other resources to navigate local roads to travel to Hunter Spring Farm.

HISTORY

- Student continued to add to their basic understanding of the history of PA, the USA, and the world through reading, research, discussion and possibly field trips. Group discussed rescue horse's history based on guide's online research. Group also discussed what a Human Officer does, what seizure versus surrender means, and Off The Track Thoroughbreds.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Group discussed oldest student's illness and students' dad's subsequent illness as well as the potential for the remaining group members to not feel well. Youngest student said they were not sick but did not want to take their temperature. They agreed to go to bed earlier to see if their fatigue was more sleep related. Oldest student described the last time they had had a fever (i.e., prior week) and testing negative for COVID.

- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength. Youngest and oldest student traveled to current boarding barn to groom and lunge their horses.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, Google Home, guide's playlists during car travel, music accompanying online gaming/streaming series).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student continued to attempt to create slime from materials at home.
- Student also requested to try wax melts and making their own candles. Student gathered some wax from already melted candles plus a wick to try making their own candle.

ENRICHMENT

- Student continued to conduct online and in person Spring Learning Project research.
- Family's new dishwasher installment appointment took place and old dishwasher was removed. Group observed and explored features of new dishwasher including ability to program and start/stop from an app.

3/26/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; PC and iPad apps/games; other online content).
- Student chose to watch Crunchy Roll Anime series, Jujitsu Kaisan, with oldest student and guide.
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music, singing).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, angles, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate speed of treadmill, to adjust angle of treadmill, to determine what episode watching in series and how many remain).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to discuss the option of fulfilling another dream (i.e., owning and caring for a Chihuahua puppy) as well as creating options for student to work to earn the money needed to both purchase the puppy and necessary materials for the puppy.

- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research, VR) as well as age appropriate math related media (i.e., PC and iPad apps/games).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct online research into pony ownership and riding thus continuing their Spring Learning Project.
- Student chose to continue to conduct online research into Chihuahuas, Chihuahua puppies, and breeder options. Student and guide continued to discuss student's proposed plan for purchasing puppy. Student was able to offer multiple scenarios.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including treadmill safety (i.e., clip that attach to clothing to automatically stop treadmill if runner falls; shoes on treadmill).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Guide followed up with student on their overall wellbeing. Student stated they felt much better after going to bed earlier the night before. Guide followed up with riding instructor on student's current reported state and confirmed lesson.
- Student continued to learn about the human body, at a level appropriate for their age and ability. Group discussed youngest student's accident on home treadmill; subsequent injuries (i.e., brush burn like sores on legs, sore legs overall, sore feet); and first aid care given.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength. Student chose to accompany guide in exercise room at home. Student set treadmill and ran.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, music accompanying online gaming/streaming series).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ENRICHMENT

- Guide followed up a second time with riding instructor to cancel youngest student's same day riding lesson. Group discussed first aid and significance of self-care particularly when injured. Youngest student and oldest student chose to watch Anime with guide to rest youngest student's legs. Middle student chose to participate in their own activities.

3/27/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music, singing; interactions with riding instructor, other barn family, saddle rep).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, temperature, fractions, measuring, percentages, addition/subtraction, multiplication/division, money, distance, speed, angles, riding position, seat size, stirrup length, saddle fit for horse).
- Student continued to use problem solving mathematics skills in daily life applications (i.e., time, creating pattern for running with dogs, schedule, saddle fit and size).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Oldest and youngest students participated in a saddle fitting meeting with a local saddle rep who discussed high end saddle options. Group discussed having a budget and reasons for purchasing a higher end saddle.
- Students chose to purchase food on return home from barn driving new truck through drive thru for first time. Truck measured less than 9 feet and was able to maneuver through the given space.

- Student continued to use mathematical concepts in free play/time (i.e., artwork, horse care and tack, dog care & running) as well as age appropriate math related media (i.e., iPad and PC games/apps).
- Student continued to use measurement in c practical situations (i.e., seat size, stirrup length, saddle fit).

SCIENCE

- Student continued to increase their scientific knowledge through research, experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct online and in person research into their Spring Learning Project (i.e., pony ownership and care). Oldest and youngest students had the opportunity to experiment with and participate in a saddle fitting with a Voltaire saddle rep, Jeff. Students were asked to make observations with existing and new tack as well as offer verbal feedback during the experience. Students rated the potential new saddles and asked guide if they could be purchased. Guide, riding instructor, and saddle rep created plan. Guide will follow up with riding instructor via text later same day.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through research, travel, maps, play and stories. Saddle rep described location(s) of saddle company (i.e., France), location of his latest travels (i.e., Arizona, Midwest states in U.S., California, PNW states), and where Stella demo saddle would be next week (i.e., Las Vegas horse show).
- Student used maps and other resources to navigate local roads to travel to Hunter Spring Farms.

HISTORY

- Student continued to add to their basic understanding of the history of PA, the USA, and the world through reading, research, discussion and possibly field trips. Saddle rep and riding instructor briefly discussed the history of English saddles generally and Voltaire specifically.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Discussed safety options with Voltaire saddles (i.e., Buffalo leather to create additional grip, shape of saddle to provide comfort and snugness for rider) and for saddles or riding in general (i.e., safety stirrups, riding vest).
- Student continued to learn about the human body, at a level appropriate for their age and ability. Oldest and youngest students discussed state of hunger, fatigue, and boredom while waiting for their saddle fitting meeting to begin.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength. Oldest and youngest students took younger family dog and oldest student's puppy into the backyard to run fast with them all around the yard. Students traded dogs and sometimes raced while guide watched.
- Oldest student, youngest student, and guide went to current boarding barn, Hunter Spring Farm, to groom, lunge, and tack students' horses with both current tack and potential new saddles. Students then untacked and groomed their horses before either returning them to their stall or leading them to the outdoor paddock.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, guide's playlist during car travel, music accompanying online gaming/streaming series).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student created their own slimes.

ENRICHMENT

- Student continued to explore their Spring Learning Project research.
- Oldest student and youngest student were invited with guide to a saddle fitting meeting with the local Voltaire saddle rep, Jeff, who is a longtime friend of Hunter Spring Farm's owner. Owner and riding instructor, Lizzy, walked the group through what to do while waiting for saddle rep to arrive and then get to students meeting (i.e., groom horses, lunge, and tack up with existing tack). Students had individual meetings with Jeff where he first observed them riding in the existing tack used while discussing what he was seeing and looking for (i.e., how the tack fit the horse, how the tack fit the rider, what the rider and horse's comfort levels were, etc.). Jeff then fit the horse and rider with demo tack to compare while they rode in the potential new tack. All the while students were asked for verbal feedback on their experience. Guide and riding instructor also offered feedback and observations on horse's performance with both existing and new tack. Guide will receive price quotes for both saddles; discuss with students and students' dad; consult budget and get back to saddle rep. Lizzy offered to follow up with guide via text and guide agreed.
- Oldest and youngest students discussed next day farrier appointment for their respective horses. Guide informed students of time in morning and options to attend/learn from farrier or not attend this time. Both students asked to attend in future. Guide and oldest student have weekly scheduled riding lessons next day afternoon.

3/28/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; PC and iPad apps/games; other online content; VR experiences).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; VR experiences with sibling and friends; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music, singing; interactions with Pet Supplies Plus staff and shoppers).

WRITING

- Student continued to gain more experience with various kinds of writing, both by hand (i.e., keeping track of money saved and spent in journal) and on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, angles, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science, budget at pet store with earned money).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to shop within budgeted amount set by self).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Guide walked oldest and youngest students through paying for same day farrier work via Venmo. Discussed reasons for differences in farrier costs per horse (i.e., pony's shoes reset, new client; horse barefoot, existing client).
- Student asked to travel to pet store to purchase items for potential future puppy. Student kept track of cost of each item and set budget for self (i.e., spend 30 of 60 dollars saved). Student is using journal to keep track of money total and money spent.

- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research, horseback riding/bonding) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in both cooking (i.e., fruit smoothie) and other practical situations (i.e., estimated size of Chihuahua puppy, puppy collar, clothing, bones, bowls, toys).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct online into pony ownership and riding thus continuing their Spring Learning Project.
- Student continued online and in person research into Chihuahua breed, puppies, training, and additional supplies.

GEOGRAPHY

- Student continued to use maps and other resources to navigate local roads to travel to Pet Supplies Plus.

CIVICS

- Student continued to begin to gain a basic understanding of local, state, and federal government. Discussed government's involvement in road construction and closing of local roadside businesses during expansion.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, guide's playlist during car travel, music accompanying online gaming/streaming series/VR).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student created art with food and a beautiful smoothie display.

ENRICHMENT

- Student continued to explore their Spring Learning Project research with online research.
- Youngest student, oldest student, and guide traveled to local pet store, Pet Supplies Plus, near home to purchase items for existing dogs and youngest student's proposed future dog.

- Oldest student asked to go on a hike at end of day. Guide, oldest student, students' dad chose to participate with family's younger dog and oldest student's puppy. Oldest student chose the Settler's Cabin Park Waterfall Trail. Youngest student chose not to participate stating their legs were still sore and they were tired. Middle student chose not to participate.
- Group discussed next day schedule and guide's Mohs procedure to remove Basal Cell Carcinoma skin cancer from upper left forehead area. Students' dad will be accompanying guide for early morning procedure. Guide agreed to set up laptop for oldest student's same day virtual appointment. Oldest student and students' dad will attend oldest student's puppy's second veterinary appointment scheduled for 2 p.m. next day. Guide agreed to watch Anime series with oldest student and any other students interested during their rest time next day.

3/29/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, online interactions; music, singing).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, angles, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to problem-solve casting app options and solutions).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research, VR) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in practical situations (i.e., slime creating).

SCIENCE

- Student continued to increase their scientific knowledge through research, experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct online research into their Spring Learning Project.
- Student chose to experiment with glue, activator, clay, and water to create different types of slimes at home. Student also chose to create artwork with only the clay and offered 2 pieces to guide. Discussed how if pieces were turned they resembled what they were intended to be (i.e., square and triangle pacmen) or what guide thought they were (i.e., a roof and base of a house with windows).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Group discussed guide's same day Mohs procedure, skin cancer, prevention of skin cancer, genetic predisposition, and after care for procedure (i.e., pressure bandage for 48 hours, non-dissolvable stitches, antibiotic cream for other facial skin, exercise changes, etc.).
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, music accompanying online gaming/streaming series/VR experiences).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student continued to create their own slime and clay creations.

ENRICHMENT

- Student continued to explore their Spring Learning Project research with online research.
- Guide and oldest student viewed the remaining episodes of a Crunchy Roll Anime series, Jujitsu Kaisan. Youngest and middle student chose to engage in VR instead.
- Youngest student asked guide to view their VR experience and cast the experience onto their iPad for guide to view. Student was frustrated when the casting app was not connecting and repeatedly problem-solved options until seeking out their dad to ask for

assistance. Once the casting app worked guide was able to view youngest student's VR experience as they played.

3/30/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; PC and iPad apps/games; other online content; Costco signs, product descriptions, prices, menu).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, online interactions; music, singing; interactions with Costco staff and shoppers).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, angles, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science, Costco prices, shopping with a budget, rounding, vinegar/water/dye pellet mixture).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate if items they wanted to purchase at Costco were equivalent in cost to middle sibling's purchase).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student asked to purchase 2 items at Costco that would add up to same cost as middle student's Lego purchase. Student agreed to complete tasks at home that guide determined added up to full amount of purchase.

- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research, shopping) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in practical situations (i.e., size of large stuffed animal; amount of vinegar and water in egg dye containers;).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct online research into their Spring Learning Project.
- Middle and youngest student asked to accompany guide and students' dad to Costco and the family storage unit in the family's new truck. Students assisted in exploring Costco and choosing items needed from grocery list. Students also contracted to earn money to pay for same day Costco purchases (i.e., Legos, a stuffy, bath set). Discussed new truck, guide's eye glasses, eye exams with an optometrist, optician who would fit glasses, impact of nutrition on mood, and movement plus mood. Students assisted guide and their dad in retrieving spring eggs, decorations, and baskets from storage unit.
- Group participated in experimenting with hard boiled eggs in an attempt to have as few crack as possible during the boiling process. Youngest student asked to boil and divide up eggs for dyeing. Group worked together to set up early for hard boiled eggs, egg dye containers, dye pellets, vinegar, water, measuring cups, and other egg decorations. Students then each began creating unique, colorful eggs by experimenting with time left in dye, amount of vinegar in mixture, amount of water in mixture, dipping in multiple colors, use of wax crayon or gem stickers, etc. Youngest student completed a dozen eggs, middle student completed a few then donated rest to oldest student's puppy, and oldest student also completed a few before pausing to engage in active play with siblings and dogs.

GEOGRAPHY

- Student continued to use maps and other resources to navigate local roads to travel to Costco and family's storage unit.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Continued ongoing discussion around significance of quality sleep, nutrition, and movement.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., exploring Costco, moving things from storage unit to truck, active play at home).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, music accompanying online gaming/streaming series/VR experiences, music playing in Costco).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student created beautiful dyed eggs with vinegar, water, dye pellets, wax pencils, gem stickers, and egg markers.

ENRICHMENT

- Student continued to explore their Spring Learning Project research with online research.
- Group discussed next day schedule. Students reiterated requests for hard egg hunt and talked through options for youngest student to receive assistance if needed. Some of the group wanted to hold sleep overs, everyone agreed to get up by certain time, and next day menu was discussed.

4/3/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; PC and iPad apps/games; other online content; Mall signs, product descriptions, prices, food court menu).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, online interactions; music, singing; interactions with Target staff and shoppers, Hot Topic staff, food court eatery staff).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, angles, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science, Mall food court & shop prices, shopping within a budget, rounding, food size options & add ins, GPS, schedule, rating scales, schedule, weather, temperature).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate if shopping budget existing & remaining; to order own food items & discuss tipping; learn horse gaits and speeds; to create and attend to schedule).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Oldest and youngest student accompanied guide to local mall following time at boarding barn. Students were given multiple options for budgets during shopping and each chose

their own option (i.e., youngest student stayed within stated budget; oldest student chose to go outside of budget with funding from their own savings).

- Student was able to read through menus, choose food items, and place order at local mall food court.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research, shopping, creating dog food add ins) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in both cooking (i.e., carrot puree for dog food add in) and other practical situations (i.e., clothing sizes, adjustable new purse handle length vs student's torso).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct online research into their Spring Learning Project. Oldest student and youngest student accompanied guide to current boarding barn. Group discussed previous days (i.e., downpours, thunderstorms) and current weather (i.e., consistent rain). Group found some flooding at barn and primary barn maintenance person attempting to assist the horses with water, flooding, and temperature. Guide and oldest student chose to clean stalls to help while youngest student checked on animals and groomed their own pony. Oldest student went on to groom their own horse and lunge both theirs and youngest student's pony. Youngest student also chose to exercise their pony on foot in indoor arena. Guide continued with stall work until needed by students.
- Group discussed the impact of the rains in past few days noting the fullness of the streams, creeks, and street drains in the areas traveled.
- Oldest and youngest student requested to go to a local mall after being at the barn. Group traveled to nearby mall and first visited food court area. Students chose to pick out and order foods for themselves to the level with which they were comfortable. Students both chose to try Mochi donuts of varying flavors (i.e., glazed, Oreo, taro). Group explored stores within the mall (i.e., Hot Topic, Target) shopping within their chosen budget options. Group rated their energy levels exploring continued and chose to finish up when 2 of 3 members reached low energy.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Student continued to learn about Bethel Park and South Park areas as well as area from Bethel Park to Scotts Township and Upper St Clair community.
- Student continued to use maps and other resources to navigate local roads to travel to Hunter Spring Farm and a nearby mall.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Continued ongoing discussion around quality sleep, nutrition, and movement as well as connection between human beings.
- Student continued to learn about the human body, at a level appropriate for their age and ability. Group discussion around facial expressions, social cues, and neurodivergence.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., grooming, running, lunging pony; exploring mall; active play, VR).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, music accompanying online gaming/streaming series/VR experiences, music playing in mall & individual stores, Apple music during car travel).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student created an original stuffy from an older existing stuffed raccoon by removing a back leg and ear. Student used dye, toilet paper and glue to create an amputated look for the stuffy. Student gave creation to guide and offered to place this with guide's "other treasures."
- Student created a double wrapped gift for guide during the day excitedly offering them an item found recently.

ENRICHMENT

- Group discussion around potential arrival of OTTB rescue horse same day or next day. Guide will follow up with riding instructor for more firm time/date.
- Group discussed ordering of new saddles for oldest and youngest students and potential arrival timeframes (i.e., youngest: 8/10 weeks; oldest: week of April 8th).
- Students' dad discussed option of second used ATV in order to allow additional family member to ride trails with middle student.

4/4/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, online interactions; music, singing; interactions with sibling and sibling's friend).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, angles, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science, rounding, schedule, weather, temperature).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to determine the difference prices of teacup Chihuahuas according to online research).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research, creating dog food add ins) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in both cooking (i.e., making additional carrot puree for dog food add in).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct online research into their Spring Learning Project. Student chose not to attend same day barn visit with oldest student and guide. Instead, student and guide discussed next day schedule where students' dad would be taking student to their weekly rescheduled horse riding lesson at Hunter Spring Farm. Guide and student problem-solved who would be accompanying student (i.e., guide come after medical appointment? Oldest student accompany with their puppy? Just students' dad?) and plan firmed up by end of day.
- Student continued to conduct online research into Chihuahuas, Chihuahua puppies, and options for purchasing puppies. Student requested guide return the Giant Book Of Chihuahua Care: Puppy, Adult, Senior guide had ordered for student. Student stated they would be continuing to research puppies in their own way instead.
- Student offered guide a tutorial on creating carrot add in for dog food. Student carefully narrated each step of their creative process and answered any questions guide had as student went along. Student also was able to explain their thought process for choosing to do things their own "unique way."

GEOGRAPHY

- Student continued to use maps and other resources to navigate local roads to travel to Dunkin Donuts with their dad.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Group discussed guide's next day stitches removal appointment at the dermatologist; skin cancer, and wound care. Group also discussed the impact of appointment time on youngest student's rescheduled horse riding lesson time.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, music accompanying online gaming/streaming series/VR experiences).
- Student continued to have the opportunity to pursue their own musical interests when ready.

4/5/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; PC and iPad apps/games; other online content; Hunter Spring Farm signs).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, online interactions; music, singing; interactive play with siblings; interactions with riding instructor).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, angles, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science, mph, GPS, outside temperature, rhythm of horse gaits, pattern in indoor arena, position/angles on horse).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to learn horseback riding patterns, angles, pace, posting, pressure, etc.).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research, horseback riding/bonding) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in both cooking (i.e., measuring out, mixing, and making pancakes with students' dad) and other practical situations (i.e., horse dimensions, height of rail in arena, lengths of arena).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct both online and in person research into pony ownership and riding thus continuing their Spring Learning Project. Student continued to experiment and learn through weekly riding lessons. Student demonstrated how a riding lesson works for their dad at Hunter Spring Farm. Student received their stirrup leathers in the mail same day. Guide will follow up with riding instructor on reasons for receiving these earlier than saddle.
- Student assisted with training and exercise for family dogs and oldest student's puppy. Group discussed options for treating an upset stomach in 3 month old puppies. Oldest student used Google Home in kitchen area to search up online options which were read aloud.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Student continued to learn about Bethel Park and South Park areas while driving on alternate route to Hunter Spring Farm.
- Student continued to use maps and other resources to navigate local roads to Hunter Spring Farm.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Continued ongoing discussion on the human body as it ages as well as the impact of sleep, nutrition and movement.
- Group discussed guide's same day follow up appointment to have stitches removed at dermatologist.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength. Student continued to participate in their weekly horseback riding lessons that include grooming, tacking, riding, untacking, grooming again, and walking the horse to her stall or an outdoor paddock to join her friends.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, Google Home music, Apple music during car travel, music accompanying online gaming/streaming series/VR experiences).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student continued to use iPad app to create their own digital edits with existing images, music, and other audio.

ENRICHMENT

- Student continued to conduct online and in person research into their Spring Learning Project. Group discussed next day arrival of rescue OTTB.

4/6/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, online interactions; music, singing; listening and speaking to middle student's friend).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, angles, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science, OTTB horse age/size, schedule).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to progress in online gaming; to calculate age and current size of rescue horse).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research, horseback riding/bonding) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in practical situations (i.e., size of growing puppy; size of rescue horse).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct both online and in person research into pony ownership and riding thus continuing their Spring Learning Project.
- Off the track thoroughbred rescue horse, to be called Daniel, was picked up at the veterinary farm he had been temporarily staying at and trailered to boarding barn. Guide shared pictures of the vet farm which also housed a zebra, many other horses, pregnant horses, and some baby horses with the group. Guide followed trailer to boarding barn to be present for Daniel's move into his new stall. Guide returned to the barn later same day to visit with Daniel bringing those group members who were interested in meeting him. Group will return to the barn next day to spend more time with Daniel.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories.
- Student continued to use maps and other resources to navigate local roads to travel to Hunter Spring Farm.

HISTORY

- Student continued to add to their basic understanding of the history of PA, the USA, and the world through reading, research, discussion and possibly field trips. Group discussed the history of Daniel, formerly Dukin' With Dale, including his racing history, birth location, initial sale price before his racing career, his sale price during his racing career, his former owners, and what was known about his life just prior to the Humane officer seizing him from his former owner. Group discussed humane officers, the humane society, the legalities of animal abuse/neglect, and Washington County.

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability. Group discussed options for assisting the humane officer who had taken Daniel into custody.
- Student continued to begin to gain a basic understanding of local, state, and federal government.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.

- Continued to discuss the significance of nutrition, movement, and sleep on human's wellbeing. Youngest student chose to provide middle student with nutrition when noticing signs of fatigue and frustration.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., horse grooming, lunging, riding).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, music accompanying online gaming/streaming series/VR experiences).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student continued to use various ingredients to create their own slimes.

4/7/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, online interactions; music, singing; listening and speaking to middle student's friend).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, angles, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science, OTTB horse age/size, schedule).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to progress in online gaming; to calculate age and current size of rescue horse).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research, horseback riding/bonding) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in practical situations (i.e., size of growing puppy; size of rescue horse).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct both online and in person research into pony ownership and riding thus continuing their Spring Learning Project.
- Group returned to the barn to spend more time with the rescue horse, Daniel.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories.
- Student continued to use maps and other resources to navigate local roads to travel to Hunter Spring Farm.

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability. Group continued to discuss humane officers and animals who are abused/neglected.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Continued ongoing discussion around self-care. Youngest and middle students chose to take time to play and engage in their interests during the day then visit Daniel, the rescue horse, in the evening. Oldest student chose to visit the barn in the morning and hike with their puppy and guide in the earlier afternoon.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., horse grooming and walking; active play).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, music accompanying online gaming/streaming series/VR experiences).
- Student continued to have the opportunity to pursue their own musical interests when ready.

4/8/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; PC and iPad apps/games; other online content; eclipse glasses instructions, rice cooking instructions).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, online interactions; music, singing; listening and speaking to riding instructor, Tractor Supply staff/shoppers).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, schedule, decimals, fractions, patterns, angles, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science, riding position, focal point, balance, pressure, 2 point jumping position, horse gate rhythm, timing for posting at trot, length of reins/stirrups/girth, complete solar eclipse).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to learn horseback riding patterns, angles, pace, posting, pressure, etc.; to watch and discuss complete solar eclipse; to shop at Tractor Supply).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student chose to spend some of their savings on a dog toy for their future Chihuahua at Tractor Supply.

- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research, horseback riding/bonding) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement both in cooking (i.e., ground chicken/rice for dogs; “Solar Snacks” for eclipse watching) and in other practical situations (i.e., size of pony bridle, size of pony pad, girth length).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct in person research around their Spring Learning Project. Students took time to travel to boarding barn to groom, lunge, and ride their horses. Riding instructor discussed equine nutrition and options for increasing recent rescue horse, Daniel’s, weight safely. Group agreed to travel to Tractor Supply store same day to purchase both bathing supplies for the horses and nutrition options for Daniel. Guide will bring both next day.
- Group prepared and participated in watching same day solar eclipse using eclipse glasses students’ dad had purchased for the group. Youngest student spent time in the morning preparing “solar snacks” for everyone consisting of crackers with brie, one goldfish cracker, and a small dot of caramel; sliced apples and caramel; and chocolate covered donuts on toothpicks half dipped in caramel and covered with sprinkles. Youngest student described the snacks as “out of this world.” Students chose to run around the yard; play with the family dogs; jump on the trampoline; eat snacks; and observe the eclipse as it began and peaked (i.e., 3:17 p.m.). Group discussed prior eclipses; what humans in history may have thought of eclipses; the sun, moon, and planets; and the human eye.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Group discussed the universe, the planets, and the geographic path of same day eclipse.
- Student continued to use maps and other resources to navigate local roads to travel to Hunter Spring Farm and Tractor Supply.

HISTORY

- Student continued to add to their basic understanding of the history of PA, the USA, and the world through reading, research, discussion and possibly field trips. Discussed brief history of Catholicism and Christianity as directed by students’ questions.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.

- Discussed need for special eclipse glasses in order to be able to observe today's solar eclipse.
- Student continued to learn about the human body, at a level appropriate for their age and ability. Continued to discuss soreness in joints and muscles as well as options to decrease discomfort.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., grooming, lunging, riding horses, walking, active play, trampoline jumping).

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, Apple music during car travel, music accompanying online gaming/streaming series/VR experiences, music playing at Tractor Supply).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student continued to work on their digital art.

ENRICHMENT

- Oldest and youngest students agreed to go early to the boarding barn next day to deliver the supplies purchased at Tractor Supply as well as bathe their horses.

4/9/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, online interactions; music, singing; listening and speaking to riding instructor).

WRITING

- Student continued to gain more experience with various kinds of writing, both by hand (i.e., hand written notes on original artwork) and on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, schedule, decimals, fractions, patterns, angles, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science, riding position, focal point, balance, pressure, 2 point jumping position, horse gate rhythm, timing for posting at trot, length of reins/stirrups/girth).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to learn horseback riding patterns, angles, pace, posting, pressure, etc.).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to request to participate in jobs to earn money towards a future Chihuahua and puppy supplies. Group discussion around spending and saving rather than saving 100% of earnings.

- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research, horseback riding/bonding) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in practical situations (i.e., size of pony bridle, size of pony pad).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct both online and in person research into pony ownership and riding thus continuing their Spring Learning Project. Oldest and youngest students traveled with guide to boarding barn to groom, lunge, tack, untack, groom again, bath, and care for their horses. Youngest student participated in same day riding lesson. All 3 horses were bathed and cared for. Two of the three received treatment for skin infections with medicated shampoo and lotion.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Group continued to discuss upcoming Equine Affair in Columbus, OH as well as Shenanigans Horse Show in Ohio.
- Student continued to use maps and other resources to navigate local roads to travel to Hunter Spring Farm.

HISTORY

- Student continued to add to their basic understanding of the history of PA, the USA, and the world through reading, research, discussion and possibly field trips.

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.
- Student continued to begin to gain a basic understanding of local, state, and federal government.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.

- Student continued to learn about the human body, at a level appropriate for their age and ability.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength. Student participated in weekly riding lesson with their own horse. Student groomed, tacked, untacked, regroomed, and led their horse to her stall. Due to same day weather, students chose to also bath family horses.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, Apple music during car travel, music accompanying online gaming/streaming series/VR experiences).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student used paper, a writing instrument, and tape to create their own "Roblox Toy" holder/booklet with see through window.

ENRICHMENT

- Riding instructor clarified horse show options for youngest student as well as options for purchasing show attire and other horse related items at upcoming Equine Affair in Columbus, OH taking place from Thursday, April 11th, through Sunday, April 14th.

4/10/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., Spring Learning Project research; PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; Virtual Reality chats with other players; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household, online interactions; music, singing).

WRITING

- Student continued to gain more experience with various kinds of writing, both by hand (i.e., hand written notes on artwork) and on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write/draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill, audio query option on iPad).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, decimals, fractions, patterns, angles, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction, multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to progress in online gaming; to explain Roblox game to guide; to create artwork).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., gaming, online research, artwork) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking (i.e., creating their own meals).

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading. Student continued to conduct both online and in person research into pony ownership and riding thus continuing their Spring Learning Project. Group discussed upcoming Equine Affair convention set to take place in Columbus, OH, from Thursday, April 11, to Sunday, April 14th. Youngest student expressed an interest in attending with guide and oldest student to explore. Group discussed the length of travel time to and from the venue (i.e., ~3 hours) as well as additional responsibilities both Friday, April 12th, (i.e., show prep) and Saturday, April 13th (i.e., Shenanigans Horse Show in OH). Guide and youngest student also discussed options for student to participate in current horse show season, student's expectations, and show schedule.

GEOGRAPHY

- Student continued to expand their geographic knowledge of their community, country, and the world through travel, maps, play and stories. Group discussed various travel points in Ohio.

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability. Student continued to report sore muscles and joints. Continued to discuss options for decreasing discomfort.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlists, music accompanying online gaming/streaming series/VR experiences).
- Student continued to have the opportunity to pursue their own musical interests when ready.

ART

- Student used paper, a writing instrument, and tape to create 2 more "toy" holder/booklets with see through windows.

4/11/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student went to the barn to work with the other kids participating in the equestrian show

the following day. It was their job to prepare the barn and the horses for the show. All were groomed, fed, had their stalls cleaned, and their water changed

4/12/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Students attended an out of state horse convention. There they learned more about

horsemanship and were able to research different tack and horse care equipment and supplies.

4/13/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student aided in navigation to their first riding show. It was in Ohio, which provided an opportunity to help with a longer trip than usual
- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student participated in their first riding show. The participated in three different lead rope classes and were successful in all of them.

4/14/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student went to the barn with guide and siblings to take care of all their horses. All were

groomed, fed, had their stalls cleaned, and their water changed. Student rode their horse to exercise it and practice what they have learned in their most recent riding lesson.

4/15/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student went to the barn with guide and siblings to take care of all their horses. All were

groomed, fed, had their stalls cleaned, and their water changed. Student rode their horse to exercise it and practice what they have learned in their most recent riding lesson.

4/16/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student traveled with guide to store and practiced comparing prices, sticking to a budget, and paying for purchases
- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation,

observation, museum visits, group discussions, group experiences, classes and reading.

- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student participated in their riding lesson at the barn with their horse

4/17/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student followed a recipe to cook both brownies and cookies.
- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student purchased two guinea pigs. They researched their diet, habitat, and care needs. They worked with the guide to set up their new home and provided them with food,

water, and toys for enrichment.

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

4/18/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

4/19/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

4/20/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

4/21/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student created digital art of their new guinea pigs
- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

4/22/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Students went on a hike with their guide at Boyce Park. It was an opportunity to explore nature, plants, and animals.
- Student continued to increase their scientific knowledge through experimentation,

observation, museum visits, group discussions, group experiences, classes and reading.

- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scooting, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student went to the barn with guide and siblings to take care of all their horses. All were groomed, fed, had their stalls cleaned, and their water changed. Student rode their horse to exercise it and practice what they have learned in their most recent riding lesson.
- Student devised a safe way to take their guinea pigs outside to enjoy the sunny day. They used a combination of a leash and an ad-hoc enclosure.

4/23/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student traveled with guide to tack store to purchase clothes for their next horse show. They practiced comparing prices, sticking to a budget, and paying for purchases
- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation,

observation, museum visits, group discussions, group experiences, classes and reading.

- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student participated in their riding lesson at the barn with their horse

4/24/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student went to the barn with guide and siblings to take care of all their horses. All were

groomed, fed, had their stalls cleaned, and their water changed. Student rode their horse to exercise it and practice what they have learned in their most recent riding lesson.

4/25/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student went to the barn with guide and siblings to take care of all their horses. All were

groomed, fed, had their stalls cleaned, and their water changed. Student rode their horse to exercise it and practice what they have learned in their most recent riding lesson.

4/26/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student went to the barn with guide and siblings to take care of all their horses. All were

groomed, fed, had their stalls cleaned, and their water changed. Student rode their horse to exercise it and practice what they have learned in their most recent riding lesson.

4/27/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

4/28/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student went to the barn with guide and siblings to take care of all their horses. All were

groomed, fed, had their stalls cleaned, and their water changed. Student rode their horse to exercise it and practice what they have learned in their most recent riding lesson.

4/29/24 to 5/3/24

- Guide blocked off family's schedule for the week of April 29th through May 3rd for youngest student to complete their necessary testing. Youngest student, a 3rd grader, set aside this time to focus on and complete the CAT test per Pennsylvania homeschooling requirements.

5/4/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

5/5/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

5/6/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student went to the barn with guide and siblings to take care of all their horses. All were

groomed, fed, had their stalls cleaned, and their water changed. Student rode their horse to exercise it and practice what they have learned in their most recent riding lesson.

5/7/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student participated in their riding lesson at the barn with their horse

5/8/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

5/9/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student created mask artwork
- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

5/10/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Students spent the afternoon supplementing their normal physical activity with a trip to the trampoline park.
- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student participated in their riding lesson at the barn with their horse

5/11/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student spent the afternoon riding ATVs at an off-road park. They had to read a map and navigate their way along all the trails in the park. They also helped with loading and unloading of the ATVs.
- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

5/12/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student traveled with guide to the grocery store and practiced comparing prices, sticking to a budget, and paying for purchases
- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation,

observation, museum visits, group discussions, group experiences, classes and reading.

- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scooting, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

5/13/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Students discovered that a robin had built a nest on our back porch with several eggs in it. Students ensured that the area was free of disturbances and formulated a plan to observe the eggs hatch and the chicks develop of the coming weeks.

- Students helped plant several new plants outside
- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student went to the barn with guide and siblings to take care of all their horses. All were groomed, fed, had their stalls cleaned, and their water changed. Student rode their horse to exercise it and practice what they have learned in their most recent riding lesson.

5/14/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student participated in their riding lesson at the barn with their horse

5/15/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scooting, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student created digital art of their sibling's new dog
- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student traveled to Shady Acres tack store to shop for an outfit for their upcoming horse show

5/16/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scooting, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student created digital art of the family's dogs
- Student created a wide variety of human figures from foam and popsicle sticks they found around the house
- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

5/17/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student created digital art of the family's dogs
- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student participated in their riding lesson at the barn with their horse
- Student went to the barn to work with the other kids participating in the equestrian show the following day. It was their job to prepare the barn and the horses for the show. All were groomed, fed, had their stalls cleaned, and their water changed
- Student participated in practice for their upcoming equestrian show.

5/18/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student went to the barn with guide and siblings to take care of all their horses. All were

groomed, fed, had their stalls cleaned, and their water changed. Student rode their horse to exercise it and practice what they have learned in their most recent riding lesson.

- Student participated in their equestrian show. The participated in three different lead rope classes and were successful in all of them.

5/19/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

5/20/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

5/21/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scooting, walking).

HEALTH & PHYSIOLOGY

- Student went to an appointment with a healthcare professional. Was an opportunity for them to learn about their own body and how best to take care of it
- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student went to the barn with guide and siblings to take care of all their horses. All were groomed, fed, had their stalls cleaned, and their water changed. Student rode their horse to exercise it and practice what they have learned in their most recent riding lesson.

5/22/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scooting, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

5/23/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student went to the barn with guide and siblings to take care of all their horses. All were

groomed, fed, had their stalls cleaned, and their water changed. Student rode their horse to exercise it and practice what they have learned in their most recent riding lesson.

- Student participated in their riding lesson at the barn with their horse

5/24/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student participated in their riding lesson at the barn with their horse

5/25/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student has recently become interested in South Korea. To support this, they went to a local Korean grocery with their father to learn more about Korean cuisine. They looked at all the food, selected a few items, and then paid for it themselves.
- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

5/26/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

5/27/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

5/28/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student went to the barn with guide and siblings to take care of all their horses. All were

groomed, fed, had their stalls cleaned, and their water changed. Student rode their horse to exercise it and practice what they have learned in their most recent riding lesson.

- Student participated in their riding lesson at the barn with their horse

5/29/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Students and guide went on a trip to Ikea to acquire new furnishings for their bedrooms.

5/30/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scooting, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

5/31/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scooting, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student participated in their riding lesson at the barn with their horse.

6/1/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scooting, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student went to the barn to work with the other kids participating in the equestrian show

the following day. It was their job to prepare the barn and the horses for the show. All were groomed, fed, had their stalls cleaned, and their water changed

6/2/24

READING

- Student continued to read from a variety of sources, fiction and nonfiction, for information and for pleasure, both silently and aloud (i.e., PC and iPad apps/games; other online content).
- Student continued to explore the English language through writing, reading, speaking, and listening using various media (i.e., ongoing reading of online content; group & individual discussions; verbal and written chat/messaging with online friends; integrating use of new English words learned through videos, discussions with guide, listening to others in household; music).

WRITING

- Student continued to gain more experience with various kinds of writing on the computer (i.e., messaging, chats, texts, online searches and research, Apple pencil to write and draw).

SPELLING

- Student continued to use various resources to determine the correct spelling of words they wish to use in their writing (i.e., individual or group discussions; autofill).

ARITHMETIC

- Student continued to do mathematics work at a level appropriate for their ability (i.e., time, calendar, fractions, patterns, percentages, points, levels, money, online currency unique to each game/app, addition/subtraction/multiplication/division, computer science).
- Student continued to use problem solving mathematics skills in daily life application (i.e., to calculate cost of online resources in game currency in American dollars).
- Student continued to conduct their own financial transactions to a level appropriate for their ability. Student continued ongoing use of monthly money received in online subscriptions and purchases. Student also continued to use family created list of possible income sources (i.e., jobs performed for agreed upon amounts) to participate in jobs, calculate the amount(s) earned, and spend or save as student chooses.
- Student continued to use mathematical concepts in free play/time (i.e., VR experiences, gaming) as well as age appropriate math related media (i.e., PC and iPad apps/games).
- Student continued to use measurement in cooking and other practical situations.

SCIENCE

- Student continued to increase their scientific knowledge through experimentation, observation, museum visits, group discussions, group experiences, classes and reading.
- Continued to view online videos on topics of interest and search out apps that further

explore interests.

GEOGRAPHY

- Student used maps and other resources to assist in navigation to various destinations throughout the day

CIVICS

- Student continued to play an active role in their community, appropriate for their age and ability.

SAFETY EDUCATION

- Student continued to learn about various aspects of safety, including the dangers and prevention of fires.

PHYSICAL EDUCATION

- Student continued to have regular physical activity aimed at developing health, coordination and strength (i.e., electric scootering, walking).

HEALTH & PHYSIOLOGY

- Student continued to learn about healthy lifestyle choices, including the dangers of tobacco, alcohol and drugs, and the advantages of good nutrition and other health practices.
- Student continued to learn about the human body, at a level appropriate for their age and ability.

MUSIC

- Student continued to be exposed to a variety of musical styles through recorded music (i.e., student's playlist, shared music from other students, music accompanying online games/videos/VR experience).

ART

- Student continued to use a variety of physical media to make creations of their own choosing. (i.e. drawings, sculptures, and other crafts)
- Student continued to use iPad Procreate app to sketch and create original drawings and animations as well as modify existing pictures.
- Student continued to sketch by hand on paper and on their iPad with their Apple pencil

ENRICHMENT

- Student participated in their equestrian show. They participated in three different lead

rope classes and were successful in all of them.