

June: Multiply outdoor time

Build summer skills without missing out on outdoor fun, one daily math win at a time!



ACTIVITY TYPES

- Creative
- Explore
- Active
- Thinking
- Quest

SUN	MON	TUE	WED	THU	FRI	SAT
	1 Wizard's nature loot ACTIVE	2 Sundial shadow quest CREATIVE	3 Nature's pattern path THINKING	4 Cloud shape spy EXPLORE	5 Pet hatch day QUEST	6 Floor is lava jump ACTIVE
7 Hero's quest log CREATIVE	8 Wizard's riddle relay THINKING	9 Angle archer hunt EXPLORE	10 Pet race showdown ACTIVE	11 Treasure coin hunt CREATIVE	12 Spell crafting workshop QUEST	13 Giant's stride measure EXPLORE
14 Outdoor dice duel THINKING	15 Puppet master tag ACTIVE	16 Symmetry nature art CREATIVE	17 Summer lemonade stand EXPLORE	18 Campfire math tales THINKING	19 Pet race tournament QUEST	20 Water spell splash ACTIVE
21 Father's Day portrait CREATIVE	22 Magic wand measure THINKING	23 Backyard shape safari EXPLORE	24 Skip-count hopscotch ACTIVE	25 Chalk pet drawing CREATIVE	26 Wizard house build QUEST	27 Bug bingo EXPLORE
28 Treasure map grid THINKING	29 Jumping bean math ACTIVE	30 Leaf crown patterns CREATIVE				



Wrap up with 20 minutes of Prodigy.

After a day of fresh-air fun, Prodigy keeps the math adventure going with game-based practice they'll love.

SCAN TO PLAY
play.prodigygame.com



Week 1: June 1 - June 7



MONDAY
JUN 1

Wizard's nature loot

- 1 Find a small outdoor collection of wizard ingredients.
- 2 Count 20 items and sort them into groups of 5.



TUESDAY
JUN 2

Sundial shadow quest

- 1 Push a stick into the ground and mark its shadow with a rock every hour.
- 2 Count how many rocks you placed by dinnertime.



WEDNESDAY
JUN 3

Nature's pattern path

- 1 Collect 10 leaves and 10 stones outside.
- 2 Create a repeating pattern in the grass until you run out.



THURSDAY
JUN 4

Cloud shape spy

- 1 Lie on the grass and watch the sky for 3 minutes.
- 2 Find 5 clouds that look like Prodigy pets and draw them.



FRIDAY
JUN 5

Pet hatch day

- 1 Find 5 smooth round rocks outside to be your 'pet eggs'.
- 2 Draw a face on each with chalk and give each pet a name and one special power.



SATURDAY
JUN 6

Floor is lava jump

- 1 Place 10 safe stones or pillows on the grass.
- 2 Count aloud as you hop across without falling.



SUNDAY
JUN 7

Hero's quest log

- 1 Pick 5 summer moments from this week outside.
- 2 Draw them in order and number them 1 through 5.

TRACK THE WEEK

Check off each day you play.



MON



TUE



WED



THU



FRI



SAT



SUN



Continue the adventure with screen time you can **trust.**

20
MIN / DAY

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Week 2: June 8 - June 14



MONDAY
JUN 8

Wizard's riddle relay

- 1 Set up 3 'riddle stations' outside using rocks or sticks as markers.
- 2 Run to each station, roll 2 dice, and shout the sum. First to clear all 3 wins.



TUESDAY
JUN 9

Angle archer hunt

- 1 Be an archer scout: walk outside and find 5 'targets' where branches or fences meet.
- 2 Point at each angle and call it BIG or SMALL. Score 1 point for each you find.



WEDNESDAY
JUN 10

Pet race showdown

- 1 Pick 2 stuffed Prodigy pets (or any 2 toys) and a finish line across the yard.
- 2 Race them one at a time, count seconds for each, and crown the faster pet champion!



THURSDAY
JUN 11

Treasure coin hunt

- 1 A wizard hid 20 coins in the grass — find them all!
- 2 When you have all 20, sort them into stacks of 5 and tell a parent your total.



FRIDAY
JUN 12

Spell crafting workshop

- 1 Gather 3 'spell ingredients' outside — a leaf, a stick, and a small stone.
- 2 Invent a spell name and act out what it does in the yard.



SATURDAY
JUN 13

Giant's stride measure

- 1 Pick 3 outdoor objects like trees or benches.
- 2 Measure each with giant footsteps and order them shortest to longest.



SUNDAY
JUN 14

Outdoor dice duel

- 1 Find a partner. Each player rolls 2 dice on the grass at the same time.
- 2 Higher sum wins the round. First to win 5 rounds is the duel champion!

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MON



TUE



WED



THU



FRI



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Week 3: June 15 - June 21



MONDAY
JUN 15

Puppet master tag

- 1 Pick someone to be the Puppet Master outside.
- 2 When the Master shouts a number, everyone takes that many giant steps and counts.



TUESDAY
JUN 16

Symmetry nature art

- 1 Find a large leaf or flower outside. Place it flat on the sidewalk.
- 2 Use chalk or smaller leaves and sticks to mirror the other half right next to it.



WEDNESDAY
JUN 17

Summer lemonade stand

- 1 Set up a real (or pretend) lemonade stand outside! Pick 3 'menu items' like lemonade, cookies, or rocks-pretending-to-be-treats.
- 2 Price each at 1¢ or 5¢. Practice greeting customers and making change as they buy.



THURSDAY
JUN 18

Campfire math tales

- 1 Sit in a circle outside. The first storyteller starts a wizard tale that ends with a number (e.g. '...and the wizard found 7 frogs.').
- 2 Next person continues, adding or subtracting from that number. Keep going until someone messes up!



FRIDAY
JUN 19

Pet race tournament

- 1 Pick a stuffed Prodigy pet (or any toy) and a 'race lane' across the yard.
- 2 Race 3 times and count which pet wins the most.



SATURDAY
JUN 20

Water spell splash

- 1 Fill a bucket and do 20 safe splashes or water-balloon tosses.
- 2 Count aloud, then count backward from 20.



SUNDAY
JUN 21

Father's Day portrait

- 1 Gather leaves, sticks, flowers, and pebbles outside.
- 2 Arrange them on the sidewalk into a portrait of your dad/grandpa/uncle. Chalk 5 reasons you love him around the edges!

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Week 4: June 22 - June 28



MONDAY
JUN 22

Magic wand measure

- 1 Find the perfect stick outside to be your magic wand.
- 2 Use it to measure the length of your driveway or sidewalk.



TUESDAY
JUN 23

Backyard shape safari

- 1 Hunt outside for 3 circles and 3 squares.
- 2 Draw them and tally each shape.



WEDNESDAY
JUN 24

Skip-count hopscotch

- 1 Draw a hopscotch board on the sidewalk with chalk.
- 2 Number the squares by 2s or 5s and jump through.



THURSDAY
JUN 25

Chalk pet drawing

- 1 Draw a big friendly pet on the sidewalk.
- 2 Give it 3 eyes, 5 arms, and 12 toes.



FRIDAY
JUN 26

Wizard house build

- 1 Gather sticks, leaves, and rocks outside to build a tiny wizard house.
- 2 Count the parts you used and tell a parent what kind of wizard lives there.



SATURDAY
JUN 27

Bug bingo

- 1 Chalk a 3x3 grid on the sidewalk with a bug name in each square (ant, beetle, ladybug, etc.).
- 2 Hunt outside and check off each bug as you spot it. First to 3-in-a-row wins!



SUNDAY
JUN 28

Treasure map grid

- 1 Draw a map of your backyard in chalk.
- 2 Hide a toy and mark it with an X on the map for someone to find.

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MON



TUE



WED



THU



FRI



SAT



SUN



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Week 5: June 29 - July 5



MONDAY
JUN 29

Jumping bean math

- 1 Have a parent call out a number between 10 and 20.
- 2 Do exactly that many jumping jacks in the yard.



TUESDAY
JUN 30

Leaf crown patterns

- 1 Collect different types of leaves outside.
- 2 Tape them to a paper strip in an AB pattern to make a crown.



WEDNESDAY
JUL 1

Rock weight sorting

- 1 Collect 5 different sized rocks from outside.
- 2 Line them up from lightest to heaviest.



THURSDAY
JUL 2

Shadow shape jumper

- 1 Find a sunny spot outside and look at your shadow on the ground.
- 2 Jump 10 times trying to make your shadow look like different shapes (a star, a ball, a tree).



FRIDAY
JUL 3

Battle arena setup

- 1 Mark a circle in chalk or with rocks to be your battle arena outside.
- 2 Set up 3 toy fighters and act out a battle.



SATURDAY
JUL 4

Star-spangled count

- 1 Look around outside for 5 minutes.
- 2 Count 20 red, white, and blue items and tally in groups of 5.



SUNDAY
JUL 5

Stick fort geometry

- 1 Gather sticks outside to build a mini fort for an action figure.
- 2 Count how many triangles and squares you made with the sticks.

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MON



TUE



WED



THU



FRI



SAT



SUN



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