

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

TRACK THE WEEK

Check off each day you play.

MON

TUE

WED

THU

FRI

SAT

SUN



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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!

TRACK THE WEEK

Check off each day you play.



MON



TUE



WED



THU



FRI



SAT



SUN



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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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Check off each day you play.

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.

TRACK THE WEEK  
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MON  TUE  WED  THU  FRI  SAT  SUN

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**20**  
MIN / DAY

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