



GRADE 5: WEEK OF APRIL 14

	Monday	Tuesday	Wednesday	Thursday	Friday
GNB guidelines Grade 5: 1 hr/day	Read 30 Minutes	Read 30 minutes	Read 30 minutes	Read 30 minutes	Read 30 minutes
Literacy (suggested time: 15 min)	Journal Prompt	Reading connection questions	Journal Prompt	Reading connection questions	Letter to your teacher
Numeracy (suggested time: 15 min)	This week's goal: Practice Math Facts				
	Card Games: Multiplication War, Go Fish (see rules below)				
	Online Games: The granny prix: https://www.multiplication.com/games/play/granny-prix-multi				
Science (suggested time: 30 min)	Simple Machines: Intro Video: Simple Machines for Kids Complete KWL Chart (see below)	Read the attached book on Simple Machines	Simple Machines: Video: Bill Nye The Science Guy: Simple Machines FI : Les machines simples mais astucieuses	x	Passion Project: What would you love to learn about? Do some research about a topic you are interested in or create an experiment
Physical Wellness Challenge	Challenge yourself to do as many push ups and as many sit ups as you can.	Balance random objects using different parts of your body. Challenge your friends or family!	Challenge yourself or even a family member to do a wall sit for as long as you can. No cheating!	Dance off! Practice your dance moves and spend 20 minutes dancing to your favourite music.	Remember Monday? Can you beat your score?
Tech Challenge	High Tech: Hour of Code - https://studio.code.org/s/aquatic/stage/1/puzzle/1 No Tech: Create a new household item out of cardboard. Explain its use.				
Compassion Builder	Help out around the house without being asked	Put a sign in your window that sends a positive message	Call an extended family member to check in	Write a thank you note or email.	Help make lunch

LITERACY

Journal Prompts: Choose one!

- a) How did your parents choose your name? Are you named after someone? Would you ever change your name?
- b) Describe your best birthday party or celebration
- c) What is your favourite game or sport? Describe it and the best things about the game.
- d) Write a poem about your family. It can rhyme but doesn't have to. A stanza for each member of the family (pets too!)
- e) If you could time travel, what time period would you travel to?

French immersion students can complete prompts en francais

Reading Connection Questions (think of the current book you are reading or an article you find):

Text to Text: How do the ideas in this text remind you of another text (story, book, movie, song, etc)?

What I just read reminds me of _____ because...

Text to Self: How do the ideas in this text relate to your own life, ideas, and experiences?

What I just read reminds me of the time when I...

Text to World: How do the ideas in this text reading relate to the larger world – past, present, and future.

What I just read makes me think about _____ (event from the past) because...

French Immersion Language Arts

Access to French leveled books:

Reading A-Z www.readinga-z.com

User name: Marshviewmiddleschool password: Marshhawks
(available until May 31 with our current subscription)

Speaking and listening: <http://web1.nbed.nb.ca/sites/ASD-E/LEARNING%20AT%20HOME/Literacy3-5FI.pdf>

Letter to Teacher

Write a letter or email to one of your teachers about your week! Remember to think about purpose (why you are writing) and audience (who is the reader). If you are a french immersion student, write this letter in french!

NUMERACY – explanations of games

Multiplication War (2 decks of cards)

The object of the game is to win the most cards by stating the product of the numbers before your partner does.

Directions:

1. Give each partner a deck of cards and remove the jokers, jacks, queens, and kings from each deck.
2. Shuffle the deck of cards.
3. Each player will turn over one card at a time.
4. The first person to correctly say the product of the two cards wins the cards and will add them to his/her pile. You must state the number sentence (ex. $9 \times 2 = 18$).
5. If there is a tie while saying the product, "war" begins. Each player will place two cards face down, then turn a third card face up on top of the pile. The player who correctly states the product of the two face-up cards wins both piles.
6. The winner is the player with the most cards at the end of the game.

Note: Ace= 1

Challenge: Keep the Jokers, Jacks, Queens, and Kings in the deck and use the following values: Joker= 0, Jack= 11, Queen= 12, and King= 13

Multiplication Go Fish (best played with 3 players)

The object of the games is to collect pairs of cards with the same number on them.

Players search for cards with number that match the number they already have in their hand. However in this version, players ask if another player has a certain number, not by calling out the number, but by forming a multiplication question.

Directions:

1. Deal five cards to each player. The rest of the cards go in a pile in the middle. This will be the draw deck.
2. Players alternate turns as they ask another player if he or she has that certain value in their hand.
For example: Do you have any 3×3 's (9's)?
3. If that player has that number, he or she must give it to the person who asked for it. That person puts the matched pair down in front of themselves.
4. If the player does not have that number, he or she says "Go Fish", the player who asked for the card must draw a card from the draw pile.
5. If the card drawn matches what they asked for, they may put the match down in front of themselves, if no match, he keeps the card and the next player goes.
6. Play continues until one player is out of cards. Players count up their pairs. The player with the most pairs is the winner.

SCIENCE: Simple machines

What do you know about simple machines? Record your answers in a chart like below. What do you want to know?

Videos:	
Simple Machines for Kids: Science and Engineering for Children https://www.youtube.com/watch?v=fvOmaf2GfCY	Bill Nye The Science Guy Simple Machines https://www.youtube.com/watch?v=t5iD75C1wyg
En francais : Les machines simples mais astucieuses - https://www.youtube.com/watch?v=duBZwhJPukY	

Reading Material :	
Simple Machines https://www.readinga-z.com/books/leveled-books/book/?id=744&langId=4 (English Level K) login: Marshviewmiddleschool password: MarshHawks	Les Machines Simples https://www.readinga-z.com/books/leveled-books/book/?id=744&langId=2 (French Immersion Level K) login: Marshviewmiddleschool password: MarshHawks

Asking Questions: KWL Chart

*Record what you know (K), want to know (W), and learned (L) about a topic.
If you learn the answer to any of your questions, be sure to record them in the L section of the chart.*

What I Know (K)	What I Want to Know (W)	What I Learned (L)

