



Centreville Community School



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3-5 HOME LEARNING PLAN

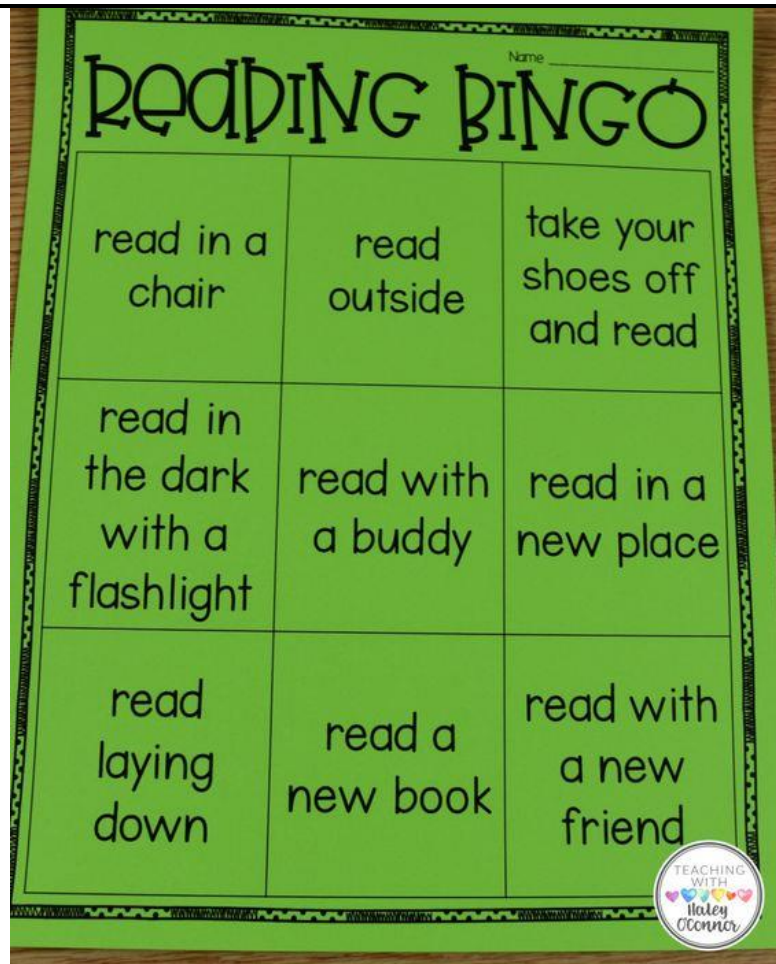
Grade:	3-4-5
TEACHER	Mrs. Thomas, Mrs. Monteith, Miss Niles
Chris Sparrow	Principal : Christopher.Sparrow@nbed.nb.ca
Kori Springer	Resource: Kori.Springer@nbed.nb.ca
David Mahar	Guidance: David.Mahar@nbed.nb.ca
School	CentrevilleCommunity@nbed.nb.ca

In accordance with the communication sent from our Minister of Education, Dominic Carty, on April 2, 2020 Home learning opportunities to support literacy and numeracy outcomes will be made available online weekly by Teachers.

Families encouraged to:

- Support their children to complete the options below for an average of **one hour per day**.
- Read aloud with their children daily; and
- Consider daily physical activity and free play as an important part of their child's mental health and skill development.

Subjects	Description of Learning Activities
Literacy	<p><u>Reading</u></p> <p>This week, try one or all of the different places and ways to read!</p>



With one of the stories you chose to read this week, try making a character wheel and/or a sequencing movie reel!

Character Wheel: Choose a character from your story or novel you're reading. Draw a circle and divide your circle into 8 different parts.

- In one part, draw your character.
- In the 2nd part, write about the feelings your character was feeling throughout the story.
- In the 3rd part, write about your characters likes.
- In the 4th part, write about your characters dislikes.
- In the 5th part, write about some of the actions your character did throughout the story.
- In the 6th part, write about some thoughts your character had or might've had.
- In the 7th part, write about some of your characters traits.
- In the last part, write about anything else you think might be important in describing your character.

Sequencing Movie Reel: Draw out the important parts of your story and draw pictures and a blurb about each picture describing the scene and part of the story you drew.

Name: John Craig

SEQUENCING

My Movie Reel

Illustrate and describe 5 key events from the story in the order that they happened.

Sam sneaks to the swamp to observe the trumpeter swan family. At first, they are weary.	Sam strikes the fox's nose with a stick to scare it away. Now the swans trust him!			
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Name: John Craig

CHARACTER WHEEL

Character Sam

- Traits:** brave, kind, adventurous, loyal, smart, helpful, curious, friendly
- Thoughts:** He wants to go back to the pond, but he's not sure. He wants to tell Sam about the way things had turned out. He's not sure if he got after the first...
- Actions:** He goes to the pond. He tells Sam about the way things had turned out. He's not sure if he got after the first...
- Other Characters/Options:** (Empty)
- Dislikes:** being told what to do, predators of the swans
- Likes:** swans and animals like adventures like walking in the woods
- Feelings:** excited to see the baby swans, happy to see Sam close to him, surprised when Sam comes to see him

Writing

Writing Prompt #1 – Think about a recent dream you had. Write a short story inspired by one of your dreams.

Writing Prompt #2 - Invent a new type of sandwich. Describe what you put on the sandwich and how you make it.

Writing Prompt #3 – Pretend you are a dog for a day. Write about a day in the life of a dog from your perspective,

Writing Prompt #4 – You walk into your room. It's completely different than when you left. Describe all the changes in décor, furniture, etc. No one is home. What's going on?

Writing Prompt #5 – If you could create a new holiday, what would it be? Explain and describe what would happen on that day.

Try to show some of the feelings in your writing with some of these ideas!

<h3>Character Emotions</h3> <p><i>Details That Show Rather Than Tell</i></p> 	
<p><u>Nervous</u> His teeth chattered. One could see her fingers trembling. Her voice quivered.</p>	<p><u>Joyous</u> His smile was as wide as Nebraska. She could not stop grinning. The child jumped up and down.</p>
<p><u>Confused</u> He raised one eyebrow. His forehead wrinkled as he stared. She stood quiet for a moment.</p>	<p><u>Angry</u> She folded her arms. She held her lips tightly. He stormed out of the room.</p>
<p><u>Surprised</u> He gasped. She screamed as the door opened. She jerked her hand backward.</p>	<p><u>Embarrassed</u> She covered her head with a jacket. He walked in a different direction. He hung his head low.</p>
<p><u>Worried</u> She paced back and forth. He kept looking at the time. She kept looking out of the window.</p>	<p><u>Bored</u> She fell asleep in her chair. He kept getting distracted. She looked at her watch and yawned.</p>

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Spelling

Try writing some of your spelling words in secret code!



Secret Code Spelling

Make a secret code by drawing the pictures for each letter next to your spelling word.

a	b	c	d	e	f	g	h	i	j	k	l	m
☆	♥	☞	☹	🍰	☀	🍎	😊	←	🍷	→	☄	🚀
n	o	p	q	r	s	t	u	v	w	x	y	z
☀	👉	🗨	✱	☞	🐛	🍷	🍀	○	👁	🌀	🔑	△

Examples

1. they = 🍷 ☹ 🍰 🚀
2. did = 🍷 ☞ 🍷

Try making a word search with some of your sight words then if you can, have someone at home try and find the words!



Noun and Verb Sort

Name _____

nouns	verbs

run	girl	hop	dog	jump
hat	cat	walk	boy	look
swim	house	dig	nose	car
pull	bat	book	lift	push

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From 3 to 3

Here is the link to the rhymes - There Was An Old Man in a Barge, Help, Humpty Dumpty, Elephant, the Quarrel, and Growing Up. The oral story is a repeat from grade two, The Leaky Bucket and a thought problem.

<https://drive.google.com/file/d/1dfR5fd2Bf3YVwGPALSKmtYJGW4L2VjHc/view?usp=sharing>

This is the link to Seven Day Magic – Chapter 5:

<https://drive.google.com/file/d/1aB4kpQ2wOqI68bL8xerklqdT-IQ4tsRw/view?usp=sharing>

Numeracy

Math Games

#1, Place Value Yahtzee! (Miss Niles LOVES this game – get practiced up so you can try to beat her at this game next year!)

Materials needed:

Place Value Yahtzee score sheets (see below)

Dice (the number of dice needed depends on the game level being used) *If you do not have dice

Play with whichever score card you'd like! If you do not have a printer just copy the table onto looseleaf.

This game can be played against another player or you can play against yourself and try to get a higher score each time

Rules

1. To decide who goes first, each player rolls all of the dice at once and adds up their roll. The player with the greatest sum goes first.
 2. On your turn, you may roll the dice 1 or 2 times. You may stop and score after your first roll or after your second roll. To roll the dice, place all of the dice in the dice cup, shake them, and roll them out onto the table.
 3. After your first roll, set any dice aside that you would like to keep ("keepers"). You will not roll any of the "keepers" on your second roll.
 - If you decide to keep all of the dice, enter your score on the score sheet. Your turn is now over.
 - If you decide to keep some of the dice, put the "keepers" aside and roll the other dice again.
 - If you decide to keep none of the dice, place them all back in the cup and roll again
 4. For your second roll, re-roll any of the dice you would like.
 5. After your second roll, you must fill in your score card (see below) with the numbers you have rolled. The next player's turn now begins.
 6. Continue taking turns until each player has filled in all 9 category boxes (with either a number or X).
1. After each player has filled in all 9 categories on his/her score sheet with a number or X, it is time for the players to compare their score sheets.
 2. Players start by comparing the number they filled in for the first category. An X in any category counts as 0. The player with the greatest number written circles that category on his/her score sheet and receives 1 point. If there is a tie, both players receive the point.
 3. Players repeat the same for all 9 categories.
 4. The player with the greatest number of points is the winner! If there is a tie, the players can have one final roll to see who rolls the largest number.

Place Value Yahtzee Score Card

Category	3-digit number
Number with 3 in the hundreds place	
Number with 5 in the ones place	
Number with 2 in the tens place	
Number whose tens and hundreds digits add up to 6	
Number whose hundred and ones digits add up to 9	
Number whose digits add up to 11	
Number with two of the same digits	
Number with three of the same digits	
WILD! Any number can be written here.	

If you are unable to fill in a number for any category at the end of your turn, place an X beside any available category. At the end of the game, compare the number you wrote in each category with the number your opponent wrote. If you wrote the greater number for that category, circle it and give yourself 1 point.

Place Value Yahtzee Score Card

Category	4-digit number
Number with 3 in the hundreds place	
Number with 5 in the ones place	
Number with 2 in the tens place	
Number with 6 in the thousands place	
Number whose thousands and ones digits add up to 9	
Number whose digits add up to 18	
Number with two of the same digits	
Number with three of the same digits	
WILD! Any number can be written here.	

If you are unable to fill in a number for any category at the end of your turn, place an X beside any available category. At the end of the game, compare the number you wrote in each category with the number your opponent wrote. If you wrote the greater number for that category, circle it and give yourself 1 point.

Place Value Yahtzee Score Card

Category	6-digit number
Number with 3 in the hundreds place	
Number with 5 in the ones place	
Number with 2 in the hundred thousands place	
Number with 6 in the thousands place	
Number with 4 in the tens place and 1 in the ten thousands place	
Number whose hundred thousands and tens digits add up to 9	
Number whose digits add up to 21	
Number with three of the same digits	
WILD! Any number can be written here.	

If you are unable to fill in a number for any category at the end of your turn, place an X beside any available category. At the end of the game, compare the number you wrote in each category with the number your opponent wrote. If you wrote the greater number for that category, circle it and give yourself 1 point.

**Math Websites
of the Week**

#2. Tic Tac Toe Math (Not your regular game of Tic Tac Toe!)

Using number cards 1-9 players will place numbers on a tic tac toe board. The first person to make a row or a column add to 15 wins. Rule: First player may not put a 5 in the center square to begin game.

Ex:

	4	
1	9	
	2	

Blue started and black was first to make a line of 15

A video explanation of this game: <https://www.youtube.com/watch?v=5rVWUrYBz4M>

=====
<https://www.multiplication.com/games> - Grade 3 students can work on Addition/Subtraction/Strategy games and Grade 4 and 5 should try to focus on the Multiplication and Division games 😊

IXL.com

Grade 3

E.5

[Identify multiplication expressions for arrays](#)

E.6

[Write multiplication sentences for arrays](#)

E.7

[Make arrays to model multiplication](#)

Grade 4

O.1

[Match clocks and times](#)

O.2

[Match analogue and digital clocks](#)

O.3

[Read clocks and write times](#)

Grade 5

C.10

[Box multiplication](#)

C.4

[Multiply numbers ending in zeroes](#)

C.5

[Multiply numbers ending in zeroes: word problems](#)

C.6

[Properties of multiplication](#)

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Word Problems

Which One Doesn't Belong
 Try and find a reason for each expression to be the one that does not belong.

$2 + 4 + 8$	$7 + 6 + 7$
$6 + 11 + 5$	$2 + 9 + 4 + 3$

Savings in the Bank

Lisa starts with \$12 in her bank account. She adds \$12 to her account at the end of every two weeks from collecting recycled items. Jim starts with \$32 in his bank account. He earns \$4 at the end of every week for doing odd jobs for his neighbour, and adds that to his savings. After how many weeks will they both have the same amount of money in their bank accounts?



240 The answer is 240. What might the question have been?

List different questions that have an answer of 240.
 Can you think of questions for each operation? +, -, x, ÷

Cat Conundrum

What is the value of each cat in the equations below? Work together to solve it.



Hint: There is only one paw in the bottom equation.

Math Songs

===== 5
 Times Table Song | Skip Counting by 5 Rap For Kids
https://www.youtube.com/watch?v=LZAqhF_2vvs

Skip Counting by 5 Song | Multiples of 5 by NUMEROCK
<https://www.youtube.com/watch?v=jAuybAJdRbg>

Metric System Conversions Song | Measurement by NUMEROCK
<https://www.youtube.com/watch?v=djTNUp4XIRo>

11-7 Centimeters and Meters - Song
<https://www.youtube.com/watch?v=JjlPVD0kx94>
 =====

Riddle of the Week



When Lisa was 6 years old,
her sister Lucy was half her age.

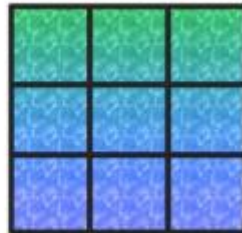
If Lisa is 40 years old today,
how old is Lucy?



Last week's answer:



How many
total squares
are there?



Answer: There are 14 total squares

Science

Activity 1:

Maker Activity: Create Garden tags for your veggie, fruit, herb or flower garden. Reuse items from around the house or explore nature for other usable materials. We would love to see pictures of your creativity.

Here are some visuals for inspiration:





Activity 2:

Invisible Ink

The brief

Write your own secret message in an invisible ink solution.

The method

1. Squeeze lemon juice into the bowl and add a few drops of water. Stir with the spoon.
2. Dip the paint brush into the juice mixture and write a message on the paper.
3. Allow the paper to dry completely. Your message should become invisible.
4. Hold the paper very close to the light bulb to heat up the message area (adult supervision required). Watch your message appear.

Materials

- A lemon
- A bowl
- Water
- A spoon
- A paint brush
- A lamp, or other light bulb



How does it work?

The lemon juice is an organic substance which reacts with oxygen in the surrounding air, oxidizes and turns brown. By placing the paper right next to the lamp we speed up the oxidation process. The heat from the lamp causes the chemical bonds to break down.



Did you know?

Oxidation affects lots of different surfaces, from metal to living tissue. A freshly-cut apple that turns brown, a bicycle that becomes rusty or a copper penny that turns green. Not all oxidation is bad – but think about choosing the right materials when designing a product for a particular use.

Activity 3:



Learn about the life cycle of mosquitoes and some of the best ways to get rid of them.



<https://mysteryscience.com/animals/mystery-7/environmental-change-engineering/266?code=NDEwMDY3MDQ&t=student>

Other areas of interest/learning experiences

(From THE OUTDOOR CLASSROOM – Learning at Home newsletter)

Nature Activity: Window Art for Feathered Friends

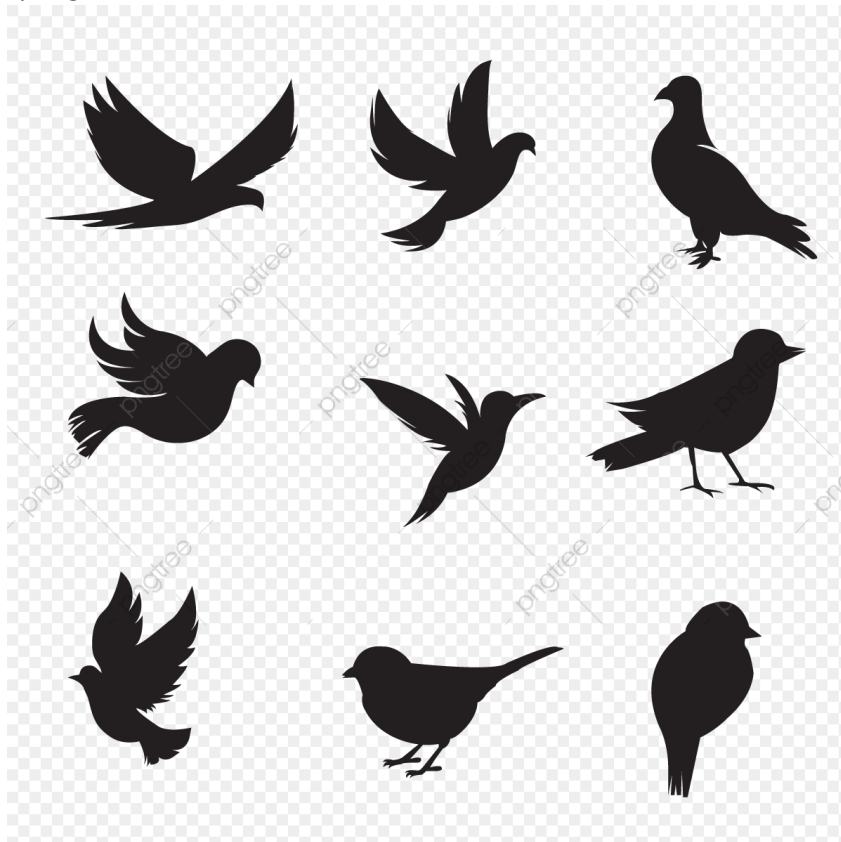
This spring billions of birds will return from overwintering in the south, this is called spring migration. These birds sometimes accidentally fly into our windows because they can't see glass.

Let's do our part to help the birds. Here are nature silhouettes that can be copied, decorated and hung in your windows to help our feathered friends!

What you need:

- Scissors
- Scotch/Masking Tape, or mounting putty
- Paper or other material
- Something to draw with!

Choose which silhouettes you would like to use below or search for your own ideas, copy by drawing free hand. Fill any excess space on your paper with other wild shapes like pinecones, dragonflies or other wild birds. The more shapes, the more helpful it is to the birds! Decorate your shapes! Try and make them as colourful as possible, scientists say the brighter the better. Tape your wild shapes to the windows in your home. If you can access the outside of your windows with your parents help, put them there - this makes them work even better. They won't last forever outside but that's ok, it's most important during the spring.





We are SO excited to tell you that Grade 3, 4, and 5 students all have access to EPIC!, an online reading website that will allow you FREE access to so many awesome books for reading and/or listening! Adventure Time, Big Nate, Goosebumps, Weird But True, Diary of a Wimpy Kid, Stick Dog, Puppy Place and MANY MANY more! To use the site simply follow the instructions below (the class code is the same for all three grades). If you have any questions, as always, reach out to your teacher for help. Enjoy!

1 Go to www.getepic.com/students

2 Log in with your class code

egk3564

3 Select their name and they're in!
[View and edit class roster](#)