



FLORENCEVILLE ELEMENTARY SCHOOL

At FES our vision is to be a community where everyone is empowered to be lifelong learners.



PRIMARY HOME LEARNING PLAN

Grade:	1 French Immersion
TEACHER	megan.mcbrine@nbed.nb.ca (Website: www.mcbrine1fi.weebly.com)
Sarah Mahar Bridget Nugent	Principal: sarah.mahar@nbed ; Vice-Principal: bridget.nugent@nbed.nb.ca ;
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School	florencevilleelementary@nbed.nb.ca

In accordance with the communication sent from our Minister of Education, Dominic Cardy, 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>Sound review: Have your child review the sounds below. They're complex sounds that are harder.</p> <ul style="list-style-type: none">• Benoit Oiseau (oi)• Andrée Anguille (an) <p>Reading: Continue with a daily reading time (15-20 min daily). Talk to your child about their reading and ask questions.</p> <p>French Reading site: www.readinga-z.com/worldlanguages/french/leveled-books/</p>

	<p>Videos: https://www.youtube.com/watch?v=wO_NdaOBiOY https://www.youtube.com/watch?v=KQR21rej4zl https://www.youtube.com/watch?v=Ltr2LdY_2SY</p> <p>Word Wall Words: pick one or two videos off the website to practice your words. You can listen to the video first and then turn the volume down and try to say the words on your own.</p> <p>Speaking: Your child can review the sentence structures attached, this is not new, we saw these in September and they're a great review. They can practice these with a parent or a sibling. Ask the question and get someone to answer, then switch roles.</p>
<p>Numeracy</p>	<p>Login and play on your SumDog account SumDog: https://pages.sumdog.com/</p> <p>Outdoor Math: "And Stones" (see below for directions)</p> <p>Re-play any of your favorite card games that have been previously sent home</p>
<p>Other areas of interest/learning experiences</p>	<p>Keep moving: Check out the June physical activity calendar located on the school website</p> <p>Art: Brilliant Labs Maker Challenge (see below): Can you make your own paintbrush using things from nature? Leaves, grass, pinecones, sticks, flowers and more could all be used to make a paintbrush. You could also use stones to make a stamp. Here's a link to show you know to make your own paint using natural items: https://www.funkidslive.com/summer-challenge/make-paints-plants-berries-powders/</p> <p>Coding Activity: "If / Then Backyard Coding Game" (see below for directions)</p> <p>Healthy Hearts Week: See the attached poster 😊</p>

Outdoor Math: "And Stones"

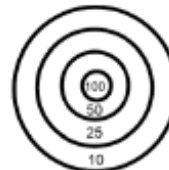
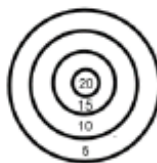
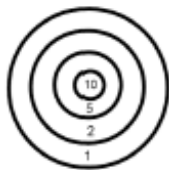
And Stones...

K-5 Target Toss (Addition)

Materials needed: stick, foot or sidewalk chalk to make a target, a dirt or paved driveway, paper and writing tool to keep track of the score.

Directions:

- 1) Using sidewalk chalk or a stick in the dirt, create a large target like the ones shown here:



- 2) Decide what the value of each ring will be. This will depend on the age and ability of the student. The larger ring will have the lesser value with the middle ring having the greatest value. Show the value with chalk or write the value on paper and place it in the rings.
- 3) Decide how many rounds you will play before you get started. Consider 5-10 rounds.
- 4) Decide how many rocks each player will throw. Consider 2-4 rocks depending on the level of the child. Stand at the same spot each time you throw.
- 5) Each player will take turns throwing the rocks and adding up their total based on where the rocks have landed.
- 6) Once all rounds have been played there are two ways to win:
 - a) total up the score of all the rounds for each player. The player with the most points wins.
 - b) For each round that is played, the player who scores the highest points gets one point for the round. After all rounds have been played, the player with the most points wins the game.



Extension for older students: Can you find a way to practice multiplication with this game? What factors (numbers) would you use?

Brilliant Labs Maker Challenge:

You can create anything for your picture; it doesn't have to be a rainbow. You could make a summer picture or a picture of something you see in nature ☺!!



NATURAL PAINT BRUSH OUTDOOR ACTIVITY

Introduction:

Nature is filled with art and tools. Discovering the art around us is fun and peaceful.

ACTIVITY:

Explore your yard or forest to find branches, leaves or natural materials to create a paint brush.

Objective:

Design and make your very own nature paint brush by using natural elements you find on the ground. Show your support to the [#ItWillBeOk](#) movement by painting a rainbow using your paintbrush. Make more than one and enjoy exploring textures and smells... Think about other natural elements you could use for your rainbow.

Tools:

A branch, twine, leaves, cones, thorns, other natural elements

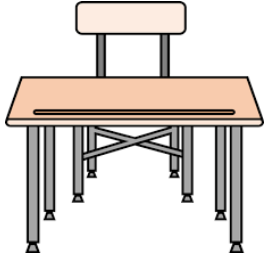


SHARE!

When you finish your project. Take a picture video and share it with us
[#NaturalMakerSpace](#) & [#MakerFun](#)

Qu'est-ce qu'il y a dans la salle de classe?

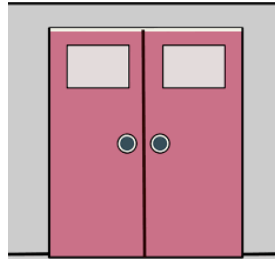
Dans ma classe, il y a...



un pupitre



une horloge



une porte



une chaise



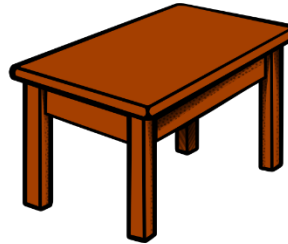
une poubelle



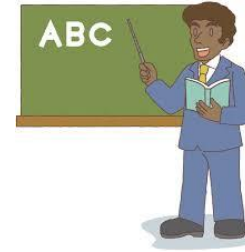
un tableau interactif



un bureau



une table



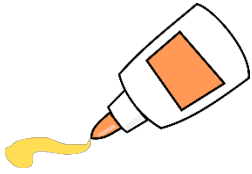
une enseignante



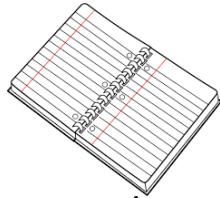
une fenêtre

Qu'est-ce qu'il y a dans ton sac d'école?

Dans mon sac d'école, il y a...



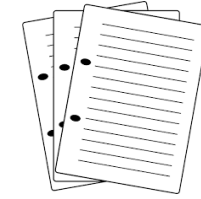
de la colle



un cahier



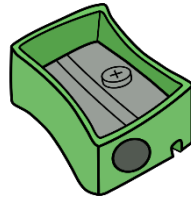
des ciseaux



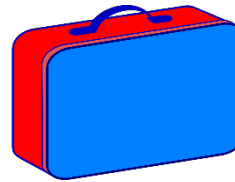
du papier



un crayon



un taille-crayon



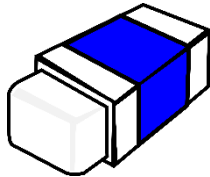
une boîte à dîner



des espadrilles



des crayons
de couleurs



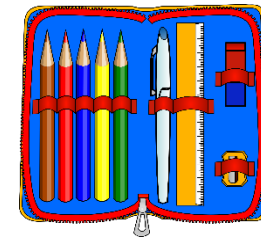
une gomme
à effacer



des marqueurs



une règle



un étui à
crayon

If/Then Backyard Coding Game

- This activity introduces children to the **conditional statements** (If/Then Statements).
- A conditional statement tells the computer to execute a set of action depending on a specific event.

The objective: follow the programmer's instructions and perform a particular task.

Materials Needed:

A backyard
A few people

How to Play:

For every round, one person is the Programmer and everyone else are the Computers. The Programmer stands in front of the Computers and gives them commands: "If I _____ (fill in the blank), Then you _____ (fill in the blank)." For example, the Programmer gave the command "If I turn in a circle, Then you turn in a circle." Or he can give challenging instructions like "If I touch my nose, Then you touch your legs."

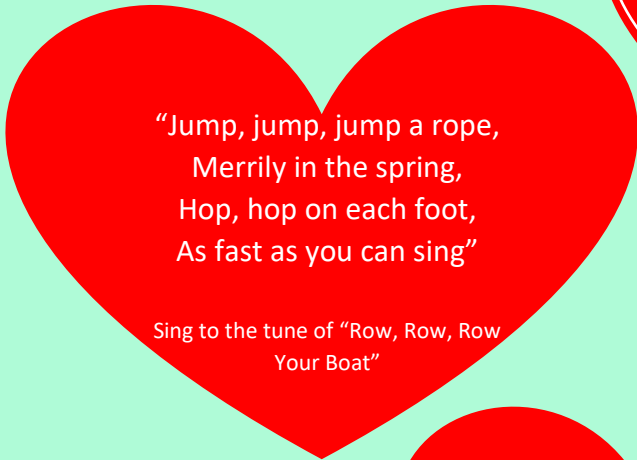


HEART HEALTHY WEEK

JUNE 1ST- 5TH

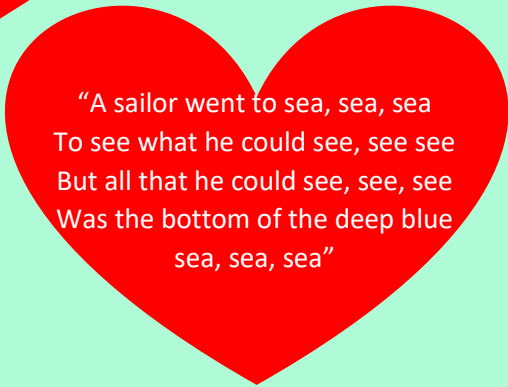
This is a school wide physical activity challenge! Ceci est un défi pour tout l'école.

1. **Choose your favorite way to be physically active (or try one of the suggested ideas)** Choisissez votre activité préférée (ou choisissez l'une des idées suggérées).
2. **Ask someone to take a picture of you doing your activity.** Demandez à quelqu'un de te prendre en photo en faisant ton activité.
3. **Send your photos to your teacher or share on the FES Home and School Facebook page.** Envoyer vos photos à votre enseignante ou les partager à Facebook.



“Jump, jump, jump a rope,
Merrily in the spring,
Hop, hop on each foot,
As fast as you can sing”

Sing to the tune of “Row, Row, Row
Your Boat”



“A sailor went to sea, sea, sea
To see what he could see, see see
But all that he could see, see, see
Was the bottom of the deep blue
sea, sea, sea”



Don't have a skipping rope? / Try these activities instead!

- Ride your bike
- Jump on a trampoline
- Yoga
- Dance
- Go for a walk
- Play with a frisbee
- Jumping jacks
- Fly a kite
- Hopscotch
- Hula hoop

Stay tuned for upcoming jump rope demonstrations from our grade 5 student leaders. Videos will be posted on the FES Home and School Facebook Page.

Check out these websites for more demonstrations of skipping skills:

http://support.heartandstroke.ca/site/DocServer/1_JumpF20_Skills_Posters_EN_Final.pdf?docID=2485#_ga=2.87278365.424724578.1590486317-1764600822.1589974301

<https://www.youtube.com/channel/UCP68FtlyWk2COofdaUkC9HQ>