

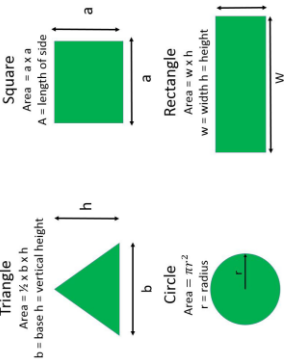



Learning Plan - Grade 7 April 20th -24th

Do the best you can! Focus on life skills, physical activity, mental well-being, creative expression, social responsibility and social connections. Stay healthy and safe!

Every day, students should be *reading* for 30 minutes and getting 30 minutes of *physical activity*.

Math – The theme for the week is “**Earth Day**”. You are encouraged to spend 30 minutes a day on math learning activities. Here are some options for you this week.

| Activity | Materials / resources | Instructions |
|--|--|---|
|  <p>Plan a Garden</p> <p>Triangle Area: $\frac{1}{2} \times b \times h$ Square Area: $a \times a$ Rectangle Area: $w \times h$ Circle Area: πr^2</p> | Pen/Pencil Paper Measuring tool (Ruler, Yard tape, a shoe) | <ol style="list-style-type: none"> 1. Consider the space you have on your property. Would you be able to create a garden? Estimate what size garden do you have space for, and what would the size be? 2. Given the estimated size of your garden, calculate the area. How much space do you have? If you do not have a yard space, consider containers or create a dream garden on paper. Experiment with different garden shapes, mix and match, and present your calculations, which shape would give you the best results? 3. What plants would you plant in your garden and how much space would they need. Calculate what percentage of your garden space would each plant type take. <p>Bonus: Change your percentages to decimals and fractions.</p> |
| <p>Construction Card game</p>  | Cards Dice (If you do not have dice at home) Electronic dice: http://diceroller.co/diceroller2dice | Play Construction with a family member. Instructions are attached below. Or Play any math card games that you have already learned. |
| IXL Suggested Outcomes: N5 – Adding and subtracting fractions N4 – The relationship between percentages, fractions and decimals | Electronic Device. IXL Username and Password https://ca.ixl.com/ | <ol style="list-style-type: none"> 1. Log onto your IXL using the username and password provided by your homeroom teacher. 2. Click Learning, in the top left corner. 3. Click Provincial Curriculum and click Grade 7. 4. Choose an outcome to practice (it does not have to be the suggested outcomes). |

Commented [T(1): @Bolster, Mikayla (ASD-W) this looks good. The only thing I would add would be what N5 & N4 are. Some parents might be confused. It doesn't have to be the exact wording as the outcome, but a brief explanation.

Commented [T(2): @Bolster, Mikayla (ASD-W) I also like how you added the PDF for the game at the bottom of the learning plan.

Commented [B(3): Added a brief description :) It is also translated to French

Construction

Objective: Generate and extend number patterns from a problem-solving context [5.PR(P).4].

Materials: Deck of cards (A=1), 4-sided die.

Players: 2 players.

Rules:

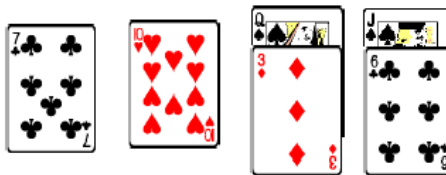
- [1] To begin the game, shuffle the cards well, and deal three cards to each player. Turn over the top card — this is the value at which the pattern starts. If the top card is a face card, simply move it to the bottom of the deck and turn over the next card.
- [2] Now roll the 4-sided die — this is the value of the increment between elements in the pattern. For example, assume the top card was a 3 and the die showed 2; the pattern would be 3, 5, 7, 9, 11, 13 ...
- [3] On a turn a player may play as many cards as s/he can, as long as they follow the pattern. If a player can not play a card s/he draws a card and adds it to his/her hand, but the player does not get to play on that turn.
- [4] All face cards count as 10's when placed together with any other card. For example a J together with a 4 (place the 4 on top with the J showing underneath) counts as 14.
- [5] The first player to get rid of all of his/her cards is the winner, or play continues until the draw pile is exhausted. If the draw pile becomes exhausted, players count the number of cards in their hands. The player with the fewest number of cards is the winner. NOTE: it is very difficult to get rid of all of your cards, and in some patterns it may be impossible!

Adaptations:

- [1] Have more than one pattern 'on the go' at any one time. A player who draws a K may start a new pattern.
- [2] For a simpler game, play that the cards must be lined up in suits, that is, a row of ♠, ♣, ♦, and ♥ which are laid in ascending order starting with the A.

Construction

Example: The cards below show this pattern 7, 10, 13, 16 ...



Example: The cards below show this pattern 9, 13, 17, 21 ...

