



Learning Plan - Grade 7 April 20th - 24th FI

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 – Les thèmes pour cette semaine sont le **Réchauffement de la planète et la pollution**. Je t'encourage à passer 30 minutes par jour à travailler sur les activités de **Math**. Voici des activités que tu peux compléter.

Activités	Matériaux/ ressources	Directives
<p>Planifier un Jardin</p> <p>Triangle: $A = \frac{1}{2} \times b \times h$ Carré: $A = a \times a$ Rectangle: $A = w \times h$ Cercle : $A = \pi r^2$</p>	<p>Crayon</p> <p>Papier</p> <p>Instrument de mesure (règle, ruban à mesurer, un soulier)</p>	<ol style="list-style-type: none"> 1. Considère l'espace que tu as dans ton arrière-cour. Peux-tu avoir un jardin ? Estime l'espace que tu auras pour un jardin, qu'elle dimension aura ton jardin ? 2. Prend l'estimation de ton jardin et calcule la superficie. C'est quoi ta réponse. Si tu n'as pas une cour, considère des contenant, ou créer ton jardin de rêve sure papier. Expérimenter avec des différentes formes géométriques, mélanger et combiner, et présent tes calculs. Quelle forme te donne le meilleur résultat? 3. Quelle plants, planterais-tu dans ton jardin ? combien 'espace a tu besoin pour chaque plant ? Calcule le pourcentage d'espace que chaque type de plant prendra dans ton jardin. <p>Boni : Change les pourcentages en fraction et nombre décimaux.</p>
<p>Joue Construction</p>	<p>Carte</p> <p>Dés ou Dés électronique: http://diceroller.co/diceroller2dice</p>	<p>Joue Construction avec un membre de la famille. Directives ci-dessous.</p> <p>Où</p> <p>Joue un jeu de math que tu as déjà appris.</p>
<p>IXL</p> <p>Suggestion d'objective:</p> <p>N5 – Addition et soustraction des fraction.</p> <p>N4 – Relation entre pourcentage, fraction et décimaux.</p>	<ul style="list-style-type: none"> - Appareille électronique - IXL Identifiant et mot de passe - https://ca.ixl.com/ 	<ol style="list-style-type: none"> 1. Connecter a IXL. Utilise l'identifiant et le mot de passe que votre enseignant vous avez fourni. 2. Click Learning, dans le coin supérieur à gauche. 3. Click Provincial Curriculum et click Grade 7. 4. Choisi un objective à pratiquer.

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:

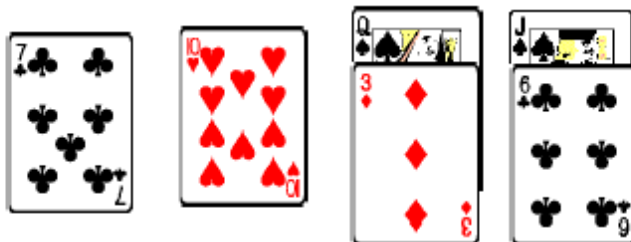
- [1] To begin the game, shuffle the cards well, and deal three cards to each player. Turn over the top card — this is the value at which the pattern starts. If the top card is a face card, simply move it to the bottom of the deck and turn over the next card.
- [2] Now roll the 4-sided die — this is 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 ...

