

WEEK: APRIL 27th - May 1st (Gr. 5-Gr.8 Calendar)

MONDAY
April 27

AM ACTIVITY: BOOM! POW!

INSTRUCTIONS:

Write some new words:

- Take a song you know really well and write new words to go along with the tune.
- Some good tunes to try are Twinkle, Twinkle Little Star, Mary Had a Little Lamb, Happy Birthday, or the tune of any other song you choose!
- Perform your new songs for your family.



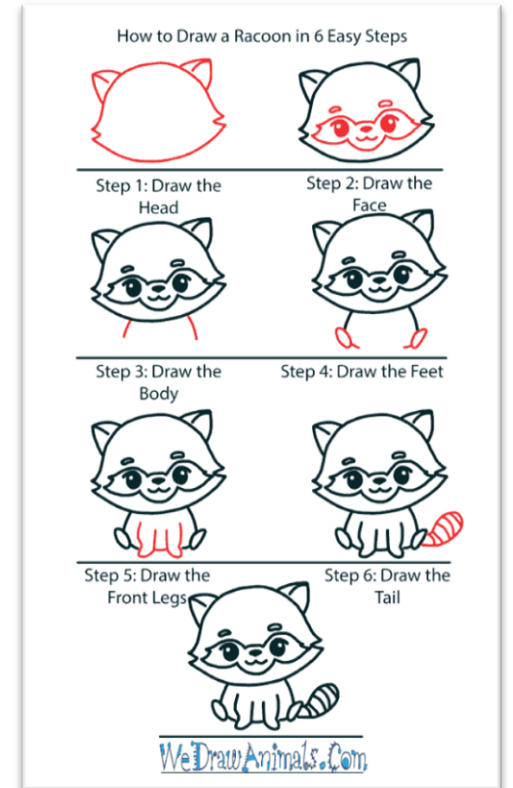
PM ACTIVITY: I CAN DRAW A CUTE RACCOON

INSTRUCTIONS:

1. After you have drawn your raccoon take them on an adventure.
2. Write a short story, draw a comic, or draw a picture with thought/word bubbles with dialogue
3. What is the setting of the story?
4. Are there any other characters other than your raccoon?
5. Who is the protagonist/antagonist of the story?

Protagonist: the main figure or one of the most prominent figures in a real situation

Antagonist: a person who actively opposes or is hostile to someone or something; an adversary (the “bad guy”)



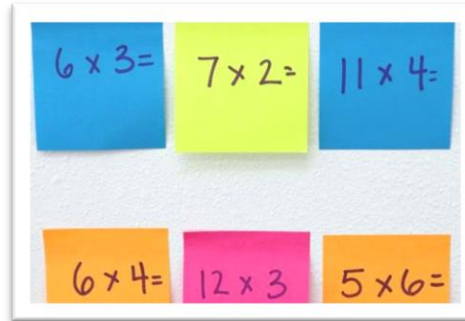
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Tuesday April 28

AM ACTIVITY: DECODE A SECRET MESSAGE.....WITH MATH!

INSTRUCTIONS: Help your child improve his or her math skills by writing a secret message he or she has to decode to read.

1. First, decide what your message will be, assigning a number to each letter in your message.
2. Create math equations that match the answers needed to reveal the message.



Number Substitution Cypher

A	B	C	D	E	F	G	H	I	J
1	2	3	4	5	6	7	8	9	10

K	L	M	N	O	P	Q	R	S	T
11	12	13	14	15	16	17	18	19	20

U	V	W	X	Y	Z
21	22	23	24	25	26

3. Then, create a decoder list that includes each letter of the alphabet you child will use to decode the message.

PM ACTIVITY: READ, READ, READ

INSTRUCTIONS:

Think about the last great thing you read at school. As you think about that story think about the following questions:

1. If you could be one of the characters in the story who would you be and WHY?
2. If you had to choose one character from your story to trade places with for 24 hours who would it be, and WHY?
3. If one main event in the story could change what would it change too?
4. What message do you think the author was trying to convey throughout this story?



ACTIVITY: Create a new ending for the story. Add new characters, a new setting anything that will drastically change what originally happens at the end.

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<p>Wednesday April 29</p>	<p>AM ACTIVITY: BUILD VOCABULARY WORD JAR</p>	<p>PM ACTIVITY: Kick the can</p>											
	<p>INSTRUCTIONS: Improve vocabulary skills with your child by creating a word jar.</p> <ol style="list-style-type: none"> Fill a jar with pieces of paper that have a different word on each. Each day, let your child draw a word from the jar and ask him or her to define it. Challenge your child to use that word in his or her conversations throughout the day. You can adapt this activity for your child's grade level, and help him or her build vocabulary skills by adding more challenging words each week. <table border="1" data-bbox="774 479 1464 1432"> <tr> <td data-bbox="774 479 948 836"> <p>Gobbledegook Gobbledegook is incoherent babbling in a fashion that makes no sense amounting to random words and noises to your listeners.</p> </td> <td data-bbox="948 479 1123 836"> <p>Pochemuchka A Russian term used when a person asks too many questions.</p> </td> <td data-bbox="1123 479 1298 836"> <p>Chiaroscuroist A term used to describe an artist who specializes in chiaroscuro (pictorial representation of light and dark and its effect on composition)</p> </td> <td data-bbox="1298 479 1464 836"> <p>Logorrhea Logorrhea is a term used when an individual is excessive and incoherent in talkativeness and wordiness.</p> </td> </tr> <tr> <td data-bbox="774 836 948 1104"> <p>Handkerchief a decorative pocket accessory or as a tissue you don't throw out</p> </td> <td data-bbox="948 836 1123 1104"> <p>Pronunciation Pronunciation is the act in which a word is spoken.</p> </td> <td data-bbox="1123 836 1298 1104"> <p>Intelligence</p> </td> <td data-bbox="1298 836 1464 1104"> <p>Weird</p> </td> </tr> <tr> <td data-bbox="774 1104 948 1432"> <p>Pharaoh This term is used to refer to the ruler of ancient Egypt and like an ancient Egyptian ruler.</p> </td> <td data-bbox="948 1104 1123 1432"> <p>Misspell</p> </td> <td data-bbox="1123 1104 1298 1432"> <p>TOP 10 MOST MISSPELLED WORDS (JUST SOME SUGGESTIONS TO GET YOUR STARTED)</p> </td> <td data-bbox="1298 1104 1464 1432"></td> </tr> </table>	<p>Gobbledegook Gobbledegook is incoherent babbling in a fashion that makes no sense amounting to random words and noises to your listeners.</p>	<p>Pochemuchka A Russian term used when a person asks too many questions.</p>	<p>Chiaroscuroist A term used to describe an artist who specializes in chiaroscuro (pictorial representation of light and dark and its effect on composition)</p>	<p>Logorrhea Logorrhea is a term used when an individual is excessive and incoherent in talkativeness and wordiness.</p>	<p>Handkerchief a decorative pocket accessory or as a tissue you don't throw out</p>	<p>Pronunciation Pronunciation is the act in which a word is spoken.</p>	<p>Intelligence</p>	<p>Weird</p>	<p>Pharaoh This term is used to refer to the ruler of ancient Egypt and like an ancient Egyptian ruler.</p>	<p>Misspell</p>	<p>TOP 10 MOST MISSPELLED WORDS (JUST SOME SUGGESTIONS TO GET YOUR STARTED)</p>	
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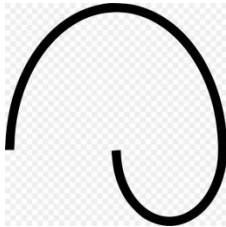
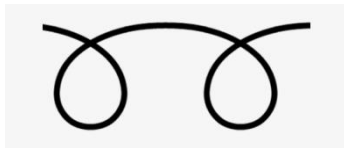
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Thursday April 30

AM ACTIVITY: THINK OUT OF THE BOX THURSDAY

INSTRUCTIONS:

- Complete the following three drawings by turning the object into something new

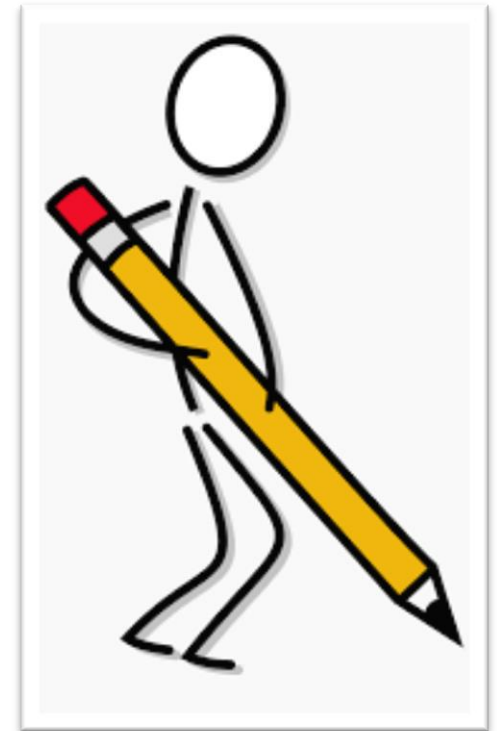


PM ACTIVITY: Let's put the pen to the paper....

INSTRUCTIONS:

Pick 3 out of the 5 writing prompts and write 3 detailed sentences about each writing prompt you choose.

1. Would you rather **be really, really smart or really, really athletic** WHY?
2. Write detailed instructions about how to build a tree house.
3. Write a story about a bird that only YOU can understand when it chirps.
4. Write a story about a happy monster.
5. Would you rather be the **creator of FACEBOOK or the creator of SNAPCHAT?** WHY?



WEEK: APRIL 27th- May 1st (Gr. 5-Gr.8 Calendar)

Friday May 1th

AM ACTIVITY: Swirly, whirly TORNADO

INSTRUCTIONS:

1. Fill the jar 3/4 full of water.
2. Put in one teaspoon of vinegar and one teaspoon of dish soap.
3. Sprinkle in a small amount of glitter (if you have some on hand)
4. Close the lid and twist the jar to swirl the water and see a vortex like a tornado form in the center of the jar.



PM ACTIVITY: Statues

INSTRUCTIONS:

A person starts out as the "Curator" and stands at the end of a field or yard

1. Everyone else playing stands at the far end (distance depends upon playing area selected).
2. The object of the game is for a "Statue" to tag the Curator, thereby becoming the Curator and resetting the game.
3. The Curator turns their back to the field, and the "Statues" attempt to race across and tag the Curator.
4. Whenever the Curator turns around, the Statues must freeze in position and hold that for as long as the Curator looks at them. The Curator can even walk around the Statues, examining them. However, the Curator needs to be careful – whenever the Curator's back is turned, Statues are allowed to move.
5. If a Statue is caught moving, they are sent back to the starting line to begin again and if a statue gets sent back they must go all the way back.

