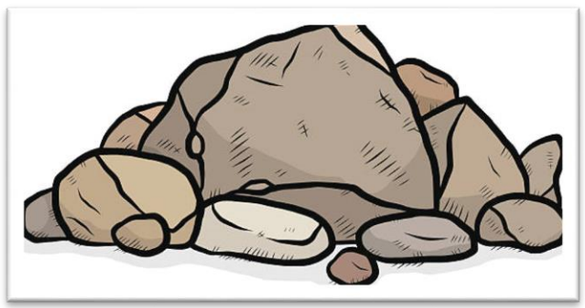
WEEK: June 9th-June 15th (K-4 Calendar)

Tuesday June 9th	**AM ACTIVITY: Rock On!**	**PM ACTIVITY: Catching Rays**
	INSTRUCTIONS: **Challenge:** Make a rock, Your rock should be hard to the touch **Materials:** pebbles, soil, sand, clay, white glue, plastic wrap **Questions to consider:** 1. Can your rock be used to build something? 2. Would it make a good road? 3. Name your rock and create an information card that describes its name, colour, hardness, and other special characteristics. 	**INSTRUCTIONS:** **Challenge:** Create a way for the penguin `egg` to stay on the top of both feet as you waddle across the room **Materials:** small rocks, jumbo plastic egg (or something similar), small coins, cotton balls or pom-poms, rubber bands, and string **Use more than one material to help you** **Questions to consider:**  1. What do you know about penguins? Research some interesting facts about penguins that will help you throughout this challenge - **How are their bodies built** - **How do their feet help them to hold eggs** 2. Is there another material that you could try that you think would work better

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Wednesday June 10th	**AM ACTIVITY: Up, up, and away!**	**PM ACTIVITY: Climbing water**
	INSTRUCTIONS: **Challenge:** Design a seed cover that moves a falling seed away from the base of a tree. It should not fall straight down when dropped **Materials:** sunflower seeds (or any type of seed), paper, paper clip, scissors, tape **HINT:** Look at paper helicopters. How could a propeller help your seed move? **Questions to consider:** 1. How would your cover help a tree survive better? What changes could you make for different types of environments? 2. What materials could you use to create a vehicle that the wind carries far away? 	**INSTRUCTIONS:** Challenge: Make a trampoline for a ball to bounce on Materials: Rubber bands, small cardboard boxes, felt (or any type of scrap material), plastic wrap, small ball, paper clip HINT: There needs to be a space below the rubber bands, Create a surface for the ball to bounce on Questions to consider: 1. How does using different sizes of rubber bands affect how high the ball bounces? Try different sizes and lengths. 2. How high does the ball bounce? What is the highest you can get it to bounce? 

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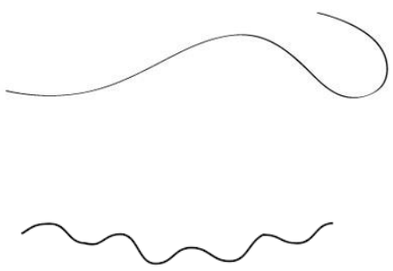
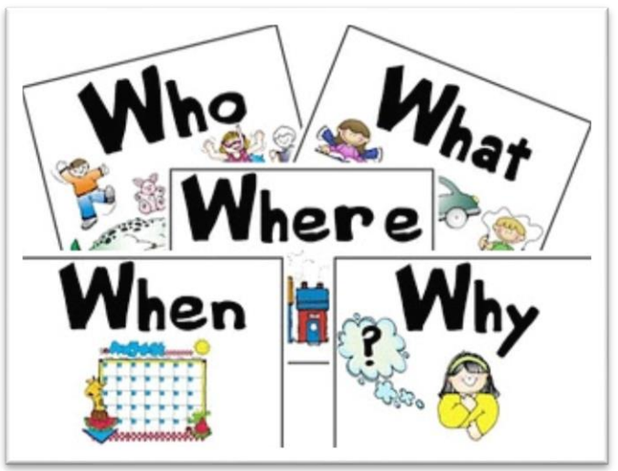
Thursday June 11th	**AM ACTIVITY: Think out of the Box Thursday**	**PM ACTIVITY: The five Ws**
	INSTRUCTIONS: Complete the following two drawings by turning the object into something new  	**INSTRUCTIONS:** **THE "W" GAME** - Read one of your favourite stories with your child - After you are done reading talk with your child about the story asking them questions using the five W's ➔ WHO, WHAT, WHERE, WHEN AND WHY e.g. **Who** was the main character in the story, and how do you know this? **What** time of year do you think this story takes place? **Why** do you think the problem occurred in the story? **What** could one of the characters have done to solve the problem or prevent it? 

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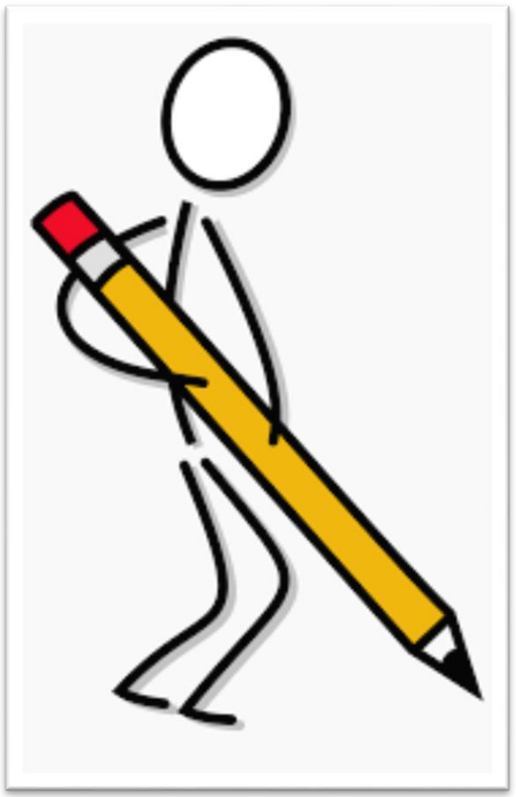
Friday June 12th	AM ACTIVITY: Math Bingo	PM ACTIVITY: Let's talk about it
	INSTRUCTIONS: 1. Remove the face cards and have each student lay out a 4 x 4 playing "board" of cards. 2. Remaining cards (or another deck) are placed face down, and a caller flips over a card. 3. Any player who has that number on their board turns the card face down. 4. Play continues until one player has a row flipped over horizontally, vertically, or diagonally and calls "Bingo!" 	**INSTRUCTIONS:** Pick 3 out of the 5 prompts and talk about 3 of them with your child giving lots of detail to their sentences 1. Imagine you have become the fastest person in the world. What would be the first thing you would do, and WHY? 2. What would you do if you were in the middle of a farmer's field and it started pouring rain? 3. What would you do if you were the inventor of Facebook? 4. What would you do if you suddenly woke up in another country and no one understood a word you said? 5. What if you were a bumble bee, what would your day be like? 

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<tr><td>Monday June 2nd</td><td>AM ACTIVITY: Risky Math</td><td>PM ACTIVITY: Fraction Board Game</td></tr>
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INSTRUCTIONS:
Players choose one or two cards from a center circle of 10 cards lying face down, and add them up on their score sheet. Be careful though; whoever chooses the last card in the circle has to add 25 points to his score! The player who ends up with the lowest score is the winner.


What You Need: Deck of cards Scratch paper, one sheet per player Pencils, one per player
What You Do:
1. Have one player shuffle the deck and place 10 cards face down, in a circle on the center of the table.
2. Announce the point system to the players. For the purposes of this game jacks= 11, queens= 12, kings= 13, and Aces= 1. Players have the option of choosing either one or two cards.
3. Ask one player at a time to choose either one or two cards from the center circle of cards. Why wouldn't you take two? Well...if a player draws a 7 or a jack they must subtract 7 or 11, respectively, from their score.
4. Players should write down their scores, either the amount (positive or negative) of one card, or the sum or difference of the two cards on scratch paper.
5. The player in the group who chooses the last card has to add 25 points to their score.
6. Deal another 10 cards and keep the game going for another 10 rounds.
7. Whoever has the lowest score wins!
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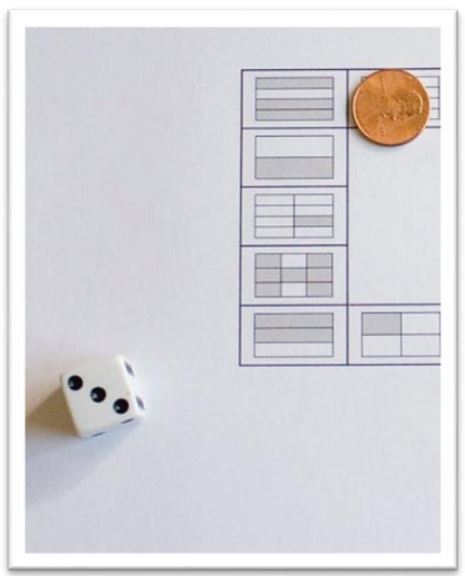
INSTRUCTIONS:
Review fractions with this easy-to-make board game. Your kid will practice describing fractions out loud in order to roll the die and move ahead. Once you've mastered the board, create another! You'll be able to match the game with any ability level.

What You Need: One die A place marker for each player (a bean, coin, etc.) Piece of paper Pen or marker Ruler (optional)

What You Do:
1. Create your game board. We chose to create a printout featuring series of interconnected cells with visual representations of a different fraction contained in each cell (see picture). However, it's pretty easy to draw a game board using a pen and ruler. Make sure to include a finish line as part of your game board.
2. Each player should pick out a place marker and put it at the starting point on the game board.
3. Players take turns rolling the die. Each player's roll determines how many cells they get to move.
4. Beginning in the second round, a player must say the fraction aloud shown inside their marker's space before they can roll.
5. Only one marker may occupy a space.
6. The first player to reach the finish line wins!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