

ELEMENTARY – GRADE 3
Week of April 13th 2020

Sensational Writing!

Information for students

- Imagery is a literary device that allows readers to develop a mental picture of what they are reading. In order for imagery to be effective, it must appeal to our five senses – sight, sound, taste, smell and touch. Good writers use their senses to produce descriptive and sensational writing.
- Listen to a reading of David Ezra Stein’s picture book *Honey*:
<https://www.youtube.com/watch?v=oLYuwLqXEo>
- With a family member, discuss what the bear sees, hears, smells, tastes and touches/feels throughout the story.
- With a parent’s help, get yourself a snack. But don’t eat it yet! You will use this snack as inspiration to write a “sensational” poem.
- The writing challenge is that you cannot use the name of your snack. For example, if your snack is an apple – a healthy snack option! – you cannot write the word *apple*.
- On a sheet of paper, write 1-2 sentences related to each of the five senses when considering your chosen snack:
 - look at your snack and describe what you see
 - hold your snack in your hand and describe what you feel
 - take a small bite of your snack and describe what sound it makes as you chew
 - hold your snack up to your nose and describe what it smells like
 - take a big bite of your snack and describe the taste
- Take some time to revise your sentences so that it all reads as a free-flowing poem.
- Present your poem to a family member or call a friend and read the poem to them. Can they guess what your snack was?

Materials required

- Device with Internet access
- Paper and writing materials
- A healthy snack

Information for parents

- Help your child find the link to the video of the book being read aloud.
- Engage your child in a discussion about the book. Discuss the vocabulary used as well as examples of descriptive writing.
- Help your child choose a healthy snack that will serve as motivation for their writing.
- Support your child as they consider and write about each of the five senses in relation to their snack (ask open ended questions, give them strategies to sound out words if they have difficulty with spelling, lend an ear as they read the poem aloud before making revisions).

Win 1000¹

Information for students

- The goal of the **Win 1000** activity is to get 1000 (or more) on your “Place-Value Chart” before the other players!
- Using dice and your “Place-Value Chart”, challenge a sibling or parent to compete in the race to 1000! You can also complete the activity individually and see how long it takes you to get to 1000.

Materials required

- Pencil
- Two dice
- “[Place-Value Chart](#)” and “[Win 1000 Rules Handout](#)” found in this document.

Virtual Base-ten blocks (optional) <https://apps.mathlearningcenter.org/number-pieces/>

Information for parents

For this activity, parents can print the “Place-Value Handout” for each player and provide two different-- coloured dice (*Note: If coloured dice are not available, take note which die represents the tens and which die represents the ones.*)

Parents will read out “Rules Handout” with the players.

Parents can also play.

The first person to get to 1000 wins the game.

Activity details

In this activity, children will practice:

- Adding two-digit numbers with re-grouping.

Parent can:

- Have their own “Place-Value Chart” to play with their children.
- Check the result of the required operation each time.
- Allow their children to use addition.

¹ Inspired by: Dacey, L., Gartland, K., & Bamford Lynch, J. (2015) *Well Played, K-2: Building Mathematical Thinking Through Number Games and Puzzles, Grades K-2*. Portsmouth, NH: Stenhouse

- Allow their children to use paper and pencil to do their calculations.
- Allow their children to use the Math Learning Center (Number Pieces) website.

Win 1000 Rules

1. Each player starts with a “Place-Value Chart” and a pencil.

Each player will take turns rolling the dice.



2. On your first turn, roll the dice and record the number of tens and ones on the “Place-Value Chart”.

One dice represents the tens and the other represents the ones.

If your first roll is:

Tens



Ones



You have rolled 2 tens and 6 ones.

3. Player 2 takes a turn and records their roll.

4. On your second turn, roll the dice and record the number of tens and ones on the “Place-Value Chart”.

If your second roll is:

Tens



Ones



You have rolled 3 tens and 4 ones.

5. If you can make a trade for a greater place value, then you can do so! (Remember to re-group)

Check out the example on the right:

From the first two rounds, you now have a total of 5 tens and 10 ones.

You can trade in 10 ones for 1 ten, so you have a total of 6 tens or 60.

6. Repeat.

The first player to show 1000 or more on their “Place-Value Chart” wins!

Place-Value Chart

Thousands	Hundreds	Tens	Ones

Let's Discover: Experiments!

Information for students

- Follow these funny characters and discover experiments you can do at home with your family.
- Tell your parents there is a newsletter for parents with more experiments for exploring.
- Here is the [link](#).
- **Bonus Activity!:** Discover [Scratch](#).

Information for parents

- Have your child watch the video attached to this document.

Staying Fit with Playing Cards

Instructions for students

- Get ready to play cards like you have never done before! First, find a deck of cards and an open space in your home large enough for jumping jacks. Once you are ready, turn over a card from your deck and use the “Pick a Card and Exercise!” table below to complete whichever move is listed next to the card's value. Continue playing for as long as you like!
- As an alternative: If you do not have a lot of time to play, try leaving the deck of cards somewhere in your house that you pass by often. Each time you pass the deck, turn a card over and complete the move listed for it in the table below. All these short exercise breaks will really add up over the day, helping you stay active, healthy and fit.
- It is time for you to take the lead and become the fitness instructor! Choose your own fun exercises for the different cards in your deck and challenge a family member to play along with you.

Pick a Card and Exercise!		
2 = 8 push-ups	3 = 8 hops on each foot	4 = 14 wall push-ups
5 = 14 hops on each foot	6 = jog on the spot for 30 sec.	7 = 8 sit-ups
8 = 8 heel touches	9 = 14 jumping jacks	10 = 14 heel touches
Jack = 8 jumping jacks	Queen = 8 wall push-ups	King = 8 squats
Ace = take a 2-minute break or get a drink of water		

Materials required

- Deck of playing cards (it is okay if some cards are missing)

Information for parents

- Help your child by finding a deck of cards (can be an incomplete deck with missing cards).
- Read the instructions to your child. Explain any exercises they are unfamiliar with.
- Discuss which exercises your child liked the best. Ask them how their body feels after engaging in active play, and how they know that they are making a physical effort.