

Learn from Home: Day 5

Below you will find some activities that students can complete at home. Feel free to mix and match and choose the activities that work best for you and your family.

Children learn in different ways. Students may require supports like modelling, scribing or other ways to demonstrate their learning, like a voice recording or drawing. Children also benefit from movement breaks in between activities. Simple movement breaks include, but are not limited to, walking up and down stairs 3 times, running around the exterior of the house, or a circuit of jumping jacks, lunges or other stretches.

Kindergarten – Grade 3

Focus	Offline	Online
<p>Faith</p> <p>Growing in Faith Growing in Christ Digital Resource</p> <p>Username: GIFGIC_student99 Password: Student99 Caregivers: Click on: “This Week at Home” (Gr 1-3) for Home- School-Parish connections</p>	<p>English Prayer: A Pray for yourself Thank you for the world so sweet; Thank you for the food we eat; Thank you for the birds that sing; Thank you, God, for everything.</p> <p>French Prayer: Lead a prayer in French as you begin/ end your day together as a family or say a short prayer before meals.</p> <p>Activity: List the ways that you are taking care of yourself.</p> <p>What else could you do to build your body, mind and spirit?</p>	<p>English Prayer: A Pray for yourself Thank you for the world so sweet; Thank you for the food we eat; Thank you for the birds that sing; Thank you, God, for everything</p> <p>French Prayer: Learn to say common prayers in French as a family.</p> <p>Gloire au Père</p> <p>Activity: Play this fun game: Prayer 3 in a Row Game</p>

Numeracy

Play this dice game called Reach 100:

REACH 100

Materials: One dice, score cards

Instructions: The object of this game is to create five numbers with a total as close to 100 as possible. For each of the five rounds, players take turns to roll the dice and decide which column (tens or ones) to put the number into. A zero must be placed into the other column for that round. Repeat for the remaining four rounds to create five numbers. Add these numbers. The person with the total closest to 100 wins.

Player A

Round	Tens	Ones	Running Total
1			
2			
3			
4			
5			

Player B

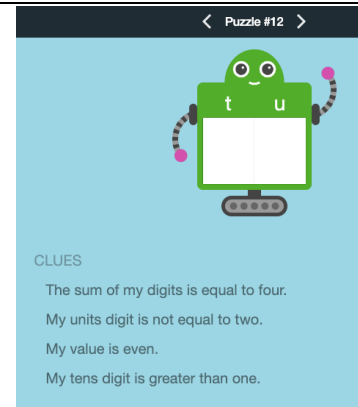
Round	Tens	Ones	Running Total
1			
2			
3			
4			
5			

FRENCH:

ARRIVE À 100 (for instructions in English see above)

Matériaux: un dé, carte de pointage, un marqueur

Try this site called [Who Am I from SolveMe Mobiles](#) In each puzzle, use the given clues to find the secret number. How many puzzles can you solve?



FRENCH:

Practice your patterning skills with [Takatamuser](#) . To keep practicing, find objects in your home and create patterns that you can describe using words you know in French.

Instructions:

1. Joueur A commence en roulant un dé.
2. Joueur A marque sur la carte de pointage le nombre sur le dé dans la colonne dizaine ou unités. (Le joueur doit toujours marquer un zéro dans l'autre colonne.
3. Joueur B prend son tour.
4. Joueur A prend son tour et Joueur B prend son deuxième tour et.
5. Après que chaque joueur ait pris 5 tours, le joueur qui est le plus près à 100 points gagne le jeu.

Joueur A

Round	<u>dizaines</u>	<u>unités</u>	total
1			
2			
3			
4			
5			

Joueur B

Round	<u>dizaines</u>	<u>unités</u>	total
1			
2			
3			
4			
5			

Daily Physical Activity

Today's Game: Red light, Green light.
With a caregiver and/or sibling, one person is chosen to be IT (the **traffic light**) and he/she stands a good distance away from the other player(s) (5+ metres) with his back to them. The other player(s) stand in a line facing IT. When IT calls **Green Light**, the other players move forward as quickly as possible until IT calls out **Red Light** and then spins around. If IT sees any player still moving, then that player is sent back

Take a break!
Pump up the volume ...and dance!
[Fun Pattern Dance.](#)

If possible, reach out to an online friend and do the dance together!

	<p>to the starting point. Game ends when one player is able to gently touch or tag the player that is IT. Try this game whereby player(s) moving forward are only allowed to crawl, hop, skip forward. Have fun and don't take it too seriously!</p>	
<p>Literacy</p>	<p>Draw a picture of one of your favourite characters from a book that you have read. Think about what characteristics you can include in your drawing.</p> <p>FRENCH: Put on a play in French using puppets, figures, dolls, stuffed animals, or costumes. Practice using expression in your voice before having a sibling or caregiver watch your performance. Ask them for feedback about how well you did and one way you can improve for next time.</p>	<p>Record a short video talking about yourself. Ask a caregiver to help you learn how to do this using a device such as a phone or tablet. You may choose to talk about your family, your likes and dislikes, your favourite food and activities, etc.</p> <p>FRENCH: Canadian Parents for French invites K-12 students across Canada to record and post 1-3 minute videos sharing how they are spending their time while away from school and events are cancelled. A minimum of one minute of the video must be in French. More information about this contest can be found here: https://bit.ly/2WHH1z7</p>
<p>Experiential Learning</p>	<p><u>Neighbourhood Window Walk</u> This is an opportunity to engage everyone with a fun community window scavenger hunt. Create a new window activity each day!</p> <p>Day 5: Palm Trees for Palm Sunday!</p> <p>Experiential Learning Reflective Questions</p> <ol style="list-style-type: none"> 1.What do you think? 2.Why do you think that? 3.How do you know this? 4.Can you tell me more? 5.What questions do you still have? 	<p>Go to Free Rice and choose a category that interests you.</p> <p>Participate: see how many grains of rice you can donate Reflect: Why would a site like this exist? How might an organization like this pay for the food it provides? Apply: What things can you do locally, in your own community, to help people who need food?</p>