




















## Home Learning Menu for Grades 4 & 5 Print #1

Please choose up to five activities daily and be ready to share your work with an adult.

<p><b>Math Activity:</b> See directions for <a href="#">Multiplication Tic Tac Toe</a> in the printed materials packet.</p> 	<p>Select a state where a relative lives or where you would like to visit. Think about the places you would like to research or visit. Read and write the answers</p> 	<p>Call a relative and have a conversation with them. Ask them at least four questions about their years as a child. Make a list of what you learned about them that is similar to your life and different from your life</p> 	<p>Make a "Double Entry Diary" T Chart. On the left side, write what occurred in a chapter, on the right side, write what you think will occur in the next chapter. Continue making an entry after and before you read each chapter</p> 	<p>Create math word problems and have other members in your family solve them.</p> 
<p>Gather five random objects from around the house. Describe each without naming the objects. Have family members read your writing and guess what each item is.</p> 	<p>Create a comic strip retelling a story you've read in your own words. Be sure to include all of the important characters, exciting events, conflicts, and resolution</p> 	<p><b>Math Activity:</b> See directions for <a href="#">Factor Captor</a> in the printed materials packet.</p> 	<p>Early birds get the worms...or do they? Do you think it is important to be early or on time to an event? Write a speech to convince others that your position is right.</p> 	<p>Create three character trading cards. Remember to include the character's name, an image, and at least five characteristics for each character.</p> 
<p>Play pictictionary with objects found around the house</p> 	<p><b>Earth Inspiration:</b> What is your favorite creature on our planet? Share information about this creature and teach someone at home some new facts!</p> 	<p>Take a walk and record all the sights, smells, sounds, and feelings you had while on this walk. Create a written document (poem, picture with labels) about the experience.</p> 	<p>Think about an invention that would make your life easier. What would it be? How would it work? Describe your idea in the genre of writing of your choice.</p>	<p>Rewind back to a moment in your life where you felt a strong emotion- pride, surprise, anger, sadness...tell the story any way you like (poem, cartoon, narrative, etc.).</p> 
<p><b>Math Activity:</b> See directions for <a href="#">Visual Patterns</a> in the printed materials packet.</p> 	<p>Bake a family favorite recipe with an adult. Double or 1/2 the recipe and convert the ingredients</p> 	<p>Create a new book jacket for the novel you are reading. Remember to include a summary about the author and an eye-catching cover image.</p> 	<p>Invent a superhero, draw a picture and then write about your hero's super powers. Bonus round: write a story about your superhero solving a problem and saving the day.</p> 	<p><b>Math Activity:</b> See directions for <a href="#">Close to 1000</a> in the printed materials packet.</p> 

\*Feel free to modify activities and substitute materials



4th/5th





## **Tic-Tac-Toe Sums**

### **Object**

Be the first team to get four sums in a row ( horizontally, vertically or diagonally).

Divide into two teams (Xs and Os).

1. Team X selects two addends by placing a marker on the numbers (0-12) to add. The sum is circled by placing an X on the grid.
2. Team O may move one marker to make a new sum and place an O on the grid.
3. Teams alternate moving one marker at a time and continue placing Xs and Os until a team has marked four sums in a row.
4. After several games, players should discuss their strategies.

## Tic-Tac-Toe Products

1	2	3	4	5	6
7	8	9	10	12	14
15	16	18	20	21	24
25	27	28	30	32	35
36	40	42	45	48	49
54	56	63	64	72	81

1 2 3 4 5 6 7 8 9

# Factor Captor

## Materials

Factor Captor Gameboard

Counters (48 for grid 1 70 fr grid 2)

## Additional Materials

Scratch Paper and pencils

Players: 2 (or 2 teams)

Object: To have the higher total score

1. Players choose a grid (beginner or advanced). To start the first round, Player 1 chooses a 2 digit number on the number grid, covers it with a counter, and records the number on scratch paper. This is Player 1's score for the first round.
2. Player 2 covers all of the factors of Player 1's number. Player 2 finds the sum of the factors and records it on a scratch paper. This is player 2's score for the round.
3. If player 2 missed any of the factors, Player 1 can cover them with counters and add them to their score.
4. In the next round, players switch roles. Player 2 chooses a number that is not covered by a counter. Player 1 covers all of the factors of that number and the scores are recorded.
5. Any number that is covered by a counter is no longer available and may not be used again.
6. The first player in a round may not cover a number that is less than 10 unless no other numbers are available.
7. Play continues with players trading roles each round until all numbers on the grid have been covered. Players then calculate their total scores. The player with the higher score wins the game.

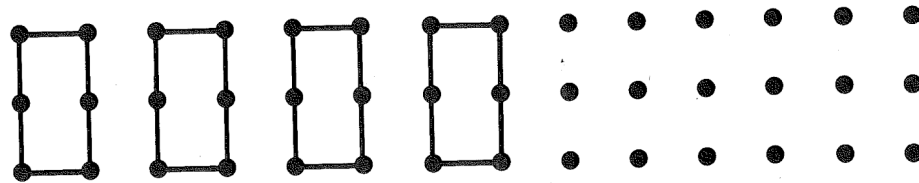
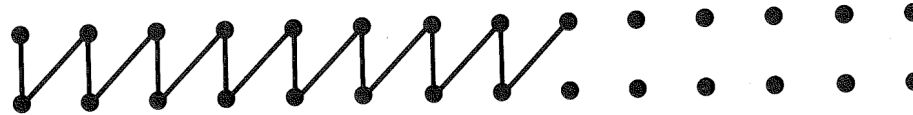
Factor Captor Grid						
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3	3	3	3	4	4	4
4	5	5	5	5	6	6
6	7	7	8	8	9	9
10	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	30
32	33	34	35	36	38	39
40	42	44	45	46	48	49
50	51	52	54	55	56	60

**Captor del Divisor**

Materiales para el juego (por grupo)

# LINE PATTERNS

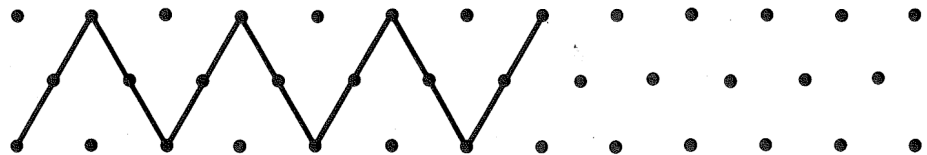
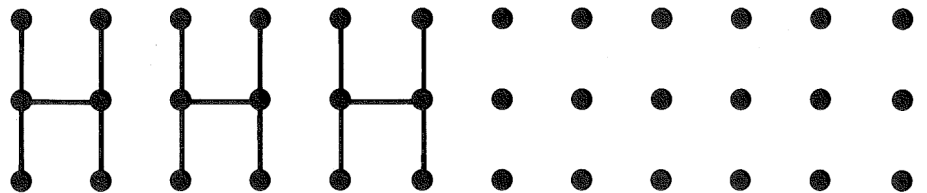
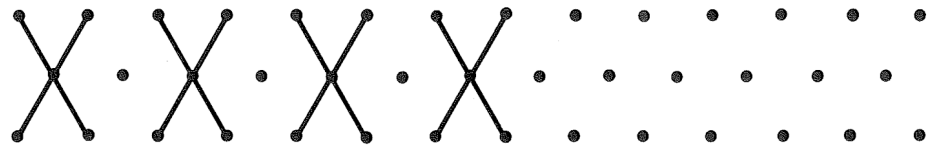
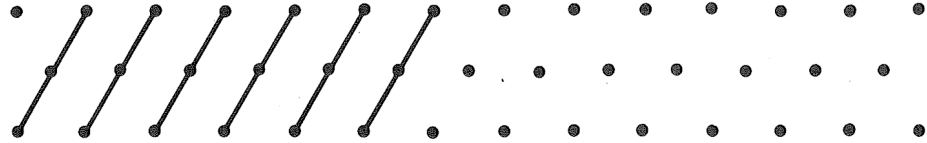
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# MORE LINE PATTERNS



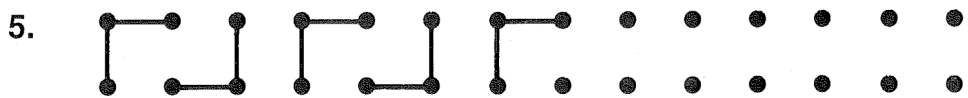
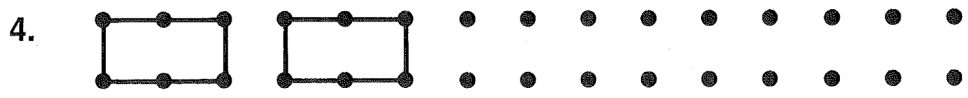
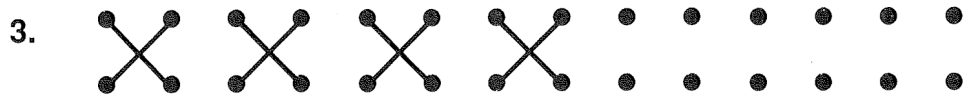
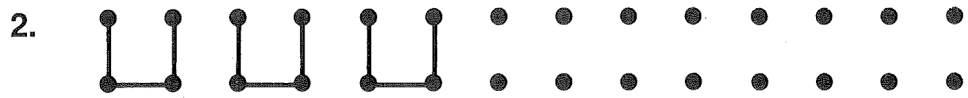
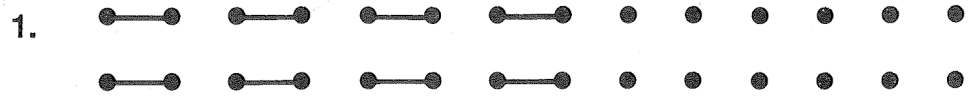
Continue each pattern.



# LINES AND SHAPES (I)



Continue each pattern.



# MORE LINES AND SHAPES (I)



Continue each pattern.

1. A sequence of four squares, each formed by four dots connected by lines. To the right is a 2x6 grid of dots for continuation.

2. A sequence of four zig-zag shapes. Each shape starts with a vertical line down, followed by a horizontal line right, a vertical line up, a horizontal line right, a vertical line down, and a horizontal line right. To the right is a 3x6 grid of dots for continuation.

3. A sequence of four mountain shapes. Each shape starts with a vertical line down, followed by a diagonal line up to the right, a diagonal line down to the right, and a vertical line down. To the right is a 3x6 grid of dots for continuation.

4. A sequence of three diamonds, each formed by four dots connected by lines. To the right is a 3x6 grid of dots for continuation.

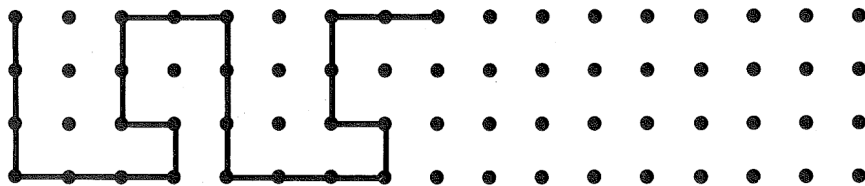
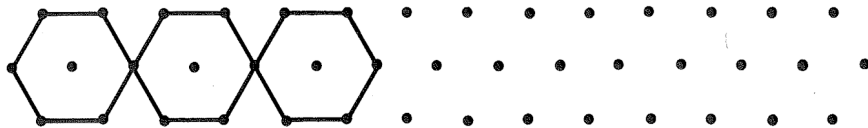
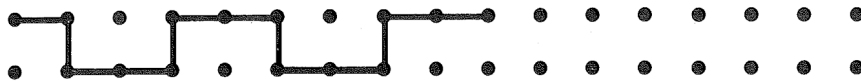
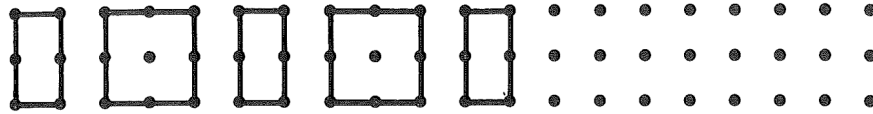
5. A sequence of four stepped shapes. Each shape starts with a vertical line down, followed by a horizontal line right, a vertical line down, a horizontal line right, a vertical line down, and a horizontal line right. To the right is a 3x6 grid of dots for continuation.



# REPEAT THE PATTERN (I)



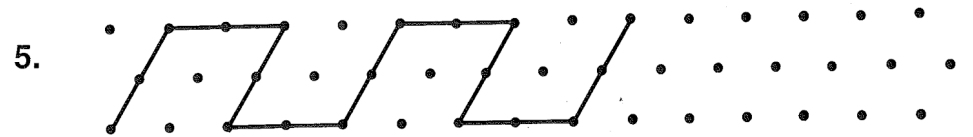
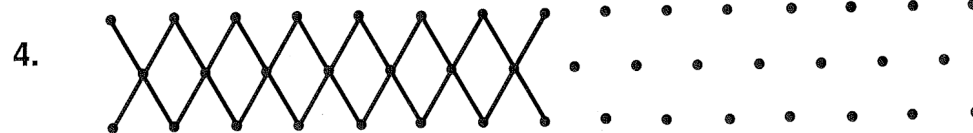
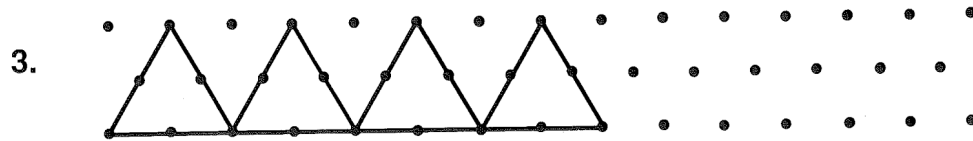
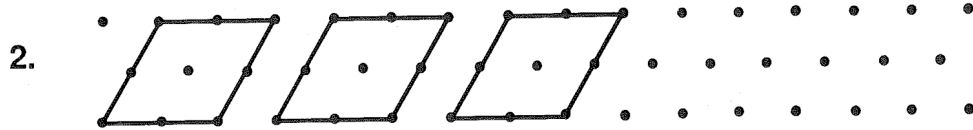
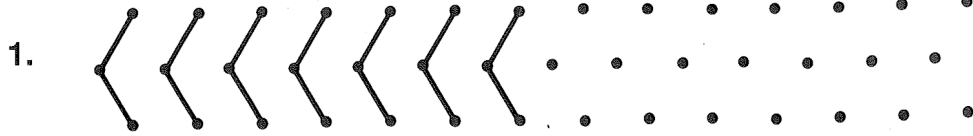
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## LINES AND SHAPES (II)



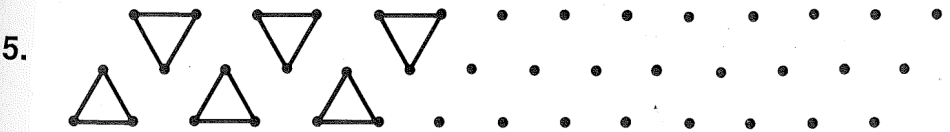
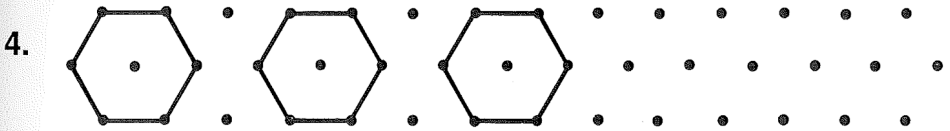
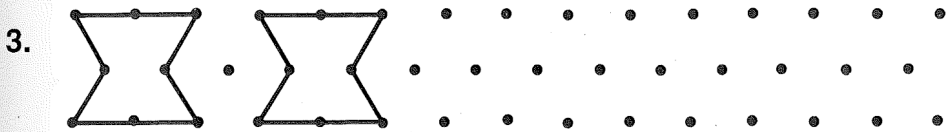
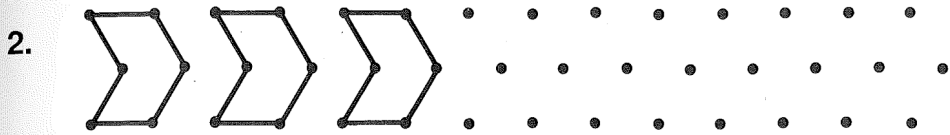
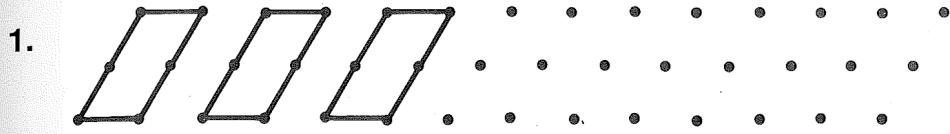
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## MORE LINES AND SHAPES (II)



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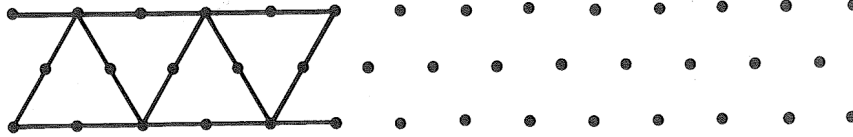


# REPEAT THE PATTERN (II)

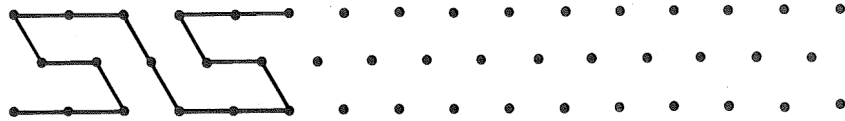


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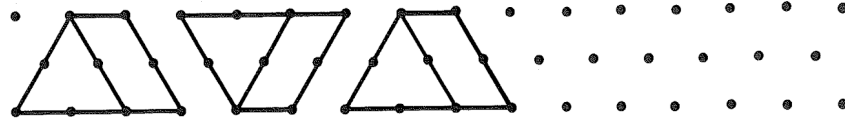
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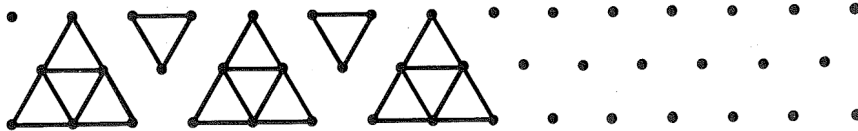
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3.



4.



# REPEAT THE PATTERN (III)



Continue each pattern.

1.

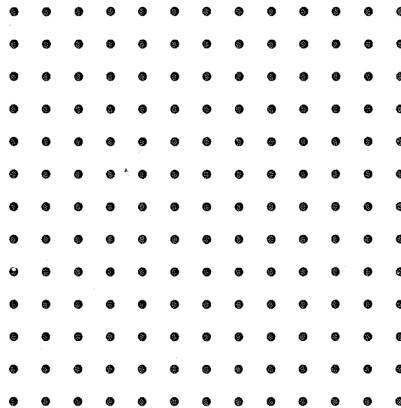
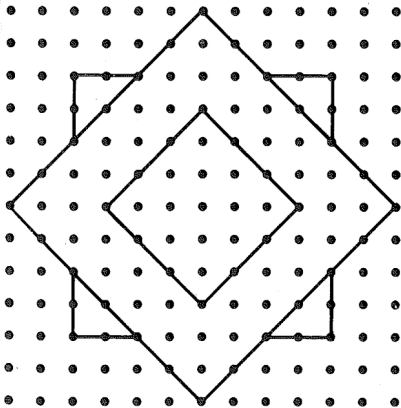
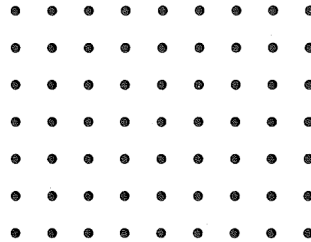
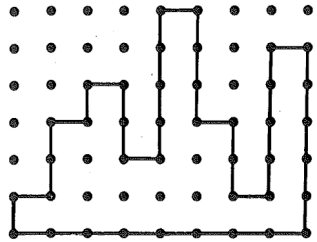
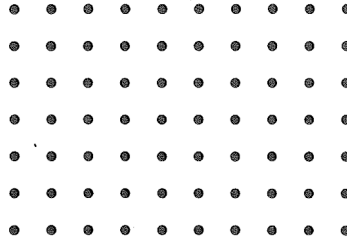
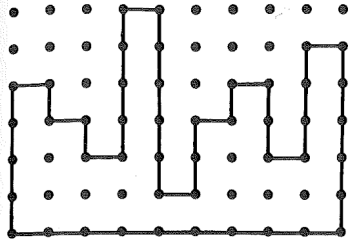
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# DOT DESIGN (I)

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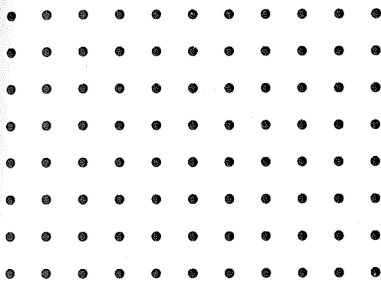
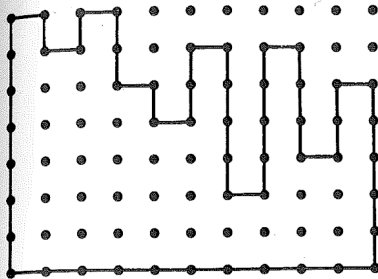


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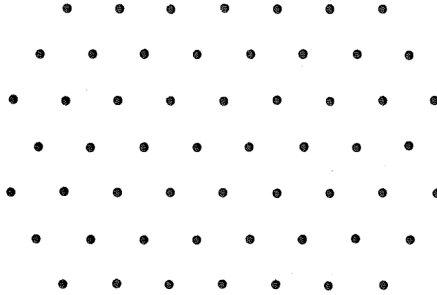
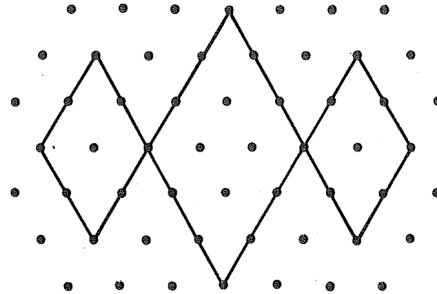
## DOT DESIGN (II)

Copy each design.

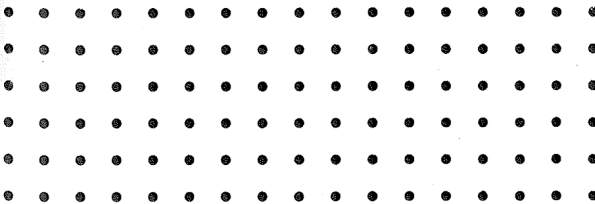
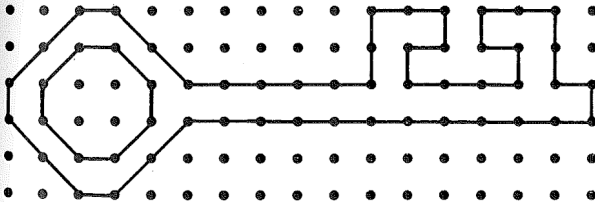
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2.

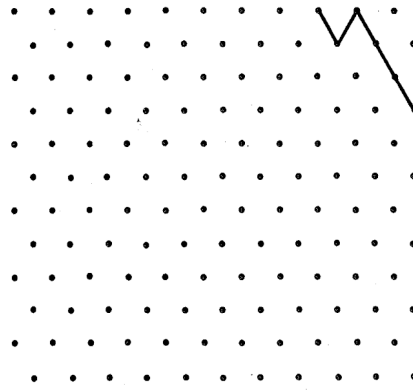
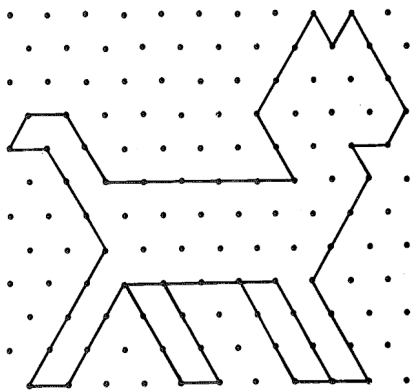
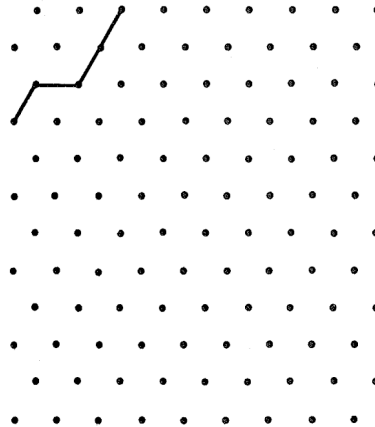
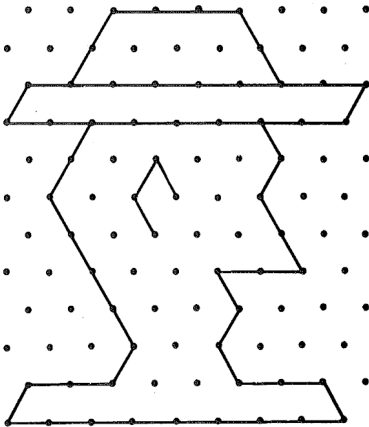
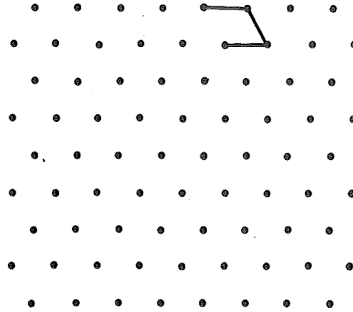
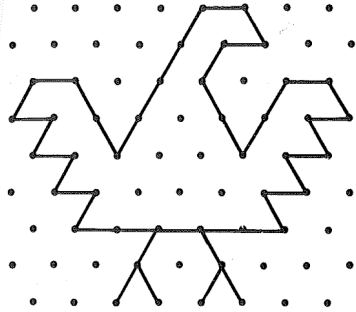


3.



## MORE DOT DESIGNS (I)

Copy each picture. Start at the lines given.





## Materials

One deck of Numeral Cards

Close to 1000 Score Sheet for each player

**Players:** 1,2, or 3

## How to Play

1. Deal out eight Numeral Cards to each player.
2. Use any six cards to make two numbers. For example, a 6, a 5, and a 2 could make 652, 625, 526, 562, 256, or 265. Wild Cards can be used as any numeral. Try to make two numbers that, when added, give you a total that is close to 1000.
3. Write these numbers and their total on the Close to 1000 Score Sheet. For example:  $652 + 347 = 999$ .
4. Find your score. Your score is the difference between your total and 1000.
5. Put the cards you used in a discard pile. Keep the two cards you didn't use for the next round.
6. For the next round, deal six new cards to each player. Make more numbers that come close to 1000. When you run out of cards, mix up the discard pile and use them again.
7. After five rounds total your scores. Lowest score wins!

## Scoring Variation

Write the score with plus and minus signs to show the direction of your total away from 1000. For example: if your total is 999, your score is -1. If your total is 1005, your score is +5. The total of these two scores would be +4. Your goal is to get a total score of five rounds that is close to 0.

Name \_\_\_\_\_

Date \_\_\_\_\_

**Student Sheet 19**

**Close to 1000 Score Sheet**

**Game 1** **Score**

Round 1: \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_

Round 2: \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_

Round 3: \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_

Round 4: \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_

Round 5: \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_

TOTAL SCORE \_\_\_\_\_

.....  
**Game 2** **Score**

Round 1: \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_

Round 2: \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_

Round 3: \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_

Round 4: \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_

Round 5: \_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_

TOTAL SCORE \_\_\_\_\_