November AIG Newsletter

2nd Grade

Reading: Students will start AIG this month. We will begin with our Ancient Greece Civilizations and Myths extension from the regular classroom. We will spend time learning more about myths, creating an additional God/Goddess and writing their own Myth for that character.

Math: Students will be introduced to Breakout EDU and how we use it in our program. We will focus on Addition and Stubtraction skills.

3rd Grade

Reading: Students will be extending their learning about the human body. They will dissect owl pellets this month and analyze the bones they find and categorize them based on attributes. We will also compare them to the human skeleton.

Math: Students will be using their math skills, including multiplication and area, to complete a restaurant layout. They will design a layout following specific requirements, complete questions that go along with their creation and create a digital menu for their restaurant.

4th Grade

Reading: Students will work collaboratively to build a Ballista or Siege Tower to go along with the Middle Ages unit they studied in class. They will also be creating a journal for a Knight's Perspective during that time.

Math: Students will work with multiplication and division with Breakout EDU to extend their critical thinking. They will also be working through Mystery Number puzzles where they will be given clues to find the mystery number while also building their knowledge on prime and compositie numbers.

5th Grade

Reading: Students will continue reading The Crossover. We plan to finish this novel by Thanksgiving break and will analyze some of the poetry each week when we meet. Once we finish, students will be creating their own poetry books.

Math: Students will create a booklet of real world scenarios that require the multiplication and division of fractions. Their book will include how multiplication/division of fractions are used in real word scenarios and they will write their own word problems.

6th Grade

Reading: Students will finish their choice project for their Living with Technology unit. Possible projects include showing how technology has changed over time, researching the impacts of technology, comparing technology from the past to today's technology, and comparing how different cultures use technology.

Math: Students will begin creating their own BreakoutEDU games by incorporating operations with multidigit numbers and fractions.

AIG Website

https://www.wakeprep.org/academics/gifted



Wishlist

https://www.amazon.com/hz/wishlist/ls/37XVTZ9I0HSPF?ref_=wl_share

