Homework Menu Week of 5/6-5/10

*Homework is assigned **Monday** and due **Friday**

Name: _____ Date: _____

***Pick one assignment from each subject to complete throughout the week. Have a parent initial the box for the assignment that you have completed. To show what you have completed, please send a picture, a sample of your work or another type of evidence.

MATH	Math project-Plant and Measure! (this project will take place over the next ½ weeks if you choose to complete it)	Math Game-Farkle (You need six dice)	Review Worksheet-pgs. 74 and 76 **or** pgs. 41 and 42
LANGUAGE ARTS	Reading Comprehension-Read the article *Round and Round with Wheels and Axles* and do project	Writing Options- #1 When I grow up I want to... #2 Dear Mr. Valence, I love the Lyme School because... #3 When I become an adult the first thing I want to do is...	Stamina Challenge-Write down how much you are reading each night.
SPELLING *Spelling quiz Friday!	Write out a spelling pyramid for each of your words Example: C CA CAT	Spelling Memory-Write two sets of spelling words on index cards, mix them up and place them face down. Try to find the doubles.	Find your spelling words in magazines or newspapers. Cut them out and create a collage.

Plant and Measure!

Watching seeds sprout and grow is exciting! For this project you will plant some bean seeds and measure their growth.

Requirements:

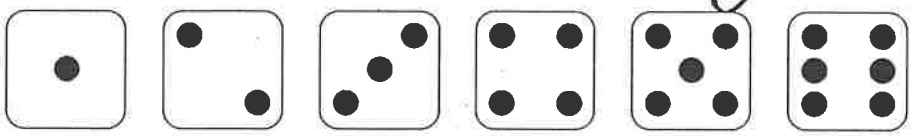
- Collect some cotton wool, 2 lima beans and containers to grow them in (use clear plastic cups or soda bottles with the tops cut off so that you can see the roots growing). Soak your beans in water overnight to help them germinate more quickly.
- Stuff some cotton wool into your containers and place one bean seed in each container.
- Water until the cotton wool is damp but not too wet and place the containers on a windowsill or under a light source. Check them daily to see if they need more water.
- Watch for signs of growth. Begin measuring the plants and recording the growth when they first appear.
- Draw pictures, or take photographs, of the plants every 2-3 days. Label each picture with the measurements and parts of the plant as they develop.
- Compare the growth of the two bean plants and make comparisons. Which is taller? How much taller?

Present your project in a neat and creative way!

Bring your project to school to share on: _____

Farkle

Subtraction with Regrouping



Materials: 6 dice, paper and pencil

Object of the Game: be the first person to get from 1000 points to 0

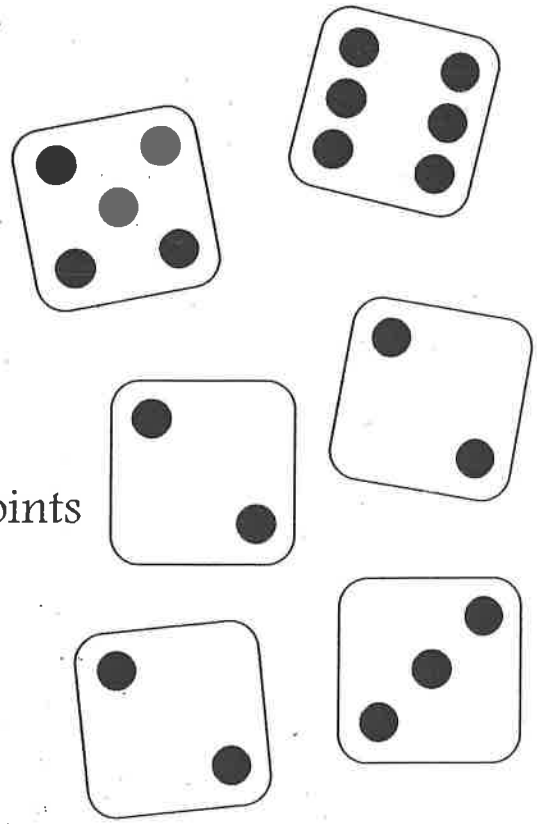
Rules: One player at a time will roll all 6 dice. Points are awarded for certain numbers rolled (see point card). If points are earned, players can set those dice aside and roll the remaining dice. The player may choose to stop rolling at any point and record the points earned. If a player chooses to roll again, and no points are earned in the subsequent roll, all points earned during their turn are lost - a Farkle! The points earned are subtracted from 1000. This number is their new total. Play continues until one player reaches a score of 0.

Farkle

Subtraction with Regrouping

Points

* for every 1: 10 points
* for every 5: 5 points
* Three 2s: 22 points
* Three 3s: 33 points
* Three 4s: 44 points
* Three 5s: 55 points
* Three 6s: 66 points
* Straight 6 (1, 2, 3, 4, 5, 6): 150 points
* Three pair: 50 points
* Two Triplets: 250 points
* Four of a kind: 100 points
* Five of a kind: 200 points
* Six of a kind: 300 points
* Four of a kind and a pair: 150 points



Name: _____ Date: _____

6. The mass of a metal desk is ⬡ + ◯ + ☆ + ☆.
Find the mass of the desk.

☆ + ⬡ + ◯ = 35 kilograms

☆ + ◯ = 30 kilograms

⬡ + ⬡ = ☆

The mass of the metal desk is _____ kilograms.

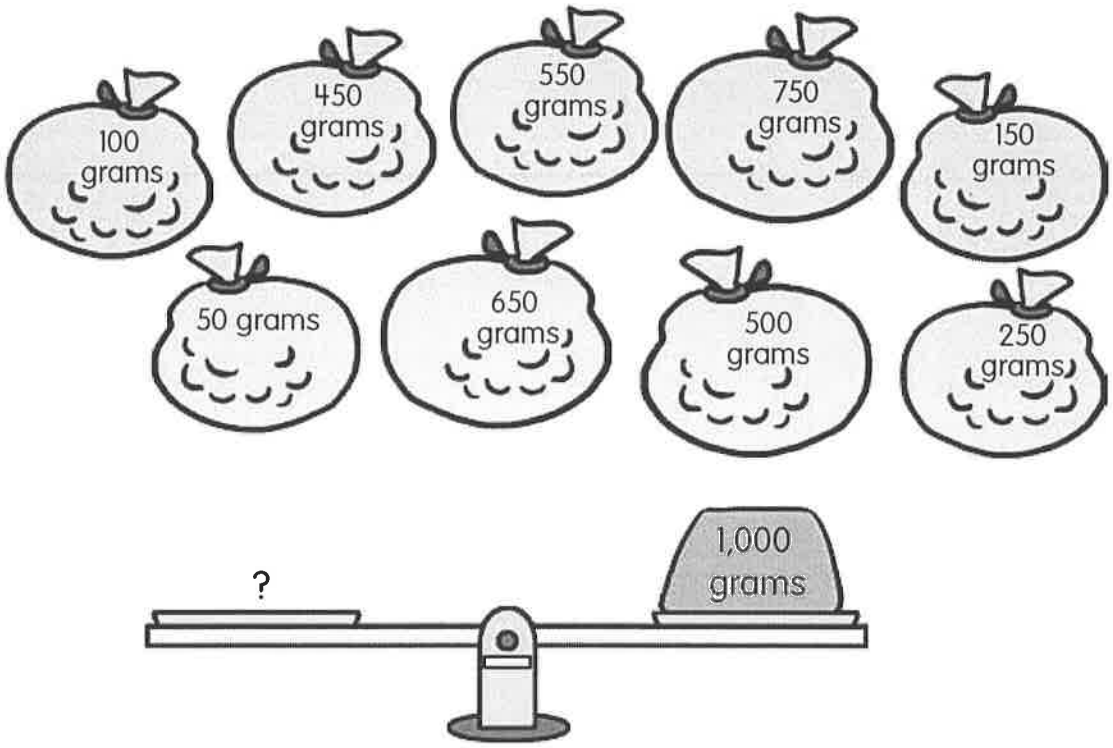
Name: _____ Date: _____

PROBLEM SOLVING

Exploration

Solve.
Show your work.

8. Which three bags will balance the 1,000-gram mass on the right? List all possible answers.



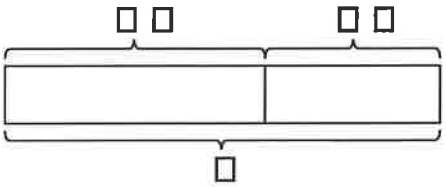
Name: _____ Date: _____

CHAPTER 4 Using Bar Models: Addition and Subtraction

Lesson 1 Using Part-Part-Whole in Addition and Subtraction

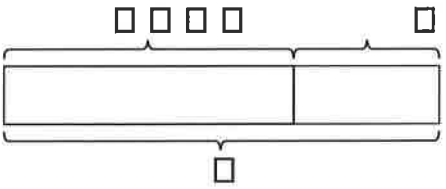
Solve.
Use the bar models to help you.

1. There are 28 boys and 19 girls in a class.
How many students are there in all?



There are _____ students in all.

2. Mrs. Marie gives $154 to Chantel.
She gives $78 to David.
How much money does Mrs. Marie give in all?



Mrs. Marie gives $_____ in all.

Name: _____ Date: _____

Solve.
Draw bar models to help you.

3. Mrs. Diaz buys 21 balloons for a birthday party.
On the way home, 3 balloons burst.
How many balloons does Mrs. Diaz have now?

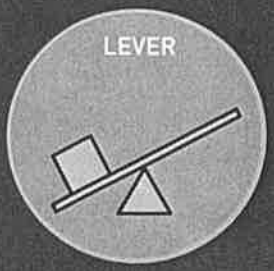
Mrs. Diaz has _____ balloons now.

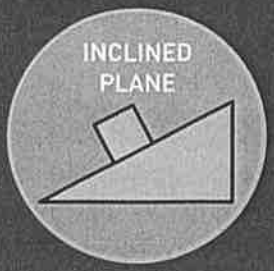
4. Jamie has 500 red beads and blue beads in all.
She has 238 red beads.
How many blue beads does Jamie have?

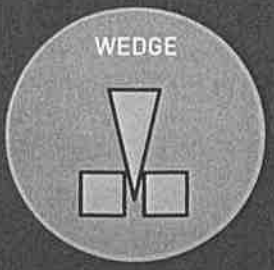
Jamie has _____ blue beads.

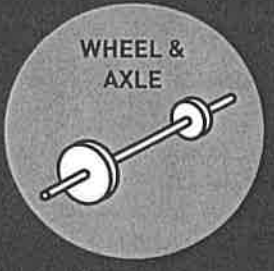
SIMPLE MACHINES

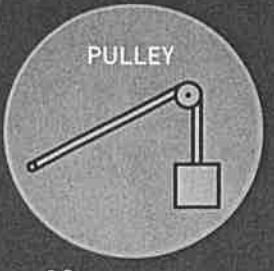
Explorer magazine's six-part series

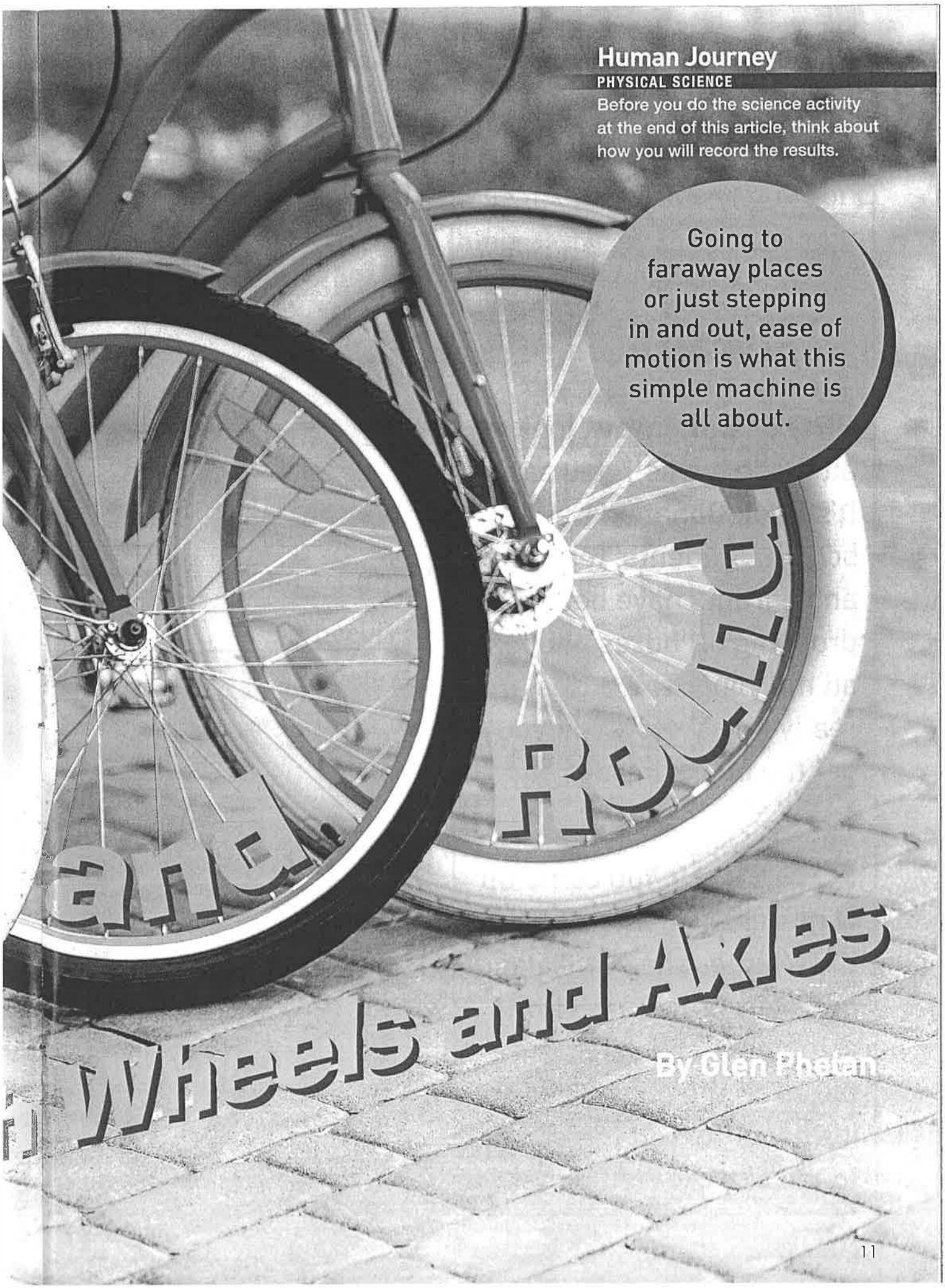












Human Journey

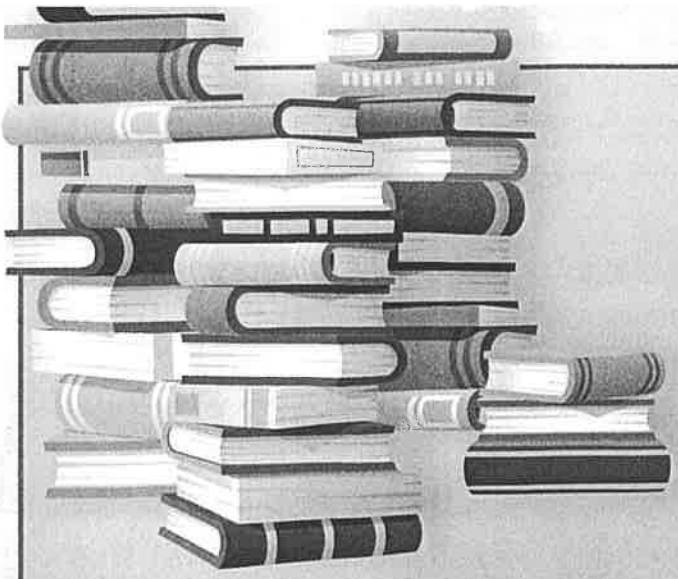
PHYSICAL SCIENCE

Before you do the science activity at the end of this article, think about how you will record the results.

Going to faraway places or just stepping in and out, ease of motion is what this simple machine is all about.

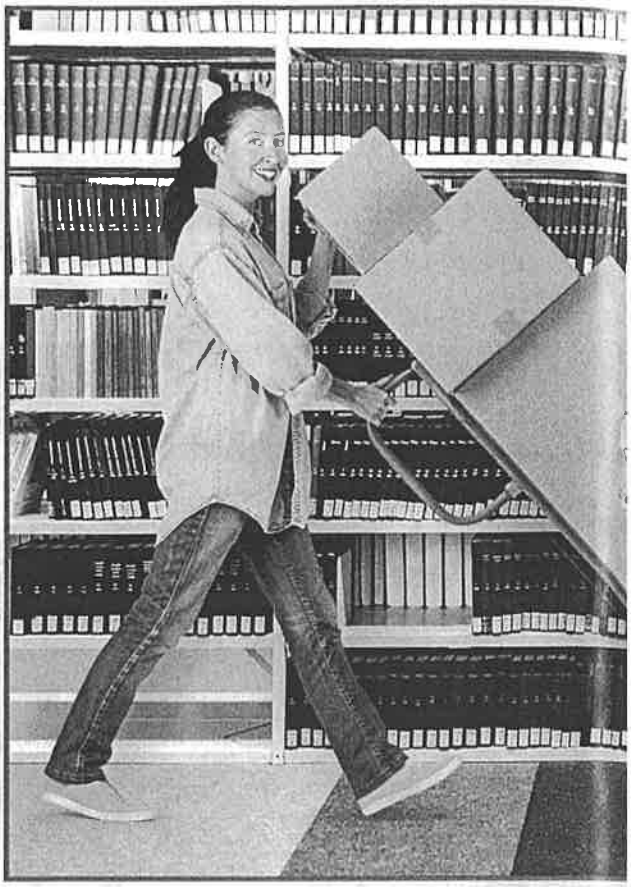
Wheels and Axles

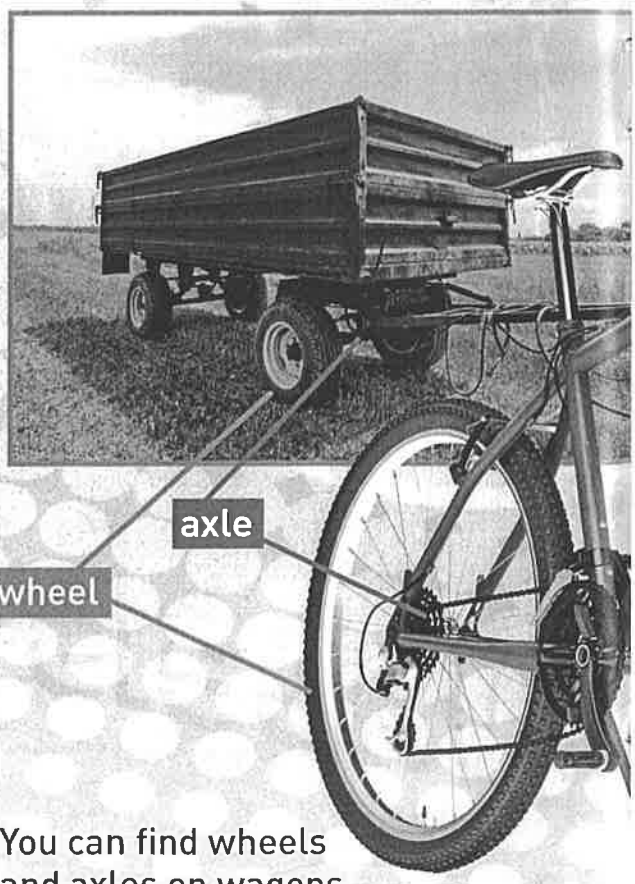
By Glen Phelan



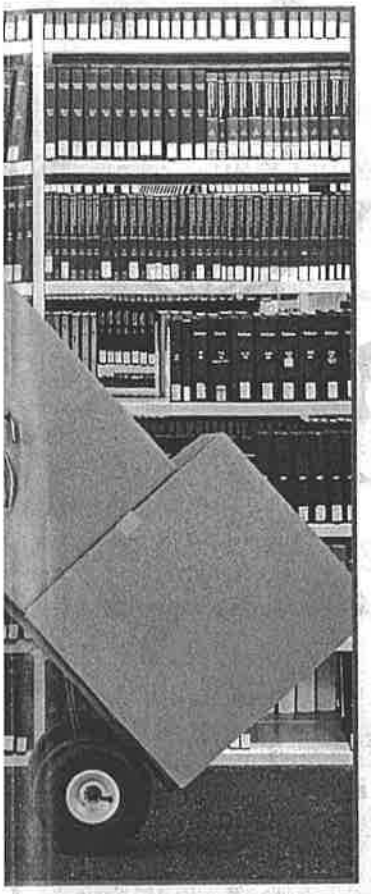
PROBLEM: "Wow, look at all these books!" you say. It's Book Donation Day at school. Students, teachers, and parents have been dropping off boxes of books all morning. The boxes are really heavy. How will you get the books inside?

SOLUTION: You come up with a great idea! You go to the Maintenance Office and borrow a dolly cart. Now, volunteers can stack the boxes on the dolly. Then it's easier to roll the boxes to the library. Well done!





You can find wheels and axles on wagons and bicycles.



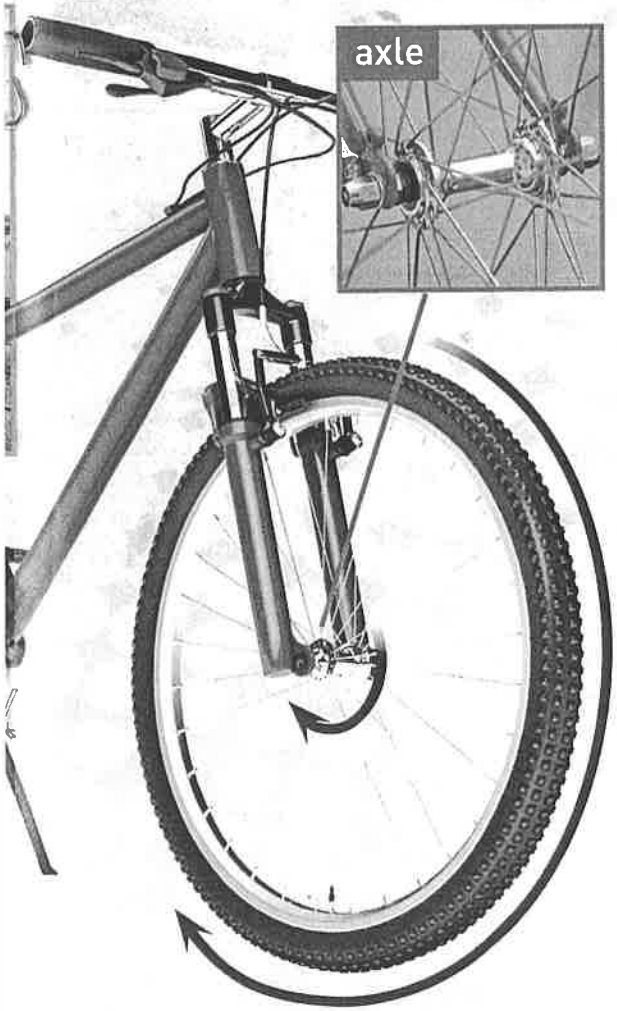
It's Simple

What made the dolly such a good tool? It's simple! The wheels are part of a **simple machine.** Simple machines help us do work. They move things faster, farther, or more easily than we can without them.

Simple machines have no more than a few parts. Some have just one part. Nearly every machine has one or more simple machines.

Machines That Go Round

If an object turns in a circle, it is probably a simple machine called a **wheel and axle.** A wheel is a disc that turns round and round.

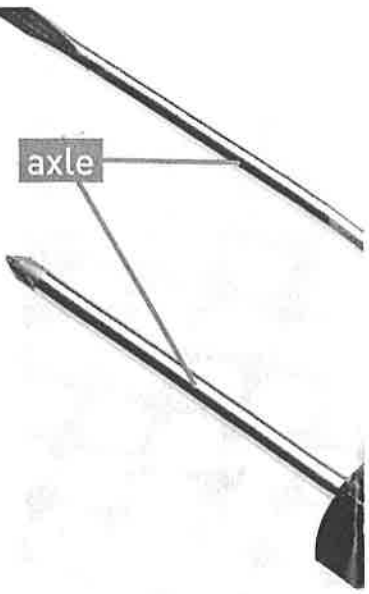


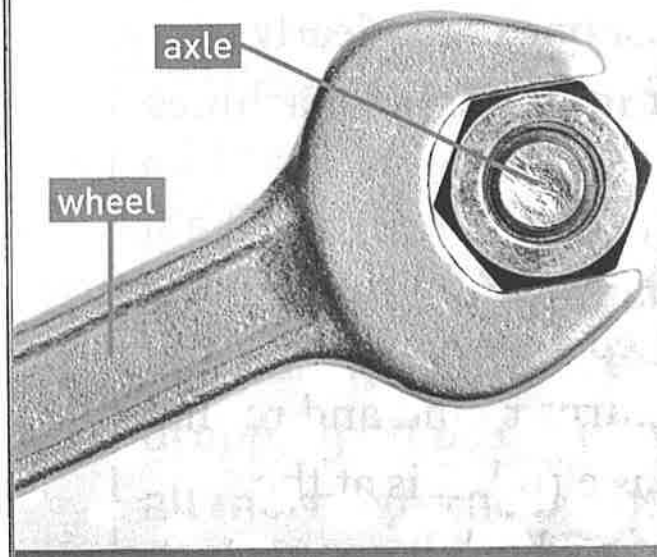
An axle is a rod. It is at the center of a wheel. It connects the wheel to a vehicle, like a bike. When the axle moves, so does the wheel. And so does the bike.

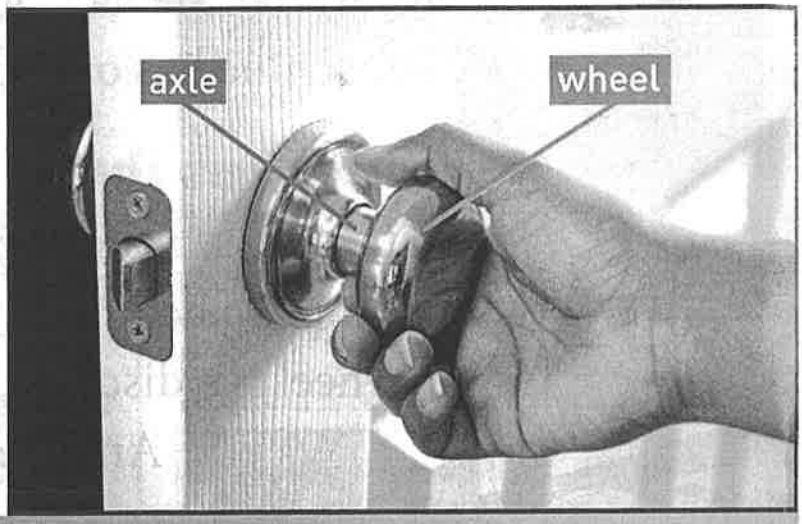
Imagine pulling a **load** of books without wheels. It would scrape the ground. As you pull forward, the **force** of **friction** pulls in the opposite direction. Wheels roll. So, there is less friction. With wheels, it takes less **effort** to pull.

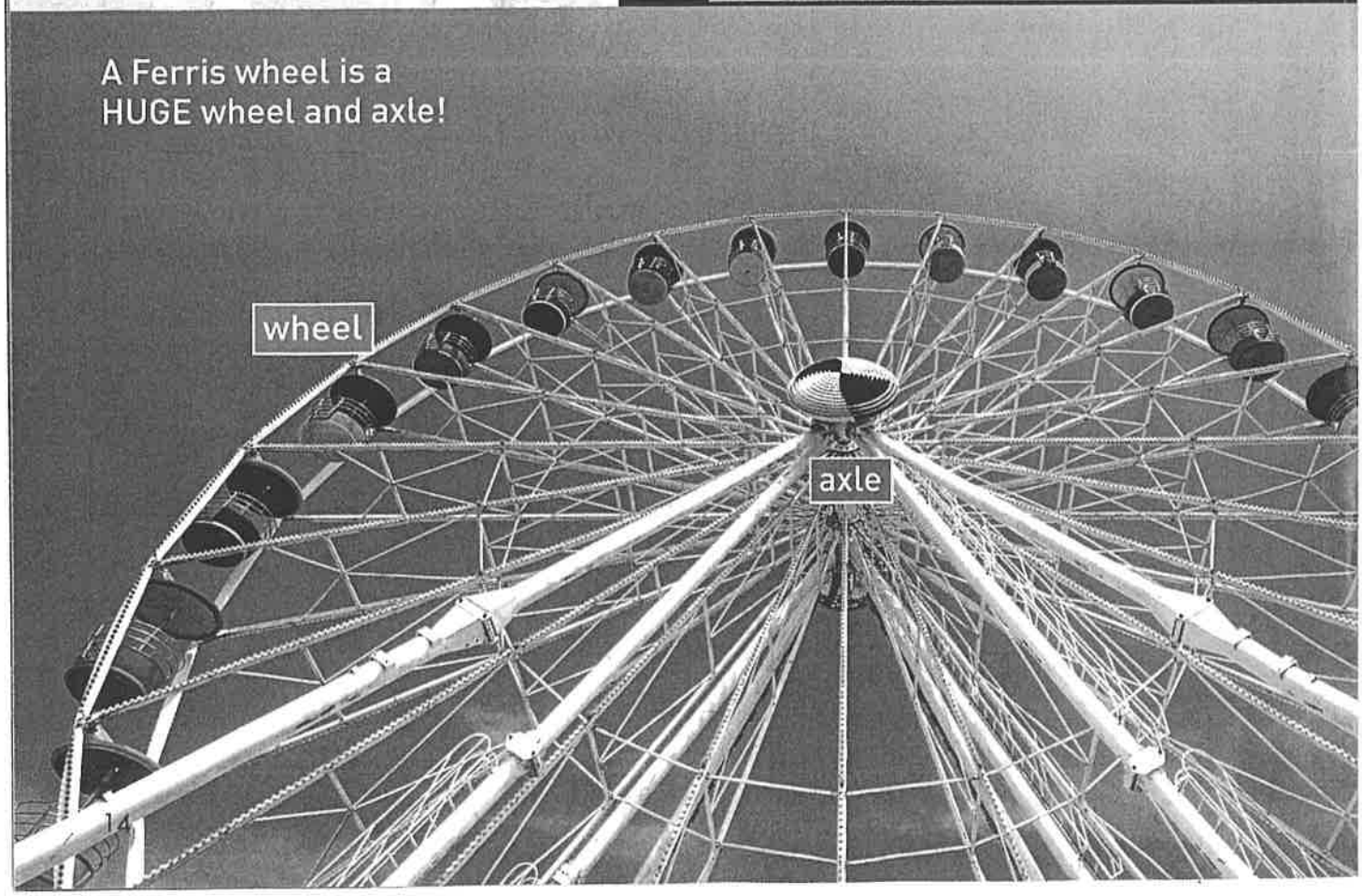
Wheels That Don't Roll

Think about a doorknob. The knob is a wheel. You use your hand to turn it. The axle is connected to the knob. It runs through the door. You use force to turn the knob. The knob then turns the axle. The axle moves the latch in and out.

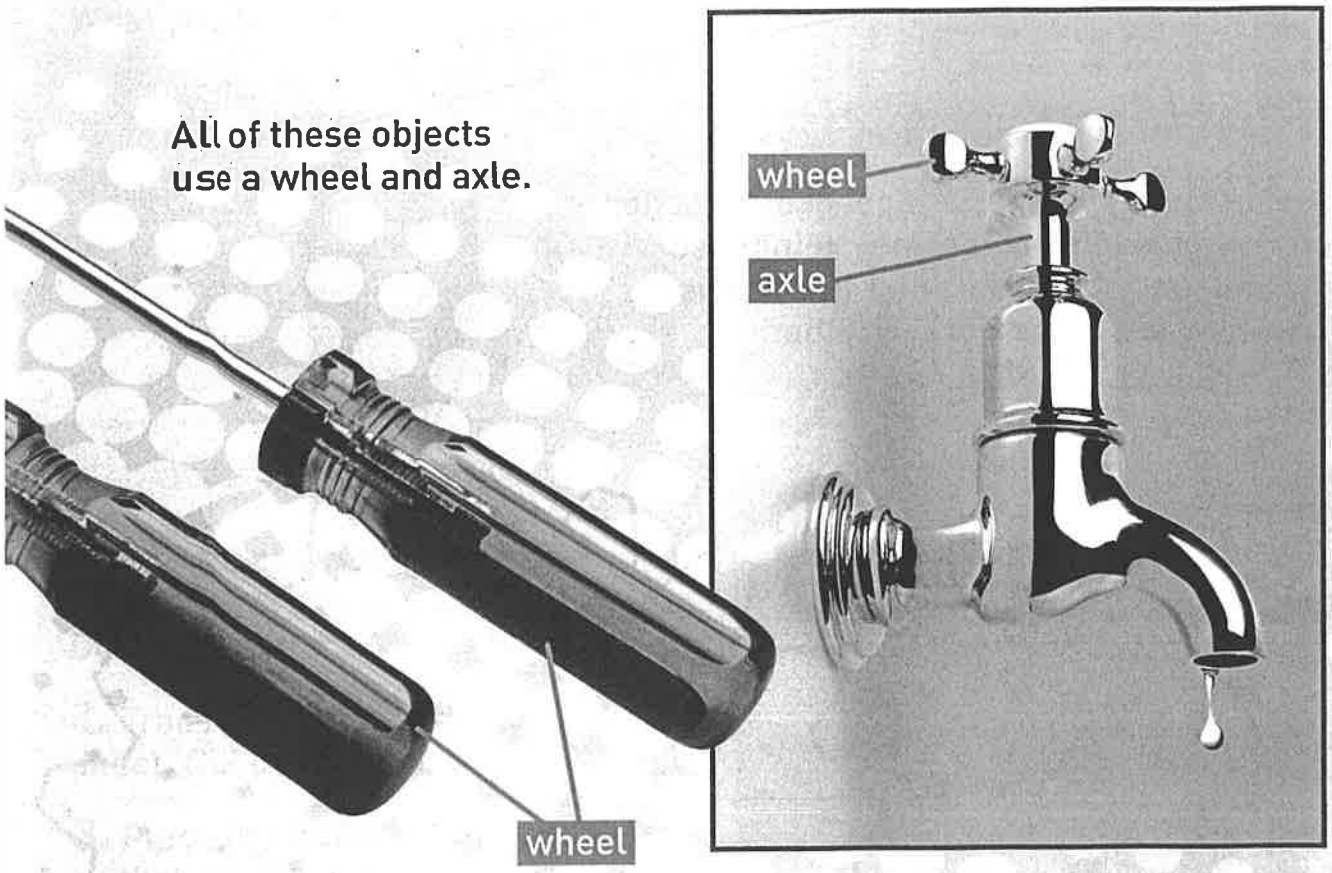


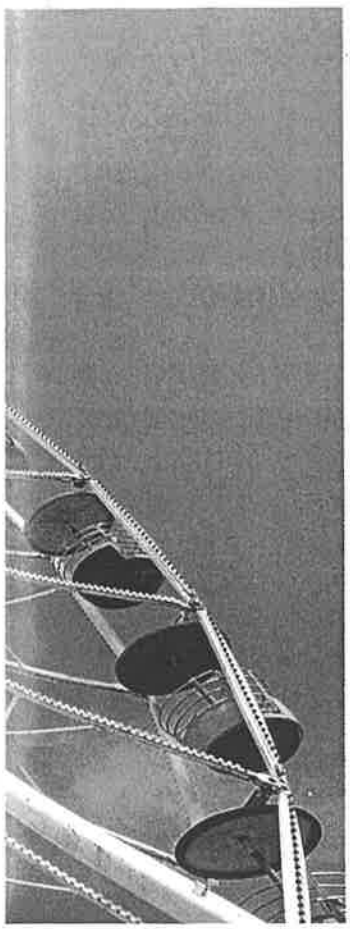






All of these objects use a wheel and axle.





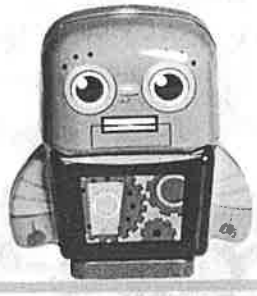
Wheels and Axles Can Be Fun

What about a Ferris wheel? It's just a large wheel and axle. Its motor supplies the force to turn the axle. The axle makes a small circle. It travels a short distance.

The cars at the outer edge of the wheel make a bigger circle. They move a longer distance. The big circle lets the riders climb high into the sky. What a view!

Getting in Gear

Gears change the force, speed, or direction of motion within a machine. Help these robots make gears for their inventions. See how the gears work together.



Wordwise

effort: the force that makes a simple machine do work

friction: the force of one surface rubbing against another

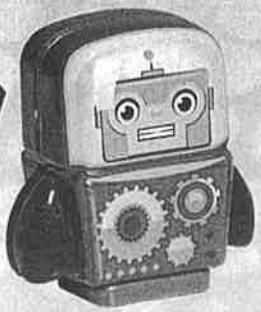
force: a push or a pull

load: an object that is to be moved or the work that is to be done

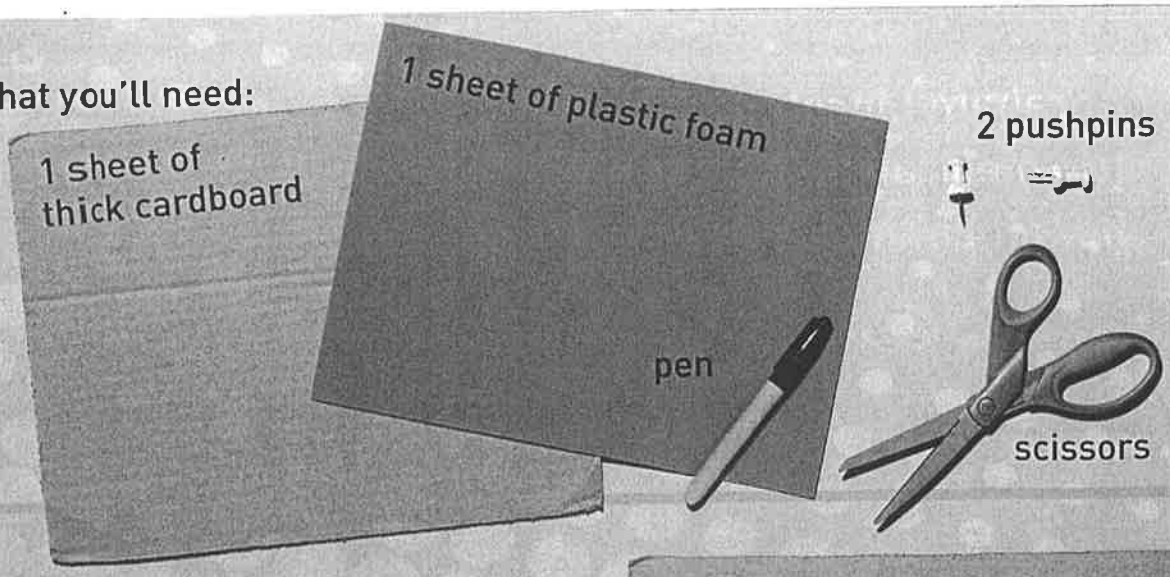
simple machine: a machine with no more than a few parts

gear: a wheel with toothed edges that interlock with the edges of another gear

wheel and axle: a disc that turns around a rod



What you'll need:



1. Make a photocopy of the gear templates printed in the magazine. Cut them out.

2. Trace the gears onto the foam sheet. Cut out the gears.

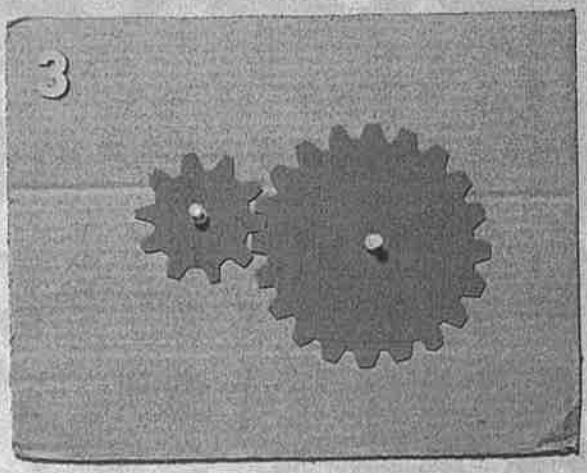
3. Place the gears on the cardboard so that a tooth of one fits between two teeth of the other. Connect each gear to the cardboard by placing a pin in the center. The gears should be free to spin around.

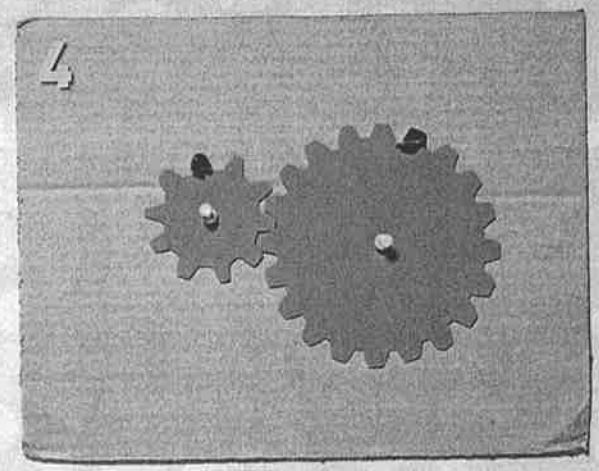
4. Color one tooth on each gear.

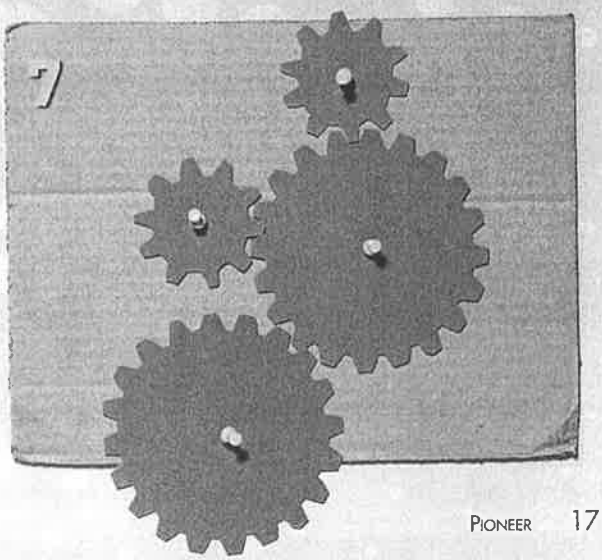
5. Turn the large gear. Which way does the small gear turn? Turn the large gear again, but slowly. Does the small gear turn slower, faster, or the same speed as the large gear?

6. Position the gears so that the teeth you colored are both at the top. Turn the big gear around once and see how many times the small gear goes around.

7. What happens if you add a third or fourth gear to your "gear train?" Try it. Make the gears different sizes by reducing or enlarging the copies on the photocopier.







Spelling Words: ***Skill: Short e*** ***can be spelled with ea***	Spelling Words: ***Skill: Short e*** ***can be spelled with ea***	Spelling Words: ***Skill: Short e*** ***can be spelled with ea***	Spelling Words: ***Skill: Short e*** ***can be spelled with ea***
spread	spread	spread	spread
bread	bread	bread	bread
head	head	head	head
ahead	ahead	ahead	ahead
breath	breath	breath	breath
sweat	sweat	sweat	sweat
ready	ready	ready	ready
weather	weather	weather	weather
feather	feather	feather	feather
health	health	health	health
healthy	healthy	healthy	healthy
heavy	heavy	heavy	heavy
thread	thread	thread	thread
instead	instead	instead	instead
threat	threat	threat	threat
wealthy	wealthy	wealthy	wealthy
Challenge words:	Challenge words:	Challenge words:	Challenge words:
cumulus	cumulus	cumulus	cumulus
humidity	humidity	humidity	humidity
precipitation	precipitation	precipitation	precipitation
Trick words:	Trick words:	Trick words:	Trick words:
even	even	even	even
evening	evening	evening	evening
ever	ever	ever	ever
never	never	never	never