



Hello HPEDSB students and families, we're back with Week 2 of learning at home through no-tech activities.

Parents/Guardians: Do you know that you can support your child's learning at home by doing everyday activities together? Our educators have put together fun learning activities and invite you to do them with your child, or older children can do them together. Keep your children engaged in learning to stimulate their curious minds.

And remember, healthy daily routines include a balance of learning, playing and daily physical activity.

No-Tech Learning Activities of the Week

Adjust the Activities: Reach Back and Ahead	 LANGUAGE	MATHEMATICS 
Primary Learning Activities (JK to Grade 3)	<p>RE-TELL ME A STORY Choose any storybook to read or listen to aloud. Retell the story in your own words. Remember to include details from the beginning, middle and end. Where does the story take place? Who are the characters? What challenges do they face and how do they overcome these challenges?</p> <p>PROCEDURAL WRITING Write instructions on how to do some daily activities such as, how to make a peanut butter and jelly sandwich, how to bake cookies, how to make your bed, or how to brush your teeth. Use sequence words such as First, Next, Then and Last to begin your sentences. When you are finished writing, try your instructions to see if they work.</p> <p>ALPHABET SEARCH Every day the search is on for objects that start with a different letter of the alphabet! Write the words on page or draw pictures for objects as you find them. Begin a new page for each letter. Compile your pages to make a dictionary!</p>	<p>GO FISH . . . FOR 10! In this version of the Go Fish card game, players go fishing for pairs that add up to 10. "I have an 8, do you have a 2 to make 10?" Aces hold a value of 1. You can leave face cards out entirely, or, make the game more challenging by giving the face cards a value of 10 and increase the sum (e.g., pairs must add up to 15).</p> <p>SHOOT THE ANSWER Display a variety of numbers on a wall. Call out a math problem (e.g. $4 + 3 = ?$) and have your child use a balled up sock or a crumpled piece of paper to toss at the answer. Children working on number identification can simply try to touch the number you call out.</p> <p>GUESS MY NUMBER This is for two players. You will need multiple small objects (e.g. coins, paper clips) and a cup. Both players must know the original number of objects. Player A hides their eyes while Player B hides some of the objects under the cup. Player A then counts how many objects are visible to determine how many are under the cup (e.g. if there are 10 objects and 6 are showing, 4 are under the cup).</p>
Junior/ Intermediate Learning Activities (Grades 4-8)	<p>SCRAPBOOK REFLECTION Create a scrapbook of pictures and articles from the local newspaper. Next to the clippings, record a personal reflection of these events and your family's day-to-day experiences during this unusual time in Canadian history.</p> <p>PLAYLIST Think of your favourite character from a book, movie or TV show. Create a soundtrack playlist for that character. Explain why each song should be added to the playlist in relation to the character.</p> <p>BECOME A REPORTER Create a news report describing an event that has taken place in your home. Be creative and make it fun! Remember the five Ws: Who? What? Where? When? and Why? (How?). Example headline: "Reigning Monopoly Champion Loses to Younger Brother." This is a fun way to create a newspaper journal of events while you are learning from home.</p>	<p>FOLD A FRACTION Use paper strips that are the same size and length. Challenge your child to fold each strip to show: 1 whole, halves, thirds, fourths, fifths, sixths, eighths and tenths. Label the fractional pieces and compare the strips to one another. Can you find any equivalent fractions? Extend this activity to find fractions in sets of items around your home, or outside. Search for 10 rocks and sort them into halves, thirds, quarters, etc.</p> <p>MAKING CHANGE Mr. Monteith made some purchases that totalled \$17.45 and paid for them with a \$20 bill. The cash register has only quarters, dimes and nickels. In how many different ways can the cashier make change? As a next step, challenge yourself to do the problem using a different total.</p> <p>INTEGER RACE Use a deck of cards with all face cards removed. Deal half the deck to your opponent. Red cards are positive and black cards are negative. Each player flips a card and races to determine the sum (or product) of the two integers. The player with the most cards in the end wins</p>
Senior Learning Activities (Grades 9-12)	<p>INTERVIEWS: ORAL HISTORY Conduct interviews of family members about how they have gotten through a tough time. Plan a series of questions to ask and record your interview using technology or pen/paper. What lessons have you learned that might be important to share?</p> <p>WHAT DO YOU MEME? A meme is a piece of culture shared in a social group. Memes often contain humour or an intended message. Find an image from the community newspaper and create a meme poster. Survey family members to see if they can identify your message.</p>	<p>MYSTERY NUMBERS We know the following about the numbers a, b and c: $(a + b)^2 = 9$, $(b + c)^2 = 25$, and $(a + c)^2 = 81$. If $a + b + c \geq 1$, determine the number of possible values for $a + b + c$. For an extra challenge, create your own math riddle and send it to a friend or family member.</p> <p>INTERIOR DESIGN Draw a floor plan for your home. Be sure to measure each room and include a scaled drawing with correct dimensions. Calculate the perimeter, area and volume of the rooms in your home. For an extra challenge, follow these steps while designing your dream home—think big!</p>
Brain Break Challenges: Look After Your Well-being!	<p>SCAVENGER HUNT Make a list of items likely found outdoors or around the home. Give your child clues for each item to help them find it. Use the five senses to help with your clues: touch, taste, smell, sight and sound. For example: It is smooth and brown, falls from a tree. I wouldn't eat it but a squirrel might! (Answer = acorn). Reveal one clue at a time or all at once. Go on the hunt together and have fun!</p> <p>THE AMAZING RACE - You're going to be the next contestant! Prepare yourself by designing challenges around your home or outside. Create obstacle courses that include going over, under, through and around items. Push yourself physically by doing jumping jacks, spinning around, running, carrying objects, etc., and mentally by solving the puzzle. Keep trying to improve your time!</p> <p>52 PICK UP - Not the traditional style! You will need a deck of cards. Assign an action for each suit, such as: ♥ jumping jacks, ♣ squats, ♠ sit ups ♦ burpees, aces = any cardio for 1 minute. Place the cards face down and flip one at a time. Do the number of movements that correspond to the suit (e.g., 8 of ♥ would mean 8 jumping jacks). Adjust the actions to match the age appropriateness of the participants.</p>	

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