

RSU 57

- Waterboro
- Alfred
- Lyman
- Line
- Shapleigh
- Massabesic Middle
- Massabesic High

Continuous Learning LEARNING MENUS

MATH

LITERACY

SPECIALS

Printables



RSU 57

- Waterboro
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Massabesic High

MATH

Printables

LEARNING MENU MATH& STEM

GRADE 3



🍁 = EVERYDAY ITEMS



Go onto IXL Math

Khan Academy

for at least 10 minutes to practice a math skill.



2

Practice your math facts (+,-,x, and/or ÷).

Suggested ways to practice: XtraMath, flash cards, Tower Math app, Reflex Math, IXL, Khan Academy, ConnectEd, etc.



★ Weekly Esti-Mystery:

Weekly Esti-Mystery:

<u>Daily Clue</u> - Submit all estimates on Friday. Monday reveal!



4

Read the fairytale (can count toward your read to self minutes) and answer the math questions about the story.

The 3 Billy Goats Gruff



Play the <u>Multiplication</u> <u>squares game</u> with someone at home. Post your finished game board for your teacher to see.



6

One element of a fairy tale is that things usually happen in groups of 3 and 7. Practice multiples of 3 and 7 by solving the facts in the <u>fact</u> wheels.



7

Continue to practice multiples of 3 and 7 in this maze activity.



8

Play SET

Find the 4 or 6 sets. Try the <u>advanced version</u>.



Part 1: Solve these <u>fairy tale</u> word <u>problems</u> to practice elapsed time.



10

Part 2: Continue practicing elapsed time and solve the rest of the <u>fairy tale word problems</u>.



11 STEM: Watch the "How can you keep a house from blowing away in a windstorm?" Mystery Science video. Complete the activity and post your work for your teacher. You can use the materials listed in the video or what you have at home.



STEM: Now that you've read about Cinderella, you are going to build your own carriage and see how far it can travel in this <u>activity</u>.





The Three Billy Goats Gruff Go to the Game Show

In a valley near a television studio lived the three billy goats Gruff. All three billy goats wanted to compete in a game show at the television studio. To get there, they had to cross a bridge. Under that bridge lived a troll who was both mean and ugly.

The youngest billy goat Gruff went over the bridge first. "Trip, trap, trip, trap," went his hooves.

"Who's trip-trapping on my bridge?" shrieked the troll. "I'm coming up to eat you!"

"It's only me, **the youngest billy goat Gruff**. I'm going to compete in a game show. You don't want me for lunch. Wait for my big brother."

"Good idea," said the troll, "but you have to pay me a toll."

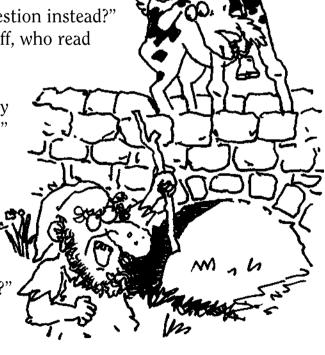
"How about asking me a tricky question instead?" suggested the youngest billy goat Gruff, who read the encyclopedia in his spare time.

"Well, fine," said the troll. "Here's the question. If I have 5 coins and they are worth 66¢, which coins do I have?"

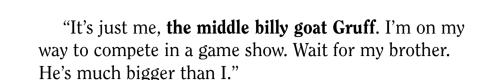
After some careful thinking, the youngest billy goat Gruff answered the question correctly. The troll shooed him across the bridge.

Along came the middle billy goat Gruff, "Trip, trap, trip, trap."

"Who's trip-trapping on my bridge?" demanded the troll. "I'm coming up to eat you!"



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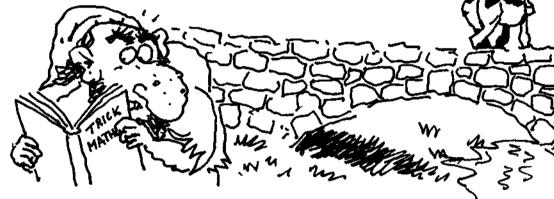


"Very well, but first you must pay a toll or answer a tricky question.

"I'll take the question," said the middle billy goat Gruff, who could read his math book backward.

"Here's the question," said the troll. "If I have 3 quarters, 2 dimes, and 4 nickels, do I have enough for an ice cream cone that costs \$1.20?"

Within seconds, the middle billy goat Gruff gave his answer, and the troll shooed him angrily across the bridge.



"Trip, trap, trip, trap." Along came the oldest billy goat Gruff.

"Who is it this time?" yelled the troll.

"It's I, the oldest of the billy goats Gruff. I'm going to compete in a game show."

"I'm coming up to eat you for lunch!" yelled the troll, stamping his feet.

"Come and try," said the oldest (and biggest) billy goat Gruff. "I have four big hooves and two sharp horns. You won't be threatening me much longer!"

"Okay, already. Go ahead—cross the bridge," sighed the troll when he saw the large billy goat. "I'll get something to eat at Jean's Diner. Hey! Where is this game show, anyway? I think I'll buy a ticket!"



The Three Billy Goats Gruff Go to the Game Show

- **1.** Find the question the troll asked the youngest billy goat Gruff in the story. What is the answer?
- **2.** Look again at the question the troll asked the middle billy goat Gruff in the story. What is the answer?

How much are the coins worth?

3. The troll didn't ask the oldest billy goat Gruff a question. Here is a question he might have asked. Find the answer.

If I have 6 coins worth 61¢, which coins must I have?

4. Suppose the troll had asked you the question below. What would be your answer?

I have 7 coins worth 95¢. None of the coins are dimes. What coins do I have?

JEAN'S DINI	ER
Hot dog	\$0.83
Cheeseburger	\$1.66
Chicken dinner	\$2.75

- 5. The troll was very hungry when he got to Jean's Diner. He bought a hot dog and gave Jean \$1.00. How much change would the troll get back?
- **6.** How much change would the troll get back if he ordered a cheeseburger and gave Jean 2 one-dollar bills?
- **7.** If the troll buys a cheeseburger and a chicken dinner to make up for not eating the three billy goats Gruff, how much will it cost him?
- **8.** How much more does the chicken dinner cost than the cheeseburger?



How to Play

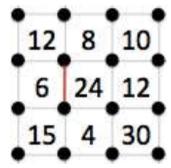
Preparation and Materials:

- 1. Print out the Multiplication Squares board. You will need one board per game.
 - **PAPER-SAVING TIP:** Laminate the board and use thin dry erase markers to play. That way, students can erase their marks and use the same board each time.
- 2. Get 2 dice.
- 3. Get a different colored marker for each player.

Object of the Game: To be the player who captures the most squares.

Playing the Game:

- 1. Each player rolls one dice. The player with the highest roll goes first.
- 2. The player rolls both of the dice on the table and multiplies the two numbers together. For example, if the player rolls 6 and 4, he/she multiplies 6 and 4 to get 24.
- 3. The player looks for the product of the two dice on the squares board, and draws ONE line by connecting any two dots that are surrounding that number, as shown below. The player's marker is used to draw the line between the dots.

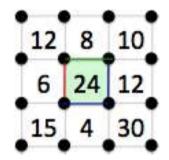


For a roll of 6 and 4, the player may find one of the 24s on the squares board. The player may connect any two dots on any side surrounding the 24.

- 4. After the player draws his/her line, that player's turn is over and the next player's turn begins.
- 5. Players are always striving to draw a line that will complete a square. When one player draws a line that completes a square, that player colors in the square with his/her marker and gets to take another turn with the dice.



How to Play (continued)



The player with the green marker drew the top line that completed the square around the 24 and colored the square green to show that he captured that square.

Note: The player with the green marker could have rolled a product of 8 (above the 24). Because the player's line on the 8 would have completed the 24 square, he still would get to capture the 24 square.

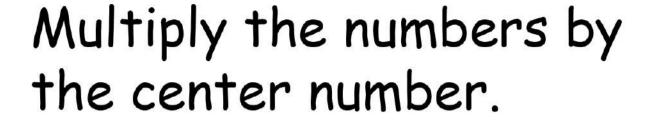
- 6. If a player rolls a product that has no more available lines left on the board, the player's turn is over and play continues with the next player.
- 7. The game ends when all dots on the board have been connected (or when the teacher calls time). The player with the most captured squares is the winner.

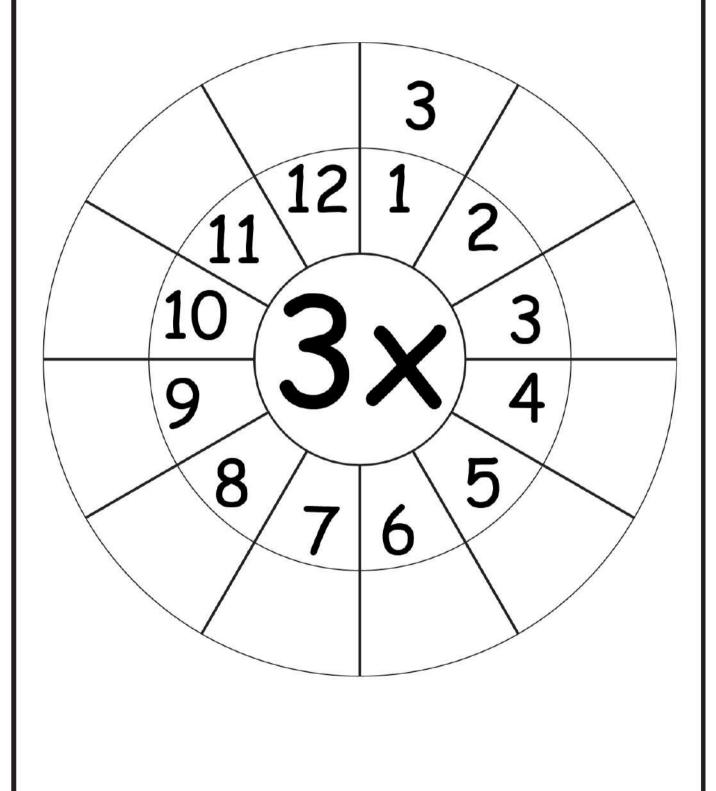
MULTIPLICATION

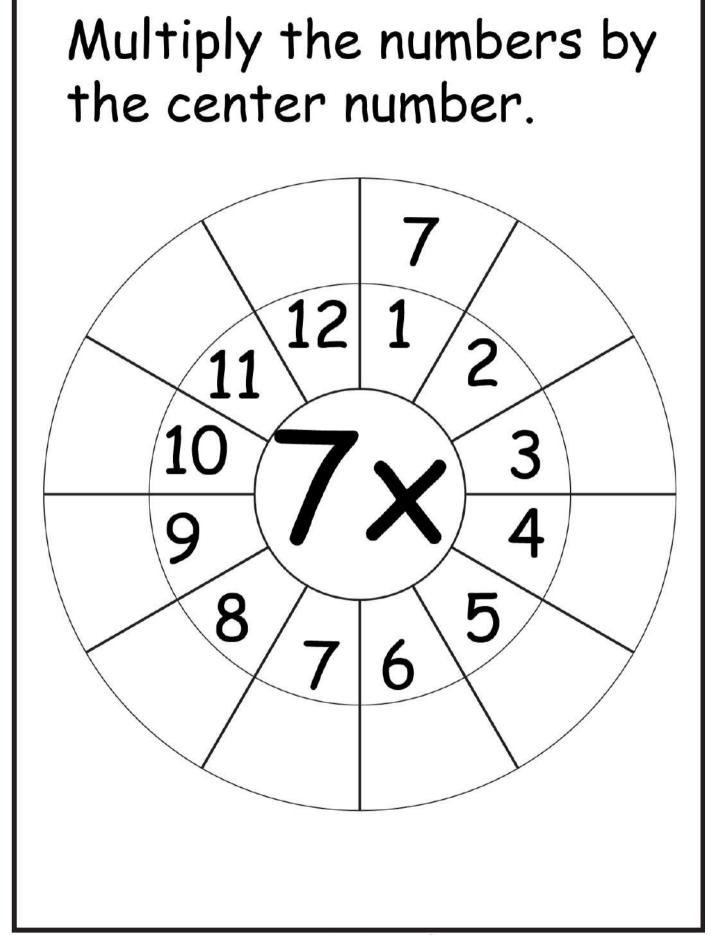
SQUARES

	4	10	24	3	12	4	25	2	15	20
	20	30	36	8	15	5	18	30	12	9
	18	5	1	24	20	25	6	1	24	8
	12	16	25	6	36	3	36	5	4	24
	2	9	24	18	12	8	10	4	15	12
	5	15	4	30	6	24	12	2	18	3
•	5	15 20	4 36	30 5		24 4	12 30	2	18 3	3 12
	•				15					•
	8	20	36	5	15	4	30	1	3	12
	8 24	20	36 20 10	5	15 18 15	4 25	30 15	1 6 5	3 20 18	12 10

Who will capture the most squares?







A-Maze-ing Multiples of 3

To find the MULTIPLES of 3, skip count by 3s:

ij
i
- 1
- !
ij
i

Color each **MULTIPLE** of 3 along the path. Move left, right, up, or down. Do **NOT** move in a diagonal line. Be **CAREFUL!** You may need to look 2 or 3 boxes ahead to avoid dead ends.

Numbers are **NOT** in order. End at \bigstar .

0	6	2	18	21	9	14	12	4	1
9	12	17	24	7	15	8	6	23	0
10	27	4	12	22	27	24	15	9	21
15	18	19	3	2	14	3	8	16	3
21	11	5	6	27	16	6	17	5	24
9	12	18	25	24	20	26	18	24	18
3	13	24	26	15	18	8	9	7	23
22	16	3	21	9	25	14	12	6	*

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A-Maze-ing Multiples of >

To find the **MULTIPLES** of 7, skip count by 7s:

Color each **MULTIPLE** of 7 along the path. Move left, right, up, or down. Do **NOT** move in a diagonal line. Be **CAREFUL!** You may need to look 2 or 3 boxes ahead to avoid dead ends.

Numbers are **NOT** in order. End at **★**.

24 6 5 45 21 8 36 49 70 35 63 28 35 42 63 14 30 63 32 7 70 30 18 65 24 36 35 28 55 46 21 14 56 49 50 48 42 15 14 56											
63 28 35 42 63 14 30 63 32 7 70 30 18 65 24 36 35 28 55 49 21 14 56 49 50 48 42 15 14 56	0	7	0	49	56	14	0	12	21	60	25
70 30 18 65 24 36 35 28 55 49 21 14 56 49 50 48 42 15 14 56	24	9	24	5	45	21	8	36	49	70	35
21 14 56 49 50 48 42 15 14 56	63	28	63	35	42	63	14	30	63	32	7
	70	30	70	18	65	24	36	35	28	55	49
60 4 16 7 20 21 63 48 21 12	21	1	21	56	49	50	48	42	15	14	56
	60	7	60	16	7	20	21	63	48	21	12
20 63 28 35 40 14 22 54 70 28	20	63	20	28	35	40	14	22	54	70	28
40 44 13 70 49 56 28 35 52	40	44	40	13	70	49	56	28	35	52	*

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Name	Date
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Fairy Tale Time, page 1

Solve the fairy tale math problems below. Show your work.

- 1. Little Red Riding Hood left to visit her grandmother at 1:30 p.m. On the way there, she stopped to chat with the Big Bad Wolf. Because she stopped to talk, it took her 40 minutes to get to her grandmother's. What time did she arrive?
- 2. The ball started at 8:30 p.m. Cinderella came 90 minutes late to the ball. What time did Cinderella arrive?
- 3. Hansel and Gretel escaped from the witch's cottage in the woods at 5:15 p.m. They returned safely home at 6:05 p.m. How long did it take them to get home?
- 4. Jack began climbing the beanstalk at 10:10 a.m. It was windy that morning, so he climbed slowly. Finally, he reached the top at 1:20 p.m. How long did it take him?



Name Date	
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Fairy Tale Time, page 2

Solve the fairy tale math problems below. Show your work.

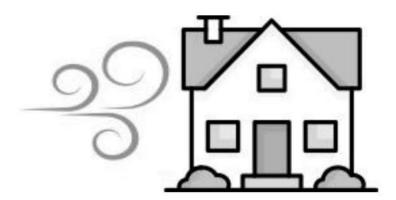
5. The princess went to bed at 8:30 p.m. Even though she slept on top of 20 comfy mattresses, she tossed and turned all night. When she got up nine and a half hours later, she found a pea under the bottom mattress. What time did she find the pea?

- 6. Goldilocks fell asleep in Baby Bear's bed at 11:45 a.m. She was still sleeping in his bed when he came home at 2:00 p.m. How long had she been sleeping?
- 7. The Big Bad Wolf huffed and puffed for 20 minutes trying to blow down Little Pig's brick house. He finally gave up at 9:40 a.m. What time did Big Bad Wolf begin huffing and puffing?
- 8. Every day Rapunzel braided her long hair. It took her 18 minutes to do so. If she began braiding it at 11:53 a.m., what time would it be when she finished?



Your name:	Partner's name:	
------------	-----------------	--

Design a Windproof House



1. WHAT'S THE PROBLEM?

The problem with our house is	
(describe what you noticed when testing your house)	
Why does it matter? Why is it important to fix it?	

2. CREATE AND TEST YOUR FIRST DESIGN.

Design #1: Draw your design.



What happened when you tested
Design #1?
<u>*</u>

Your name:	Partner's name:	

3. CREATE AND TEST YOUR SECOND DESIGN.

Design #2: Draw your design.



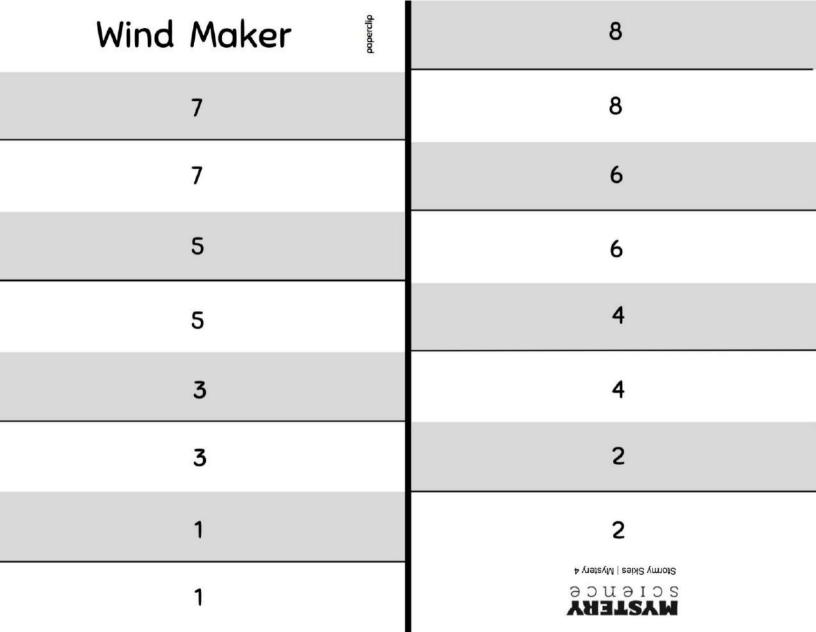
What happened when you tested							
Design #2?							

4. WHICH DESIGN WORKED BETTER AND WHY?

Which one was easiest to build? Which one used the fewest materials? Which one do you think would last the longest?

Design #1 / Design #2 (choose one) worked best because _____

Θ $\boldsymbol{\omega}$ (don't cut) (don't cut) (don't cut) Paper House Model **O** SOI (don't cut) (don't cut) MYSTERY SCIENCE Stormy Skies | Mystery 4 (don't cut) Θ $\boldsymbol{\varpi}$



CINDERELLA

Challenge:

Design a carriage that is able to move down a ramp using recycled things. Your challenge is to see how far it can go without stopping or falling over. Post a video of your carriage going down the ramp!

Record the results:

Attempt #	How far did the carriage travel?
Tryl	
Try 2	
Try 3	

<u>Malerials:</u>

Observation:

Plan:





RSU 57

- Waterboro
- Alfred
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- Shapleigh
- Massabesic Middle

Massabesic High

LITERACY

Printables

LEARNING MENU LITERACY



🌟 = EVERYDAY ITEMS

1

Read to self for 20 minutes or more daily. 2

Read a story/book to someone in your house. Remember to practice your fluency and expression.

3

Listen to a story/book read by your teacher or librarian.



Listen to or read the story <u>Cinderello</u> on Raz-Kids. Answer the questions after you read.

Printable version of the story Cinderello

Printable questions for the story

IXL Diagnostic or Recommended Skills

Language Arts 15 minutes

ror this week's journal you may continue writing about your daily activities, or you can choose one of the writing prompts

Writing prompts



Grammar:

Review the rules for quotation marks Quotation Marks rules

Complete the quotation review page

Quotation review page

Acture inference worksheet

To infer, use your background knowledge WITH the picture information you have in order to draw conclusions

Inference Worksheet

<u>**Q**sten to the story Cinderella</u>

Fill out the graphic organizer explaining why Cinderella is a fairy tale

Graphic Organizer

Fairy Tale Elements Poster



10

Fill out the Venn diagram to compare Cinderella and Cinderello

11

Using your Venn diagram, explain whether you like Cinderella or Cinderello better? Choose one and explain why you liked it best. 12

If you were granted a special night out, like Cinderella, where would you go and why?

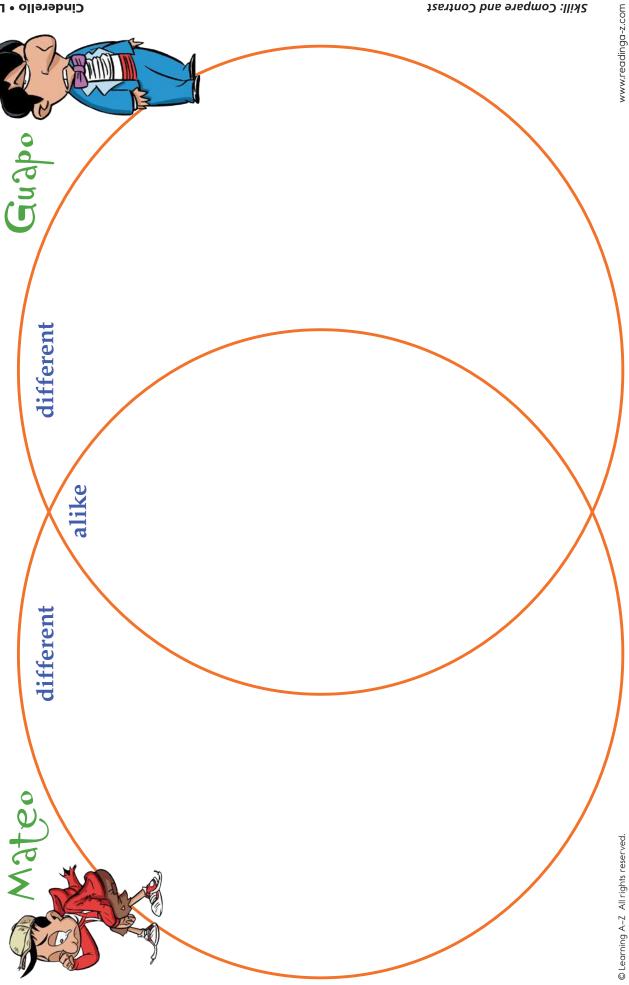






Reading A-Z

Instructions: Compare and contrast Mateo and his stepbrother, Guapo. Write details that tell how they are different in the outer circles and details that explain how they are alike where the circles overlap.



Reading A-Z

Instructions: Add the consonant digraph ch to complete each word. Then, write a sentence using each word.













Instructions: Circle the noun or nouns in each sentence that contains an apostrophe. On the line after the sentence, write what belongs to the noun you circled. Then, write one sentence of your own that contains a possessive noun.

1	When the factory owner and Mateo's mother	
	decided to get married, Mateo was overjoyed.	

- ② One day, Mateo's father passed away, andMateo and his mother were left all alone.
- Mateo's stepfather often traveled, andMateo's mother usually went with him.
- "Father, please tell him it would be a waste of everyone's time!" said Guapo.
- Suddenly, he heard a woman's soft voicecalling his name.
- 6 "Awesome! Valenzuela's jersey and cool pink shoes!"
- Mateo's pitching was something special.

My Sentence:

Cinderello • Level O •

Name _____



Instructions: Write the words from the word bank in alphabetical order.

	shoe	transformed	
	pitch	scuffle	4
	baseball	spectators	~
	twins	Mateo	
1			_
2			
2			
3			
4			
5			$-/\!\!/\!\!/$
6			$-\Psi$
7			
8			

Cinderello

A Reading A-Z Level O Leveled Book
Word Count: 803

Connections

Writing and Art

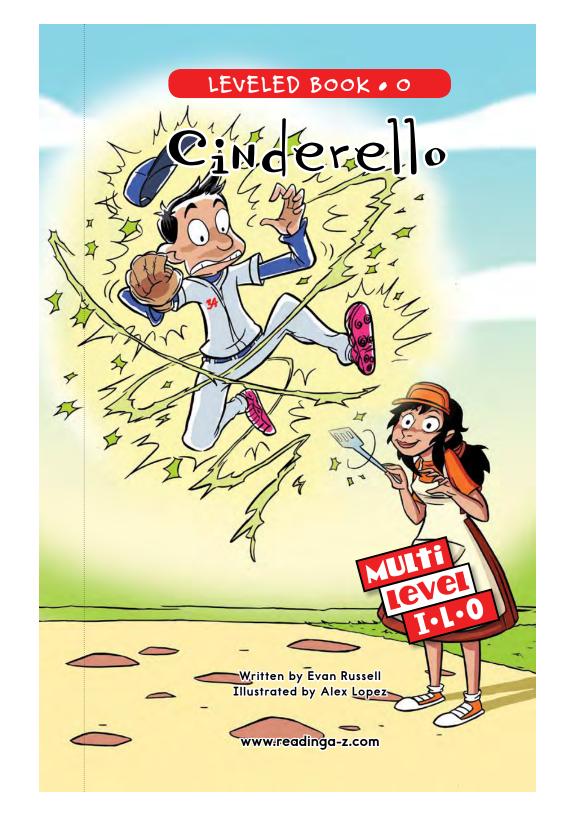
Draw a picture and write your own version of *Cinderella*.

Social Studies

Locate Mexico on a map or globe. Describe its location and three things you notice about the country to a partner.



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Cinderello



Written by Evan Russell Illustrated by Alex Lopez

www.readinga-z.com

Focus Question

How is this story the same as the fairy tale *Cinderella?* How is it different?

Words to Know

chores spectators guffawed transformed pitch tryouts

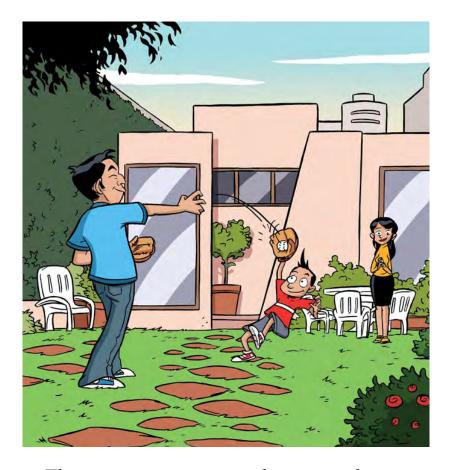
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Correlation

LEVEL O			
Fountas & Pinnell	М		
Reading Recovery	20		
DRA	28		



There was once a young boy named Mateo who dreamed of becoming a great baseball player. He lived happily with his mother and father in a small, quiet town. His father taught Mateo to pitch a baseball. Mateo wanted to be like his hero, Fernando Valenzuela, a famous pitcher.

One day, Mateo's father passed away, and Mateo and his mother were left all alone. Mateo's mother had to work long hours in the local factory. Mateo was often lonely, but he kept his spirits up by playing baseball and practicing his pitching.

When the factory owner and Mateo's mother decided to get married, Mateo was overjoyed!



Cinderello • Level 0 3



The factory owner had twin sons who were two years older than Mateo. Mateo was so excited to have two new brothers. The twins, Primo and Guapo, were spoiled and mean and greedy, and they decided they didn't like Mateo.

Mateo asked them if they wanted to play baseball in the park.

"We would never play baseball with a little runt like you," Primo said.

"Actually, we'll never play with you at all!" added Guapo.



Mateo's stepfather often traveled, and Mateo's mother usually went with him. Mateo and the twins stayed at home with the cook. The lazy twins forced Mateo to do all of their **chores**.

"Look at him work while we get to play baseball!" cried Guapo happily.

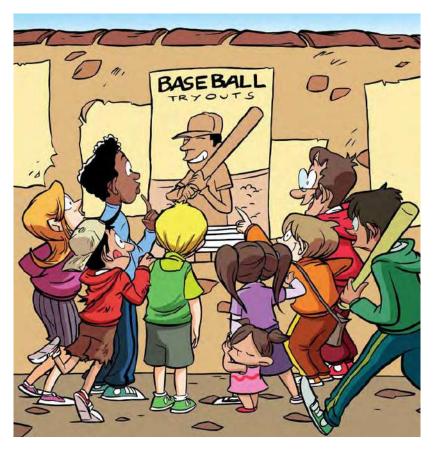
"Just like Cinderella," said Primo.

Guapo replied, "I know, let's call him *Cinderello!*"

Cinderello • Level 0 5

So the twins teased and bullied Mateo, but he put up with it.

One day, exciting news spread through town. The coach of the national Little League team was coming to town. He was holding **tryouts** to find the most talented players.



Mateo was thrilled. He knew that his pitching was something special, and he hoped to impress the famous coach.

As Mateo practiced his pitch, Primo laughed, "You're too much of a runt to try out. You don't even have a uniform!"

"Father, please tell him it would be a waste of everyone's time!" said Guapo.

Their father agreed, and he forbade Mateo from attending the tryouts.



8

Cinderello • Level O 7



Mateo was crushed. He hid under the bleachers the next day, watching the other boys practice. Suddenly, he heard a woman's voice softly calling his name.

It was the lady from the taco cart.

"How do you know my name?" Mateo asked.

"I don't just make tacos," she said,
"I am also your fairy godmother."

"Why aren't you out there playing?" she asked.

Mateo hung his head. "My stepfather won't allow me. Even if he did, I don't have a uniform," he said.



She waved her magic spatula, and in an instant Mateo was transformed.

Mateo grinned. "Awesome! Valenzuela's

jersey and cool pink shoes!"

"Now you can attend the tryouts, and no one will recognize you," she said.

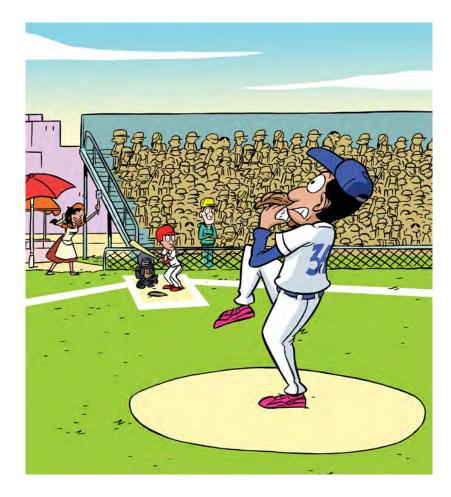
"But you must go home the instant tryouts are over," warned the fairy godmother.



Disguised in his uniform, Mateo made his way to the first tryout.

The coach told Mateo that he could try pitching, and he quickly struck out every boy.

"That's what I call a pitcher!" the coach cried.



Later that afternoon, the coach put the boys into two teams for a game and chose Mateo to pitch. Mateo proceeded to throw a perfect game, and everyone, even the twins, was thrilled. With a superstar like this, surely their team would win the Little League World Series!



The instant the game ended, Mateo tried to leave, but the boys and the cheering **spectators** mobbed him.

In the scuffle, Mateo lost one pink shoe. When he finally broke free and fled home, he felt his uniform vanishing into thin air. He looked down to see that he was dressed like an ordinary boy, except with only one ragged shoe. The other foot was bare.

The coach was left holding the pink shoe. "I must find that fantastic kid," he said.

The next day, the coach went door to door, visiting every home in the town. Wherever he found a boy, he had him try on the pink shoe. It fit no one.

Finally, the coach arrived at Mateo's house. The twins almost knocked each other over in a rush to try on the pink shoe. No matter how hard the boys wriggled their toes and pushed, it was still too small. Then, the coach spotted Mateo.



Cinderello • Level 0 13



"Come here, my boy, and try on this shoe," the coach said.

The twins **guffawed**, but when the shoe slipped on perfectly, they both gasped, "Cinderello!"

Mateo looked at the twins and said, "My name is Mateo."

"Mateo will be our captain, and he will lead us to victory!" the coach announced.

Turning to the brothers, the coach said, "And you two will be our towel boys!"

Glossary

chores (*n*.) small jobs or tasks that must be done regularly

(p. 6)

guffawed (v.) laughed suddenly

and loudly (p. 15)

pitch (v.) to throw a ball to a batter

in a game of baseball

or softball (p. 3)

spectators (*n*.) people who watch an

event without taking part

(p. 13)

transformed changed in form

(v.) or appearance (p. 10)

tryouts (*n*.) events where activities

are used to test how good people are in

athletics or performing

(p. 7)

16

Writing Prompts

- 1. Imagine a box and what's inside. It might be large or small, make believe or real, alive or nonliving. Tell a story about what happened when you open the box.
- 2. Imagine that a spaceship landed in your backyard. Tell a story about what happened.
- 3. Imagine that while walking on the beach one day you notice a bottle. Inside the bottle was a note. Write a story about what happened when you read the note.
- 4. Imagine that one Saturday morning your favorite book or cartoon character came to visit. Tell a story about what happened.
- 5. Imagine that you took a trip to the zoo, and during your visit one of the animals escaped! Write a story about what happened.

QUOTATION MARKS RULES

- Direct Quotations: The speakers exact words
- Tag line: identifies the speaker.
- Begin the direct quotation with a capital letter. Example: Dad said, "Do not forget to do your homework."
- Place the quotation marks before and after the speakers exact words.

Example: "I love to eat ice cream," Jackie said.

- Place the ending punctuation marks after a speakers exact words and before the ending quotation mark.
 Example: "What time does the party start?" Andrew asked.
- Separate the tag line from the quotation using a comma when it at the beginning of the sentence.

Example: Helena yelled, "Yay, everyone is here!"

• Each new speaker gets a new paragraph. Example:

Jackie asked, "Do you know what time we have to be at the game?"

"I think we have to arrive at 4:00pm," Shanna said.

"Thank you, do you need a ride?" Jackie questioned.

"Yes, I would love a ride!" Shanna exclaimed!

Which sentence is correct?

- I. Sally asked "when will you arrive?"
- 2. Sally asked, "When will you arrive?"
- 3. Sally asked When will you arrive?

Which sentence is correct?

- I. My favorite poem is "Homework" by Shel Silverstein.
- 2. My favorite poem is <u>Homework</u> by Shel Silverstein.
- 3. My favorite poem is Homework by Shel Silverstein.

#2

Which sentence is correct?

- I. What? asked Tim "will we do differently?"
- 2. What asked Tim will we do differently?
- 3. "What," asked Tim, "will we do differently?"

Which sentence is correct?

- I. Let's go to the park Jack said.
- 2. "Let's go to the park," Jack said.
- 3. "Let's go to the park Jack said."

#3

Which sentence is correct?

- I. "Make sure you lock the door!" mom yelled.
- "Make sure you lock the door mom yelled."
- 3. Make sure you lock the door mom yelled!

Which sentence is correct?

- I. Did you read the article Alligators in the magazine?
- 2. Did you read the article Alligators in the magazine?
- 3. Did you read the article "Alligators" in the magazine?

The Little Ladybug Sho

Na	Name: Date:		
114	Making Inferences		
Re	ead the following scenario. Use what you already know about life, then search for clues in the text to make an inference about what is happening.		
	Jake's heart was beating so fast, he felt like it might come right out of his chest. He ascended one step at a time, getting further and further from the ground below him. "You can do it!" his mom yelled. He glanced over at the lifeguard as he approached the edge of the highest possible platform. She nodded, as if to say, "it's all clear, go ahead!" He counted to three in his head, closed his eyes, and stepped on the platform. He knew he could do it!		
1.	Use what you know about life combined with the clues in the text to make an inference. Where was Jake? What was Jake trying to accomplish? Fill in the puzzle pieces.		
	CLUES IN TEXT + WHAT I KNOW = INFERENCE		
2.	How do you think Jake feels after he steps off the platform? How do you know?		
3.	Write one more clue that could have been included in this scenario to help the reader understand what is happening.		
	©Kirsten Tulsian		

Elements of a Tairy Tale

May begin with once upon a time

May end with happily ever after

Good characters; Protagonist (Hero)

Evil characters; Antagonist (Villain)

Elements of magic and/or royalty

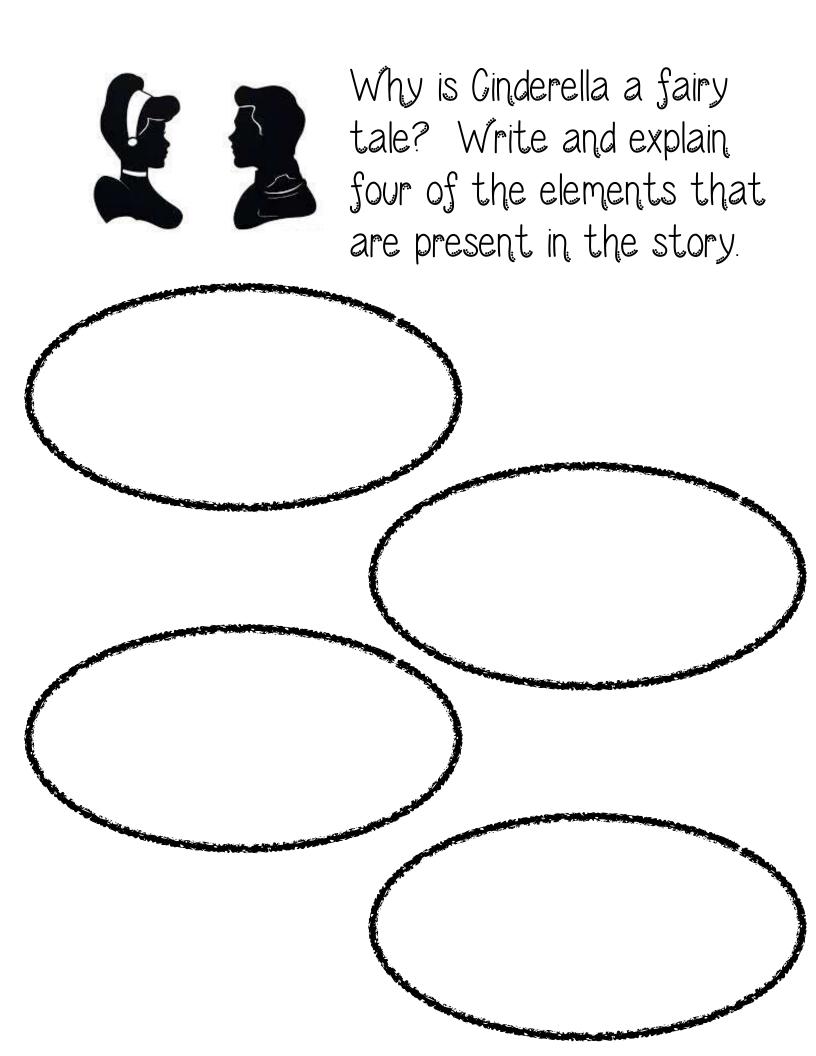
Setting is usually in a castle or the forest

Things happen in 3's or 7

A theme is present

Teaches an important lesson

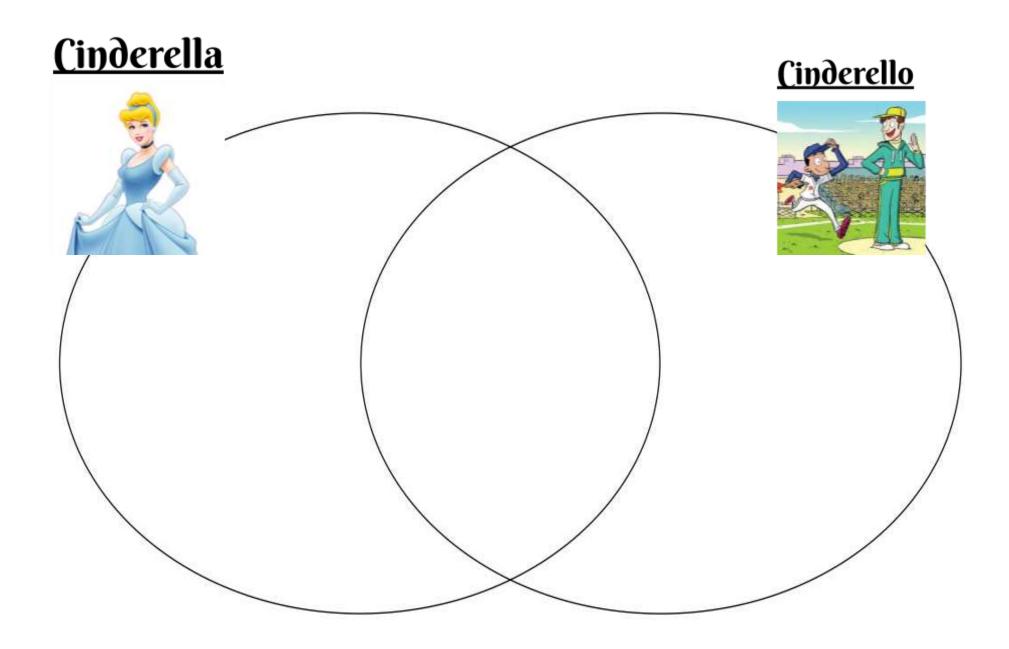
Animals can talk, have special abilities, or act like humans



Compare and Contrast Cinderella and Cinderello

Title:	Title:
Characters:	Characters:
Setting:	Setting:
How are the stories	the same? How are they different?

Use the venn diagram to compare and contrast the two stories.



Name	Date

Name	Date

Name	Date

Name	Date

Name	Date



RSU 57

- Waterboro
- Alfred
- Lyman
- Line
- Shapleigh
- Massabesic Middle

Massabesic High

SPECIALS

Printables

LEARNING MENU SPECIALS

1

PE

Health-related Components of Fitness Exercise Cube:

https://bit.ly/3dNHjdo



2

PΕ

W.O.W (Workout of the Week): Wednesdays with Mrs. Person at 11:00:

https://rsu57.zoom.us/j/298 414629



3

PE Number Line Drill, click this link to try:

https://bit.ly/2WzTZih



4

ART **How Creative Are You?**

Art directions, May 18-22



ART **Origami**

Art directions, May 18-22

Make Your Own Clay

Art directions, May 18-22



Talk with an older family member about their experiences with music. See your music teacher for further instructions.

Music Boom, Snap, Clap

Watch the video below to learn the body percussion routine to Boom Snap Clap. Can you do it correctly? How fast can you go without making a mistake? See if you can do it as fast as Ms. Eddy and Ms. Smith!

https://tinyurl.com/ybatgajn

Music **Band Instruments**

Watch this video which introduces the 6 instruments that you could learn how to play in 4th grade! Respond to the google form to let us know that vou listened!

https://safeYouTube.net/w/QiJ



Library

Listen to the read aloud story https://bit.ly/35TGigS)and watch these videos about Maine: https://bit.ly/2WtuKOA and https://bit.ly/2vSeBJo.

Use the Chatterkid app on your iPad, make your own Maine song or rap as a lobster, moose, pine tree or other Maine symbol.Chatterkid how-to:

https://bit.ly/2Agi3zx

11

SEL

Dealing with Disappointment



12

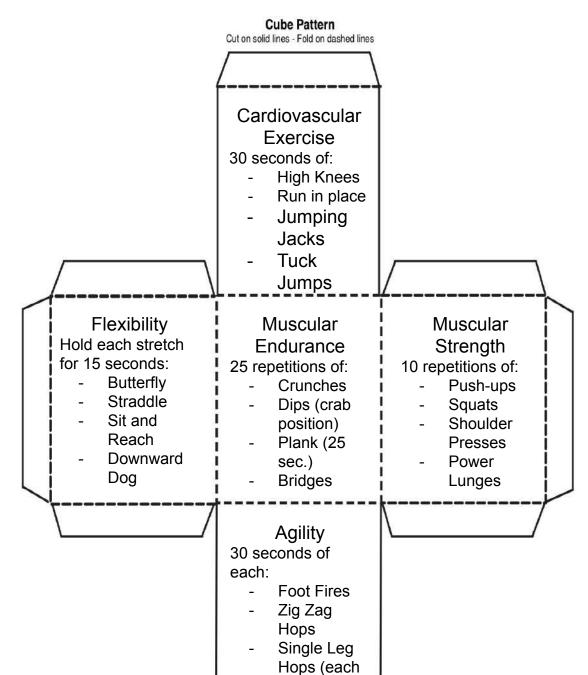
SEL

Brave Yoga









Coordination/

side)

Balance

Do each for 1

minute:

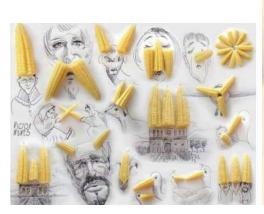
- Single Leg balance and torso rotation
- Single leg toe touch

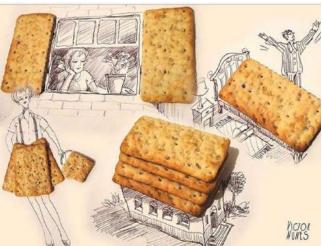
How Creative Are You

Victor Nunes is an artist from Brazil who is quite a creative man. He is known for his ability to take everyday objects, and transform them into many different things. He creates illustrations that cover a page using the same object in different ways. Here's some examples of his work:









Week 1: Pick an object to begin to build a drawing around. Your object can be anything! It can even be food! What can you transform them into? Draw a few sketches around your paper.

Week 2: Add more drawings to the same sheet of paper!

Origami!

You will need a SQUARE piece of paper to begin any origami project. The beginning of the frog video has easy instructions on how to use a rectangular piece of paper and turn it into a square. If you do not have colored paper, use some markers to color it in once it's assembled. Here's an easy to follow video that you can use to follow along and learn how to make an origami frog:

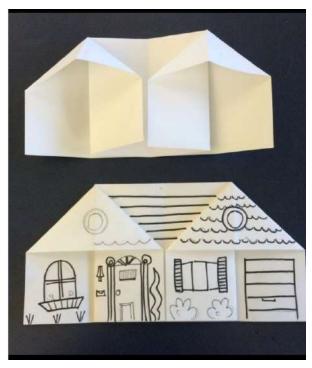
https://safeYouTube.net/w/57yB



Paper bracelet origami



The directions at this site are quite clear, lightweight paper and careful folding are the key to success. We used to make these from the paper from gum wrappers!



Origami House

Make Your Own Clay!

****(Allergy warning! If you are allergic to gluten, this is not the project for you!) You can choose to do this project over the course of one or two weeks.

Week 1: Here's a recipe to make your own clay! This clay is called salt dough and easy to make and can last a long time. You will need a bowl to mix the dough, a spoon, wax paper or plastic. When creating, be sure to work on a plastic covered surface as this stuff is sticky!

- * 2 cups all-purpose flour
- * 1/2 cup salt
- * 3/4 cup water

Mix all of the ingredients together in a bowl. Dump out ingredients onto wax paper or plastic and continue to knead until a soft dough forms. Also, any clay not used, simply wrap in plastic wrap and store in the refrigerator for later use. Week 2: Use your clay to build an animal! Here's some examples:



Music Interview

Find a relative or family friend, and ask them about their experiences in music. Be sure to choose someone older than you, like a parent, aunt/uncle, or grandparent.

aunt/uncle, or grandparent. My name:
The person I'm interviewing is:
Who was your favorite musician when you were growing up?
How did you normally listen to music when you were a kid?
Did you play any instruments or sing in a choir? Did anyone in your family play instruments or sing in a choir?
What was the first concert you went to? What was your favorite concert?
What is your favorite thing about music?

Intro to Band Instruments

After watching the video called 'Intro to Band Instruments' answer these questions to let us know what you thought!

* Required

First and Last Name *
Your answer
Which instrument did you like the sound of the most? *
O Flute
Clarinet
Saxophone
Trumpet
○ Trombone
O Snare Drum and Bells



Which 3 instruments are woodwinds? *	
☐ Flute	
Clarinet	
Saxophone	
Trumpet	
Trombone	
Snare Drum and Bells	
Which 2 instruments are Brass? *	
☐ Flute	
Clarinet	
Saxophone	
Trumpet	
Trombone	
Snare Drum and Bells	
Which instrument is percussion? *	
O Flute	
Clarinet	
Saxophone	
Trumpet	
O Trombone	
O Snare Drum and Bells	2

Think of one instrument, what interesting facts do you remember about that instrument? *
Your answer
Is there an instrument that you want to know more about? Which one? What do you want to know? *
Your answer
Do you think you would want to try to learn one of these instruments in fourth grade? *
O Yes!
○ No
Still thinking about it.

Submit

Never submit passwords through Google Forms.

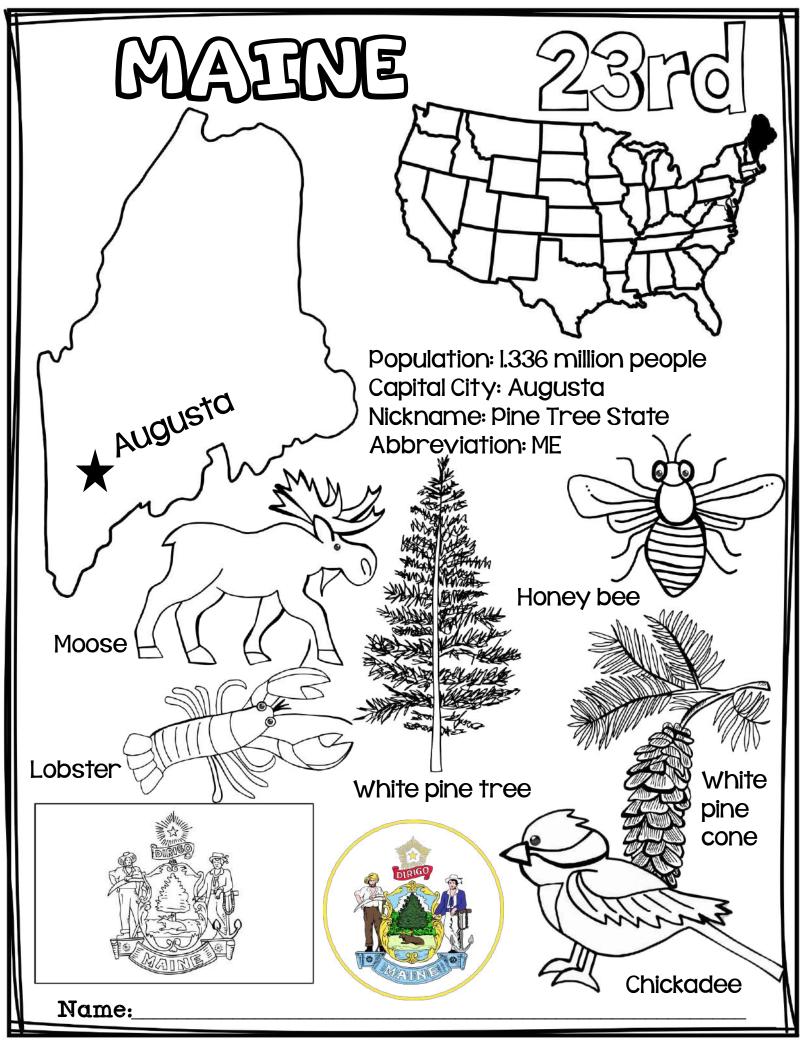
This form was created inside of RSU57-Massabesic School District. Report Abuse

Google Forms



Design your own flag What will your flag look like?





COPING WITH DISAPPOINTMENT

Allow yourself to feel sad - For some that means crying, for others it may mean writing feelings down in a journal.

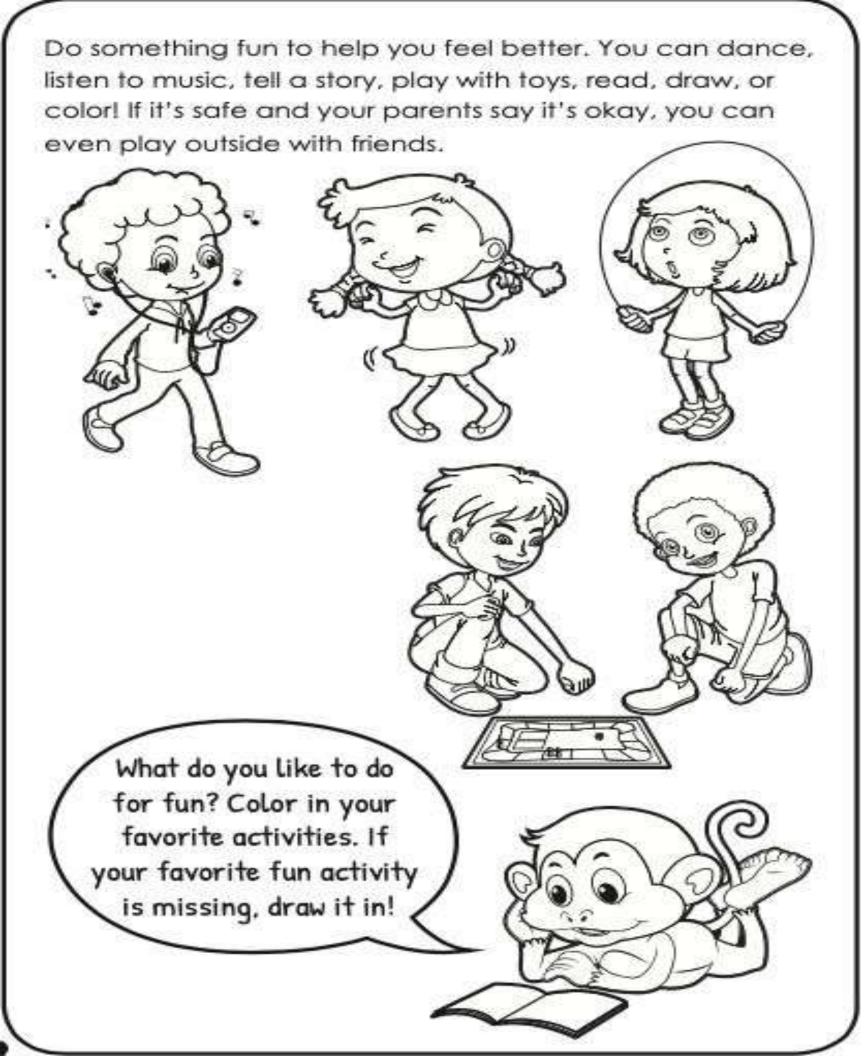
Talk it over with your close friends and family - Find people who know your heart and will respect your emotions.

Everyone experiences being let down - We all have ups and downs, but things have a way of working themselves out.

Take care of yourself - Go to bed early, enjoy your favorite meal, or watch a show that makes you laugh.

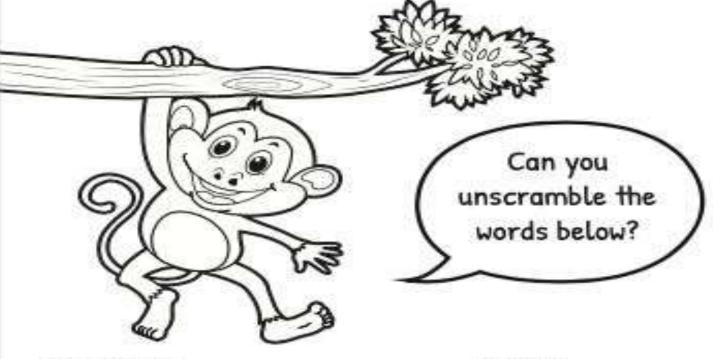
Be kind - respect the property and feelings of others.

Take time to think about how you will react - There's an old saying that says, "You should sleep on it" before making important decisions. Some choices that we make can follow us for a lifetime. Act in ways that won't be met with regret later.



WORD SCRAMBLE

Use this workbook to help you feel better whenever you need it. Talk with your parents about how you feel. And always remember, what happened is not your fault!



EBHRTAE _____

OROLC _____

CDANE_____

RADW_____

IFENLSEG_____

PLHE_____

SGHU_____

SLETIN _____

PYAL _____

EDAR _____

SERT_____

INSG_____

LISME _____

AKLT_____



Answers: breathe, color, dance, draw, feelings, help, hugs, listen, play, read, rest, sing, smile, talk

CONNECT THE DOTS

If you still don't feel better, imagine you are blowing up a balloon. Breathe in slowly and then try to blow your balloon as big as it can be in one breath. Repeat two more times.

Connect the dots to reveal the picture!

