

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

Continuous Learning LEARNING MENUS

MATH

LITERACY

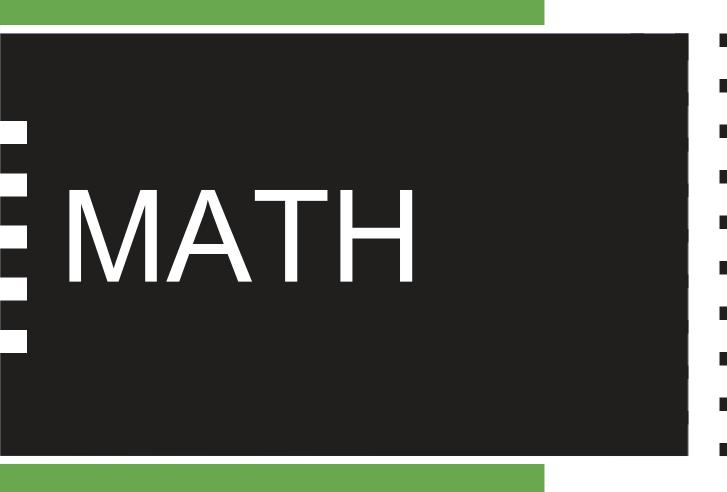
SPECIALS

Printables

Week 4



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Quadrilateral Helpful Hints

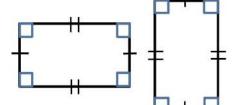
A quadrilateral is a four-sided shape.

square



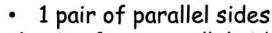
- 4 equal sides
- opposite sides parallel
 - four 90° angles

rectangle



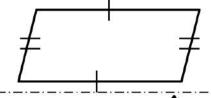
- 2 equal parallel long sides
- 2 equal parallel short sides
 - four 90° angles

trapezoid

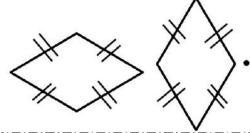


1 pair of non-parallel sides

parallelogram



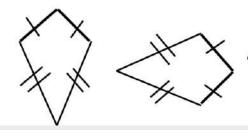
- 2 pairs of parallel sides
- looks like a leaning rectangle



rhombus

parallelogram with 4 equal sides

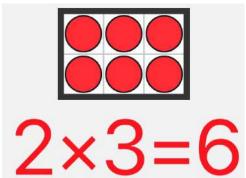
has no 90° angles



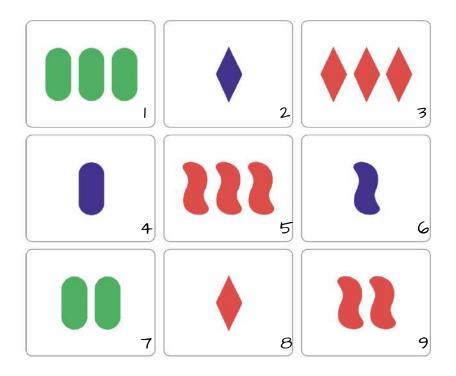
<u>kite</u>

- 2 pairs of equal sides
- has no parallel sides

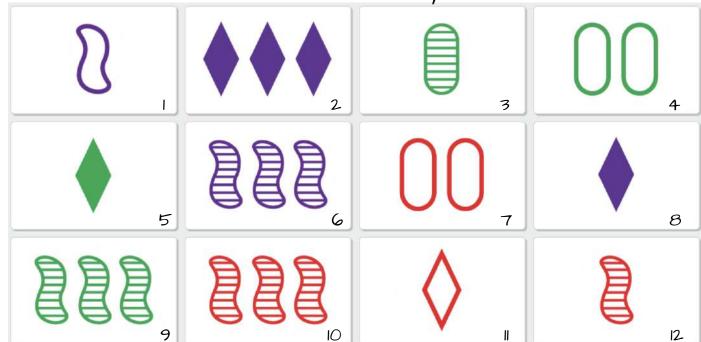
Choose two numbers between 1 and 6. Write a multiplication sentence $(__x__=__)$ using those numbers and solve for the product. Draw or use objects to create an array to represent the problem. Create 3 to 5 problems and arrays to post for your teacher.



There are 4 SETs below. Can you find them all?



There are 6 SETs below. Can you find them all?



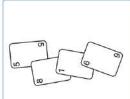
MATH BOX #10

Games

Top-It Games

☐ number cards 0-10 (4 of each) Practicing basic facts Materials Players Skill

Object of the Game To collect the most cards.



Multiplication Top-It

Directions

- Shuffle the cards. Place the deck number-side down on the table.
- Each player turns over 2 cards and calls out the product of the numbers.
- The player with the largest product wins the round and takes all the cards.
- 2 more cards and calls out the product of the numbers. The player In case of a tie for the largest product, each tied player turns over with the largest product then takes all the cards from both plays.
- The game ends when there are not enough cards left for each player to have another turn.
- The player with the most cards wins.

Round 1:

- She multiplies 2 x 6 and calls out 12. Ann turns over a 2 and a 6.
- She multiplies 6 × 0 and calls out 0. Beth turns over a 6 and a 0.
- Joe turns over a 10 and a 4.

Joe has the largest product. He takes all 6 cards. He multiplies 10 × 4 and calls out 40.

9 9

Games

Round 2:

- Ann turns over a 3 and an 8. She calls out 24.
 - Beth turns over a 4 and a 6. She calls out 24.
- Joe turns over a 9 and a 2. He calls out 18.

Ann and Beth are tied with 24, so they each turn over 2 more cards.

- Ann turns over a 3 and a 7. She calls out 21.
- Beth turns over an 8 and a 4. She calls out 32.

Beth wins Round 2 and takes all 10 cards.

Multiplication Top-It

Directions

with Extended Facts)

multiple of 10. For example, a player turns over a 2 and then a 6. The player uses 60 instead of 6 and multiplies $2 \times 60 = 120$. Multiplication Top-It, except players make the second card a Multiplication Top-It (with Extended Facts) is played like All other directions stay the same.

Addition Top-It

Directions

call out the sum of the 2 numbers. The player with the largest sum Addition Top-It is played like Multiplication Top-It, except players wins the round and takes all the cards.

Subtraction Top-It

Directions

Subtraction Top-It is played like Multiplication Top-It, except players subtract the smaller number from the larger number and call out the difference. The player with the largest difference wins the round and takes all the cards.

M.3-1

Springtime in Maine is the perfect time to visit a vernal pool with your family. A vernal pool is a shallow place where water collects making a pond for only part of the year. Before you visit a vernal pool, what kinds of living things do you think you will find there? Why? What kinds of body parts would animals and plants living in a vernal pool need to have? Visit the pool. Make a drawing of what you see, including any animals and plants present.

Name: _____

Sometimes animals become injured or sick and can't be released back into the wild again. Sparky, a Great Horned Owl that broke his wing and can no longer fly, lives at Chewonki in Wiscasset. All the animals that live at Chewonki are not able to be released back into the wild for different reasons. Let's imagine that you get to design a home for Sparky. Use what you know about an owl's natural environment to make the best home for Sparky. Draw a picture of your design, and add words to describe the special features the home has that will help Sparky survive. Watch this recorded clip of a Chewonki educator, Jessica, showing off the home Chewonki designed for Sparky. What features did they include in Sparky's enclosure? Why are these important features? How does your design compare with the one at Chewonki? What's the same and what is different?

bit.ly/34YwNg9



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SPECIAL S

Flip a Coin Workout

Name: _____

Directions: Find any coin, flip it in the air (with some flare), how does it land? Follow the chart to see which exercise you can complete!

Flip#	Heads	Tails
1	Jog in Place: 1 minute	20 Jumping Jacks
2	Plank: 30 seconds	8 Push-ups
3	10 Squat Jumps	Wall Sit: 30 seconds
4	15 Crunches	10 Sit-ups
5	High Knees: 30 seconds	Invisible Jump Rope: 1 minute
6	20 Small Arm Circles (both ways)	20 BIG arm circles (both ways)
7	Mountain Climbers: 30 seconds	10 Burpees
8	20 Squat Jumps	20 Calf (heel) Raises
9	20 Sumo Squats	10 Plank Toe Touches
10	20 Plank Jacks	Butt Kicks: 30 seconds

What song did you listen to?

Was there someone singing?

Describe the ensemble (group of musicians) that performed the song. What instruments did you hear? Was it a large group or a small group?

Circle the tempo/speed of the song:

Fast

Medium

Slow

What did the song make you think of? How did it make you feel?

Anything else you would like to share about the song you chose?