6th Grade Hanalei School: March 30 - April 3

	Monday	Tuesday	Wednesday	Thursday	Friday
Night Reading	Please continue to have your child read every night for at least 20-minutes!				
Reading	*iReady - Read: 15 minutes *Need help for how to log into your iReady? Click Here *Novel Reading: 20 minutes *Instructions found at bottom of the page.	*Vocab.Com Continue on where you left off at school. 15 minutes *Need help for how to log into your iReady? Click Here Grammar: 20 minutes Practice Figurative and Hyperbole sentences. *Instructions found at bottom of the page.	*iReady - Read: 15 minutes *Novel Reading 20 minutes *Instructions found at bottom of the page.	*Vocab. com Repeat 15 minutes *Exploring Poetry 20 minutes *Instructions found at bottom of the page.	*iReady - Read: 15 minutes *Novel Reading 20 minutes *Instructions found at bottom of the page.
Writing	**Journal Writing** **ASSIGNMENT** **15 minutes** **Interview family Member about how they are dealing with the Pandemic. What are their concerns? What is positive about this difficulty? How have they survived difficult times in the past? Mention how are you helping your family noe?**	**Kahoots** Game on **15 minutes** Persuasive writing elements Join the class at 10:00 AM on Kahoots.	**Journal Writing** **15 minutes** **Your voice** How is the pandemic affecting your life? Your communities? Your Country and the World? What effect does it have on the environment and the economy? What worries you? What are the positives coming from this experience? What are the negatives?	**Kahoots** Game **15 minutes** on Persuasive writing elements Join the class at 10:00 AM on Kahoots.	**Poetry Writing** Write a HaikuPoem **15 minutes** Instructions found at bottom of the page.
Math	*iReady - Math 1 lesson *IXL math - Letter: I,J,K,L, FF, II, or X	*iReady - Math 1 lesson *IXL math - Letter: I,J,K,L, FF, II, or X	*iReady - Math 1 lesson *IXL - Letter: I,J,K,L, FF, II, or X	*iReady - Math 1 lesson *IXL - Letter: I,J,K,L, FF, II, or X	*iReady - Math 1 lesson *IXL - Letter: I,J,K,L, FF, II, or X
Skills Practice	Continue to practice your multiplication tables MATH CHOICE BOARD				

Science/ Social Studies	**Science:** **Log-In to IXL** Go to Science at the top (not math!). Complete Sixth Grade O. Part 1: Understanding Cells (this is a review of cell information 10 - 20 minutes) *Need help for how to log into your IXL? Click Here Don't Have a Computer: SET UP AN EXPERIMENT: Go outside and cut three different stems from three different plants (independent variable). Place them in three identical cups of water, with the same amount of water placed in the same location (constant). Observe every day for two weeks. Record if the stems begin to grow roots. If so, how many days did each one take (dependent variable)	Social Studies: **Log-in to Newsela** **Class code QQ2GCK** Pick a Newsela article and answer the writing assignment and quiz.	**Science:** Watch Crash Course Video on Plant Cells (10 min) Log-In to IXL and go to Science at the top. Complete Sixth Grade O. Part 2 - Identify Functions of Plant Cell Parts (About 10 minutes) Want some "Mrs. Adams tricks" to help you before you complete the IXL? Click Here *Need help for how to log into IXL? Click Here Don't Have a computer: STEM Building: Try building a bridge with items found around your house. Write about what worked well and what you would change if you started again.	Social Studies: **Log-in to Newsela** **Class code QQ2GCK** Pick a different Newsela article and answer the writing assignment and quiz.	**Health:** Talk with your family about the importance of good hygiene. Discuss how frequent hand washing can stop the spread of germs. Video on How Hand Sanitizer Works
Enrichment (Pick One Per Week)	Choice Board				
PE Options	Choose one or more of the following: - How many jumping jacks can you do before you get tired? - How long can you plank for? - How many pushups can you do? (On your knees is fine) - How long can you jump rope for? (pretend jump ropes are fine for this).	Build an Obstacle Course. Challenge family members to attempt the course. *Make it a race! Time each person who completes the course and see who does it fastest!	Compete with Yourself: Go back to the activities you completed on Monday. Do them again and see if you can beat your best scores!	Practice your hand-to-eye coordination and make up a target game! Use chalk to draw a target board, or cut out pieces of paper to tape to the ground. Assign points to your target board. With permission from a parent, make a bean bag out of an old sock and rice, or use a water balloon to have target practice!	Compete with Yourself: Go back to the activities you completed on Wednesday. Do them again and see if you can beat your best scores!

From Ms. Siebring

Instructions for Reading:

Novel Instructions:

Keep a reading log to summarize what you read each day.

-Note what happened and who was involved.

Students may continue on with the Novel that they were working on in class. *Wonder*, *Wrinkle In Time*, *Gentle Ben*, and *Precious Bones*. These books may be downloaded in print or audio form. Please let me know if this doesn't work for you.

If you can not get the novel you were working on because of it not being available or you have finished the book, then you are free to choose another book of your interest.

On your Reading log, list the title and author of the book you are reading.

My goal is that you read and comprehend what you read.

Download EPIC to find books

Instructions in Language Arts

***Grammar: Practice Figurative language**

Reviewing forms of writing.
Assignment:
Write five sentences
Using
Figurative Language

Write five sentences using **Hyperbole language**
Use the following definitions to review the meaning of each form.
DEFINITIONS:
Figurative language is a language that one must figure out. The term "figurative" is an antonym of "literal." In literal language, the words convey meaning exactly as defined, whereas in figurative language there is room for interpretation. An effort is required on the part of the reader to determine the speaker's or writer's intended meaning. The listener or reader must "figure" out what is meant. Figurative techniques add beauty to our language.
Example of Figurative sentence.
"Time is a thief."
Hyperbole is when the writer or speaker exaggerates for emphasis or effect "hyper", translates roughly to "over" and "bole" translates roughly to "throw." So the word "hyperbole" means to overthrow or to go over. **Examples of hyperbole**
"Yeah, I already beat that game 80,000 years ago." Hyperbole is an effective technique for getting your point across.
Poetry Writing Japanese

Haiku Poetry

The structure of Haiku Poetry about nature is three lines long.

The first line has five syllables.

The second line has seven syllables.

The third line has five syllables.

ASSIGNMENT

Create and illustrate your own haiku poem

6th grade

Enrichment Choice Board

Choose one project per day, if you cannot finish in one day then continue to work on the project until it has been completed.

Art collage Outside: Collect at least ten artifacts that you find around your home. Create it on cardboard or any other base that you would like. Create a video explaining the artifacts that you found or photos and text about your project.	Go outside in a dry location, Bring a piece of paper and pen or pencil. Sit in a safe, dry place such as on the beach, on your porch, or near a creek. Use your 5 senses (hearing, smell, taste, sight, touch) to write a poem or observation piece. Draw what you see in detail	Try a new recipe. Follow a recipe step by step. This activity will develop many great skills you will need in life (following directions, using measurements, patience, precision) Tell us what you made, take a picture, share it, get feedback, and for a bonus....use the feedback to improve your dish and try it again!
Build a house of cards, try to build a tower as tall as you can. Record the height of your tower, take a picture, and we will share it during our class meetings.	Build a tinfoil boat to see if you can make it float. Add 1 penny at a time, record how many pennies you could add until your boat began to sink. Take a picture of your design before and after. You can be creative and add any details, lego men/women, or color to your design!	Make a paper airplane and challenge someone in your house to make their own. See how far your plane travels, then make 5 different designs. Try different materials such as tinfoil, newspaper, construction paper, magazines. , wax paper, or any other materials you can think of. Be creative! Take a picture or draw your designs to share with the class.

Math Choice Board

Play Games- **What better way to practice mathematical skills than while enjoying games as a family? This list will help you choose games that focus on mathematical concepts. You might not notice because you're having so much FUN!** Dominoes — Battleship Mancala — Connect four Cribbage — Sudoku Monopoly — Checkers Life — Chess Yahtzee — Chutes & Ladders Dice — Cards	GEOMETRY- Describe 5 occupations that incorporate area, surface area, or volume. Be very specific on the job title and explain how that job uses area, Surface Area, or volume. At least 3 sentences each.
APRIL 1st- April 1st is April Fools Day. Come up with five trick math questions to fool another person. Attach an answer key that states why each question is a trick question.	**Research Origami** **Try to make an origami boat following the directions on the website, all you need is 1 piece of paper!**
Build a lego creation, try and build something that can move on its own. Or try to make something tall. Build a building using a pattern. Be creative, take a picture or draw what you created (include dimensions) or bring it to the class meeting and share it with the class.	**Make a Graph** Interview your family members in your home or by phone. Ask them 2 questions such as shoe size and height. Label the x and y-axis and fill in the information. Don't forget to add a title.
Make a Domino course, How creative can you get. Film a movie once you're ready to make it fall!	Make flashcards of multiplication facts or the formulas for triangle, polygon, rhombus, and trapezoid.

Playing Card Math for middle schoolers- play one of these 3 games with someone at home to practice positive and negative numbers or exponents!

Playing Card Math for Middle School

1. Multiplication War

This game is played with two players and a full deck of cards.

- Ace is worth 11
- Jack is worth 12
- Queen is worth 13
- King is worth 14

This game works with number recognition, positive & negative integers, and multiplication.

How to Play:

- Black cards are positive numbers
- Red cards are negative numbers

Deal out cards evenly between the two players. (Each player should have 26 cards)

This game is played similarly to War. Begin by simultaneously flipping over top two cards. (Instead of one like in War)

Remember that two negative numbers make a positive product (a negative times a negative equals a positive) and that -3 is greater than -8.

The highest product wins all four cards. (Similarly in War the highest number takes both cards)

If the cards products have the same value, the cards are placed in a center pile (or set to the side). The next hand is played normally and will determine the winner of the previously set aside cards plus the current hand.

Play continues until one person holds all the cards or until a set amount of time has passed and then the person holding the most cards wins the game.

2. Exponent War

This game is played with two players and a full deck of cards.

- face cards = 10
- Ace = 1 or 10 (decide before beginning the game

This game works with multiplication, base, and exponents.

How to Play:

Deal out cards evenly between the two players. (Each player should have 26 cards)

This game is played similarly to War. Begin by simultaneously flipping over top two cards. (Instead of one like in War) The first card is the base and the second card is the exponent. The player with the highest product wins all four cards.

If the cards products have the same value, the cards are placed in a center pile (or set to the side). The next hand is played normally and will determine the winner of the previously set aside cards plus the current hand.

Play continues until one person holds all the cards or until a set amount of time has passed and then the person holding the most cards wins the game.

3. Hit The Target Number

This game can be played with 2-5 players and one deck of cards.

- Ace = 1 or 11
- Jack = 12

- Queen = 13
- King = 14

This game works with multiplication/division, addition/subtraction, order of operations, and mathematical reasoning.

How to Play:

The group of 2 – 5 players selects a target number from 1-30. One of the players will turn five cards from the deck face up and the object is to make a number sentence using all five cards with

any operations to reach the target number.

For example, suppose the target number is 20 and the cards in play are 5, 5, 6, 2, and Ace (in the case making the Ace worth 1). One winning combination is: 5 x 2 + 5 + 6 – 1 = 20. Another is (6 x 5) – (2 x 5 x 1). Also, (6 ÷ 2) x 5 + (5 x 1) works, as do many more.

The first player to find a winning combination keeps the cards and chooses the next target number. If no combination is found in about a minute, flip over another card and try tomake a combination using six cards.

If playing with players of different abilities, instate a rule that says, if a player hasn't made a combination in three rounds, he or she may make combinations using four of the five cards until they make a winning combination; other players must use five.

4. Collaborative Fractions

This game can be played in four variations, with two people working together. You will need a deck of cards and some scratch paper and pencil.

- face cards = 10
- Ace = 1 or 11 (decide before you begin)

This game works with adding, subtracting, and multiplying fractions as well as numerator and denominator.

How to Play:

Decide if you are going to add, subtract, or multiply with the cards you turn up, or maybe you do all of them with each set of cards you turn up!

Deal out four cards and place them face up. Using these four cards create two fractions. To do this make the two largest cards denominators, and the other two become numerators. Use scratch paper to work out the problem you have created (don’t forget about common denominators!).

Be sure to reduce answers into simplest form!