



### **Part I Requirement**

Complete the following activities by Friday, March 27 at 5:00 p.m.

• E.7	Greatest common factor

IXL Math: Complete the following skills to at least a Smart Score of 80:

- E.9 Least common multiple
- J.4 Add and subtract fractions with unlike denominators: word problem
- K.13 Multiply mixed numbers
- L.7 Divide fractions and mixed numbers

**Brainpop:** Read instructions on Google Classroom for signing in through G Suite for Education. Two Brainpop videos and quizzes will be assigned this week through Brainpop.

**Khan Academy:** Work toward grade level mastery. Spend at least 25 minutes this week.

# **IXL Language Arts:** Complete the following skills at the 6th grade level to at least a Smart Score of 80:

- E.4 Interpret figures of speechM.4 Correct errors in everyday use
- AA.1 Subject & Object Pronouns
- AA.4 Use Possessive Pronouns
- AA.6 Use Reflexive Pronouns

**Newsela:** Read three articles and complete the reflection form (found on Google Classroom). This week, you must choose any article from each of the three following categories: **Health, Science, Sports.** 

**Complete reading** The Lion, The Witch, and the Wardrobe. Email Mrs. Campbell at <a href="mailto:mcampbell@lcasaints.com">mcampbell@lcasaints.com</a> if you do not have your book at home.

### THEOLOGY/ REFLECTION

Complete the daily Time Capsule Journal. See Google Classroom.

## STEM

### HUMANITIES



#### **Part II Requirement**

**Choice Board Projects:** Choose **at least FOUR** activities this week from the Choice Board below. Spend at least <u>30-40 minutes on each chosen activity</u> during the week. The time can be spread throughout the week. See each activity for evidence requirements. Your Evidence will be **recorded on the SAH Evidence Doc in Google Classroom.** 

#### **SOLVEME.EDC.ORG**

Choose a puzzle and try to advance and improve your algebraic thinking.

After playing for at least 25 minutes, choose "Build a puzzle" and take a screenshot. Add to the Saints at Home Evidence Document.

#### **TED ED VIDEOS**

Watch 4 separate videos then choose two of those and complete the 4Cs reflection sheet which is attached in the Choice Board assignment on Google Classroom. Indicate on your Saints at Home Evidence Document that you have done the Ted Ed reflections.

#### **IGNITE INNOVATION**

Enter Ignite Innovation Student
Challenge - fun, self-guided
project that can be completed
entirely from home! Students use
their digital savvy to conceptualize
an original digital solution that
answers the question "How can
we improve the world?" in one
of three categories: Health, Our
Planet, or Education. It's that
simple!
With just a 1-2 minute video
submission outlining an idea,
students will be entered for a
chance at the \$10,000 GRAND

#### **BOARD GAME**

Choose a board game you have at home and modify the rules. Try playing the game with modified rules and analyze results.

Type the following information in your Saints at Home Evidence Document on Google Classroom:

- What game did you choose?
- How did you modify the game rules?
- Evaluate: What worked well? What did not?

#### **GIFT/INTEREST/HOBBY**

Take time to develop a gift, interest, or hobby. Take a picture or video for evidence and add it to your *Saints at Home Evidence Document* on Google Classroom.

## CARDBOARD SCULPTURE CHALLENGE:

PRIZE. Check out the full challenge

rules to learn more.

Build something cool take a picture, and add it to your *Saints* at *Home Evidence Document* on Google Classroom.

#### **PASSION PROJECT**

Continue working on your 6th grade Passion Project. The Choice Phase went very well. Now consider your learning priorities - what do you really want to learn, create or experience? Consult the Topic, resources and exploration spreadsheet for suggested resources. Continue recording your notes in your work log. Email Mrs. Arrighi at karrighi@lcasaints.com with questions.

#### **MOVIE**

Watch the movie: The Lion, the Witch, and the Wardrobe. No evidence required - this will prepare you to complete one of the projects Mrs. Campbell will share with you next week.

## POSITIVE/NEGATIVE CARD GAME

Enjoy a game of cards while improving your integer skills! Positive/Negative Card Game

Now type five examples of ways negative numbers are used in daily life. Add your thoughts to your Saints at Home Google Classroom folder.