

All activities are available on Seesaw

## Monday 18<sup>th</sup> May

### Design a Musical Instrument out of Recyclables (At Home)

PLAN:

- Sketch and label your design ideas on a piece of paper.
- Think about what materials you could use. (Suggested Materials: cardboard rolls, dried rice or beans, plastic bottles cups, paper clips, coins, rubber bands, small boxes, spoons, tape, scissors)
- Label your sketch with the materials that you will need.

DESIGN:

Build your instrument.

- Test your design. - Does it make the sound you were trying for? - Make improvements if needed. - Create a variety of instruments if you can.

PLAY:

- Play your instrument to a song you already know. OR Compose a new song?
- Create a new dance to go with the song.

REFLECT: In this Seesaw Activity.

- Click add response.
- Upload a photo of your new instrument
- Record answers to the following questions
  - Which materials made the best sounds?
  - What improvements did you need to make?
- Use your instrument to create a music video!

## Tuesday 19<sup>th</sup> May




### Activity 1

#### GoNoodle: I Gotta Feeling

1. Click the link touch the picture
2. Get up and MOVE!
3. When you are done, touch the X. Note: You do not have to add a response for this activity.

### Activity 2

#### Directed Drawing: Fish

- For this activity you will need:  1 piece of paper  1 pencil  crayons, markers, or paint Click add response.
- Follow the steps to draw a fish.

- Colour your drawing.
- \*Writing Prompt: What does your fish do in the ocean?
- Tap on the next slide.
- Take a photo of your art and upload to your Seesaw Journal

## Wednesday 20<sup>th</sup> May

### Adjectives All About Me

Activity - Describe Yourself!

1. Tap the add response button.
2. Take a photo of yourself.
3. Tap the label tool to add adjectives (describing words) to your photo.
4. Tap the tick to add to the class journal \*\* (Tip: Ask a friend to describe you if you get stuck for words to use!)

## Thursday 21<sup>st</sup> May

### Map Making: Family Cartography Adventure

You are going to be a cartographer, that means a mapmaker this week. You and your family will have fun exploring and thinking about where you live.

1. 👁️ Watch the video of the book, "Me on the Map" by Joan Sweeney. As you listen to the story, think about where you have seen a map. What are maps used for?
2. This week you are going to make 3 maps. You can use the templates in Seesaw or draw on paper and take pictures of your maps.
3. Tap the add response button.
4. Tap the drawing tool and draw a map of your room. Or, draw your map on paper. Show your map to a family member. Do they recognize your room. What details make your map clear?
5. Next, draw a map of your home or apartment. How many rooms do you need to include? Create a scale so you can tell which rooms are bigger or smaller? You can use a ruler or a piece of string to help you.
6. 🚶 Go on a walk with your family to draw a neighbourhood map. Add lots of details. Where is your home located? What buildings, roads and other features are around your neighbourhood? Label your map. Talk to your family about what makes your neighbourhood special. Option: Create a map key that uses symbols to show things on your map. Note cardinal directions: north, south, east, and west.
7. Use the label tool to complete the self-assessment.
8. Tap the mic to record yourself explaining your maps.
9. Tap the check to add to your journal.

Family Why: Reading and creating maps builds observation and spatial reasoning skills or the ability to see things in your mind. Spatial skills help children

understand the world around them and are important skills that engineers and architects use.

## Friday 22<sup>nd</sup> May

### Design a Boat to Float

#### PLAN:

1. Sketch and label your design ideas on a piece of paper.
2. What materials will you use? (Suggested Materials: aluminum foil, cent coins or other small weighted objects, a container or a sink filled with water).
3. Label your sketch with the materials that you will need.

#### DESIGN:

1. Build your first boat.
2. Test your design. - Does it float? - Make improvements if needed.

#### PLAY:

1. Try adding one cent coin at a time to your boat.
2. Can you think of a way to improve your design so that it might hold more weight?

Additional Challenge Idea: try creating a boat using different types of materials (cardboard, styrofoam, etc). What design features work best?

#### REFLECT:

In this Seesaw Activity. Click add response. Upload a photo of your boat. Record answers to the following questions

- Which materials worked best in your design?
- What improvements did you need to make?
- How many cent coins was your boat able to hold without sinking?