

# GRADE 5: Wednesday 9<sup>th</sup> June

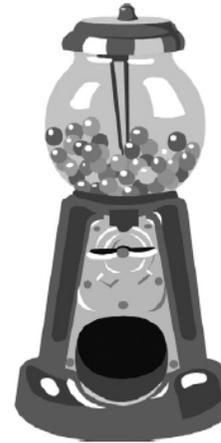
Please check in using this link by 1pm so your teacher can mark you present on the roll:

<https://docs.google.com/forms/d/e/1FAIpQLSeZPFQE8nhnPp4vvtAdHc-tRzcvBsjp08VP5wynGS6ISYLQ/viewform>

READING	WRITING	MATHS	INQUIRY/OTHER
<b>Learning intention</b>	<b>Learning intention</b>	<b>Learning intention</b>	<b>Learning intention</b>
We are learning: how to visualise in a variety of ways.	We are learning: how to plan different major problems for a narrative.	We are learning: to understand chance.	We are learning: how to be active.
<b>Success Criteria</b>	<b>Success Criteria</b>	<b>Success Criteria</b>	<b>Success Criteria</b>
<b>I can:</b> read for 20 minutes. <b>I can:</b> complete a visualising task based on what I have read.	<b>I can:</b> plan major problems for a narrative. <b>I can:</b> describe at least 3 problems the characters encounter.	<b>I can:</b> highlight key information in the worded problem. <b>I can:</b> use my chance and data knowledge to answer questions.	<b>I can:</b> create a ninja warrior course. <b>I can:</b> try my best to complete the course.
<b>Task</b>	<b>Task</b>	<b>Task</b>	<b>Task</b>
<b>VISUALISER</b>  Independently read for at least 20 minutes.  Choose 1 task from the following list to complete based on what you have read (a different task to the one you chose last week):  <ul style="list-style-type: none"> <li>• Draw a scene from today's reading.</li> <li>• Make a new front cover for your text using a scene from today's reading.</li> <li>• Draw a picture for each of the five senses relating to today's reading. For example; what did you hear?, what did you taste?, what did you smell?, what did you taste?, what did you touch?</li> <li>• Draw and label a map of where the events in the book take place.</li> <li>• Send a postcard from one of the characters. Draw a picture on one side, write a message on the other.</li> </ul>	<b>NARRATIVE WRITING- PROBLEMS</b>  Brainstorm and draw at least 3 potential problems that you would like to include in a narrative.  Around the drawing of each problem, write as many descriptions about the what happens, including:  <ul style="list-style-type: none"> <li>- Why the problem occurred?</li> <li>- How it occurred</li> <li>- What happens to the character during the problem?</li> <li>- Who does the problem affect?</li> <li>- When and where does the problem happen?</li> <li>- Adjectives describing what the character feels during the problem</li> </ul> Remember to use WOW words! A good description matches the illustration.	<b>CHANCE AND DATA</b>  Using the data representations below, answer the questions attached to each problem. Answer each question in full sentences!  <b>Please scroll down to the pages below.</b>	<b>WELLNESS WEDNESDAY</b>  Mood Changers. Ever wake up on the 'wrong side of the bed'? Just feel a bit flat? Did you know you can change your mood?  There are three things you can do to improve your mood quickly. <ol style="list-style-type: none"> <li>1. Listen to upbeat music</li> <li>2. Exercise</li> <li>3. Laugh.</li> </ol> Give it a go 😊  Pick one of the following; <ul style="list-style-type: none"> <li>• Put on some of your favourite music and dance/sing along.</li> <li>• Go for a run around the block, do a quick 5 min workout from Fresh Start Fitness <a href="https://www.youtube.com/watch?v=g3L556EpRuo&amp;feature=youtu.be">https://www.youtube.com/watch?v=g3L556EpRuo&amp;feature=youtu.be</a></li> <li>• Watch this <a href="https://www.youtube.com/watch?v=q6PAGwtoBwU&amp;feature=youtu.be&amp;ab_channel=cesar_oasis">https://www.youtube.com/watch?v=q6PAGwtoBwU&amp;feature=youtu.be&amp;ab_channel=cesar_oasis</a></li> </ul>

			<p>How do you feel now? Give yourself a score out of 10 (If one is terrible and 10 is amazing). Research tells us that most likely your mood has improved slightly.</p> <p>Pick another activity and see how you feel after that.</p> <p>Next time you are feeling a bit down, try one of the three activities.</p>
<b><i>Too hard?</i></b>	<b><i>Too hard?</i></b>	<b><i>Too hard?</i></b>	<b><i>Too hard?</i></b>
	Think about problems from books and movies for inspiration. Make sure you don't copy someone else's ideas though.		
<b><i>Too easy?</i></b>	<b><i>Too easy?</i></b>	<b><i>Too easy?</i></b>	<b><i>Too easy?</i></b>
	Write a short paragraph using all the describing words above, to describe the problem.		
<b><i>Don't have _____?</i></b>	<b><i>Don't have _____?</i></b>	<b><i>Don't have _____?</i></b>	<b><i>Don't have _____?</i></b>

This gumball machine dispenses a random gumball each time its button is pressed. Of the 40 gumballs in the machine, 2 are blueberry flavour, 6 are strawberry, 13 are lime and 19 are orange flavour.



a Which flavour is most likely to be dispensed? \_\_\_\_\_

b Which flavour is least likely to be dispensed? \_\_\_\_\_

c Charlie loves lime flavour but hates strawberry. Adrian loves strawberry but hates orange. Who is more likely to get what they want, Charlie or Adrian? Why?

\_\_\_\_\_

d Write the flavours in order, from the most likely to the least likely to be dispensed:

\_\_\_\_\_

## DRAW THE FOLLOWING SPINNERS IN YOUR BOOKS:

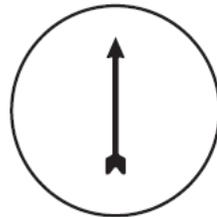
Use red, yellow, green and blue pencils to shade these spinners:

Spinner 1



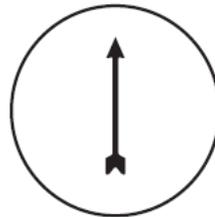
a Shade Spinner 1 so there is an equal chance of the arrow landing on red or yellow.

Spinner 2



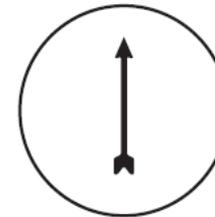
b Shade Spinner 2 so the arrow is most likely to land on yellow.

Spinner 3



c Shade Spinner 3 so there is no chance of the arrow landing on blue.

Spinner 4



d Shade Spinner 4 so the arrow is least likely to land on blue or red.