



Remote Learning Packet

Third Grade

May 26-May 29, 2020

Student Name: _____ Teacher: _____

Student Name: _____ Teacher: _____

My Learning This Week

Directions: Write the date in the box on the left; then put a check mark in each box when all of your hard work is done. We miss you, and hope to see you at school again very soon!

Date	My Daily Learning
	<input type="checkbox"/> I spent between 75 and 95 minutes on my daily activities. <input type="checkbox"/> I read all the directions before I asked for more help. <input type="checkbox"/> If required, I wrote all my answers in complete sentences. <input type="checkbox"/> I used my neatest penmanship, and my writing can be read by both me and an adult. <input type="checkbox"/> I double-checked my written answers for correct capitalization, punctuation, and grammar. <input type="checkbox"/> I read for at least 20 minutes today. <input type="checkbox"/> My teacher will be proud of my hard work and perseverance.
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Day 1 Instructions and Resources

Tuesday, 5/26

Math

Color each multiplication sentence the color that corresponds to the product.

7x8	6x10	7x6	8x6	6x9	5x9	8x6	8x7	6x9	6x7	8x7	7x6	8x6	6x7	9x6	7x6	5x9	8x7	8x7
6x7	6x5	5x7	6x4	4x7	9x3	4x6	5x8	5x6	6x7	3x9	3x7	8x5	5x7	4x10	10x3	4x10	10x3	6x9
9x5	5x6	3x2	2x3	2x6	1x4	2x4	10x1	9x3	3x9	8x5	2x8	9x1	2x5	1x3	1x3	4x4	5x5	7x7
7x6	4x9	3x6	10x8	9x7	10x9	10x8	4x1	3x9	9x5	3x9	1x8	9x9	10x8	10x7	9x10	10x2	9x3	8x7
6x10	3x8	3x5	8x8	5x6	4x6	8x8	6x3	10x4	7x6	9x3	5x1	10x8	4x9	10x3	10x9	2x2	4x7	6x7
8x7	4x7	2x3	8x8	3x8	4x6	10x7	4x5	3x9	10x6	4x7	9x1	9x7	7x4	7x4	7x9	2x4	3x10	5x10
6x7	9x4	8x2	8x9	8x10	9x8	9x9	7x2	6x4	8x6	7x5	1x1	9x8	10x10	8x8	7x10	7x1	3x9	9x5
5x9	3x7	2x4	1x7	7x2	4x5	1x8	6x2	4x7	8x7	5x6	5x1	4x3	2x7	8x2	4x4	3x4	5x6	8x7
7x8	4x6	9x3	9x3	7x5	3x10	8x3	3x9	4x8	8x7	10x3	3x10	10x4	7x3	5x5	8x5	7x4	9x3	6x8
6x9	10x5	4x6	8x6	6x8	4x9	6x7	10x3	5x10	10x5	6x10	10x4	8x7	4x9	9x5	5x10	9x3	9x6	6x9
7x7	10x5	8x3	9x6	7x4	7x8	8x7	9x3	5x9	6x10	6x7	4x10	5x9	7x7	5x6	7x7	3x9	7x8	5x10
10x6	7x5	5x6	3x8	3x7	4x7	5x5	4x9	4x8	10x6	10x3	7x5	3x8	6x6	9x4	7x3	4x8	6x6	7x8
7x8	8x3	1x9	1x1	6x2	3x6	2x9	5x1	7x4	9x6	3x8	2x10	1x1	6x2	3x3	3x1	2x8	7x5	8x6
6x8	6x6	4x5	9x8	10x9	9x7	10x8	6x3	5x5	10x5	10x3	3x3	8x10	10x7	9x7	10x9	2x5	9x4	10x5
8x7	4x6	1x4	10x8	6x6	8x5	8x8	4x4	5x6	6x7	6x6	8x1	8x10	9x4	9x3	8x9	8x1	3x8	9x6
6x7	4x6	4x1	10x10	8x3	9x3	9x8	6x1	10x4	9x6	5x8	2x6	9x7	8x3	6x6	9x9	2x10	4x7	6x9
7x8	3x7	6x3	8x10	7x10	10x10	8x9	3x6	6x5	5x9	3x8	1x6	7x10	10x8	8x10	10x7	1x4	5x7	7x8
7x6	10x3	4x1	10x1	3x5	2x1	3x1	4x2	7x5	4x9	3x8	10x2	2x4	5x2	1x10	2x2	10x2	10x3	6x8
9x6	6x4	5x6	6x5	4x8	5x6	6x5	7x4	5x6	5x10	5x6	3x8	6x5	3x7	6x6	6x5	5x7	6x6	9x6
5x10	7x6	6x7	6x8	6x10	10x6	7x8	5x9	7x7	7x6	6x7	6x9	7x8	7x6	5x10	9x6	7x6	6x9	8x6

Key:

1-20	Green
21-40	Red
41-60	Blue
61-100	Brown

Subtraction Game

1-4 players

Directions:

- 1) Shuffle cards.
- 2) The dealer deals 3 cards to each player.
- 3) The highest card of the three is a ten. The player forms a two-digit number out of the other two cards and subtracts it from the 10. For example, a 5, 8, and 2 are turned over. The 8 is used as 80. The player uses the 5 and 2 to make 52 and subtracts it from 80 to get 28.
- 4) The player with the greatest difference gets a point. Play continues until all cards have been turned over.
- 5) The player with the most points wins.
- 6) Save your cards for later in the week!

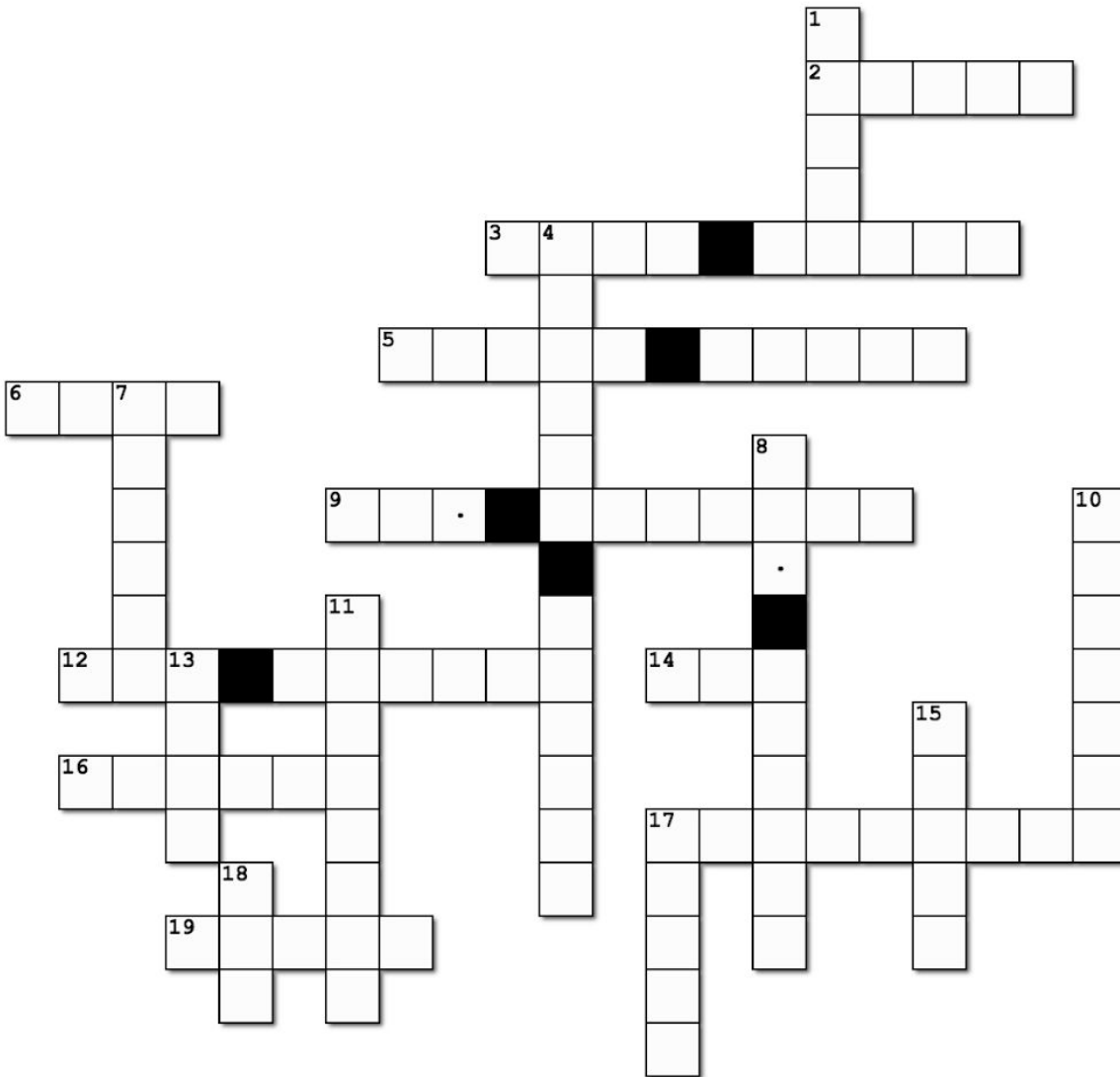
1	2	3	4	5
6	7	8	9	0
1	2	3	4	5
6	7	8	9	0

1	2	3	4	5
6	7	8	9	0
1	2	3	4	5
6	7	8	9	0
1	2	3	4	5
6	7	8	9	0

Literature

Character crossword (10-15 minutes)

The crossword below contains characters from our literature books this year: *The Little House on the Prairie*; *The Trumpet of the Swan*; *The Lion, the Witch and the Wardrobe*; *The Little Prince*; and *Pinocchio*. It does not contain any characters from *The Jungle Book* since we reviewed those last week. Even if the name would usually have "the" at the front, "the" is not written in the crossword. Some clues have a blank--whatever would go in the blank is what goes in the puzzle. If you get stuck on a certain question, it is best to move on. Often you can complete other words that cross the one you are struggling with, and can give you a hint!



Horizontal

2. "Wrong will be right, when _____ comes in sight,/ At the sound of his roar, sorrows will be no more [...]"
3. The woman who comes to the marionette's rescue on multiple occasions
5. The antagonist in The Lion, the Witch and the Wardrobe who caused Narnia to be stuck in a dreadful winter
6. The flower the Little Prince cared for on his planet
9. The bachelor neighbor of the Ingalls who helps build their house
12. An eleven year old boy who discovers cygnets at a lake in Canada
14. The animal who loses his hand when disguised as an assassin
16. The youngest Ingalls child, who is still a baby at the time of this story
17. The marionette who often makes unwise decisions until he grows in virtue
19. The Trumpeter Swan who cannot trumpet

Vertical

1. The narrator of Little House on the Prairie
4. The character who lived alone on asteroid B-612
7. Louis' love interest
8. The faun who is kidnapped for talking with a Daughter of Eve
10. The carpenter who creates marionettes, and becomes the father of Pinocchio
11. The last name of the four children in The Lion, the Witch and the Wardrobe
13. The eldest Ingalls child who is ladylike and well behaved
15. Abe "_____" Lucas; one of Louis' bosses who is sly, and seems untrustworthy
17. The job of The Little Prince's narrator, related to why he was stuck in the desert
18. The animal the Little Prince tames who says, "What is essential is invisible to the eye."

Grammar

Mad Libs! (10 minutes)

Words are the building blocks of language. In grammar class, we learn how to use these building blocks to communicate with one another in meaningful ways. Today, you get to use your knowledge of the parts of speech to create a funny story! Without peeking at the story below, fill in the blanks with silly words. Then, read the rest of the instructions below.

1. Proper Noun (your name): _____
2. Noun (heroic job): _____
3. Proper Noun (name of explorer): _____
4. Action Verb (ending with -ing): _____
5. Proper Noun (name of Roman God): _____
6. Noun (favorite animal): _____
7. Same Heroic Job as #2: _____
8. Proper Noun (place from history): _____
9. Action Verb ending with -ing (fun activity): _____
10. Action Verb ending with -ing (fun activity): _____
11. Action Verb ending with -ing (fun activity): _____

12. Noun (virtue): _____

13. Noun (favorite food): _____

14. Adjective (favorite color): _____

All About Me

Copy the words above into the story, making sure to match up the numbers correctly. Finally, read your funny story to a family member or friend!

Salvete! My name is (1) _____ and I have a secret to share with you. I'm a Great Hearts scholar by day, and a (2) _____ by night. Only you and my best friend, (3) _____, know my secret. You may be wondering how this happened. One dark and stormy evening, I was (4) _____ at home, when suddenly the lights went out and (5) _____ appeared in my living room. With a booming voice, he announced, "Because your favorite animal is the noble (6) _____, you have been chosen to be a (7) _____. Your mission is to save the people of (8) _____ by doing your favorite things: (9) _____, (10) _____, and (11) _____. This may sound easy, but it is no walk in the park. It requires hard work and (12) _____. Take care not to eat (13) _____ because the moment such food touches your tongue, your will skin will immediately turn (14) _____ permanently." After speaking these words, he vanished as quickly as he had arrived. Since then, I have been saving the world one night at a time.

History

Explorer's Log (15 minutes)

Pretend you are an explorer from another country and you are the first from your homeland to set foot in your neighborhood. Walk outside and journal about the things you see. You can write on a piece of paper or in a notebook that you have. Remember, you will send your journal entry back to the king of your land to tell him what you have discovered, so write in complete sentences so he will understand you. Answer at least 4 of the following questions in your journal entry:

- What is the weather like? Will people from your country be able to handle this kind of weather if they move here?
- Is there a water source nearby?

- Is there space to grow food or is there food to hunt?
- Are there any major landmarks (tall buildings, mountains, trees, roads)?
- What animals do you see?
- What plants do you see?
- How many people have you seen outside, if any? Do those people seem friendly?
- What kinds of dwellings do people live in?
- How do people get from place to place?
- Do the people use any kinds of interesting inventions?
- Do you think your country should try to colonize this place? Why or why not?
- What other interesting things would the king want to know?

Art

Making Homemade Clay

This lesson goes over how to make air dry clay at home. This clay takes about 20 minutes to make. Once it is made you can sculpt it into what you like. It dries in about 24 hours and can be painted with watercolor or acrylic paint.

Note: This activity requires the use of the stove.

For further enrichment you may watch a video of the process:




<https://bit.ly/2Zpi4K8>

You will need:

- ½ cup of Baking Soda
- ¼ cup and 1 Tablespoon of Water
- ¼ cup of Cornstarch
- A saucepan
- Wooden spoon or spatula
- Paper towel
- Airtight container or plastic bag

Step 1: In a saucepan, combine the baking soda and cornstarch. Mix together. Add the water and mix until even.



<p>Step 2: Place the saucepan on the stove over low heat. Stir with a wooden spoon or spatula continuously until the mixture starts to bubble and thicken. Keep stirring until the mixture starts to clump together into a ball. It should resemble dough.</p>	
<p>Step 3: Once the clay clumps, remove from heat. Scoop the clay onto a cutting board and cover with a damp paper towel to cool for 5 minutes.</p>	
<p>Step 4: Once the clay has cooled, wedge or knead the clay by folding it over and pressing down with the heels of the hands. Knead until smooth. Roll into a ball and cover with the damp paper towel. Place the ball of clay into an airtight container or plastic bag and place into the fridge until ready to use.</p>	

P.E.

Hello Boys and Girls! Today, I am going to give you an activity and a challenge. You can continue working on this challenge throughout the rest of your summer. Before I tell you what it is, I want to let you know that you do not have to like soccer in order to have fun with this challenge. What I want you to work on today, is juggling a soccer ball. I uploaded a video of me trying to juggle last week to Google Classrooms. I do not mean juggling with our hands, but with our feet.

Here is how you start:

As a beginner, I would like you to hold the soccer ball (or any other kind of bouncy ball you have) and practice dropping the ball and then kicking it right back into your hands. Try this with your left and right foot. If you are just starting this challenge, then you will probably do some things wrong. First, keep your feet low instead of kicking your feet high. Second, keep your legs pretty straight. Last, you would be surprised how little it takes to kick the ball back into your hands; be gentle. Once you improve at kicking the ball back into your hands, then practice juggling the ball back and forth in between your feet. What this means is that you are going to try to gently kick the ball into the air with one foot and keep it from touching the ground by using both feet. I will make a last video that will help you see.

Next year, Coach Hess will remember to ask you how many times you were able to juggle the ball without it touching the ground. Make sure to challenge yourself. See how many times you can juggle the ball. And, finally, have a lot of fun with it. When you master this skill, it is a great deal of fun.

Day 2 Instructions and Resources

Wednesday, 5/27

Math

Sudoku

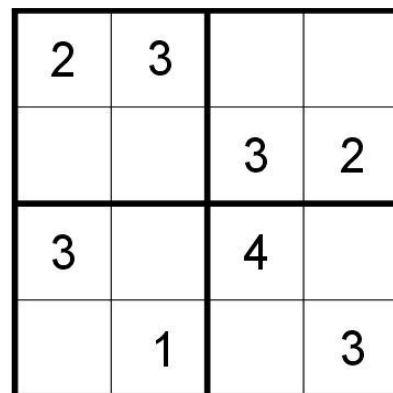
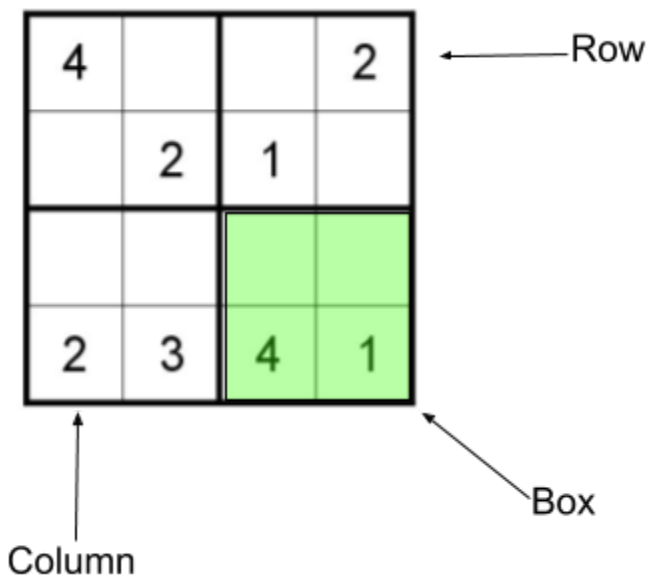
1) Choose a *row* that has some numbers filled in. Each grid will already have some numbers in place, which will help you solve the rest of the puzzle. Focus on one row that already has one or two numbers solved, and figure out what numbers could possibly fit in the empty boxes. For instance, if a row has the numbers 2 and 3 in place, then the empty boxes would be 1 and 4, but you'll need more clues to figure out which number goes in each box.

2) Use clues from the *columns* to place the correct numbers. Look at the column intersecting with the empty box you are focusing on. If one of the number options is already in that column, it eliminates that number, because if written in, it would be repeated.

3) Examine the *box* that contains the empty space. This will also give clues because if any of the number possibilities for the empty space are already in the box, then they can't be repeated and would therefore be eliminated from being a possibility.

4) Repeat this procedure for each row, column, and box. Players may not be able to fill in each row immediately; sometimes it is necessary to move on to another area and come back to a row after some missing numbers have been discovered.

Try it!



Here is a challenge! Instead of digits 1-4 do the same steps, but now you have to keep track of digits 1-9.

5				8	6			1
		2	7		1	6		
	7	1				2	5	
9	1			2			7	
3			1	4	5			6
	6			9			2	4
	5	3				4	6	
		8	9		3	5		
2			5	1				7

Addition Game

1-4 players

Directions:

- 1) Use the number cards you cut out yesterday and the hundreds chart below. Each player will need their own color counter or color pencil.
- 2) Shuffle cards and place face-down in the center.
- 3) All players draw 4 cards.
- 4) Then arrange the cards into two 2-digit numbers. The sum may not be greater than 100.
- 5) Add the two numbers together and place a counter or color on the hundreds chart to cover up an uncovered number corresponding to the answer. If the digit is already covered, rearrange the digits to make different numbers with a different sum if possible.
- 6) Play continues until a player gets 3 counters in a row or until a player has 20 numbers covered.

Hundreds Chart

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Literature

Build your own story (20 minutes)

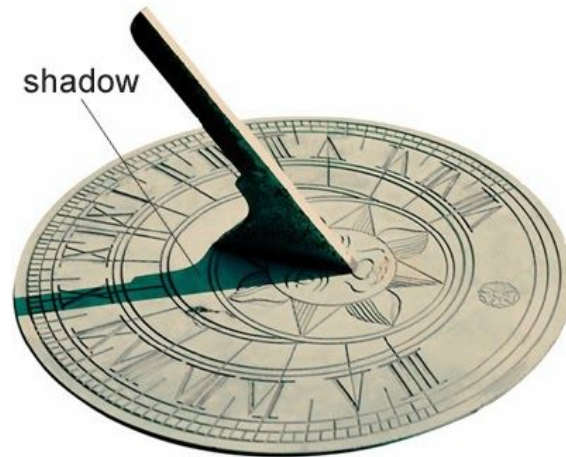
Use dice to roll for each of the categories below. Use the number of your first roll to select the character, your second roll to select the setting, and the third roll to select an object. Then, write a short story that includes what was picked from the three categories. Aim for at least five sentences! Remember that short stories have a conflict, or a problem that needs resolution. What problem will your character encounter? Will the random object help them, or simply be something they see around them? Have fun using your creativity as you write on a separate page! If you get stuck, think back to other stories you've heard and imitate (not copy!) what characters, conflicts or actions you remember.

Character	Setting	Object
1 - A brave werewolf	1 - An abandoned house	1 - Shoe lace
2 - A thoughtful shoemaker	2 - A science museum	2 - Plastic fork
3 - A rebellious snail	3 - A distant planet	3 - A spring
4 - A rushing hippopotamus	4 - Ancient ruins	4 - Keys
5 - An energetic dwarf	5 - An antique shop	5 - A bookmark
6 - A generous toucan	6 - The jungle	6 - Thread

Science

Building a Sundial!

We are going to learn how to tell time using a homemade sundial! A sundial is a tool used by ancient peoples as a clock of sorts. You can determine the time of day by observing the length of the shadows cast by objects in the sun. Because the earth spins as it rotates around the sun, the angle of the sun's rays changes throughout the day, meaning the direction of shadows from sunlight will also change. The time can be determined by where on the sundial the shadow falls. Here is an image of a sundial:



Let's begin our sundial craft.

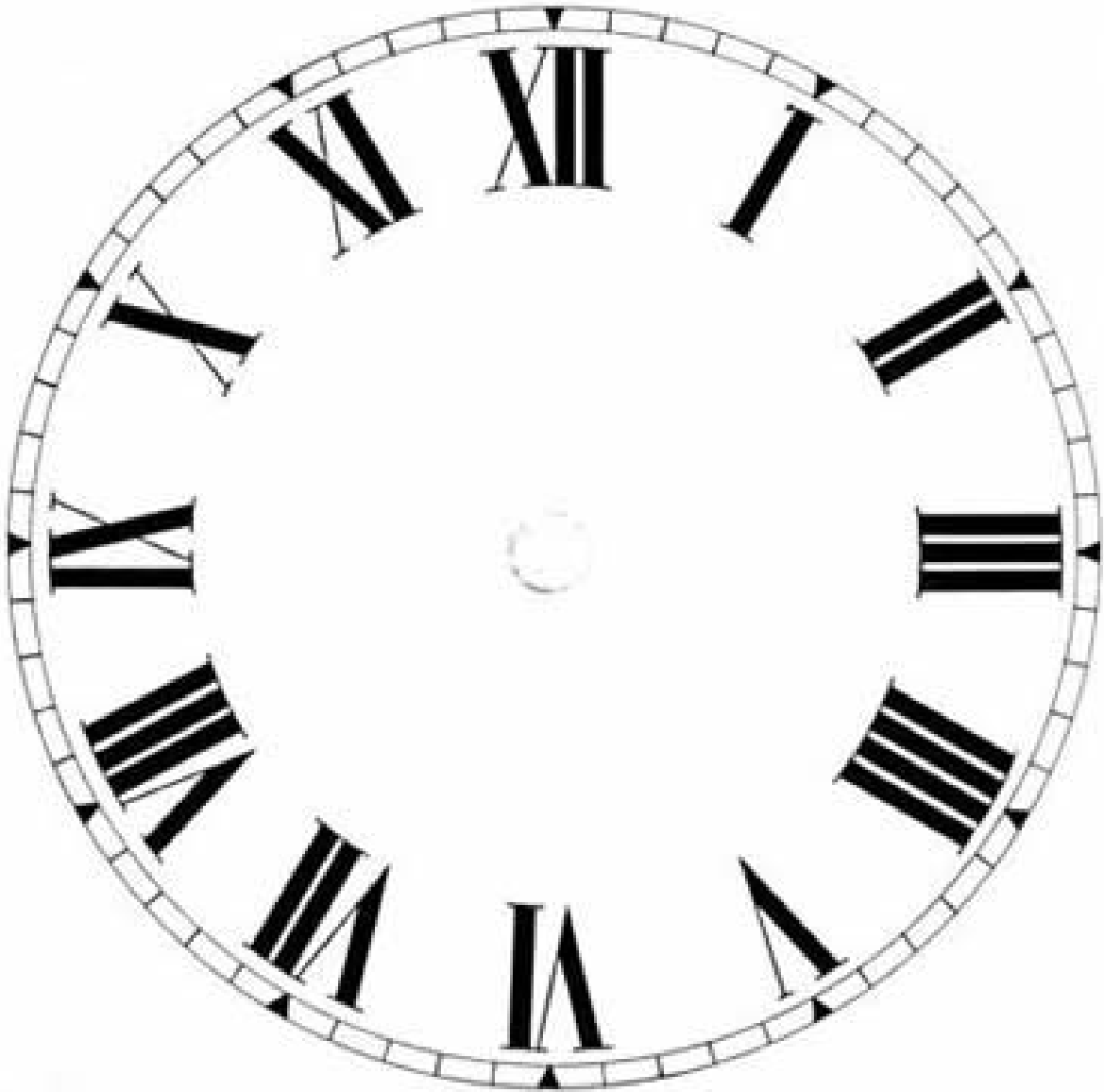
Materials:

- A paper plate
- clock face (below)
- A popsicle stick
- Markers or colored pencils for decorating

Directions:

1. Cut out the clock face and glue it on the back of the plate.
2. Draw a small compass-rose in the center of the clock with North pointing to 12 o'clock.

3. Using scissors, carefully punch a hole through the center.
4. Stick a popsicle stick through the hole—then head outdoors!
5. Position the sundial with the “12” pointing north to determine the current time. Wherever the shadow points is the time!



Music

- 1) Warmups: Sing Me-Ay-Ah and Yo-Ho-Ho. <https://bit.ly/3bSPoMI>
- 2) Since this is the last week of music for this school year, let's take some time to remember all the songs we got to learn together this year! First, stand up with your back straight and your shoulders relaxed. Now, sing ALL of the songs. See how many of them you can do from memory! Don't be discouraged if it's difficult.
 - Sing, Sing Together ("Sing, sing together, merrily merrily sing...")
 - Good King Wenceslas (Good king Wenceslas looked out on the feast of Stephen...")
 - Entre le boeuf et l'âne gris ("Entre le boeuf et l'âne gris dort, dort, dort le petit fils...")
 - My Blue Heaven ("Day is ending birds are wending back to the shelter of each little nest they love...")
 - I Have a Yong Suster ("I Have a Yong Suster fer beyond the sea, peri meri dictum domine...")
- 3) I'm looking forward to seeing you all next year!

Latin

Reading and Acting: Dramatic Dialogue (7-10 min.)

Now that Davus has returned to speak with Medus and Iulius, we have a dialogue! Read through the Latin once aloud, focusing on your pronunciation (a recording of this passage being read is at <https://bit.ly/2Xk7Zv1>). Then, read through the Latin a second time, trying to understand what it means, and consulting the word bank as necessary. Finally, take a few minutes to act out the scene dramatically--you can do this with family members, or with stuffed animals or dolls.

Dāvus dominum salūtat: "Salvē, domine!"

Dominus servum salūtat: "Salvē!"

Dāvus: "Quid est, domine?"

Iūlius: "St! Tacē, serve, et audī!" Servus tacet.

Iūlius: "In sacculō meō sunt decem tantum nummī. Ubi sunt cēterī nummī?"

Dāvus respondet: "Pecūnia tua hīc nōn est. Interrogā Mēdum!"

Mēdus Dāvum accūsāt: "Dāvus pecūniam tuam habet!"

Dāvus: "Quid? Nōn!"

Iūlius: "Tacē! Servus quī servum accūsāt improbus est!"

Word Bank

quī: who

dominus, -ī: master

quis, quae, quid: who, what

tacē: be quiet! (imperative)

tacet: he/she/it is quiet

meus, -a, -um: my, mine

decem: 10

nummus, -ī: coin

cēterus, -a, -um: the other, the rest

pecūnia, -ae: money

hīc: here

accūsāt: he/she/it accuses

improbus, -a, -um: bad, wicked, naughty

salūtat: he/she/it greets

salvē: hello!

est: he/she/it is

audī: listen! (imperative)

sacculus, -ī: purse, little bag

sunt: there are

tantum: only

ubi: where

respondet: he/she/it responds

tuus, -a, -um: your, yours

interrogā: ask! (imperative)

habet: he/she/it has

Day 3 Instructions and Resources

Thursday, 5/28

Math

Simplify each fraction. Color each square according to its simplest form given in the key.

1/2	2/4	2/4	2/4	1/2	3/6	5/10	4/8	1/2	4/8	1/5	3/15	2/10	4/20	5/10	4/8	5/10	5/10	2/4
3/6	1/2	4/8	1/2	2/4	1/2	4/8	3/6	3/6	2/10	1/4	2/8	3/12	2/8	3/15	2/10	1/2	1/2	5/10
5/10	3/6	1/2	3/6	4/8	2/4	4/8	2/4	3/6	3/15	5/20	2/8			3/12	2/8	1/5	2/4	1/2
4/8	3/6	1/2	1/2	2/4	1/2	2/4	3/6	2/4	5/25	2/8	4/16		1/5	1/4	1/4	2/8	3/15	4/8
2/4	4/8	1/2	3/6	5/10	4/8	4/8	3/6	4/8	5/25	4/12	2/8	4/16	2/8	3/12	1/4	1/4	5/25	5/10
4/8	3/6	3/6	3/6	2/4	5/10	5/10	5/10	2/4	3/15	1/3	1/3	5/20	1/4	2/8	1/4	4/16	2/10	2/4
4/8	1/2	2/4	5/10	5/10	4/8	4/8	3/6	3/6	3/15	2/8	3/12	3/12	2/10	5/25	3/15	2/10	5/10	1/2
3/6	5/10	5/10	1/2	2/4	2/4	2/4	4/8	3/6	2/10	1/3	4/16	2/8	2/10	1/2	1/2	5/10	5/10	5/10
1/2	3/6	4/8	3/6	5/10	2/4	2/4	2/4	1/2	5/25	3/9	1/3	5/20	2/8	4/20	4/8	1/2	3/6	4/8
4/8	2/4	4/8	3/6	2/4	1/5	1/5	3/15	2/10	2/10	3/15	3/12	5/20	5/20	3/15	5/10	5/10	3/6	4/8
5/10	2/4	2/4	2/10	5/25	2/8	1/3	5/20	1/4	5/20	1/3	1/4	5/20	3/12	3/15	4/8	5/10	5/10	5/10
5/10	5/10	4/20	3/12	4/16	2/8	2/6	1/3	5/20	4/16	1/3	4/12	5/20	3/12	1/4	3/15	2/4	5/10	5/10
1/5	1/5	2/6	4/16	2/8	2/8	2/8	1/4	1/4	5/20	1/4	2/8	5/20	3/12	3/12	1/5	5/10	3/6	5/10
5/20	2/8	3/9	2/6	3/12	2/8	2/8	5/20	2/8	3/12	5/20	4/16	3/12	4/16	4/16	5/25	5/10	4/8	1/2
5/20	5/20	3/12	3/12	5/20	3/12	2/8	3/12	4/16	4/16	3/12	3/12	4/16	2/8	3/15	3/6	1/2	1/2	3/6
3/15	3/15	1/4	3/12	3/12	5/20	5/20	2/8	4/16	4/16	3/12	3/12	5/25	3/15	1/4	5/25	4/8	3/6	4/8
4/8	1/2	4/20	4/16	1/4	5/25	3/15	5/25	1/5	2/10	2/8	4/16	5/25	4/16	1/4	5/25	1/2	5/10	4/8
4/8	5/10	5/25	2/8	5/20	3/15	4/8	2/4	2/4	5/25	4/16	5/20	1/5	5/20	3/12	2/8	5/25	1/2	1/2
5/10	1/2	3/15	1/4	1/4	4/16	5/25	2/4	3/6	5/25	5/20	5/20	5/20	3/15	1/5	5/25	2/4	4/8	2/4
2/4	3/6	5/10	4/20	3/15	5/25	2/10	5/10	5/10	3/6	5/25	1/5	3/15	1/5	4/8	5/10	1/2	5/10	1/2

Key:

Equal to 1/2	Blue
Equal to 1/3	Gray
Equal to 1/4	Green
Equal to 1/5	Black

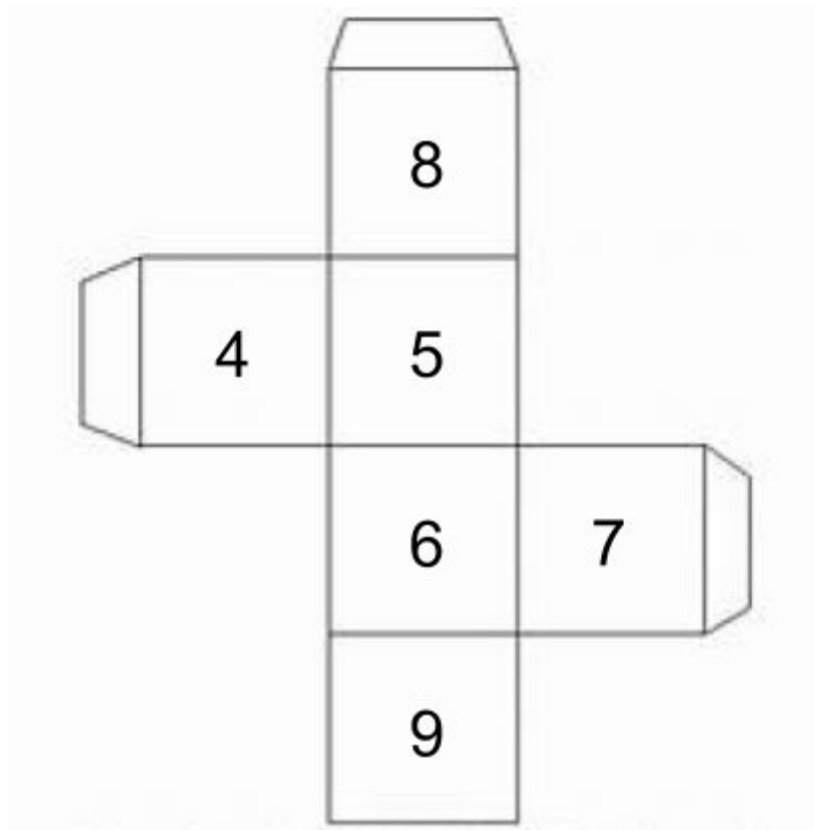
*Blank squares are white

Multiplication Game

1-4 players

Directions:

- 1) Use the number cards you cut out earlier in the week and cut out and glue together the die below. Each player will need their own paper and pencil or white board and marker.
- 2) Shuffle cards and place face-down in the center.
- 3) All players draw 2 cards and turn them over. The first card turned over is in the 10s place and the second card turned over is in the 1s place.
- 4) Roll the die.
- 5) Multiply the 2 digit number by the number on the cube. Record your multiplication sentences. The player with the highest product gets a point.



Literature

Rhyme time (10 minutes)

Today we are going to play a game called Hink Pinks. The object of this game is to think of two one-syllable words that rhyme and match the given clue. It can sometimes be helpful to look up words given in the clue in the thesaurus. For example:

black bird that does not fly fast slow crow

tight carpet snug rug

paperback thief	
lengthy tune	
closet to keep a sweeping tool	
light red beverage	
small buzzing insect that is not wet	
large group of noisy people	
stinging insect that does not cost money	
unhappy father	
overweight feline	

Round two: Hinky Pinkies! While the objective is the same, these answers now have two **two**-syllable rhyming words as answer. For example:

large hill that spits water mountain fountain

gloves for baby cats	
a magical woman who milks cows	
a rabbit that tells jokes	
a tired white flower	
an airplane at greater elevation than the others	

Challenge: Hinkity Pinkities! As you may have guessed, the game is the same, but now with two **three**-syllable words as the answer.

to think back on the 9th month	
conversation about a song's beat	
Irish elf dictionary	

Grammar

Another Mad Lib! (10 minutes)

Without peeking at the story below, fill in the blanks with silly words.

1. Plural noun: _____
2. Adjective: _____
3. Noun (food): _____
4. Noun (food): _____
5. Noun (part of the body): _____
6. Noun: _____
7. Action verb: _____
8. Adjective (color): _____
9. Adjective (color): _____
10. Adjective: _____
11. Noun (something noisy): _____
12. Adjective: _____
13. Noun (animal): _____
14. Adjective: _____
15. Noun (animal): _____
16. Action Verb: _____
17. Adjective: _____
18. Action Verb: _____
19. Plural Noun: _____

A Hike in the Mountains!

Copy the words above into the story, making sure to match up the numbers correctly. Finally, read your funny story to a family member!

Our (1) _____ are packed for a hike in the
(2) _____ Mountains! We are carrying a picnic lunch with
(3) _____ and (4) _____ on our
(5) _____, and I have a (6) _____ for taking
photos. We will (7) _____ past meadows filled with
(8) _____ and _____ flowers, and pass a
(10) _____ waterfall that sounds like a
(11) _____. Many animals live in the mountains, like the
(12) _____ (13) _____ and
(14) _____ (15) _____. It's fun to
(16) _____ them but important to be safe and keep a
(17) _____ distance. The higher we
(18) _____, the smaller the wildflower meadow and waterfall appear; we may
even see (19) _____ still on the ground from last winter.

History

Explorer's Map (15 minutes)

Now that you have journaled about your observations as an explorer, you must now make a map for the people who will come to this new land next. On a blank piece of paper, sketch a map of the important things in your neighborhood. Include a compass rose, major buildings/roads, houses, landmarks, water sources, and other interesting things. Finally, name the place you have discovered (even though there are already people living there and they have already named it something else).

Art

How to make a pinch pot

Directions: you will need your clay from last class. Follow the steps below to make your pinch pot

Roll your clay into a ball. Using your thumb, push a hole into the center of the ball of clay.



Gently begin to rotate the ball while pressing gently along the sides so that the holes widen and the bowl starts to form.



Continue doing this until you have achieved the desired shape. For a taller bowl, gently pull the sides up as you rotate the bowl. For a wider bowl, gently pull the sides out as you rotate the bowl.



Tap the bottom of the bowl on your table to form a flat bottom. If your bowl starts to crack, dip your finger into a bowl of water and gently rub it over the crack until it disappears.



Note: Do not use too much water, or the clay will fall apart.

Once you have finished with your bowl, let it dry for a day or until it no longer feels cool to the touch. You can leave it white or paint it with watercolor or acrylic paint.

P.E.

Hello Boys and Girls! Welcome to our last P.E. class of the year! For today, I will give you some suggestions as well as a good exercise to keep doing throughout the rest of the summer. Here is my suggestion or, rather, my exhortation: this summer, I would like you to have as many adventures as possible! Be active by hiking, camping, playing sports or just by good old exploring. This summer, Coach Hess is going to go camping in Idaho. If you are not going camping, try making a tent at your house, and put it in the yard. Use sheets and poles or anything else you can think of to set up a camp-site. If you loved one of the sports we did this year, ask your parents if you could join a team or a club. Whatever you do, just make sure that you have fun and stay active!

I have put together a short exercise that is made of the most important exercises we have done this year. Try to do some of these exercises daily so that you can stay strong!

Summer Exercise:

- 30 seconds of jumping-jacks to warm up
- 30 seconds of push-ups
- 60 seconds of resting squats
- 30 seconds of burpees
- 30 second break
- 60 seconds of crab-walking
- 30 seconds of lunges
- 30 seconds of planks

Feel free to change the exercise in any way, adding other exercises or making it longer or shorter. It was a great deal of fun teaching you this year, Third-Grade. Have a wonderful summer!

Day 4 Instructions and Resources

Friday, 5/29

Math

Think like a mathematician and try to solve unsolved theorems!

The Collatz Conjecture

Pick a number, any number. Follow the following steps:

- 1) If it's even, divide it by 2. If it's odd, multiply it by 3 and add 1.
- 2) Now repeat those steps again with your new number.
- 3) Eventually, if you keep going, you'll eventually end up at 1 every single time.

<p>Example: I choose the number 28.</p> <p>$28 \div 2 = 14$ $14 \div 2 = 7$ $7 \times 3 = 21$ $21 + 1 = 22$ $22 \div 2 = 11$ $11 \times 3 = 33$ $33 + 1 = 34$ $34 \div 2 = 17$ $17 \times 3 = 51$ $51 + 1 = 52$ $52 \div 2 = 26$ $26 \div 2 = 13$ $13 \times 3 = 39$ $39 + 1 = 40$ $40 \div 2 = 20$ $20 \div 2 = 10$ $10 \div 2 = 5$ $5 \times 3 = 15$ $15 + 1 = 16$ $16 \div 2 = 8$ $8 \div 2 = 4$ $4 \div 2 = 2$ $2 \div 2 = 1$</p>	<p>You try! I choose ____.</p>
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Does this happen with every single natural number in existence? Try a few more! What would you need to show in order to prove that this happens every time?

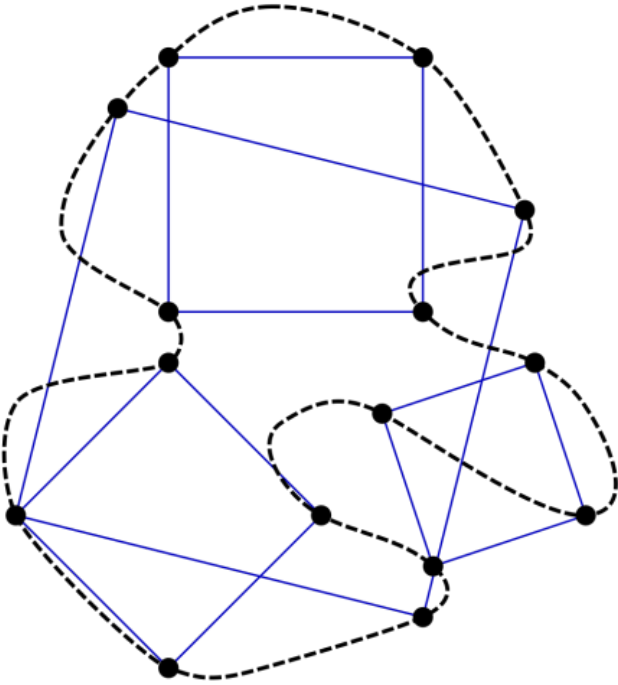
The Inscribed Square problem

This one requires a little drawing. On a piece of paper, draw a loop - it doesn't have to be any set shape, just a closed loop that doesn't cross itself.

According to the inscribed square hypothesis, inside that loop, you should be able to draw a square that has all four corners touching the loop, just like in the diagram below.

Sounds simple, but mathematically speaking, there are a whole lot of possible loop shapes out there - and it's currently impossible to say whether a square will be able to touch all of them.

Example:



You try! Remember that a square has 4 right angles and all four sides are of equal length.

Does this happen with every single loop in existence? Try a few more! What would you need to show in order to prove that this happens every time?

Literature

Word play (15 minutes)

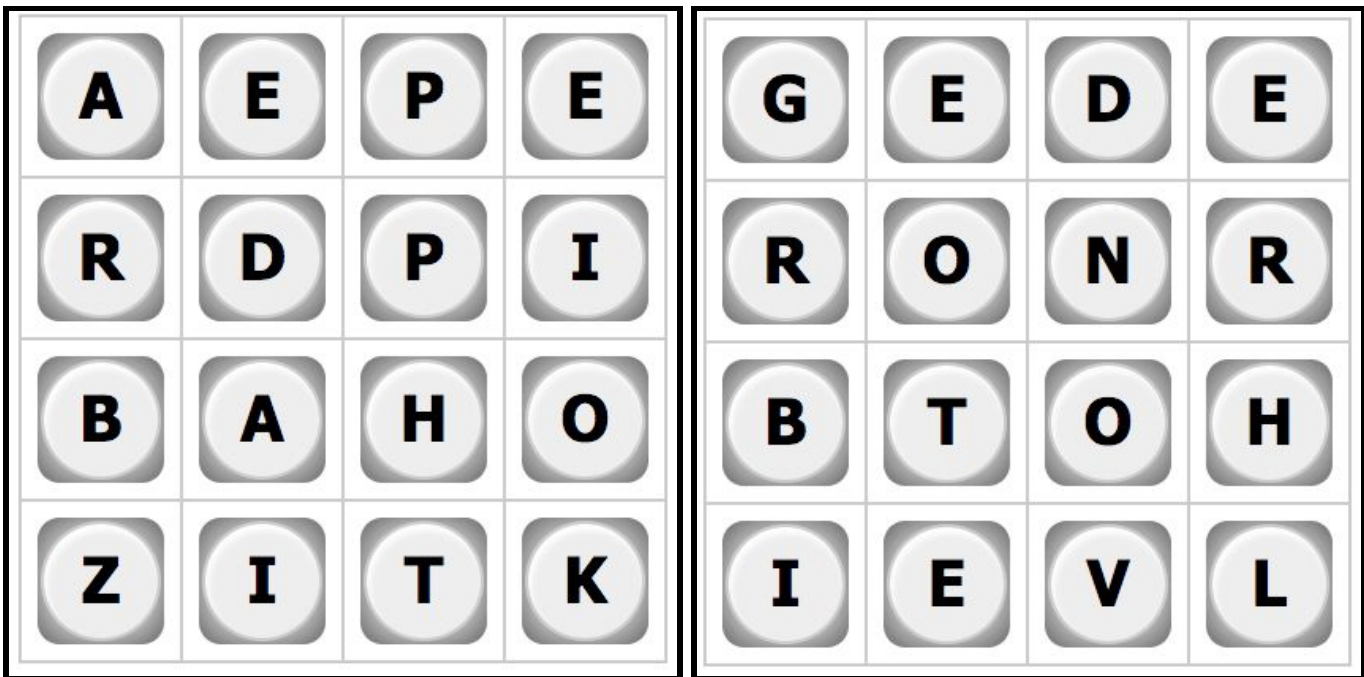
Our first game today is called Boggle! Your goal is to use the letters on the 4x4 grid to make as many words as possible in 3 minutes.

1. The letters must be touching each other in a 'chain' (they may be adjacent horizontally, vertically, or diagonally)
2. Words must contain at least three letters, but cannot be proper names, abbreviations or contractions
3. No letter cube may be used more than once within a single word

When you are finished, you count the letters of each word and then assign it points as follows:

- Fewer than 3 Letters: no score
- 3 Letters: 1 point
- 4 Letters: 1 point
- 5 Letters: 2 points
- 6 Letters: 3 points
- 7 Letters: 4 points
- 8 or More Letters: 11 points

Grab a piece of paper to write down the words you find, set a timer, and begin! You can also play against a family member to see who receives more points.



Our second game is called Scattergories! The goal is to think of a unique word that fits each category and starts with the letter chosen for the round.

1. This game is intended to be played with multiple people so grab a family member! You can both look at the categories in this packet but do not peek at their answers!
2. Start a three minute timer for the first round to begin.

3. All players quickly answer the categories on their own paper. Answers must fit the category, and must begin with the chosen letter.
4. When the timer stops, all players must immediately stop writing.
5. Score the round: Players go around in a circle to read their answers aloud. If your answer fits the category and was not said by another person, you get one point! If you and another player wrote down the same answer, neither of you get the point.
6. Play all three rounds and see who has the most points overall!

If you get stuck on one category, skip it and return to it later. Good luck and have fun!

List 1	List 2	List 3
<i>Letter: R</i>	<i>Letter: T</i>	<i>Letter: S</i>
1. Things that are square	1. Type of sandwiches	1. Things that are sticky
2. School supplies	2. School subjects	2. Sports
3. Games	3. Things that jump/bounce	3. A boy's name
4. Article of clothing	4. Things in a park	4. Vegetables
5. A girl's name	5. Musical instruments	5. Things you throw away
6. Colors	6. Items in this room	6. Book title
7. Breakfast food	7. Kinds of candy	7. Things that have stripes
8. Ice cream flavor	8. Things with tails	8. Things you see at the zoo
9. A drink	9. Bad habits	9. Math terms
10. Toys	10. Reptiles/amphibians	10. Things you do everyday
11. Hobbies	11. Fruits	11. Animal noises
12. Parts of the body	12. Authors	12. Places to vacation

Science

Tin Foil Constellations

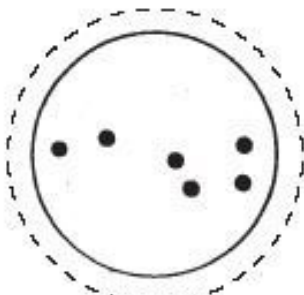
For this class, we will be creating our very own constellation viewer!

Materials:

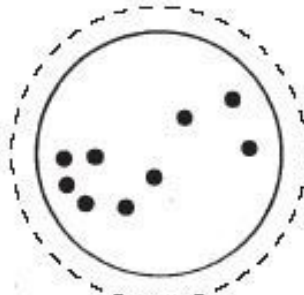
- Toilet-paper or paper-towel rolls
- Heavy duty aluminum foil
- Toothpick
- Scissors
- Tape
- Optional: black paper and white colored pencil

Directions:

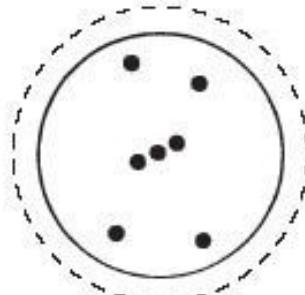
1. If you would like a nice-looking constellation viewer, cut a 5in. x 5.5in. piece from the black paper. With a white colored pencil, decorate the black paper with pictures of heavenly bodies and constellations. Tape the paper to the outside of the toilet paper roll.
2. Cut a 3in. x 3in. square of tin foil.
3. Wrap the tin foil carefully around the open end of one side of the roll, and tape into place, making sure the foil is taut across the top.
4. Cut a constellation pattern from the sheet below.
5. Line up your constellation with the tin foil on the top of your toilet paper roll.
6. Poke holes through the pattern and tin foil using toothpicks.
7. Take a peek through the open end of your roll and direct it towards a light source, like a window or lamp.
8. Enjoy seeing the stars at any time of day!



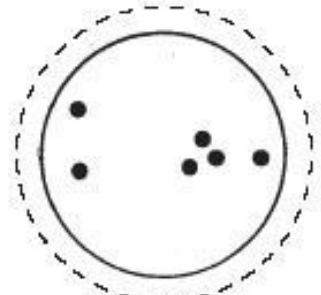
URSA MAJOR,
the Great Bear



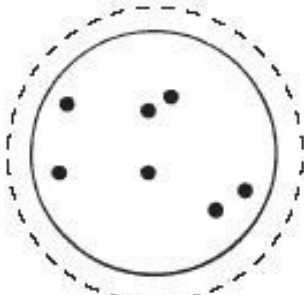
SCORPIUS,
the Scorpion



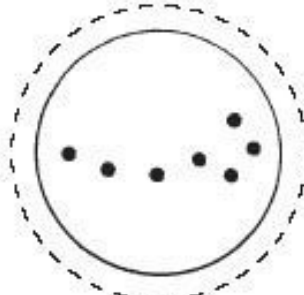
ORION,
the Hunter



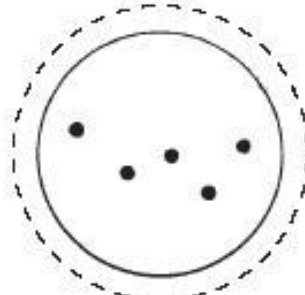
TAURUS,
the Bull



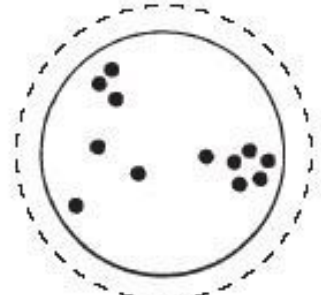
PEGASUS,
the Flying Horse



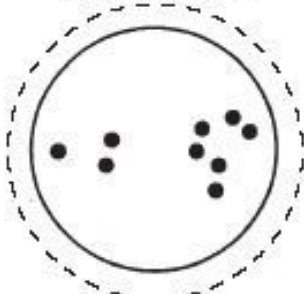
URSA MINOR,
the Little Bear



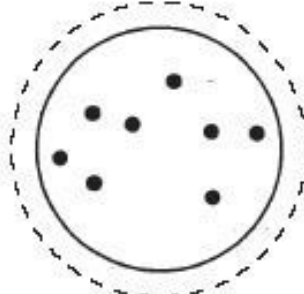
CASSIOPEIA,
the Queen



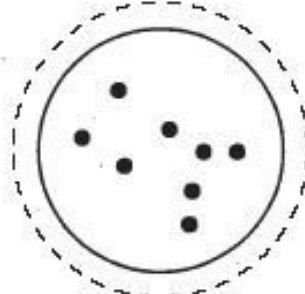
PISCES,
the Fishes



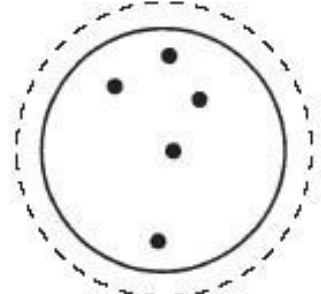
LEO,
the Lion



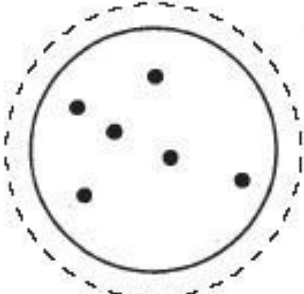
SAGITTARIUS,
the Archer



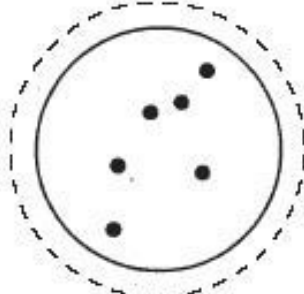
GEMINI,
the Twins



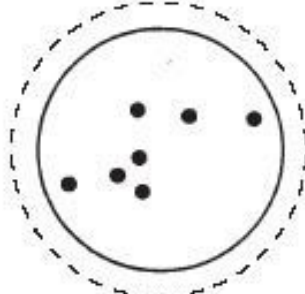
BOOTES,
the Herdsman



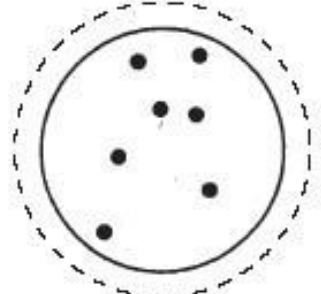
CYGNUS,
the Swan



PERSEUS



CANIS MAJOR,
the Big Dog



HERCULES

Music

As this year comes to a close, I'd like to take a moment to reflect on the importance of music in our lives.

There is a link then between music and memory, but why, when we hear a particular song, do we feel strong emotions rather than just being able to recite the lyrics? There are different kinds of memory, including explicit and implicit memory. Explicit memory is a deliberate, conscious retrieval of the past, often posed by questions like: where was I that summer? Who was I traveling with? Implicit memory is more a reactive, unintentional form of memory.

“A large part of memory takes place in the unconscious mind” says Robert Snyder, a composer and chair of the sound program at the Art Institute of Chicago. “There are aspects of memory that are remembered implicitly, that is, outside of consciousness”. What’s more, he says, “implicit memory systems involve different parts of the brain than explicit memory systems”. It is the explicit memory systems that are damaged by conditions such as Alzheimer’s disease. Implicit systems are robust in comparison. Snyder explains that “things that can affect us from outside of consciousness are often regarded as powerful.” In other words, implicit memory is emotional as well as durable.

Notably, memories stimulated by music often come from particular times in our lives. Classic hits take people back to their teenage years and twenties, much more than songs of later years. Psychologists have called it the ‘reminiscence bump.’ It may work this way because this is an especially important and exciting time in their lives, when they are experiencing things for the first time and when they become independent. Everything is new and meaningful. Later, life becomes a bit of a blur. Music evokes emotion, but the sound and feeling of it, while important, don’t necessarily define their feelings. A sad song could be associated with a happy time, or a happy song with a sad time.

Even elderly nursing home patients with dementia or Alzheimer’s become lively and animated when experiencing music from their youth. Last year my mother visited her old piano teacher in a nursing home. She had very advanced dementia, and hardly remembered or recognized anyone or anything. My mom brought her over to a piano and started playing some of her teacher’s favorite hymns, and her teacher immediately sang along, every word in every verse. If you’re able, watch this video about this phenomenon: <https://safeYouTube.net/w/oDTF>

Have a great summer, third grade!

Latin

Reading: Odes 1.4 (7-10 min.)

Here are the first eight lines of Horace’s Odes 1.4, which we worked to memorize part of in Quarter 3. They are presented here with an English translation, and some notes explaining names and places in the poem. Today, read through the Latin and the English, and enjoy this poem. You may listen to a recording of them at this video: <https://bit.ly/2XfLKa5>.

Solvitur ācris hiems grātā vice v̄eris et Favōnī
trahuntque siccās m̄achinae carīnās,

ac neque iam stabulīs gaudet pecus aut arātor īgnī
nec prāta cānīs albicant pruīnīs.

Iam Cythērea chorōs dūcit Venus imminente lūna 5
iūnctaeque Nymphīs Grātiaē decentēs
alternō terram quatiunt pede, dum gravis Cyclōpum
Volcānus ardēns vīsīt officīnās.

Sharp winter dissolves with the welcome change of spring and the east wind,
And pulleys draw up the dry hulls of ships,
And now neither does the cow enjoy the stable, nor the farmer the fire,
Nor do the meadows shine with gray frost.
Now Cytherean Venus leads a chorus under the waxing moon,
And the Graces, joined fittingly with Nymphs,
Beat the earth with alternating foot, while fiery Vulcan
Visits the workshops of the heavy Cyclopes.

Notes:

- Favonus: the name of the east wind
- Pulleys draw up the dry hulls of ships: so that they can be cleaned.
- Cytherean Venus: Venus, the goddess of love, was said to have been born near the Greek island Cytherea.
- Graces: goddesses of charm and beauty
- Nymphs: mythical woodland spirits
- Vulcan: the god of fire and smithing
- Cyclopes: mythical one-eyed giants who worked for Vulcan

Summer Suggestions

Math

- Play math and logic-centered board games like Monopoly, Reversi, Mancala, and Chess.
- Sign up for a subscription to Rocket Math to facilitate week day math fact practice.
- Practice doubling a family favorite recipe to give your scholar practice working with fractions and multiplication.
- Put together a puzzle with your family! Matching colors and shapes will help build spatial reasoning.
- Play sudoku! You can get books of them, apps with them, or print out some from the web!
- Play any of the math games from this packet or any of the extracurricular math games from previous packets.
- Race your siblings (or parents) to see who can complete math algorithms, like long division, the fastest.

Literature

- Play word games like Scattergories, Boggle, and Scrabble.
- Regularly spend time together reading good books. If you do not know how to get started, choose a book off of the Great Hearts booklist (<https://amzn.to/2X4ndVa>) and read for 10 minutes after dinner each night. Make reading time special by sipping tea or snuggling on the couch with a cozy blanket.
- Memorize passages from your family's most treasured books that impart wisdom about life.
- Start a gratitude journal. Around a shared meal, write something each person is thankful for in it every evening.
- Make "mailboxes" for each family member and encourage each person to leave a nice note for another person once a day.

Science

- Take a daily nature walk and discuss your observations as a family. If there is a particularly interesting plant blooming in your neighbor's garden, along your favorite trail, or on the side of the road, note your observations day-to-day, or week-to-week in a nature journal to watch how that plant grows and changes over time. Can you find any birds' nests? How many different types of grasses?
- Find a remote location to go stargazing!
- Try to find a rainbow in a drop of dew.
- Find a book at the library on your favorite Class of Animals (remember: MR FAB).
- Discover the marvels of Space Exploration through informational books or documentary movies!
- Play "Simon Says" with your family, naming the bones in the human body! You can also use the names of muscles if you remember! Use diagrams from your Science notebook to refresh your memory.

History

- Read or listen to *Story of the World* by Susan Wise Bauer. There is an activity book that goes with each of the four volumes.
- Ask your scholar what their favorite thing was to learn about in history and get books from the library on that topic.

Art

- Take a sketchbook and some colored pencils outside and draw a flower, tree, or insect.
- Try your hand at drawing the 7 major continents and labeling them artistically.

Music

- Invest time in singing together or practicing an instrument.
- Teach your kids how to sing or play a song that is significant to you.

Latin

- Write Latin vocabulary on small index cards and stick them to items in your house. For instance, put “familia” by a picture of your family or “dormi” meaning “sleep” by your bed.

P.E.

- Take family walks outside to discuss your day and the most important things in life.

Sample Summer Rhythm

Breakfast, Virtue Discussion
Family Reading Time
Outdoor Play
Math Practice
Strengthen Academic Weak Spots
Lunch, Book Club Discussion
Quiet Reading Time
Chores
Snack, Poetry Recitation
Music
Play Time
Dinner, Gratitude Discussion
Family Walk
Bedtime

Reflection on Personal Virtue

Socrates said, “The unexamined life is not worth living.” Aristotle believed that virtue is formed by habit. Taken together, we can see that one does not become virtuous by accident or neglect but rather by thoughtfulness and practice. Imagine that tomorrow you woke up and decided to run the distance of a marathon, 26.2 miles, all at once. Unless you have already been training every day to run *long* distances, it would be very difficult and perhaps impossible for you to complete a marathon. Virtue is like that. We don’t just wake up one day and find that we are virtuous. Rather, we must train ourselves by making many little choices every day to do the right thing.

To this end, scholars, you are encouraged to spend time in self-reflection, thinking about our Great Hearts virtues and how you can get in the habit of making good choices. The following page is meant to give your thoughts and actions some direction. This summer, grow in character and make the world around you a better place!

Which virtue do you need to grow in the most? Each week this summer, work on a different virtue. Plan one specific thing that you can do every day for one week in order to cultivate that virtue.

<i>We are what we repeatedly do.</i>	
<i>Excellence, therefore, is not an act, but a habit. -Aristotle</i>	
Citizenship	
Question:	Do I put my things away after I use them or do I expect other people to clean up after me?
Action Step:	Take your dishes to the sink after meals and put your clothes in their proper places.
Proverb:	Waste no more time arguing about what a good man should be. Be one. -Marcus Aurelius
Courage	
Question:	Do I refuse to do things that I might fail at?
Action Step:	Practice drawing something complicated and finish the picture even if it is difficult.
Question:	Am I shy when I talk to other people?
Action Step:	Call a different family member or friend each day and recite a poem to them.
Proverb:	Fear is a reaction. Courage is a decision. -Winston Churchill
Friendship	
Question:	Do I share my things with others who want to use them?
Action Step:	With your parent's permission, let a sibling borrow something of yours that you normally would not loan out.
Proverb:	As iron sharpens iron, so one person sharpens another. -Ancient Jewish Proverb
Honesty	
Question:	Do I tell the truth when I make mistakes?
Action Step:	Apologize when you find that you have done something wrong or hurtful.
Proverb:	Three are three things in this world that can't stay hidden for long: the moon, the sun, and the truth. -Buddha
Humility	
Question:	Do I often think I know more than the people around me?
Action Step:	Each day, give someone a compliment on a skillful thing they did or a wise thing they said.
Proverb:	Humility is not thinking less of yourself, it's thinking of yourself less. -C.S. Lewis

Integrity	
Question:	Do I follow the rules my parents have given me even when they are not looking?
Action Step:	Think of one rule that you are often tempted to break and resolve to keep it this week, even when no one sees.
Proverb:	If you want no one to know, don't do it. -Ancient Chinese Proverb
Perseverance	
Question:	Do I often give up on tasks when I get frustrated?
Action Step:	Do 90 seconds of burpees every day for one week.
Proverb:	Develop success from failure. Discouragement and failure are two of the stepping stones to success. - Dale Carnegie
Responsibility	
Question:	Do people have to ask me more than once to finish a task?
Action Step:	Choose one chore to complete every day before you eat breakfast this week.
Proverb:	Teachers open the door, but you must walk through it yourself. -Ancient Chinese Proverb
Wisdom	
Question:	Do you keep making the same mistake over and over?
Action Step:	Memorize a different proverb each day this week.
Proverb:	Measure twice, cut once. -Russian Proverb
Other Proverbs	
Gratitude:	Don't bite the hand that feeds you.
Charity:	I know now that true charity consists in bearing all our neighbors' defects--not being surprised at their weakness, but edified at their smallest virtues. -St. Therese of Lisieux