

5th Grade Special Area Activities for the Week of 6/1-6/3

ROTATION 6

Please note that many of this week's worksheets, but not all, have been created so that the answers can be typed in.

You will need to use Adobe Acrobat Reader or another PDF reader to download and fill out the worksheets electronically.

If you need help downloading Acrobat Reader or downloading the worksheets, [click here for directions!](#)

5th Grade Art

Goal: To create a Monster drawing by rolling dice and drawing parts of the body to create a drawing of a monster.

Materials: Directions in attachment "Monster Dice Drawings", dice, or dice template attached, paper, pencil, crayons or color pencils or markers

Directions:

1. Find a dice, or cut out the dice template, crease on the lines and tape it to create a cube dice.
2. Roll the dice and follow the worksheet to create the parts of the monster body relating to the number you roll on the dice.
3. Color in your monster.

5th Grade STEAM

Goal: Students will be able to complete an Hour of Code to utilize all of the concepts of coding and create their own game.

Materials:

- [Code.org website](#)
- [Mr. Coombe's Teacher Page](#)

Directions:

Code.org lessons have been used to allow the students to get familiar with computer science concepts when coding characters. To finish the year, we are going to complete an Hour of Code. The students will have options and will NOT have to log into the website this week. They can follow the directions below to get to the Hour of Code. (*it does not take an hour to do these activities*)

Log in Directions

Note: If you have any questions about the directions below for Code.org, watch the tutorial video I have created to help walk you through it. The video will also explain the assignment for this week. This video is on [Mr. Coombe's Teacher Page](#)

1. Students should go to website: <https://code.org/hourofcode/overview> .
 - a. This will take you to a list of the Hour of Code tutorials. You may pick whichever one you want to do. *Flappy Code* and *Sports* allow you to create your own game and send to another device if you would like.
2. Each Hour of Code is different and has a different amount of puzzles. Try your best with them and you can try as many different Hour of Codes as you want.
3. At the end of each one, it does have a Certificate if you want to print it out.

If you have any questions, feel free to email me at ccoombe@pgasd.com or visit me during my virtual office hours.

5th Grade Digital Citizenship

Goal: The goal of this week's lesson/virtual field trip is to show students the difference between traditional bookbinding and modern machine-based bookbinding techniques.

Materials:

Video - [Traditional Bookbinding](#)

Video - [Modern Bookbinding](#)

Directions:

1. Watch both of the videos: [Traditional Bookbinding](#), and [Modern Bookbinding](#)
2. What do you think of these two methods? In one to two sentences, send an email to Mrs. Burns with your thoughts. Or, if you prefer, you can submit your thoughts through the Flexible Learning Assignment Submission link.

5th Grade Music

Goal: Your goal is to have fun.

Materials: [Ms. Pugh's School Website](#)

Directions:

1. Follow the directions on the link above to take a virtual field trip.

5th Grade Phys. Ed.

Goal: The purpose of this lesson is to HAVE FUN!!!

Materials (this list is dependent on what activities you choose to try):

Water Bottle (half empty)

4 pieces of paper

Bucket and/or Laundry Basket

Small Ball (examples are tennis ball, baseball or softball)

6 Bowls (preferably paper or plastic)

Rolled up pair of socks

Towel (Large Bath Towel or Beach Towel)

One Shoe

Directions:

During this last week of school, we would normally be preparing for our all day FIELD DAY EVENT. Unfortunately, like many other things, we were not able to hold our Field Day this year, but that doesn't mean you can't have some FIELD DAY FUN at home :)

This week's assignment is completely voluntary and will not be assessed in any way. You are welcome to pick your favorite activity to try or you can try them all, it is completely up to you! These activities can be fun on your own or with a friend, friends, or family member(s). Hope you enjoy, and we hope you all have an amazing summer! We look forward to seeing everyone in the fall!!!

Listed below are some Field Day Activities you can try at home:

1. [The Bottle Flip](#)
2. [Paper Airplane Corn Hole](#)
3. [Bowl Ball](#)
4. [The Water Bottle Trap](#)
5. [The Towel Flip Challenge](#)
6. [The Shoe Balance Challenge](#)

Links to this week's videos

Art

-

STEAM

-

Digital Citizenship

-

Music

-

Phys. Ed.

- [The Bottle Flip](#)
- [Paper Airplane Corn Hole](#)
- [Bowl Ball](#)
- [The Water Bottle Trap](#)
- [The Towel Flip Challenge](#)
- [The Shoe Balance Challenge](#)

Links to this week's resources:

Art

- [Monster Dice Drawings](#)

STEAM

-

Digital Citizenship

- [Traditional Bookbinding](#)
- [Modern Bookbinding](#)

Music

-

Phys. Ed.

-

Questions? Email your teachers!		
Mrs. Burns aburns@pgasd.com	Mr. Coombe ccoombe@pgasd.com	Mrs. Frantz efrantz@pgasd.com
Mr. Griffiths mgriffiths@pgasd.com	Miss Pugh rpugh@pgasd.com	Ms. Ryan pryan@pgasd.com
Need to reach someone else? Find them here!		