## Daily Plan for Thursday October $\mathbf{8}^{\text {th }}$

We have Teams meetings at 8:30, 10:30 and 1:00.

| 8:30 - Morning Meeting on Teams <br> - Show and Share-Jude, Shiya, Akiva, Anthea, Zoey <br> - Reading Lesson-Scooping up more words. |
| :---: |
| 9:00-Reading centres-Each activity should be for 15 minutes. <br> 1. Meeting in Reading Groups with me. <br> 2. Practice Snap Word Cards. <br> big, come, eat, have, home, <br> if, I'm, into little, make <br> 3. Read to self. Read online or real books. <br> 4. Practice short O chunks. Complete Reading comprehension Sheet. |
| 10:00- Snack and Movement Break |
| 10:30- Math Lesson on Teams <br> - Growing Patterns <br> - Bring Exploring Increasing Patterns to meeting. We will go through together. |

11:00- Wath Work

- Finish Exploring Increasing Patterns Sheets. Reminder that this is an assessment and should be completed without help and submitted to my Blueprint.
- Practice your basic facts with your +1 and+ 2 cards. Mix them up. Play a match game.
- If you are finished and have extra time go to play an online math game.
https://generalstewart2.weebly.com/numeracy.html
12:00-Lunch and Movement Break
1:00-Science Lesson on Teams
- Plasticine Ship Transporters Experiment

1:30-Science Experiment

- It is your turn to make a boat and see how much load your boat can carry.
- This can be made from clay, playdough, or foil.
- Here is a recipe for playdough if you want to make your own.
- ht+psi//www.familyeducation.com/fun/playdough/play-doh-recipes
- Complete the sheet.

| Name:_- | Plasticine Ship |
| :--- | :--- |

2:30-Time to Exercise-Here are some ideas!

Scavenger hunt: Write up clues and hide them around the apartment. Kids can race to find each clue for a small prize at the end.

Jumping jacks: Simple but good for coordination and they get your heart going.

Parachute: This kiddie gym standby can be re-created at home with sheets. Each kid takes an end of the parachute or sheet and fans it upward while one of you runs underneath.

Clean-up race: Set a timer or put on a song to see who can right the room the fastest.

Carnival: Set up carnival games such as "Knock Down the Milk Cans" (we used Tupperware).

