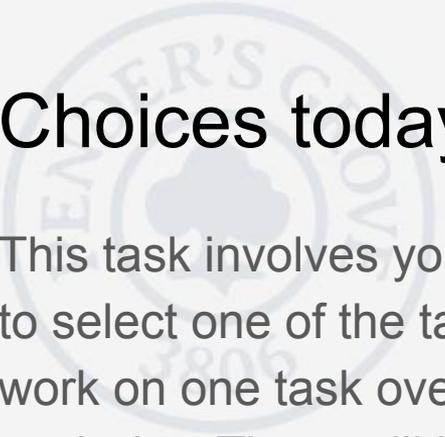




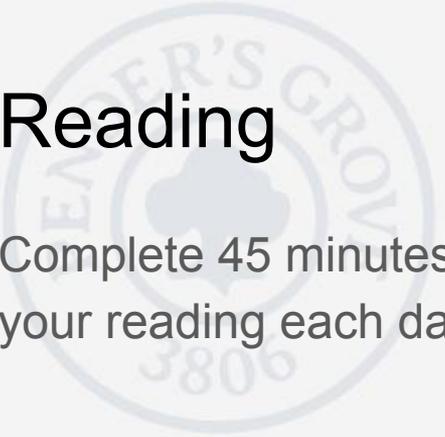
Task 3 - Choices

Week 8, everyday



Choices today!

This task involves you making some different choices each day. Each day you are to select one of the tasks on the next slides and work on it for 45 minutes. You can work on one task over multiple days if you choose, or complete a different task each day. There will be choices that cover **Reading, Writing, Maths** and **Inquiry**.



Reading

Complete 45 minutes of independent, free-choice reading. Make sure you track your reading each day. If you choose to complete a response, email it to me.

Writing

You can complete some independent, free-choice story writing. Make sure you follow the PGPS writing process. You could write a...

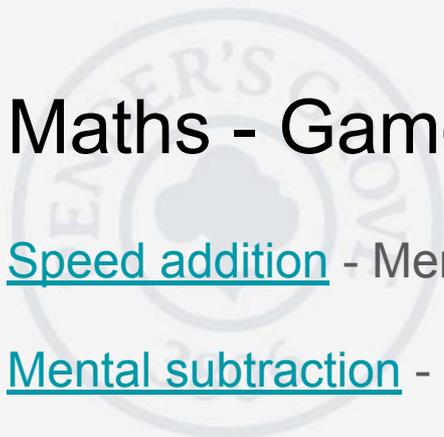
- Narrative
- Persuasive text
- Recipe (procedure)
- Poetry
- Recount

Writing - Story starters

I have scanned some story starters from the Classroom. You can spend 45 minutes finishing one of these stories and making it your own.

The starters are on a **different slideshow** which is uploaded with our lessons today.

Choose a story starter and finish it in a creative way!



Maths - Games!

[Speed addition](#) - Mental computation

[Mental subtraction](#) - Mental computation

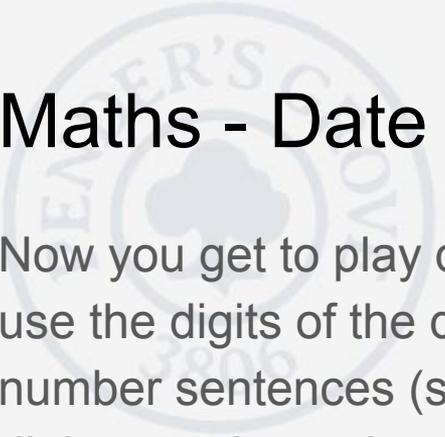
[Times tables game](#) - Choose your settings very low, this game can get hard

[Operations puzzles](#) - BODMASSYY-ish

[Factor pairs \(must have been doing factors in groups\)](#) - Factor it up

[Puzzles](#) - visual puzzle game

[Cube maze](#) - go cube go

The logo for Emer's School is a circular emblem. It features a central map of Africa. The text "EMER'S SCHOOL" is written around the top inner edge of the circle, and "1988" is written at the bottom. The background of the slide is white with a faint, light blue watermark of this logo.

Maths - Date maths with numbers 2, 9, 6, 0, 2, 5, 8

Now you get to play date maths. This is how we play (same at school). You get to use the digits of the date (above, i put the 3 in because 0 is boring) to create number sentences (subs, problems, equations) using these digits. You can put the digits together using place value if you want! So a 2 and a 3 could become 32 or 23! Technically you can only use each digit once, but it's up to you.

You can **MULTIPLY** (times, groups of) or use **ADD** (plus, more than, addition) or use **SUBTRACTION** (take away, subtract, minus) or finally **DIVISION** (shared between, divided by).

NEXT SLIDE

Date maths with numbers 2, 9, 6, 0, 2, 5, 8

Now, play date maths, HOWEVER YOU WANT! You can follow my rules, or change them, the aim is for us to be calm and confident, not stressed.

Aim for a number sentence that =1, 2, all the way to ten.

So (EXAMPLE)

1: $7-4-2 = 1$

6

2: $(2 \times 6) - 4 = 2$

7:

3: $2+3-2$

8:

4:

9:

5:

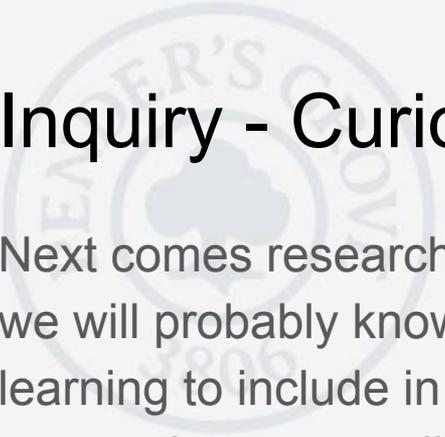
10:



Inquiry - Curiosity projects

A Curiosity Project is when you investigate a topic of interest and present it in a particular way. Firstly, you will need to decide what the topic will be. The possibilities are endless for this. Some ideas to get you thinking are a favourite sport, a video game, an event from history, a hobby or an animal of interest.

Next slide



Inquiry - Curiosity Projects

Next comes research. Most of us will be passionate about the topic, which means we will probably know quite a bit about it. I want to encourage you to discover new learning to include in your project (things we may not know). Also, remember that we need to use credible sources when researching from the internet and of course the need to be eSmart. Paraphrasing and summarising will also be important skills to draw upon for this phase of the project.

Next Slide



Inquiry - Curiosity Projects

Finally, I want you all to decide on how you would like to present your information/learning. Be creative!! Some ideas are: Poster, Non-fiction book, PowerPoint, Podcast, Scratch, Animation, Video ect. * Most importantly, a few of you have asked if you can complete several Curiosity Projects about topics of interest. The answer is YES!!