JUNIOR LEARNING ACTIVITIES – JUNE 12, 2020

Here are some activities for you to try today. Pick one or two that are of interest to you. Have fun!

Make a Soda Pop Terrarium

Water Cycle: The water cycle is a continuous movement of water between Earth and the atmosphere. Liquid water evaporates into water vapour, condenses to form clouds and precipitates back to earth in the form of rain or snow. A Terrarium imitates this process through condensation collecting on the sides and top, falling back down into the soil to feed the plants.

What you will need to make this:

- One 2 litre bottle of soda with cap
- Potting soil
- A handful of small stones or pebbles
- A marker
- Scissors
- Seeds or seedlings

Step 1
Using your marker, draw a line around the bottle about 15 cm up from the bottom.
Step 2
Cut the bottle along the line with a pair of scissors. You may need to start a small hole in the bottle before you can cut it with the scissors. **Please ask an adult to help you with this cutting of the bottle!**

Step 3
Place a handful of stones in the bottom half of the bottle. About 8 cm deep should be good.
Step 4
Place soil in the bottle about 4 cm from the top
Step 5
Now plant your seeds or seedlings! You should plant 6 to 10 seeds and later as they grow, pluck out some of the weaker ones and leave 2 or 3 of the best.
Or if you have seedlings, transplant them into your terrarium.
Step 6
Moisten the soil with some water and then place the cap on. Squeeze the top onto the bottom so the top is on the outside.
Place in a sunny spot.
As the bottle heats up, moisture will collect on the sides and top of the bottle. Then, it will drip down the sides, moistening the soil again.

Interview a Family Member

- Choose someone in your household to interview
- Think of at least 5 questions that you would like to ask
- Record their responses, either in writing, video or audio
- After the interview, write a paragraph about all of the things that you learned about them

Wonder Walk

Take a walk outside, even if it is just around the block or in your backyard. Record what you see. If you have access to a camera, take it along with you. Zoom in on nature…such as a rock, a leaf, a bug. Don't forget to look up! Notice the shape of the clouds, the birds in the trees, or the budding leaves on the trees. Share your observations/pictures with someone in your household. Reflect on what you were thinking as you were looking at those objects. Enjoy!

Sketch what you feel

Tape a piece of paper onto someone else's back. Give this person a piece of paper and pencil/pen. Stand behind them, no talking! Draw a picture on the paper taped to their back. Be careful not to draw on their back or use something that will leak through the paper! Use SIMPLE lines and shapes and draw ONE STEP AT A TIME. Between each step, give the person time to draw what they feel you drawing on their back. Have some laughs comparing the images when you are finished.

Sketchnote it!

Create a graphic representation illustrating things you enjoy, and you are good at. Use simple line drawings, sketches, descriptive words and phrases. Be as creative as you like!

Click here for virtual dice for math games: pull the number of dice you want onto the screen from the right hand tool bar and then click this symbol to roll.

Race to 100

Roll two dice and choose to add, subtract, multiply or divide the two numbers. Record your results as points. The next player takes their turn. For each round, roll the dice and choose an operation (+,-,x,/) and add these points to your previous total. The goal of the game is to get to exactly 100 points before your opponent. Note: As you get closer to 100 it may be difficult to perform any operation on your numbers that does not put your score over 100. If this is the case, you miss a turn.

Spiral Multiplication

Use a deck of cards to make a spiral game board starting from the centre. Place your game pieces at the start. Player 1 rolls the die. Player 1 multiplies the number on the die by the card the game piece is on. If they are correct, they move the number of spaces the die shows. If they are incorrect, they do not move. Take turn and repeat until someone reaches the end of the spiral.

Play the fun dice game MIN-MAX-IMIZE!

This is a game for 2 or more players. Each player needs a paper and pencil and should draw the empty equation below on their paper. You will need one die for this game.

(____ x ____) ÷ ____ - ____ =

Players take turns rolling the die. After every roll, each of the players have to decide where to put the rolled digit in their equation. The goal is to get the greatest answer possible. Once a digit is recorded it must stay in that spot. Continue to roll the die until all spots in the equation have been filled. Calculate and record your answer. Try to calculate without a calculator when possible. Solve what is inside the brackets first! Divide before you subtract. The player with the highest score after 10 rounds wins! Does your strategy change each round? Try playing a goal of getting the lowest answer possible. Would your strategy change?

Play a game of Human Rock, Paper, Scissors

Rather than making the symbol with your hand, use your whole body. Crouch down small for the rock, jump up like a star with your arms and legs out for paper and jump one leg back and one leg forward with arms opposite legs in a scissor lunge for scissors (or create your own actions). What is the probability of playing paper? Scissors? Rock?
If you play 25 rounds, how many times do you predict rock will be the winning move? Paper? Scissors?
What if you played 100 rounds?
Play 25 rounds with a partner and record the results. Were the results what you expected?

Make a Pinwheel

After you make your pinwheel and try it out, what direction does it turn? Clockwise or Counterclockwise?

Materials Needed:

- Paper (construction paper or scrapbook paper)
- Scissors
- Glue stick
- Tape
- Straight pin, ball pin or map pin
- Seed bead
- Ruler
- Pencil with an eraser on the end or cake pop sticks

Instructions:

- Cut out two equal sized squares of paper and glue them together with the pattern or colour facing out. The bigger the square, the bigger the pinwheel
- Fold the square in half diagonally so the two tips meet. Unfold and do the same thing to the other half. Unfold again.
- Cut along the creases from the corner to about ¾ of the way into the centre of the square.
- Gently fold in every other point to the middle of the square and pin through the centre
- Slide a seed bead on the pin at the back of the pinwheel and push into the stick or pencil. TIP: use a push pin to make a hole in the sticks or use the soft eraser at the end of the pencil.
- Adjust the end of the pin so that the pinwheel can spin.