

James Hillier Public School

Grade 5/6 News

January 2019

Ms. Clarke



Dear Parents,

Happy New Year and welcome back! I hope everyone had a wonderful holiday. Just want to express my gratitude for the gifts I received in December. Thank you very much for your kind words and generosity.

In Literacy this month, students will be developing their listening comprehension skills, making inferences about oral texts, identifying the point of view presented in a text, identifying a missing point of view and suggesting a possible alternative point of view. Students will continue to develop their writing skills by using figurative language, varying their sentence types and making revisions to improve their work. While reading, they are encouraged to use a variety of reading comprehension strategies to ensure understanding. Students will be developing media texts to persuade someone to conserve energy/electricity.

In math, we are beginning a new unit on Patterning and Algebra. Students will be learning about growing and shrinking patterns (e.g., start at 5 and add 7 each time), representing simple geometric patterns, investigating the inverse relationship between adding and subtracting, as well as multiplying and dividing, using a table of values to describe patterns and developing and interpreting line graphs.

Grade 5 students will be starting a Science unit on Energy. Students will be learning about energy sources, impacts of energy use and conservation. Please see the attached page for information about the project due at the end of January.

Grade 6 students will be starting a Science unit on Electricity. Students will be learning about electrical energy and how it is transformed into other forms of energy, the role electrical energy plays in society and the impact of the production of electrical energy on the environment. Please see the attached page for information regarding the project due at the end of January.

Students will also be working on developing their skits based on the novel we are reading in class. This includes practicing the play, creating backdrops and costumes for their skit, and presenting to the class.

UPCOMING EVENTS

Book Order due- 18th

P. A. Day- 21st

Skating – 25th , in the afternoon

Drama presentations- week of the 22nd.

Grade 5 Science project due- 31st.

Grade 6 Science project due- 31st.

At any time, please contact me with any questions or concerns you may have.

Sincerely,

M. Clarke

Grade 5 Science Project Information:

Your challenge is to use your technological problem solving skills to design, create, and test a device (a Rube Goldberg machine) that transforms one form of energy into another and explain ways in which energy is being lost in the device.

The point of a Rube Goldberg machine is to do a simple task in a complicated way. Some examples are put a marble in a cup, water a plant, shut a door, turn something on or off (e.g., a light, or radio), ring a bell, sort coins, pop a balloon.

Your Rube Goldberg machine should have at least 5 steps. Once you have started your machine, (e.g., placing a ball on the top of a ramp) it should be able to complete the task independently, without your help. You can make it as easy or as complex as you want.

Here is a list of possible materials you might want to start collecting for your machine:

cans, cups, straws, books, balls (ping pong, tennis, golf, other) twine, thick string, toy cars, toy car tracks, game pieces (i.e., Mouse Trap), rubber bands, wooden train track, plastic spoons, dowels, pipe cleaners, marbles and marble run tracks, craft sticks, wooden clothespins, thread spools, aluminum foil, wax paper, wooden blocks, pull back toys, walking toys, motorized toys, pulleys, tape, scissors.

Due date: January 31st. Students will have time to work on their project at school.

Check out Rube Goldberg videos online – <https://www.rubegoldberg.com/rube-tube/>

Grade 6 Science Project Information:

Your challenge is to design and create an electrical arcade type game which can be played by your classmates. You are to use found materials such as cardboard boxes, tubes and paper clips, as well as materials provided to you. Your game needs to include both a parallel and a series circuit and include a bell or buzzer.

You will create a step by step plan for how you will construct your game. In your science notebook, draw a circuit diagram that illustrates the layout of the electrical circuits in your game board. As you are constructing, you will need to draw an accurate and detailed picture of your game board, with labels.

After your game is finished, you will write a report detailing the design and construction process of your arcade game, and present your finished game to the class.

Due date: January 31st. Students will have time to work on their project at school.

