



Remote Learning ~ Week At-A-Glance

AGATE 3-4

May 18-22

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Mrs. Taylor and Mrs. Fairchild

Learning from home looks different from learning at school, even the guidelines for how much time a student should spend learning are different.

Please remember to dedicate **60-90 minutes** to Remote Learning **each day**.

ELA & Math	ELA	Math
	<ul style="list-style-type: none"> Table of Contents: Scientific Method: pgs. 1-3 Simple Machines: pgs. 4-6 Variables: pgs. 7-9 Engineering Design Process pgs. 10-12 Structural Engineering: pgs. 13-15 * NEW * Rube Goldberg: pgs. ? <hr/> <ul style="list-style-type: none"> *New Tab* Rube Goldberg: Notes from videos and articles added here. Doodles and sketches of ideas go here. Eventually, a scientific drawing of your Rube Goldberg Machine goes here. Don't be surprised if you revise it several times before you find success! Glossary: Add new vocabulary 	<ul style="list-style-type: none"> IXL Skills-Fact Fluency <p>*New Math Skills:</p> <ul style="list-style-type: none"> Problem of the Month- Surrounded and Covered Study Jams: Perimeter, Area of a parallelogram, Area of Irregular Figures, Surface Area IXL 4th grade: BB, Geometric Measurement: Any skills on area and/or perimeter IXL 5th grade: EE, Geometric Measurement: Any skills on area and/or perimeter <p>Pick and choose what you need to work on. The above skills are in no particular order find the 'best skills' for YOU to practice within these two IXL options.</p> <p>We are hoping students spend approximately 15-20 minutes a day</p>
	Social Studies	Science
	<p>This week we will be scheduling a second Zoom call for groups to share their one-pagers. Student's will be asked to address the following questions:</p> <ol style="list-style-type: none"> 1. What made you interested in the topic you choose? 2. What are 2 of the most interesting things you learned about your topic? 	<ol style="list-style-type: none"> 1. Rube Goldberg Playlist: YouTube This is the folder that Mrs. Taylor and I have developed over the years to compliment this unit. Pick and choose the ones that look interesting to you. Enjoy! 2. Rube Goldberg: The World of Hilarious Inventions. Everything you ever wanted to learn or know about the Rube Goldberg

3. What makes your border symbolic to your topic?
4. How has your opinion of your topic changed?
5. Where did you find most of your information about your topic?

Once you are done sharing you will stay in the short Zoom meeting to listen and comment/compliment the others in your group. These meetings will be scheduled daily from 9:30-10:30 in 15-minute group sessions.

craze! This is the “official” site to explore!

3. [PBS-Design Squad](#) Rube Goldberg
4. [PBS-Design Squad](#) Parts and Crafts Space. Don't you wish we had one of these!

Experiment

After visiting the sites above, collect materials from around your house to meet this challenge!

1. Design your Rube Goldberg machine
2. Make a **scientific drawing** of your design in your notebook behind the Rube Goldberg tab. Your design needs to meet the following criteria:
 - **A minimum of 3 different reactions.**
 - **It must have a minimum of 3 different levels.**
 - **The finale must make an object move at least 3 feet from the end.**
3. All complex “machines” are made up of simple machines. You should label the parts of your design with the scientific language you have learned.
4. Build your Rube design someplace out of the way of high traffic areas! Rube Goldberg designs tend to morph and change as you tweak your design and you don't want them underfoot!
5. Test your design. Some people test parts of the design a bit at a time rather than trying to build it in its entirety.
6. **PERSERVERE!** This part of the process can be tough as you will probably have parts that fail or not work as you envisioned. We suggest you

		<p>bring the whole family in to help you with this project, if they are willing! Remember failure is a scientist's best way to redesign and make it better.</p> <p>7. As you tweak your design, add changes to your scientific drawing with a different color writing utensil to show the changes and write a how you hope these changes will improve your design.</p> <p>8. Keep trying! It can take a while to see success!</p> <p>9. CONGRATULATIONS... when your Rube design can run 3 successful trials.</p> <p>Send us pictures of you doing your experiments to put in the slide show.</p> <p>Be prepared to share your Results at next Monday's zoom meeting.</p> <p>**CHALLENGES**</p> <ul style="list-style-type: none"> • Add a pulley system to your design. • Add an element where something needs to move upward in your design. <p style="text-align: center;">Fun Games</p> <ul style="list-style-type: none"> • Rube Goldberg Game •
Specialist Time	PE/MUSIC	Library/Technology
Connect with Your Teacher	Office Hours every day 9:35-10:15, teachers are available by email or pre-arranged phone call during this time.	
Connect with Other Students	Class Meeting EVERY Monday 9:35-10:15 visa ZOOM conference call Parents: please do your online check in as soon as possible. If you need help with this, please email Haley Warr at hwarr@nkschools.org	
Friday Feedback	*News ELA attached article and quiz/ Rube Goldberg	

