## Intermediate

 Fun Summer learining IdeasGrand Erie values languages and home cultures. We invite all our families and students to complete some of these activities in English, French, or their own first/home language.

## The Getty Museum Challenge <br> 8

Re-create a famous work of art with materials found at home:
https://bit.ly/GEDSB_GettyMuseumChallenge
Some images:
https://bit.ly/GEDSB_GettyMuseumChallengeImages

## Non-Newtonian Fluid

## 8

You are familiar with the three states of matter, solid, liquid and gas but Oobleck is a Non-Newtonian fluid which has properties of both liquids and solids. To make this substance combine the ingredients in a freezer bag to limit the mess.

## Combine:

Corn starch and water at a 2:1 ratio in the bag. Add food colouring of your choice and mix in the bag.
You will notice it behaves as a liquid when at rest but when pressure is applied it becomes a solid.

## Create a Still Life

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Collect objects at home or outside, group together and then sketch and/or paint it:


In six words, can you capture the essence of your school year? Your child can spend a little or a lot of time on this one, refining their words and even illustrating them.

## Intermediate

 Fun Summer learining IdeasWrite a Letter for Next Year's Class

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Who better to give advice for next year class on what they'll need to succeed than the kids who've just finished doing it? Your child can write a letter to the students coming into the grade they just finished. They create a master list of what it takes to make it!

## Create Science Inspired Art

## (3)

Your child can create a wall-worthy piece of art that reflects something they learned in science. Did you study plants? Maybe a watercolor of flowers. Or if you studied space? Create a cosmicinspired number.

Children will have fun assembling time capsules to be opened some day in the future. These can be as simple as a plastic water bottle filled with information or a shoebox stuffed with items to represent who they are!

From: http://www.readwritethink .org/classroom-resources/lesson-plans/found-poems-parallel-poems -33.html
Children compose found poems based on descriptive literary passages they have read. First the child select a passage and then pick out descriptive words, phrases and lines. They then arrange and format the excerpts to compose their own poems.
Picture Source: https://brainpopcorn.com/ 2012/12/10/found-poetry-in-altered-books
 /meg_leaving-town-poem/

## Intermediate

 Fun Summer learining Ideas
## Hard Hames using a Regular Deck of Carils:

> Math Card Games for Intermediates

## (3)

Math Card Games for Intermediates available on the Ontario Association of Mathematical Education (OAME) website: https://www.oame.on.ca/main/files/resosale/WebsitePlaying\% 20Cards.pdf

## War



Determine who has the higher value.
Regular Game: Two players: In the basic game there are two players and you use a standard 52 card pack. Cards rank as usual from high to low: A K Q JT 9876543 2. Suits are ignored in this game. Deal out all the cards, so that each player has 26 . Players do not look at their cards, but keep them in a packet face down. The object of the game is to win all the cards. Both players now turn their top card face up and put them on the table. Whoever turned the higher card takes both cards and adds them (face down) to the bottom of their packet. Then both players turn up their next card and so on. If the turned up cards are equal there is a war. The tied cards stay on the table and both players play the 3 cards from their pile face down and then another card face-up. Whoever has the higher of the new face-up cards wins the war and adds all the cards face-down to the bottom of their packet. If the new face-up cards are equal as well, the war continues: each player puts another card face-down and one face-up. The war goes on like this as long as the face-up cards continue to be equal. As soon as they are different the player of the higher card wins all the cards in the war. The game continues until one player has all the cards and wins.

To determine who has the higher card pair.
Game: The play proceeds as in WAR, except that on each turn each player turns over TWO cards.

## Intermelliate :-:

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SUCCESS for Every Student

## Whole Number War Continued...

If you are playing addition war then the players adds the value of their two cards. If you are playing subtraction war then the players would subtract the value of their two cards. If you are playing multiplication war then the players would multiply the value of their two cards. The player with the higher sum, difference, or product would win all the cards. If you are playing division war then the players would divide the two cards. The player with the higher whole number quotient takes all the cards. (Drop the remainder.) When there is a tie, three cards are placed face down and then two additional cards are turned face up to break the tie. The game continues until one player has all of the cards and wins the game.

## Integer War Goal

To determine who has the higher integer.
Game: All the black cards are positive. All the red cards are negative. Players turn over their cards. The player whose card has the highest value wins all the cards. For example, if players had $-2,-17,3$, and -8 , the person who had the 3 card would win. Modifications: Have students turn over TWO cards an have them add, subtract or multiply the integers. The student with the highest result wins. Allow students can choose the order of the cards (for subtraction).


To determine who has the higher power.
Game: Each player turn over TWO cards and chooses which card is the exponent and which is the base in order to achieve the highest value. The player with the higher value takes all four cards. For example, an Ace and a 6 could be one to the sixth power, OR six to the first power.

## Intermelliate :-:

 Fun Summer learining liteasThe game of SKUNK is an experience that clearly involves both choice and chance. SKUNK is a variation on a dice game also known as "pig" or "hold'em." The object of SKUNK is to accumulate points by rolling dice. Points are accumulated by making several "good" rolls in a row

| $\mathbf{S}$ | $\mathbb{K}$ | $\mathbb{U}$ | $\mathbb{N}$ | $\mathbb{K}$ |
| :--- | :--- | :--- | :--- | :--- |
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but choosing to stop before a "bad" roll comes and wipes out all the points.
To start the game each player makes a score sheet like this: Each letter of SKUNK represents a different round of the game; play begins with the " S " column and continue through the " K " column. The object of SKUNK is to accumulate the greatest possible point total over five rounds. The rules for play are the same for each of the five rounds.
$\square$ At the beginning of each round, every player stands. Then, a pair of dice is rolled. (Everyone playing uses that roll of the dice; unlike other games, players do not roll the dice for just themselves.)

- A player gets the total of the dice and records it in his or her column, unless a "one" comes up.
- If a "one" comes up, play is over for that round and all the player's points in that column are wiped out.
■ If "double ones" come up, all points accumulated in prior columns are wiped out as well.
■ If a "one" doesn't occur, the player may choose either to try for more points on the next roll (by continuing to stand) or to stop and keep what he or she has accumulated (by sitting down).
Note: If a "one" or "double ones" occur on the very first roll of a round, then that round is over and each player must take the consequences.
SKUNK: https://bit.ly/GEDSB_TheGameofSKUNK

