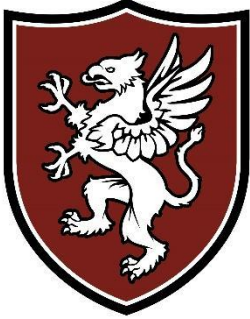


GreatHearts

Northern Oaks



Distance Learning Packet

March 25 - 29, 2020

6th grade

Mrs. Sharp

Mrs. Scholl

Mr. Lucero

Ms. Rogers

Mrs. Boyd

UNDER THE LION'S MANE

Student Name: _____ Section: __



Table of Contents

This week is Enrichment and Catch-up Week. If you have fallen behind, please use this time to catch-up. If you need help with a subject please email your teacher to schedule a time to meet via phone or zoom. We also hope that you will enjoy the optional enrichment activities we've provided.

The fun isn't over yet! We look forward to seeing you at ...

Literature Celebration via Zoom

on Tuesday 5/26

at 1:00 PM for 6A and 6C

and at 1:30 PM for 6B and 6D.

Links will come from your homeroom teacher as that time draws near.

Summer Kick Off Drive Through Parade

On campus on Friday, May 29th, from 11am-1pm

Show your house and Griffin spirit!

Special Subjects

PE, Art, Latin, Drama, and Music

- Weekly Student Instructions
- PE student pages
- Art student pages
- Latin student pages
- Drama student pages
- Music student pages

Other Enrichment

Specials Student Instruction Sheet

W10 WEEKLY ASSIGNMENTS 5/26 - 5/29	
<p>MUSIC (25 Minutes)</p>	<p><u>MUSIC</u></p> <p>Goal/Objective: The student will review material.</p> <p>Materials needed: Specials Bingo Card, Ms. Widdowson's Video (on the blog)</p> <p>Specific Instructions (I=independent; PA= Parent assistance):</p> <ul style="list-style-type: none"> <input type="checkbox"/> (PA) Play Bingo! <input type="checkbox"/> (I) Watch Ms. Widdowson's Review Video (Optional) <input type="checkbox"/> How many squares can you complete? After you win a Bingo, see if you can get another one, or two! <p>Have an awesome summer!</p>
<p>ART (25 Minutes)</p>	<p><u>ART</u></p> <p>Goal/Objective: The student will review material.</p> <p>Materials needed: Specials' Bingo Card, Miss Prather's Video (optional)</p> <p>Specific Instructions (I=independent; PA= Parent assistance):</p> <ul style="list-style-type: none"> <input type="checkbox"/> (I) Play Bingo <input type="checkbox"/> (I) Watch the Video (optional) <input type="checkbox"/> (I) See how many squares you can complete <p>Have a great summer!</p>
<p>PE (25 Minutes)</p>	<p><u>PE</u></p> <p>Goal/Objective: Student will perform a variety of exercises and activities to complete their weekly Bingo Sheets</p> <p>Materials needed:</p> <ul style="list-style-type: none"> • Bingo Sheet (included in packet) • Optional P.E. challenge videos brought to you by: Coach Corcoran Coach Walsh Coach Wilson https://cloud.swivl.com/v/8b4488a84668fe60923721161e27baac <p>Specific Instructions (I=independent; PA= Parent assistance):</p> <ul style="list-style-type: none"> <input type="checkbox"/> (I) Complete any five 5 squares in a row. (Diagonal, Horizontal, Vertical) <input type="checkbox"/> Leap in the air and yell BINGO! <p>See you next year!</p>
<p>DRAMA</p>	<p><u>DRAMA</u></p> <p>Goal/Objective: Students may play drama games alone or with siblings.</p>
<p>LATIN (25 Minutes)</p>	<p><u>LATIN</u></p> <p>Goal/Objective: The student will review material.</p> <p>Materials needed: Specials' Bingo Card</p> <p>Specific Instructions (I=independent; PA= Parent assistance):</p> <ul style="list-style-type: none"> <input type="checkbox"/> (I) Play Bingo

Specials Student Instruction Sheet

- ❑ (I) Video links on Bingo card
 - ❑ Latin Songs: <https://bit.ly/DrLeeSongs>
 - ❑ Latin Stories: <https://bit.ly/Q4Stories>
 - ❑ Mystery House Video: <https://bit.ly/EverOn>
- ❑ (I) See how many squares you can complete

Felicem Aestatem (Have a happy summer!)

Physical Education BINGO



Student Name: _____

<p>Latin Songs: Sing a Latin song OR sing along with a video</p>	<p>Draw a family member using a continuous line</p>	<p>Run in place for thirty seconds in every room of your house.</p>	<p>Name one art movement/painting/artist you learned about this year!</p>	<p>Name an animal from the story in Spanish</p>
<p>Say 3 colors in Spanish</p>	<p>Make up a dance to your favorite song and perform it for your family!</p>	<p>Latin Stories: Watch and listen as Dr. Lee translates the conclusion of your grade's Q4 Latin</p>	<p>Play Coach Wilson's Video</p>	<p>Name your Favorite Composer; tell 1 thing you learned about him/her</p>
<p>Run and Play Outside!</p>	<p>Watch Cisneros' Video</p>	<p> Free Space</p>	<p>Coach Walsh's Video</p>	<p>Coach Corcoran's Video</p>
<p>Name one Element of Art that draws your attention to the person in this painting by Winslow Homer, "Daydreaming".</p>	<p>Go one day looking at no screen. (Except for specials videos). Not even a glance!</p>	<p>Mrs. Trujillo's Video</p>	<p>Latin Mystery House Video: Watch this very special House-related video</p>	<p>Watch Ms. Widdowson's Video!</p>
<p>Compose a song about Great Hearts.</p>	<p>Write a letter to Ms. Widdowson!</p>	<p>Watch Mrs. Northway's Video about the <i>Principles of Composition</i>.</p>	<p>Go the whole day with no phone use. None.</p>	<p>Tell me why a certain object or area of the painting draws <u>YOUR</u> attention ("Emphasis") Hint: What element of art does it possess?</p>

*Complete 5 spaces for a BINGO. See if you can do them all! Have a wonderful, fabulous summer!

DRAMA GAMES

While at home, here are some drama games and exercises that are fun to do *and* that will help you become a better actor!

Games and Exercises for One Player

The Man on the Bus Stop

This exercise can be done both individually and in a group. If you are doing it individually, then you just need to look at passers-by, people in the queue, on a bus stop, etc. and start to make assumptions about them: profession, hobbies, what they were doing today, and any other qualities. Create a story for a stranger! Don't try to guess, just imagine!

It's All in the Details

This exercise can also be done both individually and in a group. Observe someone in your family for five minutes, remembering every detail of what they are wearing today, even down to hairstyles and accessories like watches or earrings. Ask them to step away and change one or two details - then see if you can figure out what has changed!

20 Ideas

This exercise is aimed to develop an actor's imagination. It is a very simple exercise, where the actor takes one object (a chair, for example) and come up with 20 different ways you can make a chair (make it out of a tree, use a box, sit on a rock, etc.). After you come up with 40 ideas, you can choose another object and continue doing the same thing with it.

The Perfect Observer

Make an observation of someone you know. Using someone you can see in person will work best. As you observe them, be watchful of the way they move their hands, the way they walk, and their other mannerisms. Do they walk with good posture, or do they slouch? When they talk, do they move their hands around a lot, or are they still? After careful observation, try to match their movements with your own. **WARNING:** This game can be annoying to brothers and sisters, so use it carefully!

Games and Exercises for Two or More Players

One Word At A Time

In this game, players work together to tell a story. When playing in a group setting, players sit in a circle and in turn, they add a word to fit into the narrative after repeating the words that came before. When played quickly, this game is great for encouraging free-flow thinking. For example, Player 1 could say "Once...", Player 2 could say "upon...", Player 3 could say "a...", and so on.

Props

In this game, one player chooses a prop and performs a short demonstration using the item for a purpose other than its intended use. The idea is to use the prop in an original or humorous way. An example would be using a shoe as a telephone. You can get creative in selecting which props are available, but sometimes the funniest results come from the most boring items.

What Are You Doing?

stand in a circle. The first person (A) starts miming an activity, such as eating an apple. The person to their left (B) says "What are you doing?". A keeps miming and at the same time says the name of a *different* activity. For example, if A was miming eating an apple, they could say "playing the piano". B then starts playing a piano. A stops their mime. Now the third person (C) asks B, "What are you doing?". B keeps playing the piano and names a different activity, which C must mime. And so it goes on.

Complaints Department

Player 1 acts as a customer returning a defective product. Player 2 acts as the shop assistant receiving the item. Player 1 knows what object he or she has in mind, but Player 2 must guess what the object is using smart questions. This can only be done by indications and not direct questions. For example, rather than asking: 'Is it electric?' They should ask: 'Does it work when you plug it in'. If the response is: 'You don't plug it in'. They know it's not electrical.

Give Me A Line

Before playing this game, write several random lines on pieces of paper, fold them up and set aside. Example lines would be, "Let me see that"; "Whoa, when did you dye your hair purple?"; "My mom likes it when I sing"; "Don't look now - there's a spider on your shoulder." Two players perform a scene, but must use one of the random lines every third time they speak. They must work the line into the scene in a way that makes sense.

Questions Scene

Two or three players must exchange dialogue in which every line is a question, starting with whichever letter is elected and finishing at the letter just before. The conversation should make sense and propel action in the scene. The first person to forget to ask a question is 'out'.

Actor 1: Have you been here before?

Actor 2: Why would you ask that?

Actor 1: Did that offend you?

Actor 2: Do I look offended?

Etc., etc. etc.

Alphabet Scene

Two or three players must exchange dialogue in which the first word they speak must begin with the next letter of the alphabet, starting with whichever letter is elected and finishing at the letter just before. The conversation should make sense and propel action in the scene.

Actor 1: And here we are at the lake.

Actor 2: Before we start fishing, can I ask you a question?

Actor 1: Can you do it quickly? I don't want to waste time.

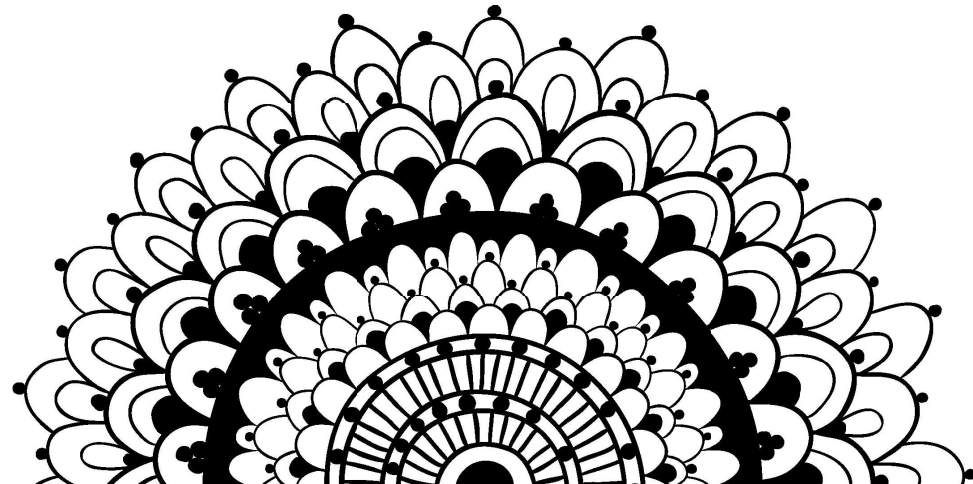
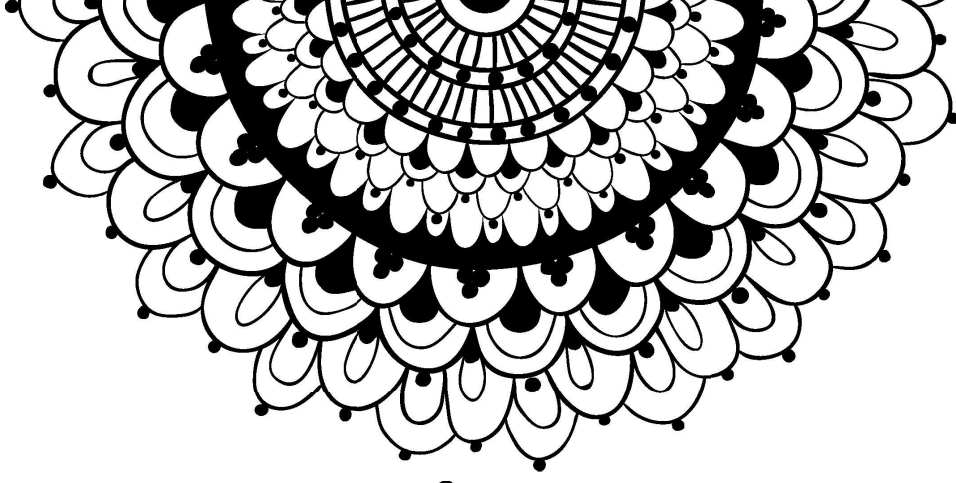
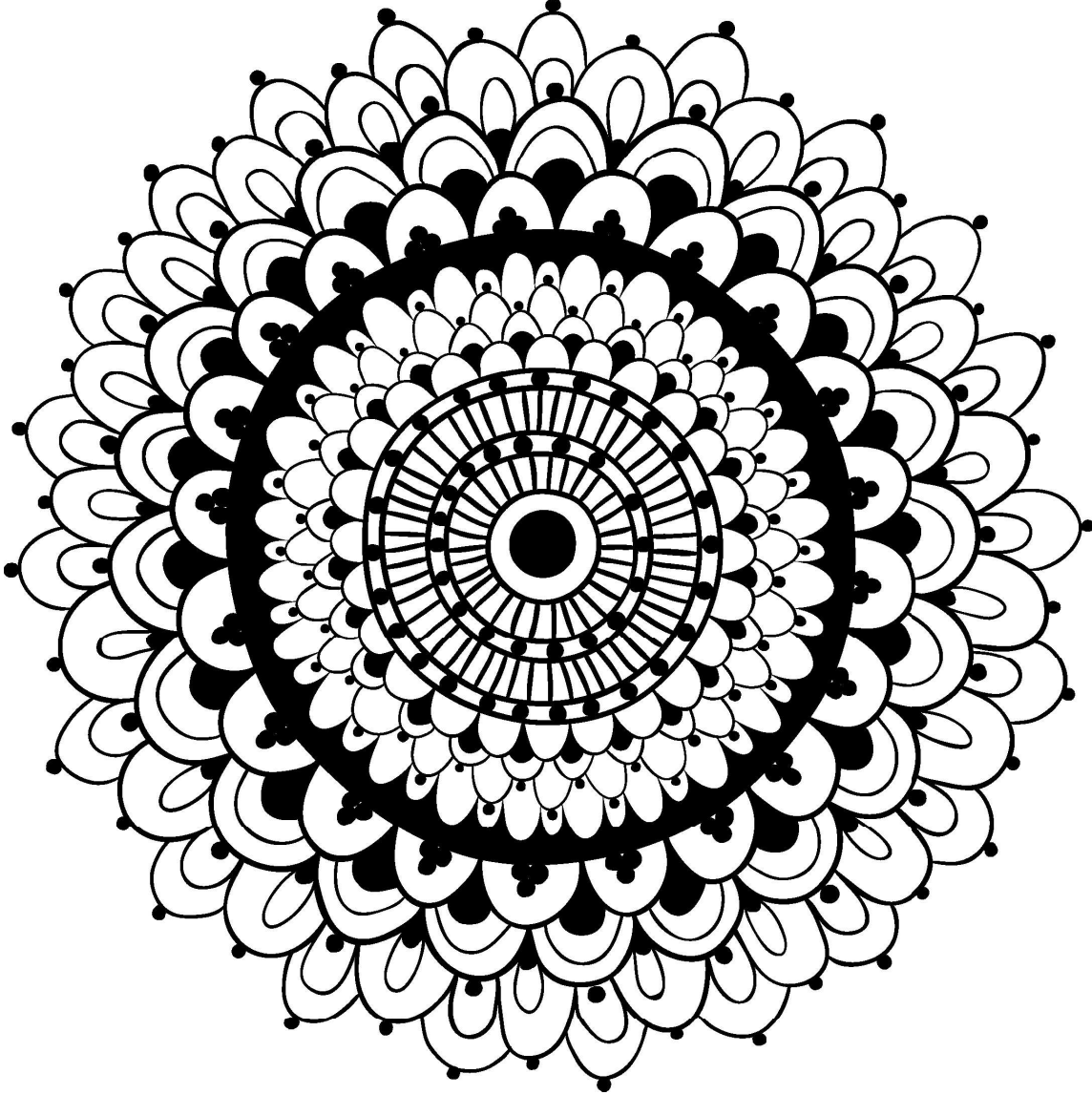
Actor 2: Do you want to get ice cream after this?

Etc. etc. etc.

Alien, Tiger, Cow

Similar to "Rock, Paper, Scissors", someone says "Alien, Tiger, Cow" and all players choose a character to imitate. With the end goal in mind, the game is played until everyone chooses the same character, rather than trying to eliminate one another like you would in Rock, Paper, Scissors. It takes a similar concept, but turns it into a team game.

If it doesn't CHALLENGE you,



it won't CHALLENGE you

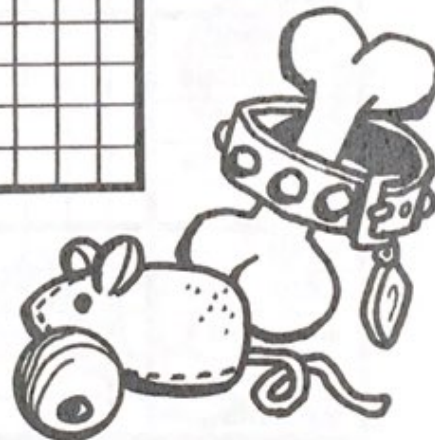
35. LIKE-NAMED CATS AND DOGS

Joe, Bill, Bob, Jack, and Tom, whose last names are Carter, Dawson, Mingus, Wood, and Cole, live in an apartment building in New York. Each man owns a dog and a cat. The names of the dogs are Dusty, Midnight, Ginger, Smokey, and Daisy. Although the men do not know each other, it happens the five names they chose for their cats are the same five names chosen for the dogs. From the clues given, try to determine each man's first and last name and the names of his pets. (Hint: No man gave the same name to both his dog and his cat.)



1. Joe and Jack each have a pet named Ginger.
2. Jack, Joe, and Mr. Carter did not name any of their pets Midnight.
3. Bob's dog and Jack's cat have the same name, as do Bill's cat and Tom's dog.
4. The cat Daisy is not owned by Jack Cole, Mr. Mingus, Mr. Carter, or Bill.
5. Smokey the cat does not live with Ginger the dog, and neither of them live with Tom or Mr. Dawson.
6. Joe's dog is named Daisy.

		CARTER	DAWSON	MINGUS	WOOD	COLE	CATS					DOGS					
							DUSTY	MIDNIGHT	GINGER	SMOKEY	DAISY	DUSTY	MIDNIGHT	GINGER	SMOKEY	DAISY	
JOE																	
BILL																	
BOB																	
JACK																	
TOM																	
DOGS	DUSTY																
	MIDNIGHT																
	GINGER																
	SMOKEY																
	DAISY																
CATS	DUSTY																
	MIDNIGHT																
	GINGER																
	SMOKEY																
	DAISY																



35. LIKE-NAMED CATS AND DOGS

Joe's dog is named Daisy (Clue 6), so his cat must be Ginger, and Jack's dog must be named Ginger (Clue 1). Jack's last name is Cole (Clue 4) and his cat's name is not Midnight (Clue 2), Daisy (Clue 4), or Smokey (Clue 5), so it must be Dusty. Bob's dog must be named Dusty (Clue 3). Since Joe does not own the cat Daisy he must be one of the four men mentioned in Clue 4. He is either Mr. Mingus or Mr. Carter, but he is not Mr. Carter (Clue 2), so he is Mr. Mingus. Mr. Carter does not own Midnight the cat (Clue 2) or Daisy the cat (Clue 4), so his cat is named Smokey. Mr. Carter's first name is not Bill (Clue 4) or Tom (Clue 5), so it is Bob. With the only name remaining which is common to both cats and dogs being Midnight, this must be the name of Bill's cat and Tom's dog (Clue 3). That leaves Bill's dog to be named Smokey and Tom's cat to be named Daisy. Since Tom's name is not Dawson (Clue 5) it must be Wood, and Bill's name is Dawson.

In Summary

Joe — Mingus — Daisy (d) — Ginger (c)

Bill — Dawson — Smokey (d) —

Midnight (c)

Bob — Carter — Dusty (d) — Smokey (c)

Jack — Cole — Ginger (d) — Dusty (c)

Tom — Wood — Midnight (d) — Daisy (c)