



Resource Sample

Grade 5

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Learn and Create Guide (3 pages)

Sample Game Cards (4 cards)

TCM

Learn and Create

Learning & Creating Guide

for Grade **5**

Welcome

Hello, fifth graders! We created some reading, math, and other learning activities to help you exercise your brain while you're away from school. You'll find two books, a deck of cards, and this learning guide.

- Start by reading the books. There's a humorous fiction book and an interesting nonfiction book about animals and their strange adaptations.
- After you read the books, go to pages 2-5 in this guide. There, you'll find a variety of fun book-related activities.
- Is math your thing? Go to pages 6-7, where you'll find some challenging math games.
- Pages 8-11 are chock-full of fun activities to do with your family and friends.

Book Summaries

Fiction—The Amazing Animal Challenge
Animal teams have been trying to collect seven hidden gems in the Amazing Animal Challenge. So far, no one has done it. Team World includes one animal from each continent. Will they be able to work together? Will they be the first to win the grand prize?

Nonfiction—Bizarre Animals
Uncover the secret lives of some truly odd bugs and animals, including the aye-aye, the pangolin, and the blobfish. Learn all about the interesting and unique adaptations they've developed for survival. This book is a treasure trove of strange and interesting animal facts.

STRANGE BUT TRUE **TIME**

Bizarre Animals

The Amazing Animal Challenge

Joe Rhatigan
Illustrated by Rakesh Kumar

Learn and Create FRACTION ACTION

**Learn
—and—
Create**

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Book Summaries

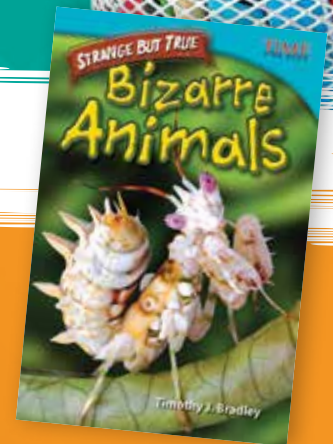
Fiction—*The Amazing Animal Challenge*

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Fraction Operation Battle (2 players)

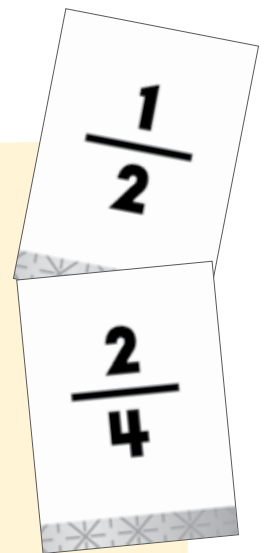
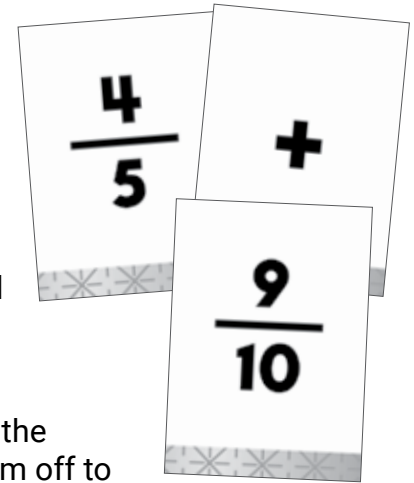
Goal: Add or subtract fractions. The player with the largest resulting fraction wins the round.

Setup: Shuffle the green cards, and distribute them equally among the players. Shuffle the blue cards, and place them in a separate pile face down.

Rules

1. To start a round, each player flips over two green cards from the top of their own pile and one blue operation card from the pile in the middle.
2. Each player adds or subtracts the fractions on the cards they reveal.
 - ★ If you get a decimal card, convert the decimal into a fraction before you add or subtract. For example, 0.25 is $\frac{25}{100}$, which can be reduced to $\frac{1}{4}$.
 - ★ Arrange expressions so the largest fraction comes first.
3. Compare your result with the result of the other player. The player with the highest answer takes all the green cards from the round and stacks them off to the side. Return the blue operation cards to the bottom of the pile in the middle. Each player flips two more green cards and a blue card to play another turn.
4. Continue until all cards have been used.

How to Win: The player with the most green cards at the end of the game wins.



Fraction Matching (2-4 players)

Goal: Find and lay down the most pairs of equivalent fractions.

Setup: Remove the blue cards from the deck, and set them aside. Shuffle the green cards. Deal five cards to each player. Place the rest of the green cards face down in a draw pile in the middle.

Rules

1. The youngest player starts their turn by drawing one card from the draw pile and adding it to their hand. If they can make a pair of equivalent fractions, they place the pair of cards on the table.
 - ★ All players will check to make sure the fractions are equal.
2. The player continues to lay down pairs. Once all pairs have been laid down, the player will discard one card from their hand in the discard pile to the right of the deck.
3. The player to the right goes next and can decide to draw a card from the draw pile or take the card that was discarded. The player then lays down any possible pairs. They end their turn by discarding one card face-up on the discard pile.
4. Players continue to take turns until someone runs out of cards.

How to Win: The player who lays down the most pairs wins.

Family Time

Supporting Your 5th Grader



In fifth grade, your child is developing important organizational skills, managing homework, and building friendships. They are also beginning to navigate their own identity and learning how to be a good friend. Remember, your involvement plays a significant role in your child's development. Your support can help them develop important skills they will use throughout their lives.

- ◆ Establish a regular homework routine. Offer help when needed, but also encourage them to solve problems independently.
- ◆ Encourage your child to make friends and engage in social activities. Discuss what it means to be a good friend and how to navigate disagreements. To meet new friends, encourage your child to attend recurring community events, such as library events or open gym time at a local community center.
- ◆ Your child is likely spending a lot of time using technology. Be sure to guide your child in using technology responsibly. Set limits on screen time, and discuss internet safety. Be a role model in technology moderation.



- ◆ Encourage your child to explore their interests and talents. This can help them understand themselves better and boost their self-confidence.
- ◆ Model good habits such as punctuality, responsibility, and respect for others. Strengthen these habits through positive reinforcement.



Learn
— and —
Create

**FRACTION
ACTION**

TCM Teacher
Created
Materials

2-4 players 154135 (154136)



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$$\frac{2}{5}$$



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