Grade 6 Task Card

Week 1

LITERACY	- <u>`@</u> `-	Folktales are cultural stories shared by diverse people. They are passed on through many generations to teach a lesson, entertain an audience and often to help people learn about their heritage and history.				
		 Think about a folktale you have read or learned about as a child. This folktale could be cultural, like Anansi the Spider, or familiar, like Jack and the Beanstalk or The Three Little Pigs. Recreate the story: What was the character like in the folktale? What was the message being shared? What clues did the author give the reader to understand the message? Create your own folktale, to entertain a younger audience. Use Appendix 6-A to organize your story. 				
MATHEMATICS	- <u>`</u>	What number completes this equation? 2.6 + 7.9 = 10.5 = + 3.1 How do you know? Algebra is like a puzzle that has to do with understanding the relationship between numbers.				
	æ	Use Appendix 6-B to explore algebra through puzzles. Try to develop a strategy to solve the included magic puzzle from West Africa.				
SCIENCE		 Biodiversity addresses the various forms of life on Earth and how these forms of life interconnect with each other. Biodiversity addresses the important role of all species. Statement: "What affects biodiversity also affects humans in the world." Respond to this statement in a paragraph with supporting evidence. 				
	æ,	 Use your skills as a researcher to compare the characteristics of two organisms. Consider: plant and animal; fish and mammal, etc. Create your own graphic organizer to show this comparison. Once you have completed your organizer answer the following: What criteria did you use to compare the organisms? How might your criteria change if you picked two different organisms? Describe why it is important to use an organizer to compare the different organisms. 				



Grade 6: Appendix 6-A

Literacy: Folktale Organizer

This organizer is created to support you in writing your folktale. Remember this folktale is for a younger audience. Before designing, remember to pick the age of your audience and plan accordingly. Recreate this organizer on a blank page so you can work to complete your various tasks.

Task: Write your own folktale, use the organizer and below prompts to support you.

1. Characters/Personality Development

- Create your characters
 - **a.** It is important that you visualize and draw your characters to help develop their personalities.
- Think about your main character
 - **b.** How will your character be known? How will his/her personality impact the various parts of your folktale and the other characters?

2. Message/ Lesson: Folktales are created to send a message or provide a lesson.

As you plan your folktale, consider what message or lesson you will be providing for your younger audience?

3. Designing your Folktale: Questions to think about:

- What will be the focus of your folktale?
- How will you capture the attention of your audience? Consider the beginning, middle or ending
- Remember to think about the important parts of a story: setting, plot (where does it take place?, when is it happening?, will there be a situation/problem to solve (conflict in the story)? How was it resolved?



Literacy: Folktale Organizer

Character/Personality	Lesson/Message

Consider:

setting, plot (where, when, situation/problem to solve, conflict)



Grade 6: Appendix 6-B

Math							
What num	ber completes 2.6 + 7.9 = 10.5	this eq 5 = □ +	uation? 3.1	Algebra is like a puzzle that has to do with understanding the relationship between numbers. k and m are whole numbers and 3 x k = 6 x m. 1. In this equation, what do you know about k and m?			
How do you know?				2. What are the different values that your equation could represent?			
Put numbers in a row so that every row (—), column (), and diagonal (/or \) equals 15. 3 numbers have been given to you to help you start.				Use this thinking to help you answer the question below. Remember to show all your work.			
	9			If 7n - 24 = 4 and n + 38 - s = 29, what value does the s represent?			
	5						
	1						

