

Table of Contents

Introduction	5	Maths	
Overview	8	<i>Money</i>	
English		The Value of Art	64
<i>Persuasion</i>		Change for a Dollar	66
A New Product	22	The Value of Words	67
<i>Journalism and Editing</i>		<i>Word Problems</i>	
Interviews	24	Solve These If You Can!	68
Editing	25	Solve My Problems, If You Can!	69
Class Newsletter	29	<i>Measurements</i>	
<i>Creative Writing</i>		Metric System	70
Writer's Guide	32	New System	71
<i>Story Writing</i>		Measuring Without a Ruler	72
Story Starters	37	Measurement Challenge	73
Story Scramble Cards	39	<i>Patterns</i>	
<i>Literary Devices</i>		Drawing to Scale	75
Metaphors	43	Prime Time	76
I Feel As Silly As	44	Tangrams	77
<i>Letter Writing</i>		Symmetry	80
Letter Form	45	More Symmetry	81
Writing a Letter	46	<i>Computing</i>	
Pen Pal Pointers	47	Addition and Subtraction	82
<i>Journals</i>		Multiplication and Division	84
Journal Writing	48	Calculator Fun	86
Journal Starts	49	More Calculator Fun	87
<i>Vocabulary, Spelling, and Punctuation</i>		Energy Facts	88
Vocabulary Concentration	50	<i>Maths Facts</i>	
Spelling Quest	52	Maths Trivia	89
Centre Dictionary	53	More Maths Trivia	90
Punctuation Concentration	54	Some More Maths Trivia	91
<i>Book Reports</i>		Even More Maths Trivia	92
Getting Ideas	57	<i>Graphing</i>	
You Choose!	58	Our Personal Surveys	93
Animal or Human?	59	<i>Brain Teasers</i>	
The Sequel	60	Scrambled Maths	95
Finding Facts	61	Maths True or False	96
Mapping the Matter	62	How Many?	97

Table of Contents

Science

Experiments

- Science Experiments Form 99
- The Sensational Submarine 100
- Rambunctious Raisins! 103
- You're Full of Hot Air! 105

Sea Life

- What Is Under the Sea? 106
- Sea Life Phyla Chart 107

Zoology

- Create a Zoo 108
- Native Australian Animals 110
- Animal Families and Groups 111

Weather

- Amazing Weather Facts 112
- Alaskan Weather 113
- Create the Wind 114
- High or Low? 115

Science Quest

- Science Trivia 117
- More Science Trivia. 118
- Trivia Challenge 119
- Science True or False. 120
- More Science True or False 121
- Scientific Names 122
- Science Clues 123
- Science ABCs 124

Science Fun

- Matching the Sciences 125
- Insect Bingo 128
- Vertebrate and Invertebrate Animals . . 132
- Vertebrate and Invertebrate
Animals Chart 133

Study of Society and Environment

Very Important People

- Famous Names 135
- Inventors and Their Inventions. 136

- Louis Braille's Code 137
- Excellent Explorers 138
- Famous Women 139
- Famous People 140

Geography

- Countries of South America. 141
- Matching World Capitals 142
- Where Is It? 146

Trivia

- Study of Society and Environment
Trivia. 148
- More Study of Society and Environment
Trivia. 149

Geographical Names

- This Map Is Making Me Hungry! 150
- Around the World 151

Families and Friends

- My Family Tree 155
- Patchwork Quilts Kit 159

Games and Puzzles

Funnies

- You Must Be Joe King! 163
- Letter Answers. 164
- More Letter Answers 165

Trivia

- Which Came First? 166

Codes

- Morse Code 167
- Coded Message 168
- Proverbial Codes 169
- More Proverbial Codes 170
- Communicating in Code 171

Wacky Words

- What Does This Mean? 173
- Rhyming Word Pairs 174
- More Rhyming Word Pairs 175
- Palindromes. 176
- Palindrome Word Find. 177

Table of Contents

<i>Literary Fun</i>		The Nine Planets	221
Match That Author!	178	A Year in the Life of a Tree	222
Crazy, Mixed-Up Sentences	180		
<i>Study of Society and Environment Fun</i>		<i>Maths</i>	
Economics Game	183	The Fraction Machine	230
<i>Creative Puzzlers</i>		Fractions in a Box	232
Colour This Design	190	Mystery Squares	234
I've Been Framed	191	Not Your Average Board Game	236
Hidden Meanings	192	<i>Study of Society and Environment</i>	
More Hidden Meanings	193	Current Events	239
Word Chains	194	Roving Reporter	241
<i>Puzzling Maths</i>		The Olympics	242
Maths Squares	195	The Ancient Olympic Games	244
Factors and Multiples	196	Egyptian Facts from the Internet	245
Improper Fraction Mix-Up	197	Welcome to My Travel Agency	247
Fractured Fractions	198	Centre Signs	252
Close the Box	199	Answer Key	267
Decimal Derby	200		
Spaceship Flip	201		
Technology			
<i>Introduction</i>			
Utilising the Internet	204		
Internet Safety Rules for Students	205		
Plan for Instruction	206		
<i>English</i>			
Create Your Own Advertisement	207		
Writing Good Descriptions	208		
Describing Physical Characteristics	209		
Describing Personality Traits	210		
Computer Poetry	211		
<i>Science</i>			
Properties of Matter	216		
Investigating Matter—Making Models	219		

Introduction

Learning centres are a wonderful way to encourage independent learning, add creative reinforcement to more structured lessons, and allow students to work at a comfortable pace. Learning centres may be an integral part of a unit of study or a reward for having completed the day's assignments. Learning centres make it possible for teachers to be in more than one place at a time. Teachers are able to work with groups of students while sending individual students or pairs to learning centres. This book will supplement your good ideas with a potpourri of additional ideas which can be placed in the various learning centres.

What Is a Learning Centre?

A learning centre is an area in a classroom where one or more children can participate in activities designed for enrichment and review of current learning and for reinforcement of the skills being taught. A learning centre coordinated with the curriculum enhances skills and learning.

A centre can consist of games, activities, manipulatives, or reading materials. A listening centre with special equipment such as a tape recorder with headphones, a computer, calculator, or typewriter may constitute a centre. As new topics are introduced or areas of special interest develop, new centres may be created. Rather than serve as primary instruction, a learning centre supports what is taught in the classroom. A centre provides an alternative to the traditional concept of seatwork. It allows the student an opportunity to independently practise skills and assume responsibility for learning, while freeing the teacher to work with small groups or individual students.

Why Should I Use a Learning Centre?

Children learn best when they are actively involved in learning. Manipulating maths materials, writing and publishing their own stories, creating plays, exploring the world through maps and globes, or reviewing new vocabulary words are just a few of the learning centre activities that provide students with hands-on involvement. Centres accommodate different learning styles which, in turn, give students an opportunity to become more creatively involved in their own education.

Learning centres also help students learn how to work independently. As students want to find the answers for themselves, they become more responsible for completing tasks, checking them, and cleaning up. As patterns for using the centres are established, organisational skills develop.

The nature of the learning centre gives students freedom to learn on their own. They begin to think more critically and solve problems. Specific activities may require higher levels of thinking, as well as providing an environment that is conducive to this kind of learning.

Learning Centres for Intermediate Classrooms provides a sampling of a variety of learning centre activities that are ready to use with little or no preparation. The activities will supplement classroom studies in the areas of English, Maths, Science, Study of Society and Environment, Technology, and for a fun way to reinforce all subjects, Games and Puzzles.

Introduction *(cont.)*

In *Learning Centres for Intermediate Classrooms*, the following learning centres are introduced:

English

Here, students have an opportunity to reinforce reading skills, enjoy literature, create a classroom newsletter, and write book reports, journals, poetry, and experience other forms of creative written expression. Allow for space to write and to create. Provide good books, writing materials, and plenty of filing systems that are well labelled.

Maths

Students will reinforce maths skills as they play games, solve puzzles, create measurement systems, and explore manipulatives. Provide a calculator, a stack of scratch paper, measuring devices, and counters such as beans, disks, etc.

Science

The science centre will provide students with opportunities for hands-on science as they explore scientific experiments and learn about the sea, animals, and weather. The science centre will require a variety of materials, from eye droppers to table salt. This will also be the place where you can display autumn leaves, seed pods, or the snake skin you found while camping last summer. Be sure to stock the science centre with lots of books and reference volumes.

Study of Society and Environment

Finding out more about the world we live in, the people in our communities, and how we get along highlight this centre. Be sure to include a globe and an atlas in this centre, along with some historical objects, posters, and interesting inventions.

Games and Puzzles

At this centre, students can play games that reinforce skills, challenge each other and themselves, and solve various kinds of puzzles. Provide scratch paper, reference volumes, lots of pens and pencils, and brightly coloured posters.

Technology

Students will incorporate different software applications to reinforce their writing, maths, and creative skills. They will have an opportunity to integrate concepts and skills from English, maths, science, and study of society and environment with their developing computer skills. There will also be activities designed to teach students how to explore the Internet safely and effectively.

Solve These If You Can!

Can you find the answers to these word problems? When you are finished, use the blank form on page 69 to write some of your own word problems.

1. Paul went horseback riding. He paid 2 five-dollar notes and 3 one-dollar coins. He received one fifty-cent coin and one twenty-cent coin in change. How much did it cost Paul to go riding?

2. Amy paid for her lunch with 3 one-dollar coins, a fifty-cent coin, 2 twenty-cent coins, and 3 five-cent coins. The cashier told her she still owes ten cents. How much was Amy's lunch?

3. When Lan went bowling, he paid with 2 one-dollar coins, a fifty-cent coin and a twenty-cent coin. He received 2 five-cent coins in change. How much did it cost Lan to bowl?

4. Kimi wanted to buy a cake mix. She looked in her wallet and counted 2 one-dollar coins and 3 ten-cent coins. She would need fifty cents more. How much was the cake mix?

5. Alvaro bought a ticket to a concert. He paid with a ten-dollar note and a five-dollar note. He received 2 one-dollar coins in change. How much was the concert ticket?

6. Sheila wanted to buy a new swimsuit. She had 2 ten-dollar notes, but would need a five-dollar note and 2 one-dollar coins. How much would the new swimsuit cost?

Create a Zoo

You will be working with the mayor to design a zoo. The following instructions are for zoo design. Zookeepers must adhere to them in order to satisfy the mayor. You will need to make many sketches, to make sure that you are following instructions. When you are sure that your plan will work, use a sheet of butcher paper to create your zoo. You may cut out the animals on the next page and paste them into place on your zoo design or use the pictures to help you draw your own animals.

Mayor: “It is important to make the zoo pleasing to visitors. Please include the following in your zoo design”.

- plenty of trees for shade and clean air
- a picnic area for visitors to snack or eat lunch
- fountains, ponds, or streams for the visitors and animals
- a scenic footpath that allows visitors to see every animal in the zoo

Mayor: “The animals in the zoo are very important to the community. Their health, safety, and welfare must be considered in zoo design. Please follow the instructions listed below.”

- Zebras, antelopes, and ostriches must have a large, sunny area in which to graze and run around.
- Giraffes must not be too close to trees; they may eat the leaves and spoil their appetites for dinner.
- Hippos, elephants, crocodiles, and flamingos require access to water every day.
- Rodents cannot be located near the elephants; the mice might start a stampede.
- Keep monkeys away from hyenas, or the hyenas will laugh themselves silly.
- Separate the lions, tigers, and bears because they will fight if too close.
- Rhinos need to be located away from the walls, or else they will ram holes in them.
- Be sure to place anteaters near the picnic area to keep the ant populations low.
- All monkeys, bears, and gorillas need to be far from the picnic area.
- Camels need sunny fields in which to walk about.
- Keep flamingos and ostriches far from crocodiles.
- The reptile building cannot be near the bird cage; a snake might escape and eat the bird eggs.
- Make the footpath close to the zebra area so that visitors may pet the animals.
- Give hyenas lots of shade under which to rest.