

Name: _____

Unit 10: Forces and Interactions

Daily Take-Home Activity Calendar

Check off each activity as you complete it.



	Monday	Tuesday	Wednesday	Thursday	Friday
Week 1	The Swing p. 4 <input type="checkbox"/> <ul style="list-style-type: none"> • Invite your child to read aloud the poem. • Discuss what other things swing in a back-and-forth or up-and-down motion. 	What Makes Things Move? pp. 6–7 <input type="checkbox"/> <ul style="list-style-type: none"> • Read aloud the first two pages of the selection together, alternating paragraphs. • Practice throwing or kicking a ball. 	What Makes Things Move? pp. 8–9 <input type="checkbox"/> <ul style="list-style-type: none"> • Invite your child to complete the selection. • Then work together to build the pendulum. 	What Makes Things Move? pp. 6–9 <input type="checkbox"/> <ul style="list-style-type: none"> • Complete the experiment by testing the pendulum, recording your predictions and the results of its movement. 	The Tortoise and the Hare p. 10 <input type="checkbox"/> <ul style="list-style-type: none"> • Invite your child to read aloud the selection. • Then have a contest to see who can think of more compound words. (e.g.: firefighter, doorknob)
Week 2	The Great Tug-of-War pp. 12–14 <input type="checkbox"/> <ul style="list-style-type: none"> • Read aloud the first three pages of the selection together, alternating paragraphs. • Then do a dramatic reading, assuming the roles of Mmutla and Tlou. 	The Great Tug-of-War pp. 15–16 <input type="checkbox"/> <ul style="list-style-type: none"> • Read aloud the next two pages together, alternating paragraphs. • Then do a dramatic reading, assuming the roles of Mmutla and Kubu. 	The Great Tug-of-War pp. 17–19 <input type="checkbox"/> <ul style="list-style-type: none"> • Invite your child to complete the selection. • Do a dramatic reading, assuming the roles of Mmutla, Tlou, and Kubu. • Practice whistling like Mmutla. 	The Great Tug-of-War pp. 12–19 <input type="checkbox"/> <ul style="list-style-type: none"> • Discuss your child's favorite part of the story and then ask your child to draw an illustration for that scene. 	The Merchant's Donkey p. 20 <input type="checkbox"/> <ul style="list-style-type: none"> • Invite your child to read aloud the selection. • Get scrap paper and pencils. Set a timer for sixty seconds. • See who can find and list the most words ending with -ness.
Week 3	Investigate Magnetism pp. 22–24 <input type="checkbox"/> <ul style="list-style-type: none"> • Read aloud the first three pages of the selection together, alternating paragraphs. • Then follow the steps on page 24 to magnetize a steel needle. 	Investigate Magnetism pp. 25–26 <input type="checkbox"/> <ul style="list-style-type: none"> • Read aloud the next two pages of the selection together. • Ask your child to explain when and how magnetic rocks were first discovered. 	Investigate Magnetism pp. 27–29 <input type="checkbox"/> <ul style="list-style-type: none"> • Finish reading the selection together. • Work together to complete the experiment on page 27. 	Investigate Magnetism pp. 22–29 <input type="checkbox"/> <ul style="list-style-type: none"> • Read the experiment on static electricity on page 29. • Then use a balloon to complete the experiment. 	Why Didn't I Think of That? p. 30 <input type="checkbox"/> <ul style="list-style-type: none"> • Invite your child to read aloud the selection. • Then design your own invention.