Welcome Back! April 3rd, 2017

Today's Rebus Puzzle:

(hint: you are going to need this today)



Ping Pong: Circles and Degrees





Warm Up Think-Pair-Share

We now know that 20 degrees of a wheel rotation is equal to 1 cm of distance travelled. If you want your robot to travel 72 cm how many degrees do you need to program your robot to move?

20-lcm 72 cn - 1440





 $20^{\circ} = 1 \text{ cm}$ $72 \text{ cm} = ?^{\circ}$ 72×20=? 20=770 10/700/20=7207 1.440

April 4th, 2017

funny funny word word word word

Scoring Guides

Narrative Writing

Content

Focus

When marking **Content** appropriate for Grade 6 narrative writing, the marker should consider how effectively the writer

- · establishes a context
- · uses ideas and/or events that are appropriate for the established context
- · uses specific details (of characters, setting, actions, events, etc.)
- · demonstrates an awareness of audience

Excellent E	 The context is clearly established and consistent. The ideas and/or events are creative and deliberately chosen for the context established. Supporting details are precise and consistently effective. The writing is confident and/or creative and holds the reader's interest.
Proficient Pf	 The context is clearly established and appropriate. The ideas and/or events are intentionally chosen for the context established. Supporting details are specific and generally effective. The writing is purposeful and draws the reader's interest.
Satisfactory S	 The context is established and generally appropriate. The ideas and/or events are adequate for the context established. Supporting details are general and may be predictable. The writing is straightforward and generally holds the reader's interest.
Limited L	 The context is vaguely established and/or may not be appropriate. The ideas and/or events are vague given the context established. Supporting details are few and/or may be repetitive. The writing is superficial and does not hold the reader's interest.
Poor P	 The context may be unclear and/or inappropriate. The ideas and/or events are undeveloped and/or unrelated to any context established. Supporting details are scant. The writing is confusing and/or frustrating for the reader.
Insufficient INS	 The marker can discern no evidence of an attempt to fulfill the assignment, or the student has written so little that it is not possible to assess Content.

Note: Content and Organization are weighted to be worth twice as much as each of the other categories.

Organization

Focus

When marking **Organization** appropriate for Grade 6 narrative writing, the marker should consider how effectively the writer

- · introduces the response
- · follows a coherent order
- establishes connections and/or relationships among events, actions, details, and/or characters
- · brings closure to the writing

Excellent	 The introduction is purposeful, interesting, and effectively establishes events, characters, and/or setting, and provides direction for the writing. Events and/or details are developed in paragraphs, in a purposeful and effective order, and coherence is maintained. Connections and/or relationships among events, actions, details, and/or characters are consistently maintained. The ending ties events and/or actions together.
Proficient Pf	 The introduction clearly establishes events, characters, and/or setting, and provides direction for the writing. Events and/or details are developed in paragraphs, in a purposeful order, and coherence is generally maintained. Connections and/or relationships among events, actions, details, and/or characters are maintained. The ending provides an appropriate finish for events and/or actions.
Satisfactory S	 The introduction directly presents information about events, characters, and/or setting. Events and/or details are developed in a discernible order, although coherence may falter occasionally. Connections and/or relationships among events, actions, details, and/or characters are generally maintained. The ending is predictable and/or contrived, and is connected to events and/or actions.
Limited L	 The introduction presents information about events, characters, and/or setting but lacks direction. The development of events and/or details is not clearly discernible, and coherence falters frequently. Connections and/or relationships among events, actions, details, and/or characters are unclear and/or inconsistent or missing. The ending is predictable and/or contrived, and may not be connected to events and/or actions.
Poor P	 The introduction provides little information and/or is ineffective. The development of events and/or details is haphazard and incoherent. Connections and/or relationships among events, actions, details, and/or characters are missing. The ending, if present, is unconnected to the events and/or actions.
Insufficient INS	 The writing has been awarded an INS for Content.

Note: Content and Organization are weighted to be worth twice as much as each of the other categories.

Think-Pair-Share #2

If you programmed your robot to move forward 2952 degrees. How many wheel rotations would this be? Write the number as a decimal and as a mixed number.

Think-Pair-Share #3

Your Robot's wheel has a circumference of 17.5cm. If you wanted your robot to travel 98cm, how many wheel rotations would you enter? Write the number as a decimal and a mixed number.

You want your robot to make a right angle turn. How many degrees is a right angle?

You want your robot to make a wide turn or an obtuse angle turn. What might the degree of your turn be?

You want your robot to make a sharp left turn or an acute angle turn. What might the degree of your turn be?

What is a reflex angle?









We are going to play an electricity game show!





Mr. Lee - Phases of the Moon rap



100 Movies Dance Scenes Mashup (Mark Ronson-Uptown Funk ft.Bruno Mars)-WTM

That's Electric!

- In your table groups. *Remember Collaboration* is the key!

- You will have 10 minutes to take all the relevant information you think you will need off of your electricity poster. Take notes in your visual journal. The more info you have and the better you understand it, the better you will do in our game!

- Over one dozen questions will be asked. Each group will get a turn and will be asked a question. They will have 30 seconds to come to a consensus. If their answer is correct, they are awarded 5 points. If they do not get the right answer, the next group has a chance to steal.

Two members of your group can get a laptop from the green or yellow laptop cart to help
"zoom in" on the poster. It is in our shared Google folder under "Electricity Poster".

- Remember: this is a *fun* game to help us learn. Poor sportsmanship and complaining is not tolerated!

- Pick a "Jeopardy" style sound that you are going to make to buzz in for our game.
- First team to (politely) buzz in and answer correctly gets a point.

BONUS Math Questions Based on Cross Country Electricity Snapshot

(Get ready!)

1) As a percentage of their use, which province/ territory uses the most thermal power?

2) As a percentage of their use, which province/ territory uses the most hydro power?

(Bonus question: who can write the percentage as a fraction?)

3) As a percentage of their use, which percentage of the most nuclear power? Ontario

4) As a percentage of their use, which precedence the least thermal power? Quebec

(Bonus question: who can write the percentage as a decimal?)

PLEASE ANSWER QUESTIONS AS A GROUP IN VISUAL JOURNAL

Look at the pie chart on the front of the poster titled 'Alberta's Electricity Sources.' As of 2014:

- 1) What percentage of electricity is created by thermal generation (i.e., combustion)?
 - > ANSWER: coal + natural gas + biomass + other = 87%
- 2) What percentage of electricity is generated by renewable resources?
 - > ANSWER: water + wind + biomass = 17%

• 3)

could look 5, 10 or 50 years into the future?

• 4) Using the poster, find three ways that water is used in the process of generating electricity.

You've Got the Power to Conserve Energy! Discuss in your group

• What are some items/actions that you could do in your home to conserve (save) electricity?

Danger!

- Find the red triangle signs on the poster.
- Why are these electrical safety hazards?

Your Own Electrical Hazard

 In your visual journal, draw an electrical hazard. Then, create your own sign for the hazard and create your own safety slogan. We will share as a class.









- 1. I am spun by wind, steam or water. I turn the wire coil of a generator. What am I?
- 2. Breakers and wires control the ow. I'm often found in the basement, don't you know? What am I?
- 3. I am the high wires that electricity flows through. Make sure not to touch me for I will ZAP you! What am I?
- 4. Electricity goes through me for a voltage reduction, making it safe for your household functions. What am I? (Hint: I have the same name as a popular toy/ movie)
- 5. I'm part of the circuit of electricity. Inside your walls and ceiling is where I will be. What am I?
- 6. I can be found in sand or deep under the ground. Once re ned I do many things including helping get you
- around. What am I?
- 7. Flick on the switch and see me glow. I come in LED, fluorescent and incandescent, just so you know! What
- am I?
- 8. I can be sweet or sour in my gaseous states. I'm the cleanest-burning fossil fuel, at any rate. What am I?
- 9. I am Ontario's main energy source. Uranium atoms splitting apart with great force. My radioactive waste is safely buried of course. What am I?
- 10. Let's be safe and look around. I'll let you know when wires are underground. What am I?
- 11. I am a solid black fuel formed from plant fossilization. I am a large source of Alberta's power generation. What am I?
- 12. Gases from these fuel sources doesn't have to go to waste. They can create renewable energy all over the place. What am I?
- 13. My energy comes from a star far away. Photovoltaic (or PV) cells capture my heat in the day. What am I?
- 14. My blades turn around as the wind blows, resulting in electricity ow. What am I?
- 15. Rivers and waterfalls are nice to see, but also forms of energy. The water's pressure moves the turbines
- creating electricity. What am I?
- 16. Generating electricity from the earth's heat. Turning water to steam is quite the feat! What am I?



