

5th Grade Team:

EMAIL:

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Katie Schmelzer

Music

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5th Grade Supply List

-\$25.00 - Class Dues (\$5 goes towards the Targeted Reading Intervention Program (TRIP))

General Materials-

- A pair of headphones/earphones for chrome books
- Hand sanitizer
- Tissues- 2 Boxes
- Lysol Wipes- 2 containers
- Paper Towels (2 rolls)
- (2) 18 -Pack of Pencils
- (1) Pack of Colored pencils
- (1) Pack of thin markers
- (1) Pack of Highlighters

Math-

- (1)- Pocket Folder
- (1)- Composition Notebook- Preferably one with No Lines (BLANK)

Spanish-

- (1)- 5 subject college ruled notebook with FOLDER dividers
- (1)- extra-large book sock
- (1)- contact paper (for workbook)

Social Studies-

- (1) Composition notebook
- (1) Green Plastic folder

ELA-

- (1)- Composition notebooks
- (1)- 2-pocket plastic folder
- (2)- packages of wide-ruled loose-leaf paper

Science-

- (1)- two pocket folder

Music-

Returning Students, please bring in your *recorder*

New Students, please bring in \$5 for *recorder*

Art-

- (1)- SPIRAL bound 75 page SKETCHBOOK

***** NOTEBOOKS AND FOLDERS NEED TO HAVE FIRST/LAST NAME AND SUBJECT PRINTED ON THEM*****

Summer Reading: Gearing Up for 5th Grade!!

Directions:

Read at least one book from the suggested list independently or with a family member.

Try to choose a book that most closely matches your current reading level.

You can purchase the book, or find it at your local library!

Track your reading on the attached book log, and complete the comprehension questions.

Bring this work with you on the first day of school!

Book Choices:

1. The Mouse and the Motorcycle by Beverly Cleary – Reading Level O
2. The Best School Year Ever by Barbara Robinson – Level P
3. Superfudge by Judy Blume – Level Q
4. Lunch Money by Andrew Clements – Level R
5. No Talking by Andrew Clements – Level R
6. The Indian in the Cupboard by Lynne Reid Banks – Level R
7. Matilda by Roald Dahl – Level S
8. James and the Giant Peach by Roald Dahl – Level S
9. Ella Enchanted by Gail Carson Levine – Level U
10. Loser by Jerry Spinelli -- Reading Level U

HAPPY READING!!

Student Name: _____

Book Title: _____

Author: _____

Date Completed: _____

Questions:

1. **Who is the main character of your book?** _____

2. **Which three character traits would you use to describe this character, and why would you choose each word?**

• **Character Trait #1:** _____

Reason you chose it:

• **Character Trait #2:** _____

Reason you chose it:

• **Character Trait #3:** _____

Reason you chose it:

3. Describe the main conflict or problem in your book:

Is the conflict solved? If yes, how? If no, why not?

4. How does the main character change throughout the course of the book?

**5. Did you enjoy the ending of this book?
If yes, why? If no, how would you have chosen to end it?**

6. To whom would you recommend this book, and why?

7. Draw a picture of your favorite scene from the book!



Summer Project for Incoming Fifth Graders- Create a Math Game Project

Objective: Create a MATH GAME that relates to one math concept we have covered this school year. The game should be able to re-teach or reinforce your chosen topic. The game should be geared toward 4th & 5th grade students. Games will be due on the first day of school and will be presented to your peers during the 1st week of school.

Game types could be, but are not limited to:

- Card game
- Board game
- Jeopardy game
- Dice game
- Domino game
- Bingo game

Topic: Pick a topic from the list below. Look in your Module Books for Ideas and Concepts

- Rounding/ Estimation to the nearest thousand, ten thousand, hundred thousand.
- Multi- Digit Multiplication
- Multi- Digit Division
- Fractions- (Equivalent, Comparing, Adding and Subtracting, Decomposing, Or On the Number Line- Denominators of 2, 3, 4, 5, 6, 8, 10)
- Constructing Angles
- Polygons
- Decimal Fractions (Tenth and Hundredth)

Name: Give your game a fun, creative name.

Theme: Create a theme for your game. Be creative and carry your theme throughout the entire game and packaging. It should attract 4th & 5th grade students. They should want to play your game. Ex: Fifa World Cup.

Game Concept: Your game should reinforce a concept you have learned in math this past school year. The game should carry that math concept throughout the length of play. It should help the players grasp a better understanding of that concept and give them enough confidence to feel that they have mastered the skill taught by the end of the game.

Game Directions: Provide clear, step by step, instructions on how to play the game.

1. number of players
2. materials needed
3. goal of the game - the objective of the game
4. step by step instructions INCLUDING how a player or team wins
5. answer key

Game pieces: Choose or create your pieces to match your theme.

Packaging: Create the packaging for your game. It should be able to fit on a game shelf and be attractive to 4th/5th grade students. **Large posters boards will not fit on a shelf.** You should make the game "compactable" such as a Monopoly board (foldable). The game **MUST** be in a box, envelope, bag, or folder.

Neatness: Your project should be attractive, neat, easy to read, and colorful. Make a student want to pick your game above any other game on the shelf.

Name _____ Date _____ Class _____

Math Game Rubric

This rubric must be turned in with your project.

Description	Points Allowed <small>(each area will be awarded points within a range)</small>	Points Awarded
Topic - a topic that has been taught during this school year. Topic: _____	10 - a topic that was taught in class this school year with the game name 0 - a topic that was not taught in class this school year	
Theme - a creative theme that was carried throughout the entire game. _____	10 - a distinct theme that is very noticeable throughout the entire game 6 - a noticeable theme, but not throughout the entire game 0 - no noticeable theme	
Game Concept - your game reinforces a topic learned. Gives the player a better understanding of that topic	20 - will reinforce a topic and make the player feel knowledgeable with that topic 10 - is math related 0 - does not reinforce a topic learned	
Game Directions - all directions are included and clear to the player of the game.	10 - all 5 direction areas are clear to the players (see explanation page) 6 - not easy to follow or something is missing 0 - no directions, nothing is clear	
Game Pieces - all game pieces are included and ready to play the game	10 - all pieces are included to play the game successfully 6 - most pieces are included 0 - no game pieces	
Game Packaging - the packaging was complete and creative	10 - very creative and elaborate packaging, in a box or bag, fits on shelf 6 - has packaging, but rather plain 0 - no packaging - does not fit on shelf	
Game Name - the name of your game is: _____	10 - Creative Name 6 - Just a name 0 - Did not name your game	
Neatness - neat, organized, attractive, colorful	10 - very neat, colorful and typed 6 - readable 0 - no color, not very neat, hard to read	
Project was turned in on: _____	10 - turned in on September 5th or before 0 - turned in on September 6th or later	
Total	100	

Comments: