

Set 2

Day 3

MORNING MEETING VIDEO

SeeSaw

FAMILY MORNING FITNESS

Active@Home Basketball Skills (see attached). *Please encourage the use of any ball if they do not have a basketball*

LITERACY

Daily Reading – Each morning have your child read a book to you of their choice.

Reading - Comprehension – Getting Ready for the Party

This comprehension worksheet allows children to work on the comprehension strategy of making predictions. Children read the text and answer the questions, either in a workbook or using the sheet provided. There is also a Crazy Creative Challenge that can be completed.

Spelling - Look, Cover, Say, Write & Check. Please use the provided template from Tuesday and write words into the THIRD column.

Spelling Activity – Word Detective

Write three clues about each of your spelling words. Ask someone at home to guess your words using your clues.

BREAK

LITERACY

Narrative Writing - Narrative Writing Stimulus – The rain was pouring down (Plan)

Students are to use the provided prompt to create a narrative plan using their narrative planning handout. Please write dot points using simple sentences.

BREAK

MINDFULNESS CHOICES

www.smilingmind.com.au - Please complete **The Noticing Nature** program

Journal Writing

Colouring

(Journal Writing and Colouring worksheets included in package)

NUMERACY

Basic Facts - Please complete the basic facts activity for **THURSDAY**. This basic fact sheet is provided. You have 1 minute!

Times Tables - Please practise your 6 and 7 times tables. Write them on a piece of paper.

Maths Mentals - Solve Day 4 of the Maths Mentals.

Maths Activity – Five Wonders Task Cards

Complete 6 task cards about the Five Wonders Theme Park. Find information on the maps, timetables and price lists to help them answer the questions. Students can also colour the map of the theme park once finished. Please make sure you write your maths equation and show working out. **iPad** - Once you have completed the above maths activities, you may use Prodigy and/or Matific.

BREAK

MUSIC

Online Option

1. Watch 'The Man with the Violin' <https://youtu.be/5rC70fn7QcE>
2. Listen to the sounds you can hear around you. What can you hear right now? Do you like loud or quiet sounds?
3. Find some Joshua Bell music on the Internet and listen to it.

Offline Option

1. Read the article 'The Man with the Violin' to your child (this is included in the work package)
2. Ask your child to look at the image and text from the book 'The Man with the Violin' and talk about what they observe. What is the boy doing? What is his mum doing?
3. What sounds can you hear around you right now?

BEDTIME STORY

Choose a book you could read with your child and/or family before bed 😊



Sports - Basketball



Basketball is one of the fastest growing sports in the world and a popular sport for both boys and girls. The sport of basketball has many great benefits. Players get a lot of exercise, they develop coordination and reaction skills, and it is a sport filled with teamwork and strategy. The Active@Home™ Basketball cards will help teach a number of the basic skills that a successful player needs to have. Have fun and get active!

© Gopher Sport

Basketball

Basketball was first invented in 1891 by Dr. James Naismith. The first basket was an actual peach basket and after every shot the game would have to be stopped so that they could get the ball out of the basket! Since then the sport has grown to a worldwide sport that people of all ages love to play.

In basketball, there are two baskets at opposite ends of a court. Two teams of 5 players work together to try and score the most points to win a game. There are many different skills involved in the game of basketball, and in the following cards you will learn the basic skills that you will need to play. Learning these skills, and practicing them often, will give you what you need to succeed in PE class or in a game. For each of the skills listed, start slowly and concentrate on doing the activity correctly. After practicing the skill several times you will be able to go faster and make fewer mistakes. Remember, no athlete becomes great without a lot of practice!

Tips and Reminders:

1. Always wear proper fitting athletic shoes when practicing. Do not practice in bare feet or sandals.
2. You won't need a basket to practice these skills, but you should practice outdoors or in a large open space where you have plenty of room to shoot or dribble.
3. It's OK to make mistakes! Dropping the ball or losing control of your dribble means you are working hard. If you don't make any mistakes you should try going faster and if you make too many mistakes try slowing down.

Ball Handling - Around the Waist

In basketball it's important to be able to move the ball around and feel comfortable with the ball in your hands. The following skill builders will require you to move the ball around your body to improve your ball handling skills.



1. Stand with your feet shoulder-width apart and back straight.
2. Starting with the ball in your right hand, move the ball in front of your body and transfer it to your left hand.
3. Keep the ball rotating behind your body and transfer it to your right hand to complete the circle around your waist. The ball should stay close to your waist but not touch your body.

Challenge: Starting at a slow pace, see how many times you can do the Around the Waist in one direction getting faster every time. Switch directions and repeat the steps. At first you may need to look at the ball, but after practicing try to not look at the ball.

Harder Challenge: Instead of your waist, move the ball around your knees. For this activity, bend your knees and make sure to keep your back straight.

Ball Handling - Figure 8



1. Stand with your feet wider than shoulder-width apart and lean forward, keeping your back straight.
2. Starting with the ball in your left hand, move the ball between your legs. As the ball passes between your legs transfer the ball to your right hand.
3. Bring the ball around the side of your right leg and pass it through your legs, transferring the ball to your left hand as it passes between your legs.

4. Bring the ball around the side of your left leg and repeat the figure-8 motion you just completed.

Challenge: Starting at a slow pace, see how many times you can complete the Figure Eight in one direction getting faster every time. Switch directions and repeat the steps. At first you may need to look at the ball, but after practice try to keep your eyes off the ball.

Dribbling

Because dribbling is the only way to move with the ball in basketball, it is one of the most important skills to learn. The following activities will teach you how to dribble and show you different types of dribbling.



1. Stand with your feet shoulder-width apart and lean forward slightly, keeping your back straight.

2. With your right hand facing down, bounce the ball to the side and slightly in front of your right foot so that it bounces straight up and down. The ball should bounce higher than your knee but no higher than your waist.

3. As the ball bounces back up to your hand, move your hand up slightly just before the ball reaches your hand and then push the ball back down. Do not slap or hit the ball. Try to keep the ball on your fingers (not your palm) for better control, and always keep your hand on top of the ball.

4. Repeat with your left hand.



Challenge: Use the One-Handed Dribble to complete 20 dribbles in a row with each hand. As a beginner you will need to watch the ball, but as you practice more try to keep your eyes off the ball. As you get better and better increase the speed of your dribbles (still keeping the bounces between knee and waist height).

Harder Challenge: Once you can comfortably dribble in one spot, begin walking or running while dribbling.

Dribbling - Crossover

The crossover dribble is used when a player wants to change direction quickly.



1. Stand with your feet shoulder-width apart and lean forward, keeping your head and back straight.

2. With your right hand facing down, bounce the ball to the side and slightly in front of your right foot so that it bounces straight up and down.

3. After one bounce, push the ball slightly to the left, so that it bounces directly in front of your body.

4. Receive the ball with your left hand and bounce the ball straight up and down.



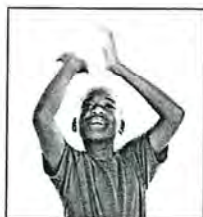
5. After one bounce, push the ball slightly to the right, so that it bounces directly in front of your body. Receive the ball with your right hand.

Challenge: Complete the Crossover Dribble 5 times with each hand. Try to eliminate the bounce between crossover dribbles so that the ball is continually going from your right to left hand. As you continue to practice, try to keep your eyes off the ball.

Harder Challenge: With the ball in your right hand, take two steps and two dribbles to the right. Then quickly change directions with two steps to the left. As you change direction use the crossover to switch the ball to your left hand. Repeat, so that you dribble in a zigzag pattern.

Shooting

Learning the correct way to shoot a basketball is the only way to develop a consistent and accurate shot. The following activities will teach you the proper way to shoot a basketball and show you activities to help practice your new shot!



1. Stand with your feet shoulder-width apart with knees bent and your back straight. For right-handed players, your right foot will be positioned slightly higher (or just in front of) your left and your toes will point toward your target (the basket).

2. Hold your shooting hand straight out in front of you with your palm facing up. Pretend you are balancing a ball on your palm. Slowly raise your palm and turn it toward the basket. Stop bending your arm when your wrist is pointing straight up.

3. Bring your other hand up and place it on the side of the pretend ball. This hand is your 'guide' hand. Its only job is to help keep the ball balanced while you shoot.

4. Bend your knees and as you begin to push up with your legs also begin to push up with your shooting arm. As your knees get straight and you rise up on your toes, you will push your fingers forward and bend your wrist toward the basket. Make sure your wrist is well above your head as you want to push the ball 'up' not 'out'. Be sure that your guide hand only balances the ball. It should not be helping to push the ball up. Practice your shot 25 times w/out a ball.

Shooting



1. Lie on your back on carpet, grass, or a soft mat with your knees bent.

2. Using the shooting instructions from the previous card, work on your shot by 'shooting' the ball from your back straight into the air (3-5 feet) and then catching it with both hands. Concentrate on your shooting arm pushing up and following through with your wrist and fingers. Accuracy is a challenge so try to get the ball to go straight up and come straight down so it's easy to catch.

3. Shoot and catch the ball 10 times. Once you are comfortable with 2 hands, take away your guide hand and balance and shoot the ball using only your shooting arm.

Alternate Challenge: Use the shooting instructions from the previous card with a ball. Standing up, with your feet about shoulder width apart, shoot the ball 5-7 feet above your head so that it lands just in front of you. Concentrate on bending your legs (your legs are where your power comes from), only using your shooting hand when pushing up, and following through with your wrist. Shoot the ball 20 times.

Getting Ready for the Party

"Marco, do you want Spiderman or Batman on the balloons?" asked Mum. I went with Spiderman - I think he is definitely my favourite superhero! The balloons were the last thing we needed to buy for the party.

When we got home, Mum and I started to decorate the house for the party. We put up the Spiderman balloons. Mum blew them up and I stuck them on the walls. We put balloons on our letterbox too, so that people knew where the party was.

Mum had made the most amazing cupcakes as well - green Hulk cupcakes, red Spiderman cupcakes and blue Superman cupcakes. She asked me to get them out of the fridge and put them on some plates. On the food table we also had fairy bread, fruit sticks and green slimy-looking jelly cups.

"Marco, it's time to get into your costume," Mum yelled from the kitchen. I bounced up the stairs. I was so excited that the day had finally arrived. I put on my costume just in time.

Ding dong. The first guest had arrived.



Getting Ready for the Party

1. What is the theme of the party?
Why do you think this?
2. Who is the party for?
Why do you think this?
3. Why are they having a party?
Why do you think this?
4. Predict what costume Marco is wearing.
Give three reasons to support your view

CRAZY CREATIVE CHALLENGE

If you were having a party, what theme would you pick?

Create an invitation to your party.

Name _____

Date _____

Getting Ready for the Party

1. What is the theme of the party?
Why do you think this?

2. Who is the party for?
Why do you think this?

3. Why are they having a party?
Why do you think this?

4. Predict what costume Marco is wearing.
Give three reasons to support your view.

Getting Ready for the Party

1. The theme of the party is superheroes because they have Spiderman balloons and green Hulk cupcakes.
2. The party is for Marco. Mum asks Marco what he would like for the party and he was excited the day had finally arrived.
3. It is most likely that they are having the party for Marco's birthday.
4. Answers will vary. Teacher to check reasoning.

Word Detective

Write three clues about each of your spelling words. Ask someone to try to guess your spelling words using your clues.

a) _____

b) _____

c) _____

a) _____

b) _____

c) _____

a) _____

b) _____

c) _____

a) _____

b) _____

c) _____

The rain was pouring down...

Today you are going to write a narrative (a story).

The topic you have been given for your narrative is 'The rain was pouring down...'

Think:

What do you want your story to be about? Your story might be about something that happened when it was raining, a problem that occurred in the rain or a tricky situation as a result of lots of rain.

Plan:

Plan your writing before you begin and decide who your characters are, the setting of your story, the complication or problem and how it is solved and how the story will end.


Remember to check:

- your spelling and punctuation is all correct
- that you have used sentences
- that you have stayed on topic
- that you have edited your writing.



Narrative Planning Template

Title _____

Orientation		
Setting	Characters	Mood
		



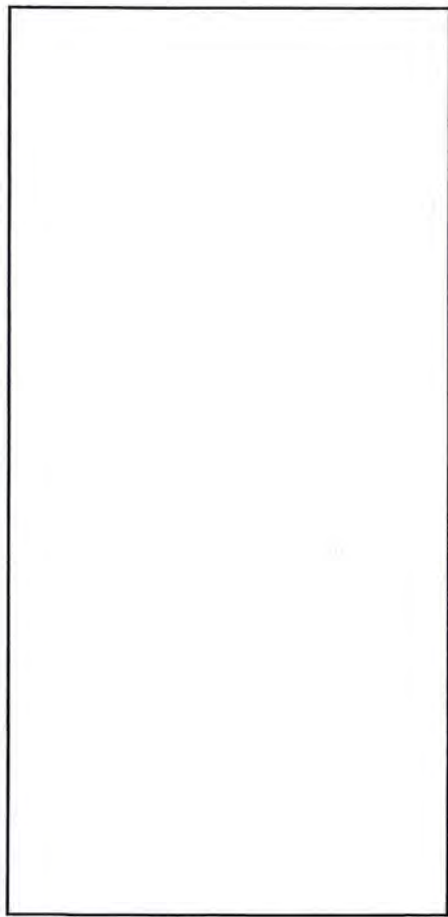
Complication



Events and Climax



Resolution



Journal Writing

Journal Writing

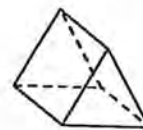


Have
courage
and be
kind

Thursday	
1.	$9 + 5 = \underline{\hspace{2cm}}$
2.	$13 + 5 = \underline{\hspace{2cm}}$
3.	$7 + 7 = \underline{\hspace{2cm}}$
4.	$13 + 2 = \underline{\hspace{2cm}}$
5.	$12 + 2 = \underline{\hspace{2cm}}$
6.	$10 + 3 = \underline{\hspace{2cm}}$
7.	$4 + 8 = \underline{\hspace{2cm}}$
8.	$5 + 13 = \underline{\hspace{2cm}}$
9.	$6 + 7 = \underline{\hspace{2cm}}$
10.	$17 + 2 = \underline{\hspace{2cm}}$
11.	$8 + 11 = \underline{\hspace{2cm}}$
12.	$10 + 1 = \underline{\hspace{2cm}}$
13.	$11 + 5 = \underline{\hspace{2cm}}$
14.	$8 + 9 = \underline{\hspace{2cm}}$
15.	$13 + 3 = \underline{\hspace{2cm}}$

Day 4

1. $48 + 3 = \underline{\hspace{2cm}}$
2. $83 - 2 = \underline{\hspace{2cm}}$
3. $82 + 75 = \underline{\hspace{2cm}}$
4. $55 \div 5 = \underline{\hspace{2cm}}$
5. $7 \times 9 = \underline{\hspace{2cm}}$
6. 6306 is an even number. True or false? $\underline{\hspace{2cm}}$
7. Complete this counting pattern:
78, 88, 98, 108, $\underline{\hspace{1cm}}$, $\underline{\hspace{1cm}}$, $\underline{\hspace{1cm}}$
8. If 38 trucks are parked, 16 are green and the rest are orange, how many are orange? $\underline{\hspace{2cm}}$
9. What is the product of 4 and 3? $\underline{\hspace{2cm}}$
10. 5 cents + 50 cents + \$1.00 = $\underline{\hspace{2cm}}$
11. 10 cents + \$2.00 + \$1.00 = $\underline{\hspace{2cm}}$
12. If it was 6:20 in the afternoon, would you write am or pm? $\underline{\hspace{2cm}}$
13. 2 hours = $\underline{\hspace{2cm}}$ minutes
14. How many faces does a triangular-based prism have?
 $\underline{\hspace{2cm}}$
15. Which star has the highest chance of being selected? Black or white? $\underline{\hspace{2cm}}$



Day 4

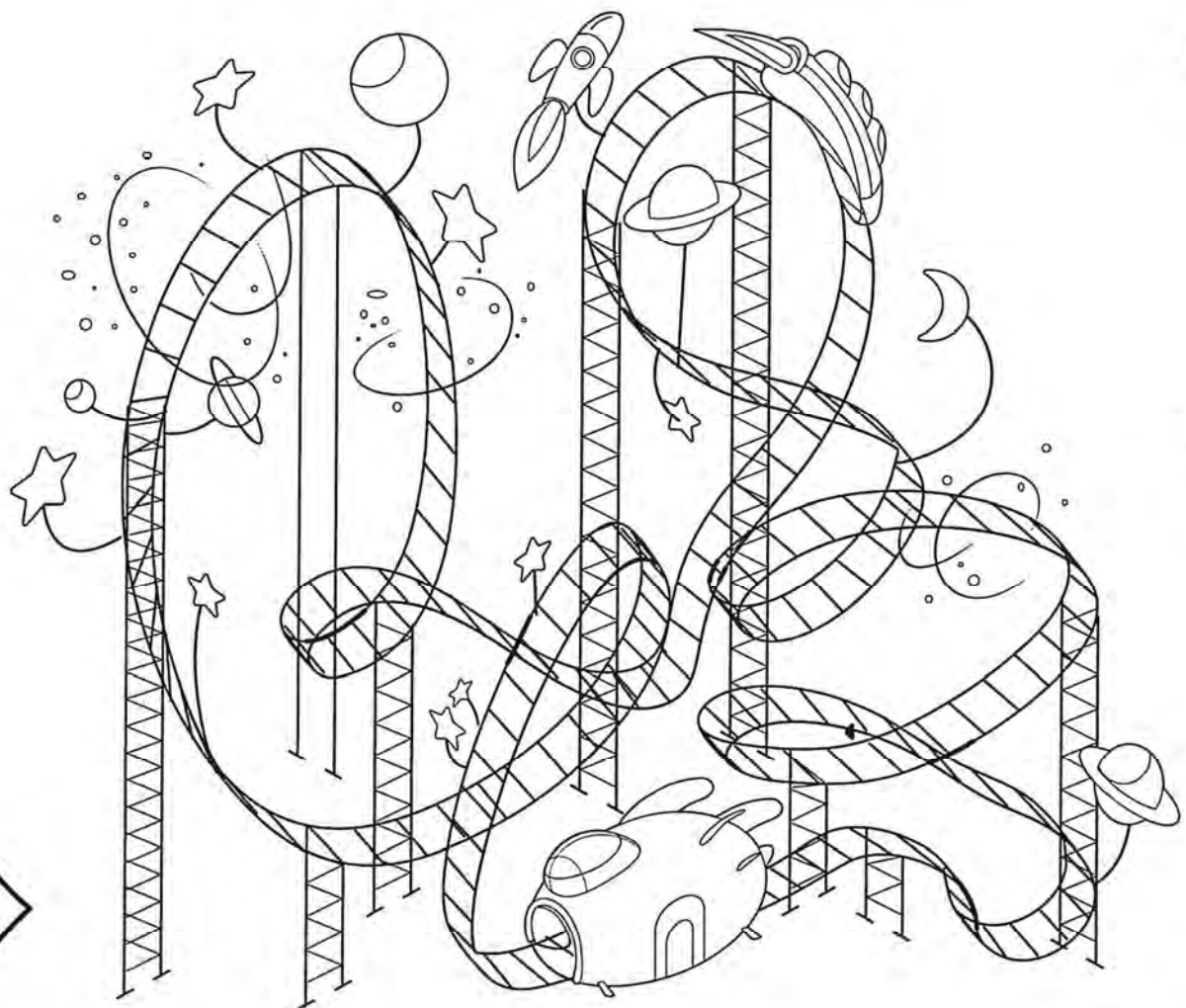
1. 51
2. 81
3. 157
4. 11
5. 63
6. True
7. 78, 88, 98, 108, 118, 128, 138
8. 22 trucks are orange.
9. 12
10. \$1.55
11. \$3.10
12. Pm
13. 120 minutes.
14. 5 faces
15. White



FIVE WONDERS

THEME PARK

ACTIVITY BOOKLET



Name: _____

FIVE WONDERS

THEME PARK

ATTRACTIONS

"THE TREASURE TROVE"

- 1 Shark Attack
- 2 The Flying Dutchman
- 3 Treasure Island

"SPLASH WORLD"

- 4 Slip & Slide
- 5 Tidal Time
- 6 Escargot Escape
- 7 Splash Space

"TRIASSIC PARK"

- 8 Gold Rush
- 9 Mount Vesuvius
- 10 The Slither House
- 11 Welcome to the Jungle

"FAIRY WONDERLAND"

- 12 The Magic Wheel
- 13 Swan Lake
- 14 Spilling the Tea
- 15 Candy Carousel

"THE FINAL FRONTIER"

- 16 Lost in Deep Space
- 17 Zimm's Doom
- 18 Blast Off!
- 19 Magneto's Grasp

FOOD & DRINK

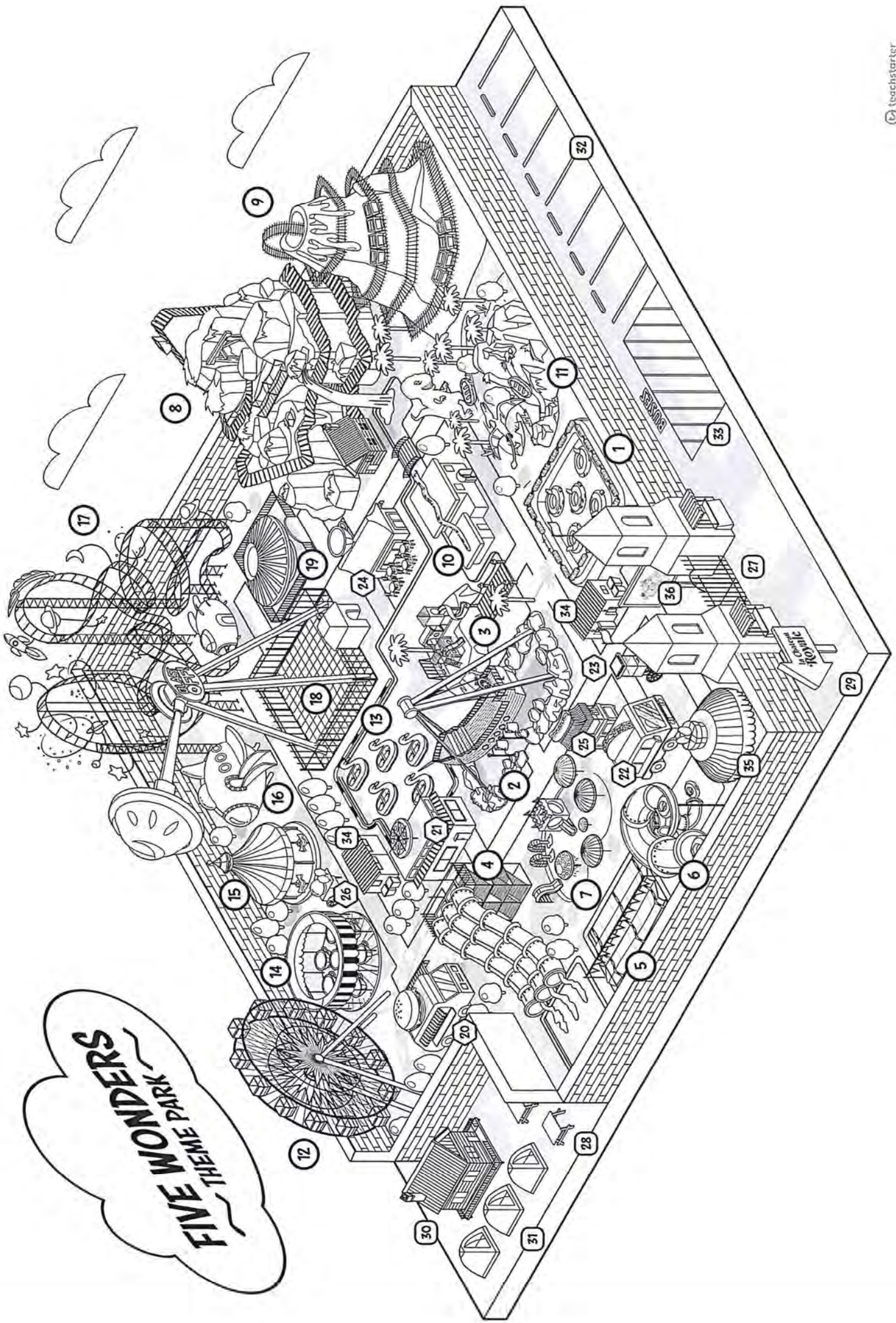
- 20 Burger Bar
- 21 Pizza Parlour
- 22 Señor El Taco
- 23 Popcorn Time
- 24 Wonderful Café
- 25 Hot Dog Stand
- 26 Cotton Candy

FACILITIES

- 27 Entrance / Ticket Office
- 28 Picnic Tables
- 29 Resort
- 30 Cabins
- 31 Camping Grounds
- 32 Parking Lot
- 33 Bus Bays
- 34 Restrooms
- 35 Gift Shop
- 36 Park Map

FIVE WONDERS

THEME PARK



FIVE WONDERS ~ THEME PARK ~

PARK INFO

PASS PRICES

	Single-day Pass	3-day Pass	12-month Pass
Adult	\$95	\$100	\$120
Child-12 yr	\$80	\$85	\$100
Family (2 children, 2 adults)	\$300	\$310	\$350
Express Pass (No wait times)	+\$30	+\$50	+\$100
Off-peak special: take 40% off ticket prices from 15/05-15/08. Opening Hours: 8 am to 8 pm. Open all public holidays.			

TOKEN NIGHT TICKET PRICES

Token Nights: 8 pm to 12 am on the first and last Friday of each month.

Rides	Token Prices
Shark Attack	\$4
The Flying Dutchman	\$4
Treasure Island	Free
Slip and Slide	\$3
Tidal Time	\$3
Escargot Escape	\$4
Splash Space	\$3
Gold Rush	\$6
Mount Vesuvius	\$6
The Slither House	\$3
Welcome to the Jungle	\$5
The Magic Wheel	\$4
Swan Lake	\$3
Spilling the Tea	\$4
Candy Carousel	\$4
Lost in Deep Space	\$5
Zimm's Doom	\$6
Blast Off!	\$6
Magneto's Grasp	\$5

FIVE WONDERS TRANSPORT TIMETABLE

TRANSPORT TIMES

From Station	To Station	Travel Duration
International	Domestic	5 minutes
Domestic	Transfer Centre	20 minutes
Transfer Centre	Central City	10 minutes
Central City	Entertainment District	5 minutes
Transfer Centre	La Chateau Royale	15 minutes
La Chateau Royale	Five Wonders Camping Grounds	5 minutes
Five Wonders Camping Grounds	Five Wonders Theme Park	2 minutes

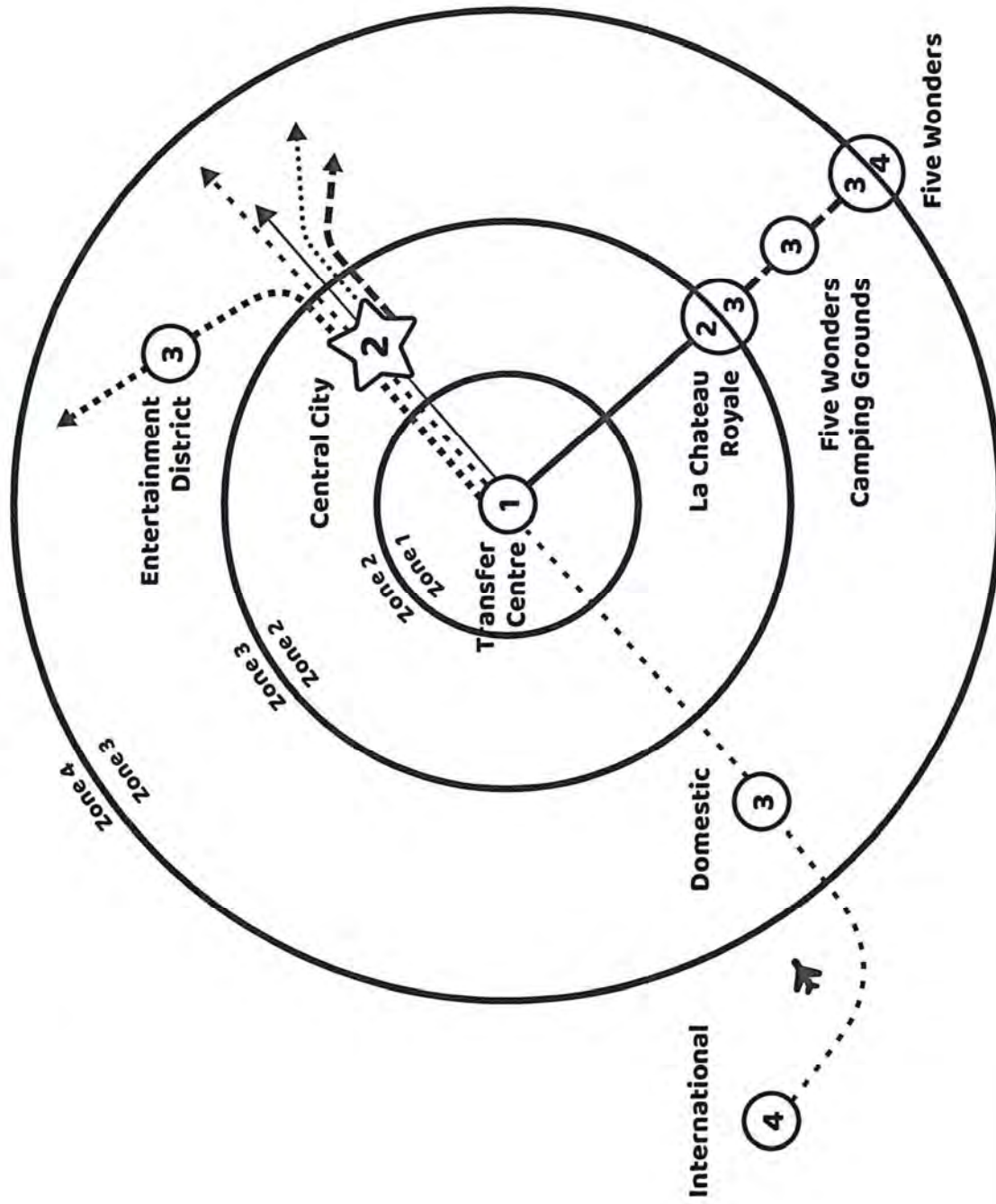
Note: All trains leave on the hour and then every 15 minutes. Combine your transfers to figure out the number of zones crossed and the pricing.

ZONE PRICES

	One-way Ticket	Return Ticket
1 zone	\$2.50	\$4.00
2 zones	\$3.20	\$6.00
3 zones	\$4.90	\$8.50
4 zones	\$6.40	\$10.50
5 zones	\$8.50	\$13.00
6 zones	\$10.80	\$15.50
7 zones	\$13.40	\$18.00

Stations that border zones make up one zone on each side. Calculate your journey by adding the zone you are in to each zone you pass through. E.g. For Domestic to Central City, Domestic begins in one zone (Zone 3) and you cross 3 more (Zones 2, 1 and 2 again) for a total of 4 zones. Use the Train Service Map to see where lines lead and which zones you will cross.

TRAIN SERVICE MAP



KEY

- Airport Line (dotted line)
- Entertainment District Line (dotted line)
- Eastern Line (dotted line)
- Suburbia Line (solid line)
- Five Wonders Line (solid line)
- Bus (dashed line)

RIDE WAIT TIMES AND SCHEDULED CLOSURES

Rides	Average Wait Time	Peak Average Wait Time From 10 am to 2 pm	Scheduled Closure for Maintenance
Shark Attack	15 minutes	30 minutes	July
The Flying Dutchman	5 minutes	20 minutes	February
Treasure Island	None	None	November
Slip and Slide	5 minutes	15 minutes	July
Tidal Time	None	None	June–July
Escargot Escape	10 minutes	20 minutes	August
Splash Space	None	None	July–August
Gold Rush	30 minutes	1 hour 20 minutes	March
Mount Vesuvius	40 minutes	2 hours	February
The Slither House	None	None	June–August
Welcome to the Jungle	15 minutes	45 minutes	September
The Magic Wheel	10 minutes	25 minutes	February
Swan Lake	10 minutes	30 minutes	June
Spilling the Tea	5 minutes	15 minutes	October
Candy Carousel	2 minutes	10 minutes	April
Lost in Deep Space	5 minutes	5 minutes	March
Zimm's Doom	45 minutes	2 hours 30 minutes	February
Blast Off!	40 minutes	1 hour 30 minutes	October
Magneto's Grasp	5 minutes	35 minutes	November

FIVE WONDERS ACCOMMODATION AND HOLIDAY PACKAGES

LA CHATEAU ROYALE (FIVE WONDERS RESORT)

	1 person	2 people	4 people
1 Night	\$1000/night	\$1000/night	\$2000/night
2-3 Nights	\$500/night	\$800/night	\$1000/night
4-6 Nights	\$300/night	\$500/night	\$800/night
7+ Nights	\$200/night	\$300/night	\$500/night

For more than 4 people, please call our reception to ask about special deals.

Off-peak season: May-August

All La Chateau Royale guests receive free theme park and bus passes for the duration of their stay.

FIVE WONDERS CAMPING GROUNDS

	1-3 Nights	4-6 Nights	7+ Nights
Family Tent Maximum of 5 people	\$100/night	\$80/night	\$50/night
Backpacker Room Share	\$60/night	\$40/night	\$20/night
Single Studio Cabin	\$110/night	\$90/night	\$80/night
2 Single Bunk Cabin	\$190/night	\$160/night	\$140/night
3 Single Bunk Cabin	\$230/night	\$200/night	\$180/night
4 Single Bunk Cabin	\$300/night	\$280/night	\$250/night

If multiple cabins are needed, please contact our office to ask about special deals.

Off-peak season: April-September

Five Wonders Task Card Answers

Please note that task card questions for this stimulus inquiry project are often abstract and there may not be a single correct answer. In most cases, examples have been provided.

MATHEMATICS

Q. How many train zones would you cross if you were travelling from the International Airport to the Entertainment District?

A. Four zones.

Q. Do you think visitors should have to be a certain height to ride Zimm's Doom? Explain your reasoning.

A. Answers will vary but should be based around safety and seat height.

Q. Why might 10 am to 2 pm be the peak hours for ride wait time?

A. Answers may vary, e.g. closures are spread out over the months, as closing them all at once would not be popular with visitors.

Q. If you arrived at the Transfer Centre at 3:18 pm, what time would the next train to Central City be?

A. 3:30 pm.

Q. Ranking by peak average wait times, what are the 10 most popular rides?

A. Zimm's Doom, Mount Vesuvius, Blast Off, Gold Rush, Welcome to the Jungle, Magneto's Grasp, Swan Lake/Shark Attack, The Magic Wheel, The Flying Dutchman/Escargot Escape.

Q. What months do you predict will have longer average wait times?

A. Holiday months during summer.

Q. In the accommodation section, what do you notice about the price per night when you stay more nights?

A. The price per night reduces.

Q. Which pass would suit your family if you lived locally? Show how you calculated the cheapest pass price.

A. Answers will vary depending on the size of the family.

Q. Which pass would suit your family if you were visiting for a week? Show how you calculated the cheapest pass price.

A. Answers will vary depending on the size of the family.

Q. How much would your family pass be if you bought it during off-peak times?

A. Answers will vary depending on the size of the family.

Q. What reasons could there be for having peak and off-peak times for accommodation prices?

A. Answers may vary, e.g. reduced demand in off-peak times, variety of pricing structures.

Five Wonders Task Card Answers

Q. How much does a family of 4 save by buying a family pass instead of individual tickets?

A. \$50.

Q. The Magic Wheel can hold 6 people per car. How many people could it hold in total?

A. 78 (6 people in 13 cars).

Q. The Flying Dutchman can seat 5 people per row, each row has a porthole. How many people can fit on the ride?

A. 25 (There are 5 portholes. 5 people in 5 rows).

Q. Mount Vesuvius has a total capacity of 48 people. How many trains does the ride have if each car holds two people?

A. 6 trains (Each train has 4 cars. Each train can hold 8 people. 48 total people divided by 8 on each train equals 6).

Q. How long would it take to get from Central City to Five Wonders Theme Park?

A. This answer needs to acknowledge wait times at the Transfer Centre. For example, the ride between Central City and the Transfer Centre will take 10 minutes. You would have 5 minutes to wait for the next train. From the Transfer Centre to La Chateau Royale takes 15 minutes, but you then need to wait a further 15 minutes for the bus from La Chateau Royale to Five Wonders, which takes 7 minutes. Your total travel time from Central City to Five Wonders, including wait times, would be 52 minutes.

Q. How long would it take to get from the International Airport to Central City?

A. This answer does not need to acknowledge a transfer time, as the Airport Line continues through the Transfer Centre to Central City. Total time is 35 minutes.

Q. List ride sizes from smallest to largest. Discuss your decisions and compare them with those of your peers.

A. Answers may vary but should follow a logical pattern from smaller rides such as Magneto's Grasp and the Candy Carousel to larger rides such as Gold Rush and Zimm's Doom.

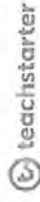
The Magic Wheel can hold 6 people per car, how many people could it hold in total?

Mathematics



The Flying Dutchman can seat 5 people per row, each row has a porthole. How many people can fit on the ride?

Mathematics



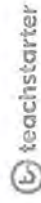
Mount Vesuvius has a total capacity of 48 people. How many trains does the ride have if each car holds two people?

Mathematics



How long would it take to get from Central City to Five Wonders Theme Park?

Mathematics



How long would it take to get from the International Airport to Central City?

Mathematics



List ride sizes from smallest to largest. Discuss your decisions and compare them with those of a partner.

Mathematics



How many train zones would you cross if you were travelling from the International Airport to the Entertainment District?

Mathematics

© teachstarter

Do you think visitors should have to be a certain height to ride Zimm's Doom? Explain your reasoning.

Mathematics

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If you arrived at the Transfer Centre at 3:18 pm, what time would the next train to Central City be?

Mathematics

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Ranking by peak average wait times, what are the 10 most popular rides?

Mathematics

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Why might 10 am to 2 pm be the peak hours for ride wait time?

Mathematics

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What months do you predict will have longer average wait times?

Mathematics

 teachstarter

Offline Option - Instructions for parents.

1. Read the article 'The Man with the Violin' to your child.
2. Ask your child to look at the image and text from the book 'The Man with the Violin' and talk about what they observe. What is the boy doing? What is his mum doing?
3. What sounds can you hear around you right now?

The Man with the Violin by Kathy Stinson; Dusan Petricic, illus.

One January morning in 2007, renowned classical violinist Joshua Bell played his multimillion-dollar violin incognito in a Washington subway station during rush hour. The results of the experiment, conducted by The Washington Post, were startling. During the 45 minutes Bell played, only a handful of people stopped to listen. More surprising still, every single child who passed tried in vain to stop, but was pulled along by a harried adult. *The Man with the Violin* is author Kathy Stinson and illustrator Dusan Petricic's masterful fictional depiction of this true story.

Dylan and his mother are rushing through a subway station when the boy hears a violinist playing the most beautiful melody he has ever heard. Dylan begs his mother to stop and listen, but she pulls him into the belly of the station. At the end of the day, Dylan is still thinking about the music, while his mother has completely forgotten about the unassuming man playing the violin. She learns the identity of the musician only after hearing about him on the radio. Stinson's text, brimming with life, is filled with onomatopoeia that places the reader in the subway station with the bustling crowds. The text centres on sounds Dylan hears throughout the day, as interpreted by Petricic's watercolour illustrations. The violinist's music, the noise of the crowd, the roar of a train, the buzz of the radio – all are represented as sweeping lines, squiggles, zigzags, and ribbons. Dylan and his mother are depicted in full colour, as are the violinist and his music, while the rest of the subway commuters are a swath of grey. The art bursts forth, creating a stunning visual expression of Stinson's text.

A postscript by Bell, as well as a short biography of the musician, are an added bonus for readers interested in the source material. But even those too young to appreciate the backstory will recognize and enjoy the book's message: life is much richer if we only take a few minutes to stop and listen.

The man with the violin leans forward. His music makes Dylan's skin hu-u-mmm. Someone begins shouting, "Blibbity blabbity! Blah blah blah!" Dylan leans toward the musician, trying to hear.

From the violin comes the saddest sound he has ever heard.



Online Option

1. Watch 'The Man with the Violin' <https://youtu.be/5rC70fn7QcE>
2. Listen to the sounds you can hear around you. What can you hear right now? Do you like loud or quiet sounds?
3. Find some Joshua Bell music on the Internet and listen to it.