

## Grade 3 Asynchronous Instruction Day TASKS: MARCH

**Directions:** For each inclement weather asynchronous day, students should 1) complete one task per curriculum area: 1 Math, 1 ELA, 1 Content (either Science or Social Studies), and 1 Related Arts task for that color day; 2) circle the completed tasks on this document or make a list of completed tasks on a piece of paper; 3) submit this document or the completed tasks list to their teacher at the end of the month to get marked for asynchronous day attendance. For asynchronous days occurring less than nine days before the end of the month, tasks completion lists will be collected at the end of the *next* month. Attendance for asynchronous days will be updated monthly.

### MARCH: Content Task Choices for Inclement Weather Asynchronous Day

Subject	Option 1	Option 2	Option 3
<b>Language Arts</b>	Read a book for 20 minutes. Write about the setting, characters, problem, and solution.	Read the word and write or draw a synonym for each word. <div style="text-align: center;">neat      good      kind</div> Read the word and write or draw an antonym for each word. <div style="text-align: center;">large      loud      dark</div>	What is the most unusual animal you have seen up close? Describe the experience.
<b>Mathematics</b>	Write 3 equivalent fractions for $\frac{1}{2}$ . Draw a picture to prove your fractions are equal to $\frac{1}{2}$ .	Draw a picture of each fraction listed below: <div style="text-align: center;"><math>\frac{1}{2}</math>      <math>\frac{3}{4}</math>      <math>\frac{2}{3}</math>      <math>\frac{1}{4}</math>      <math>\frac{5}{8}</math></div>	Create a random 1-digit number using playing cards, dice, or make it up. Multiply the 1-digit number by 9. Write the related division fact. <i>For example, you flip 4. You write <math>4 \times 9 = 36</math> and <math>36 \div 9 = 4</math>.</i> Do this 15 times.
<b>Science:</b> Forces and Interactions Unit	Walk around the inside of your current space (home, building) and look for magnets. Record what magnets you found and where you found them. You can write a list, write sentences, or draw and label pictures.	We often use models in science class to represent science concepts or science learning. <i>With adult permission</i> , use recycled materials in your home (such as, cardboard boxes, empty plastic bottles, paper clips, etc.) make a model of a tool that uses magnets to solve a problem.	<i>Prepare for upcoming science learning: First, get permission to go outdoors.</i> In a natural area nearby, safely explore the outdoors. What animals/plants do you see? What are they doing? What features/traits do they have? Draw and or write about these living things in your home science journal.
<b>Social Studies</b>	Endangered means a type of animal or plant that has become very rare and that could die out completely. Draw or write to show a plant or animal that is endangered.	An <i>opinion</i> is what someone thinks about a particular thing which may or may not be true or right. What is your opinion about banning plastic straws? (or choose another issue, if you'd prefer)	An idea is a thought, plan, or suggestion about what to do. Share an idea you have that may stop littering in a park.
<b>Health</b>	When making healthy choices, we sometimes have to tell people "no" when they ask us to do unhealthy things. Practice saying "no" in the mirror using a clear, strong voice.	Making unhealthy decisions can make it hard to meet our goals and be the best we can be. Draw a picture of a goal that you have for the future.	Draw or write about a friend, family member, or trusted adult who helps you make safe and healthy decisions. Write a sentence to explain how they help you.

**MARCH:** Related Arts Task Choices for Inclement Weather Asynchronous Day

Subject	Option 1	Option 2	Option 3
<b>Art</b>	<b><i>Cake, Cookies, or Pie?</i></b> What's your favorite dessert? Draw (or with adult permission, find and collage) images of your favorite desserts. Don't have a sweet tooth? Draw or collage your favorite meal or foods.	<b><i>A is for Appalloosa.</i></b> Think about alphabet books you have read before. Make a special alphabet book with your initials! Think about the first letter in each of your names (e.g., first and last). Write each letter in the top corner of a piece of paper, then draw a picture of an object that starts with that letter.	<b><i>Hidden Treasure!</i></b> Find a small box or bag and fill it with something small that you could call "treasure." Then hide the bag somewhere in your home. Make a treasure map and have someone else in your home follow your map to find the treasure.
<b>Library Media</b>	Use the Super3 (Plan, Do, Review) to write a book review of a favorite book or book you've read recently.	Read a book. Write a letter to the author and tell them how you felt about the book.	Draw (or with adult permission, build with materials you have access to) a scene from a story you have read recently.
<b>Music</b>	Teach a song from music class to someone at home. If you are in the orchestra, practice your music.	Write 4 rhythms and play them on found sounds (pots, pans, pencils, etc.) If you are in the orchestra, practice your music.	Create sound effects to go with your favorite story. If you are in the orchestra, practice your music.
<b>Physical Education</b>	Create a <b>skipping</b> race! Pick a distance and challenge a friend or family member to skip with you. No running!	Create two safety rules that people should follow when moving their bodies. Share them with a friend or family member.	Find a ball, sock ball, or ball up a piece of paper and practice overhand throwing to a target. If you can't find a safe target, practice throwing to a friend or family member.
<b>Technology</b>	A conditional statement tells the computer to execute a set of actions depending on a specific event. You are the <i>Programmer</i> - find someone to be the <i>Computer</i> . The <i>Programmer</i> gives the commands, "If I ____ (fill in the blank), Then you ____ (fill in the blank)." For example, the Programmer gave the command "If I turn in a circle, Then you turn in a circle." Or they can give challenging instructions like, "If I touch my nose, then you touch your legs."	Create a workout routine with three physical actions (i.e. jumping jacks, push ups, and jog in place). Decide how many times each action should be repeated, or "looped" (ex., "jumping jacks 2 times, push ups 5 times, jog in place one time"). Perform the routine all together, looping each action the designated number of times. Then, try looping the entire routine at least twice!	Create a dance routine with three physical actions (i.e. spin, clap, and wiggle). Decide how many times each action should be repeated, or "looped" (for example, "spin 2 times, clap 5 times, wiggle one time"). Perform the routine all together, looping each action the designated number of times. Then, try looping the entire routine at least twice!