

“Fun Box”: *When You’re Done Activities*

PED 3111 - Teaching at the Primary Division - Part I Focus on Math and Arts
PED 4141 - Planning, Implementation, and Assessment - Part II

Final Product/Assignment

By: Julie Rancourt (455020) and Lillian Rawson (6853032)

Presented to: Rami Kamel

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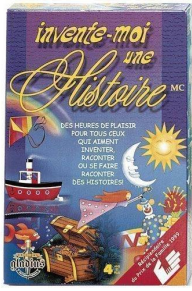

Preface

Typically, a “when-you-are-done” activity folder includes worksheet activities such as word searches and colouring pages. Our final product is a complete system that includes a wider variety of “when-you-are-done” activities, offering students opportunities to practise, consolidate or extend learning in 3 curriculum areas: mathematics, French and visual arts.

Our product is composed of two (2) elements: 1) a Student Choice Board, affixed to a vertical surface, showcasing a total of eight (8) activities students can choose to do once they have completed their regular tasks; and 2) a Fun Box, placed under the Student Choice Board, which houses each of the eight (8) self-correcting activities showcased on the Student Choice Board. Each activity is nestled in its own compartment within the Fun Box. Even though each activity will have been introduced in class and students will have had opportunities to engage with the material with the teacher, written, easy-to-follow instructions are included with the activities.

This report includes a sample of a Fun Box’s Student Choice Board, with descriptions of each of the activities. A picture of The Fun Box is also included. The Fun Box itself will be demonstrated in a presentation to display its glorious potential to our classmates.

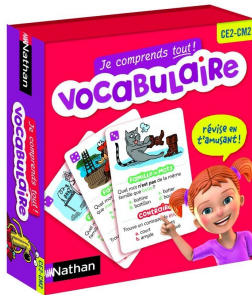
Grade 2 Student Choice Board

<p>Le jeu du vocabulaire</p> 	<p>Tangram Puzzles</p> 	<p>Mandala Art</p> 
<p>Target 20</p> 	<p>Student Choice</p> 	<p>Des mots dingues</p> 
<p>Zentangle</p> 	<p>Invente moi une histoire</p> 	<p>Mobi</p> 

Grade 2 Fun Box



Grade 2 Fun Box Activity Descriptions



Le jeu du vocabulaire. A question game that helps French vocabulary review while being fun. Answers are provided in the accompanying booklet.

Instructions: répond aux questions. Les réponses sont inscrites dans le livret, à l'intérieur de la boîte.



Mandala art - “Colouring mandalas allows the brain to enter a peaceful state and to be focused on filling in the geometrical shapes instead of thinking about their worries.”

-Carl Jung

Instructions: Simply colour the mandala. And enter that peaceful state.



Invente-moi une histoire / Storytime - in pairs of two.

Great for developing expressive language and receptive language skills, this cooperative game asks students to invent and build on each other's stories, inspired by beautifully illustrated disks. Français or English.

Instructions: With a friend, invent and build on each other's story, using the disks as inspiration.



Des mots dingues. A word game with accompanying word cards.

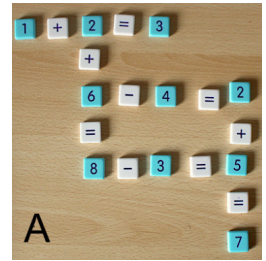
Instructions: Write the word you see on the card, using the coloured dice.



Mobi: A math game.

Instructions: Using the tiles...

1. Make a balanced equation using addition only.
2. Make a balanced equation using subtraction only.
3. Make a balanced equation using both addition and subtraction.
4. Build a pod: make sure all equations are balanced
5. Make your own equation with a block missing for a partner to solve. Enjoy!



Zentangle

Materials: drawing tool, tangle starter paper or drawing book

Tips: Take breaks, try different drawing tools, and remember mistakes are welcomed. Enjoy the process!

Instructions:

1. Choose a tangle starter or draw your own shape to fill in.
2. Fill in the sections of the image with a zentangle pattern (see "Zentangle Patterns" for ideas)



Tangram Puzzles

Instructions:

Choose a pattern to build using the tans (tangram puzzle pieces) while following these rules:

- The pieces must all be connected.
- They must be flat.
- No pieces may overlap.
- The tans may also be rotated or flipped to form the shape.
- All seven tans must be used. Each completed puzzle must contain all seven tans.



Target 20

Materials: Target 20 sheet, white board marker, white board eraser, 4 number cubes

Object of the Game: Add or subtract 2-digit numbers to get as close to 20 as possible. Option: choose your own target number and play again!

1. Roll all 4 number cubes.
2. Make two 2-digit numbers and add or subtract the numbers to get as close to 20 as possible.
3. Your points earned are the difference between your number and 20. The LOW score wins!

