

## 5<sup>TH</sup> GRADE SUMMER READING 2018

**READ AT LEAST TWO BOOKS.**

**ONE MUST BE NONFICTION.**

**\*ONE (1) NONFICTION BOOK REPORTS USING THE FORMAT BELOW.**

**\*ONE (1) BOOK PROJECT FROM THE LIST. THE RUBRICS FOR ALL ARE INCLUDED. YOU MUST ALSO WRITE A SHORT SUMMARY OF YOUR BOOK TO TURN IN WITH YOUR PROJECT.**

THE BOOKS BELOW ARE SIMPLY SUGGESTIONS. YOU CAN USE ARBOOKFINDER TO HELP YOU FIND BOOKS IN YOUR READING RANGE AND INTEREST LEVEL. YOU SHOULD BE READING IN YOUR 4<sup>TH</sup> QUARTER AR RANGE OR SLIGHTLY HIGHER. PLEASE MAKE SURE YOUR PARENTS APPROVE OF THE BOOKS THAT YOU CHOOSE TO READ. SUMMER IS A TIME TO RELAX AND REFRESH. READING IS A GREAT WAY TO DO THAT. THE PROJECTS WE HAVE GIVEN YOU TO CHOOSE FROM ARE FUN AND ENGAGING. PLEASE DO YOURSELF AND YOUR PARENTS A FAVOR AND GET STARTED EARLY TO AVOID END OF SUMMER STRESS!  
HAPPY READING!!!

### **Adventure/Fantasy/Science Fiction**

The Gentleman Outlaw and Me by Mary Dowling Hahn

City of Light by Avi

The Moorchild by Eloise McGraw

Of Two Minds by Mantas and Nodelman

Crash by Jerry Spinelli

My Side of the Mountain by Jean Craig George

Far Side of the Mountain by Jean Craig George

Kokopelli's Flute by Will Hobbs

From the Mixed Up Files of Mrs. Basil E. Frankweiler by E.L. Konigsburg

### **History/Historical Fiction**

Behind the Bedroom Wall by Laura Williams  
Eagle Song by Joseph Bruchac  
Fire in the Sky by Candice F. Ransom  
Grandpa's Mountain by Carolyn Reeder  
Rachel's Journal: The Story of a Pioneer Girl by Marissa Moss  
Running Out of Time by Margaret Peterson Haddix  
Spying on Miss Muller by Eve Bunting  
Stones in the Water by Donna Jo Napoli

### **Animals/Nature**

Forest by Janet Taylor Lisle  
Kavik the Wolf Dog by Walt Morey  
Woodsong by Gary Paulsen  
Redwall ( any book from the series) by Brian Jacques  
Call of the Wild by Jack London  
Bambi: A Life in the Woods by Felix Salten  
Journey to the Center of the Earth by Jules Verne

### **Miscellaneous**

Soccer Halfback by Matt Christopher  
Winning Kicker by Thomas Dygard  
The 6th Grade Nickname Game by Gordon Korman  
Gib Rides Home by Zilpha Keatley Snyder

### **National Catholic Education Association ( NCEA ) Recommendations**

Crispin: Cross of Lead by Avi  
Esperanza Rising by Pam Munzo Ryan  
Witch of Blackbird Pond by Elizabeth Speare  
Gentle Ben by Walt Morey  
Double Fudge by Judy Blume  
Tuck Everlasting by Natalie Babbitt  
Bridge to Terabithia by Katherine Patterson  
Class President by Johanna Hurwitz  
Surviving the Applewhites by Stephanie S. Tolan

**Recommended by former 5th graders:**

Harry Potter Series by J.K.Rowling  
The Ghost in the Mirrors by John Bellairs  
The Mouse and the Motorcycle by Beverly Cleary  
Hank Zipzer by Henry Winkler  
The Artemis Fowl series by Eoin Colfer  
The Lightning Thief by Rick Riordan  
Hoot, Flush, Chomp, or Scat by Carl Hiaassen  
The Anybodies by N.E. Bode and Peter Ferguson  
Crash by Jerry Spinelli  
How to Eat Fried Worms by Thomas Rockwell

**Nonfiction recommendations**

"Getting To Know the World's Greatest Artists" Series written and illustrated by Mike Venezia.  
Zoo Books-various authors  
"Who is?" series Example: Who is Jane Goodall?  
"Who was?" series Example: Who was Walt Disney?  
"What was? Series Example: What was The Hindenberg?  
"In Their Own Words" series by George Sullivan

# Book in a Box

## The Project

Decorate a box to represent the book and fill it with objects that represent different parts of the book.



## The Details

- You can use a shoebox, oatmeal canister, coffee can or other similarly sized container for this project.
- Decorate your box to go with the book. You can draw pictures yourself or use pictures from magazines or the internet. Be sure to include the title and author of the book on the box as well as your name.
- Find at least 8 different objects. You can use pictures if the object you want to use is too big to fit inside your box.
- For each object, make a note card that includes the name of the object at the top and a paragraph about how the object is and important part of the book.

## Tips for Success

- ✓ As you read the book, keep a list of ideas for objects that you might want to use for this project.
- ✓ If you use pictures, glue them onto cardboard backings to make them more durable and appealing.
- ✓ Try to find at least one object for each chapter of the book.

Name \_\_\_\_\_ Due Date \_\_\_\_\_

Title of Book \_\_\_\_\_

# Book Timeline

## The Project

Use words and pictures to make a timeline of the important events in the book.



## The Details

- Include at least 10 important events from the book.
- Each event should include a title that explains the event and a picture. Pictures may be drawn or printed.
- Your timeline should include dates if they are known.
- Include the title and author of the books above your timeline.

## Tips for Success

- ✓ As you read the book, keep a list of ideas for important events to include on your timeline.
- ✓ Your timeline will be long. You may need to use butcher paper or tape several sheets of construction paper together.
- ✓ Use a ruler or yardstick to make your timeline straight.
- ✓ To keep your project neat, you may want to create each entry on a separate piece of paper and then glue them to the correct places on your timeline.

Name \_\_\_\_\_ Due Date \_\_\_\_\_

Title of Book \_\_\_\_\_

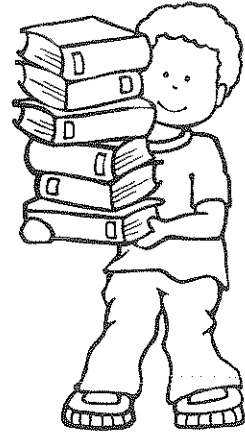
# Collage Book Project

## The Project

Create a collage using pictures that represent important parts of the book.

## The Details

- Use a large piece of poster board for your collage
- Make sure the title and author of the book are displayed prominently on your collage.
- Include at least 15 pictures. You can use pictures that you cut from magazines, printout from the internet, or draw yourself.
- On a separate piece of paper, write a descriptive title for each picture that you included and a sentence or two about why it was important to the book. For example, if you read one of the *Harry Potter* books, you could include a picture of a lightning bolt and write about why Harry has that mark on his forehead.



## Tips for Success

- ✓ As you read the book, keep a list of important characters, events, and objects to use in your collage.
- ✓ Remember that in a collage, pictures overlap a bit on the edges.
- ✓ Be sure to glue the edges and corners down carefully to make your collage look neat.

Name \_\_\_\_\_ Due Date \_\_\_\_\_

Title of Book \_\_\_\_\_

# PowerPoint Book Project

## The Project

Make a PowerPoint presentation about the book.

## The Details

- Your presentation must include the following 7 slides:
  - Slide 1: Introduction with title and author of the book
  - Slide 2: Setting of the book (include description)
  - Slide 3: Main character (include description)
  - Slide 4: Supporting characters (include descriptions)
  - Slide 5: Summary of the plot
  - Slide 6: Your opinion of the book (short book review)
  - Slide 7: Your favorite part of the book
- Each slide should include:
  - A title
  - A background
  - Text and pictures where appropriate.
  - Animation
- You may also want to include sound effects, transitions, hotlinks and buttons.



## Tips for Success

- ✓ It is okay to design one background to use on all your slides.
- ✓ Vary your animations to make your presentation more exciting.
- ✓ It is fine to include extra slides if appropriate.
- ✓ Remember to include meaningful text for each slide.

Name \_\_\_\_\_ Due Date \_\_\_\_\_

Title of Book \_\_\_\_\_

# Board Game Book Project

## The Project

Create a board game based on your book.



## The Details

- Your board game should incorporate the setting,
- characters, and plot of your book. Your game should include:
  - A board that is used to play the game. Include the title of the book and the author somewhere on the board.
  - Markers, cards, spinner, dice, and anything else needed to play the game.
  - Instructions explaining how the game is played.

## Tips for Success

- ✓ Poster board makes a good game board. You could also use the inside of a large file folder.
- ✓ Be sure to plan your game board out before you begin drawing.
- ✓ The easiest way to incorporate parts of the story is to include them on the board. Players can advance spaces for good things that happen and go back spaces for bad things.
- ✓ You can also use cards and the markers to incorporate story elements.
- ✓ You will need to devise a method for moving from start to finish. Consider dice, cards, or a spinner.
- ✓ Be sure your directions are sequential and easy to understand.

Name \_\_\_\_\_ Due Date \_\_\_\_\_

Title of Book \_\_\_\_\_



Name: \_\_\_\_\_ Date: \_\_\_\_\_ #: \_\_\_\_\_

## Non-fiction Book Report

Title: \_\_\_\_\_

Author: \_\_\_\_\_

Topic:

Who or what the book is about.

\_\_\_\_\_

Write 4-5 facts you already know about the topic.

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

Write 6 new words that you learned from this book.

1. \_\_\_\_\_

4. \_\_\_\_\_

2. \_\_\_\_\_

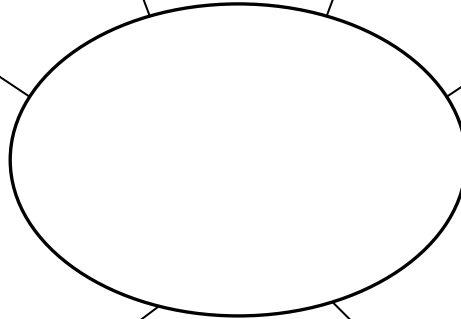
5. \_\_\_\_\_

3. \_\_\_\_\_

6. \_\_\_\_\_

## What did you learn?

Use the web to write facts you learned about your topic. In the circle, write your topic. On the lines, write in complete sentences what you learned!



What was the **most interesting** thing you learned about the topic?

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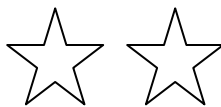
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Did you think the book did a good job of teaching you about the topic? Fill in the stars:



The book did a good job.



The book did an okay job.



The book did a bad job.

Dear parents,

The following information is intended as a guide for you to help your child memorize and practice their math facts this summer. Please look at all of the information and resources available, to make the best use of your time. Students will continue to practice throughout the school year, with timed tests to assess mastery at each level.

<b>Grade</b>	<b>Order of Operations to be Memorized</b>
1 <sup>st</sup> Grade	Addition – When students conceptually understand “counting on” and are able to correctly find the sum of any addition fact, up to 9+9, without difficulty.
2 <sup>nd</sup> Grade	Addition Subtraction – When students have finished memorizing addition facts AND are able to subtract any subtraction fact up to 18-9.
3 <sup>rd</sup> Grade	Addition Subtraction Multiplication – When students have figured out any multiplication fact up to 9x9, without difficulty.
4 <sup>th</sup> Grade	*Multiplication Division – When they have finished memorizing multiplication facts AND they are able to correctly figure out any division fact up to 81/9.
5 <sup>th</sup> Grade	Multiplication and Division
6 <sup>th</sup> -8 <sup>th</sup> Grade	Practice ALL facts

\*Begin memorization of multiplication facts, even if students are still counting on their fingers to figure out addition and subtraction facts. And if only one operation learned to fluency or automaticity, it must be multiplication. Multiplication facts are needed for a) multiplication problems, b) division problems, and c) most importantly fractions. Students who are not automatic with multiplication facts can't follow what's going on when shown how to reduce fractions, find equivalent fractions, or even add and subtract unlike fractions. And if they can't learn fractions, they will struggle in algebra, and so on.

Order to memorize multiplication facts (from: <http://shelleygrayteaching.com/suggested-order-teaching-basic-multiplication-facts/> )

1. The 0's
2. The 1's
3. The 2's
4. The 5's
5. The 10's
6. The 11's
7. The 9's
8. The 4's
9. The 3's
10. The 6's
11. The 7's
12. The 8's
13. The 12's

## Math Fact Apps:

*Operation Math* - Defeat Dr. Odd and earn the latest spy gear in the award-winning game that transforms math drills into a global learning adventure. From the streets of Paris to the pyramids of Egypt, Operation Math includes more than 100 timed missions that help players learn addition, subtraction, multiplication and division.

*Operation Math Code Squad* - Take the action to a whole new level in the fun, multiplayer math game based on Operation Math. With four virtual keypads, Operation Math Code Squad lets multiple players work together to solve equations and disarm Dr. Odd's devious devices in a race against the clock.

*Sushi Monster* - A game to practice, reinforce, and extend math fact fluency is completely engaging and appropriately challenging. Strengthen reasoning strategies for whole number addition and multiplication by helping monsters make a target sum or product. Earn points with each correct answer... but watch out for distractions! To be successful, plan ahead and strategically select numbers from the sushi counter.

*Quick Math Arithmetic & Times Tables* - With this app, kids answer traditional skill-and-drill questions—but they don't have to enter answers using a keypad. Instead, they can write the answer anywhere on the screen of their device, and the app reads their handwriting and records their response.

*Meerkat Math* - This adventure app asks students to complete different races using math facts. In order to make their meerkat avatar run and jump fast enough to be a winner, they have to answer each question quickly and correctly.

*10monkeys Multiplication* - Kids can practice multiplication facts with this animated app. The goal is to help monkeys trapped in a tree escape by answering a set of questions correctly. This app is broken down into different times tables and includes a reference chart so kids can review facts.

Video on how to practice multiplication and division fact families:

<https://youtu.be/cICvVhmrW0g>

Basic math fact worksheets:

<https://www.myskillstutor.com/guides/classroomguide/mffWorksheets.pdf>

Customizable math fact worksheet generator:

<https://www.mathfactcafe.com/>

Additional resources

<https://www.parenttoolkit.com/academics/news/math/to-master-basic-math-facts-strategize-then-memorize>



**Math**  
 $2+2=4$  fractions  
multiplication  
Geometry  
 $3x+4y=28$



**Trinity Catholic School**  
**Summer 2018**  
**All Grades**

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Student's Name

☐ Met goal and completed any 15 lessons.

☐ Exceeded goal and completed ALL lessons.

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Student's Signature

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Parent's Signature