



Resource Sample

Grade 6

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Learn and Create Guide (3 pages)

Sample Game Cards (4 cards)

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Learn and Create

Learning & Creating Guide for Grade 6

Welcome

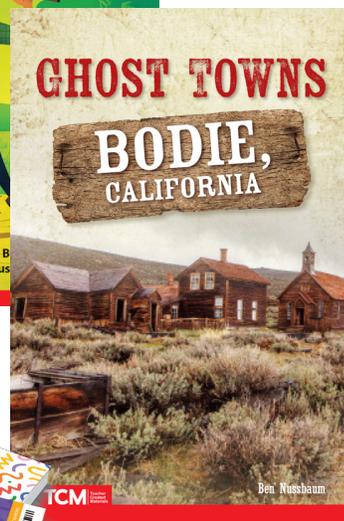
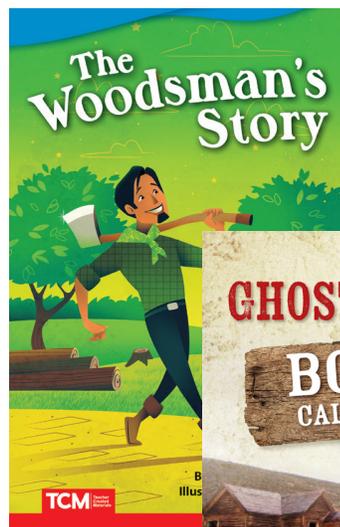
Greetings, sixth grader! We've put together some learning activities to help keep your mind sharp during break. In this guide, you'll find two books, a deck of cards, and this learning guide.

- First, start by reading the books. There's a fiction book with characters you already likely know and a fascinating nonfiction book about a ghost town.
- After you read the books, flip to pages 2–5 in this guide for an assortment of fun book-related activities.
- Do you love math? Pages 6–7 have some math games for you to enjoy.
- Don't miss out on pages 9–12, where you'll find a number of activities perfect to do with your family.

Book Summaries

Fiction—*The Woodsman's Story*
Nick Chopper, an ordinary woodsman, finds himself transformed into the Tin Woodsman after a fateful encounter with a wicked witch. When his true love recoils in horror, his metal heart shatters. What can Nick do?

Nonfiction—*Ghost Towns: Bodie, California*
When miners found a rich deposit of gold in Bodie, people rushed to the town. Bodie was an exciting and dangerous place to live. People in Bodie saw explosions and gunfights—and lots of gold. Now Bodie is empty—and one of the world's most famous ghost towns.





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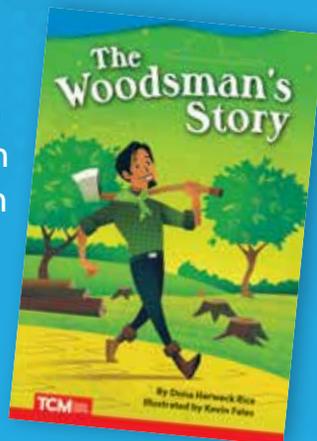
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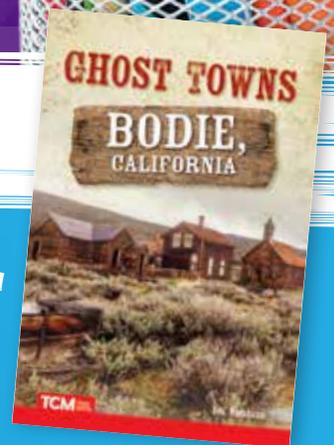
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Greatest Common Factor Race (2 Players)

Goal: Find the greatest common factor of two numbers.

Setup: Shuffle the cards and distribute them equally. Place the cards in a pile in front of you face down on the table.

Rules

1. To start a round, each player flips over one card from the top of their own pile.
2. Each player uses paper and pencil to calculate the greatest common factor of the two cards. For example, the cards 12 and 36 share the factors 1, 2, 3, 4, 6, and 12. The greatest common factor is 12.
3. The player who figures out the correct answer first keeps both cards.
4. Continue the game until all the cards have been played.

How to Win: The player with the most cards at the end of the game wins.



Sets of Factors (2-4 players)

Goal: Identify sets of three cards that share a common factor or include one number and two of its factors.

Setup: Shuffle the playing cards. Deal nine cards face up on the table in a 3×3 array. Keep the rest of the cards face down in a pile in the middle.

Rules

1. Players will look at the cards on the table and try to make sets of three cards. A set can be made in two different ways.
 - ◆ A set can be made by finding three numbers that are all multiples of the same number. For example, 12, 18, and 36 are all multiples of 6 so they can be a set.
 - ◆ You can't make a set with multiples of 1 (otherwise any three cards would be a set).
 - ◆ Another way to create a set is to find one number and two of its factors. For example, 3 and 6 are both factors of 24 so 3, 6, and 24 can be a set.
2. When a player finds a set and can explain it to the other players, they can keep the cards.
3. After a player removes a set from the table, deal new cards from the deck to replace the spaces left on the 3×3 array.
4. Continue playing until all the cards have been used or no more sets can be found.

How to Win: The player with the most cards wins.



Family Time!

Supporting Your 6th Grader



Sixth grade is a pivotal year for your child. For some sixth graders, it is the first year they are no longer in elementary school. They need to navigate a new building, juggle multiple classes and teachers, and form friendships. They want to be independent but still need guidance. Your support can help your child foster important skills they will continue to develop as they learn and grow. Consider trying some of these ideas.



- ◆ Have open conversations about respecting others' differences. Share stories or examples that celebrate diversity and help you learn about other cultures.
- ◆ Explore generative AI together. Go to a chatbot and ask it a question. Talk about its response. Was it accurate? Discuss the importance of checking for accuracy.
- ◆ Discuss coping strategies for managing emotions, such as deep breathing or journaling, to help your child navigate the ups and downs of school life. Practice the various strategies with your child.
- ◆ Daily routines are helpful. Help your child plan a daily schedule that allows time for school, home responsibilities, and hobbies.
- ◆ Locate young adult resources in your community, such as support groups, volunteering opportunities, and community events. Share them with your child.



Learn
— and —
CREATE

**FACTORS
AND SETS**

TCM Teacher
Created
Materials

2-4 players

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