

Challenging Learning At Home

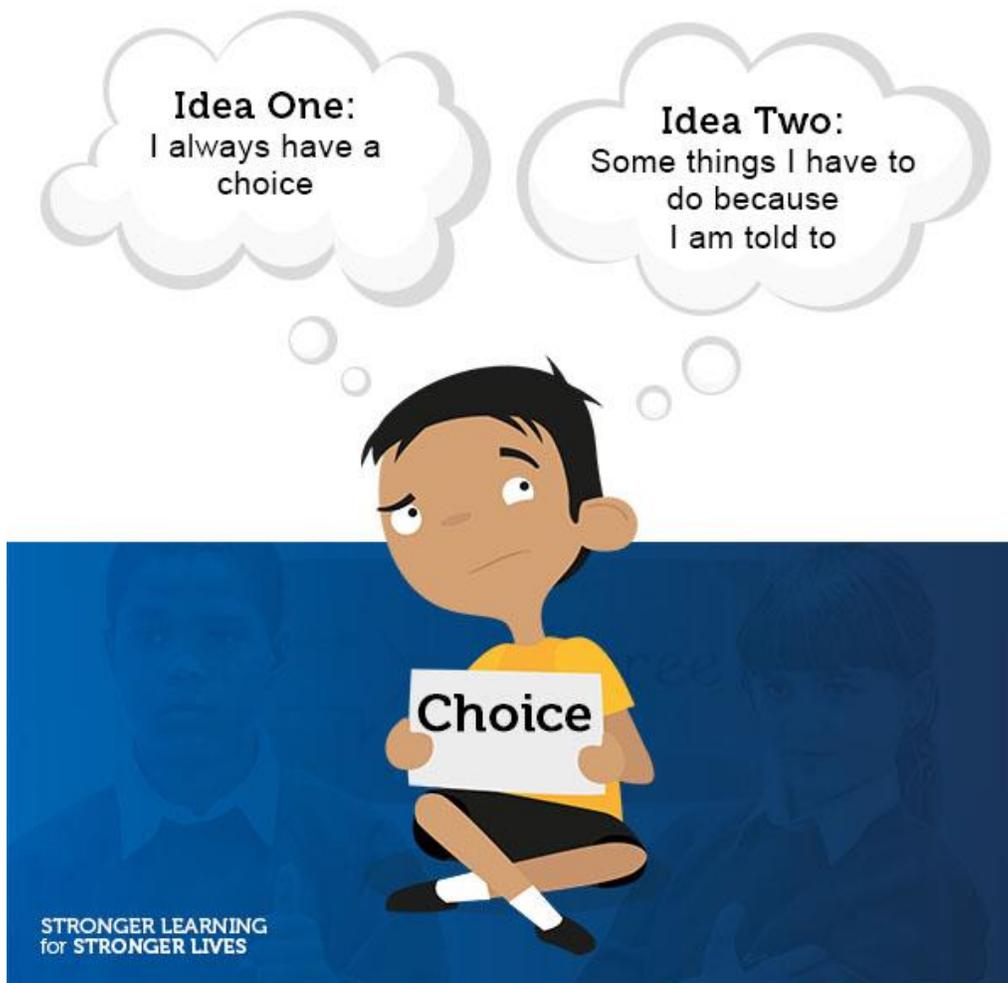
Week 3- Choice

Our weekly challenges will have a concept that will guide the overall theme for the week. Not every activity will relate directly to the theme, but we hope that you will continue to question, reason with, and push your child's thinking about the theme throughout the week.

The weekly challenges will include dinner table conversation ideas designed to deeply explore the concept of the week as well as educational and fun activities that you can do with your child. The activities will include skills from a variety of content areas, but you will notice that we do not specify the content area. We aim to integrate content and skills as much as possible to mirror real world learning.

Activities noted with ** are described in the [Strategy Reference Guide](#).

Big question- What is Choice?



Dinner table conversations**

Concept: Choice

Main Question: What does it mean to choose?

Follow Up Questions:

- Is it good to have choices?
- How do you know what to choose and what not to choose?
- Do we all have the same choices?
- How do you know if you have a choice to make?
- How does it feel when you make a choice?
- What makes some choices easy and some difficult?
- Does making choices get easier as you get older?
- How old do you need to be before you can make a choice?

Concept: Choice

Main Question: Do all choices have consequences?

Follow Up Questions:

- Do better choices always lead to better outcomes?
- What is the difference between choices and consequences?
- How do the choices we make change us?
- Who decides if the consequences of our choices are positive or negative?
- If you are free to choose, are you also free of the consequences of that choice?
- Does having choice always mean also having responsibility?
- What influences the choices we make?

Concept: Choice

Main Question: Can we have too many choices?

Follow Up Questions:

- How much choice is enough?
- What does it mean to have free choice?
- Do we always want more choices than we have?
- Will more choice improve the quality of the decision we make?
- When does choice become stressful?
- When does choice give us freedom?
- Can we share our choices with others?
- Should we always make our own choices?
- When should we allow other people to choose for us?
- Is it ever possible to have no choice at all?
- How would you feel if only people with brown eyes had the right to choose?

Concept: Choice

Main Question: Is there such a thing as the 'right' choice?

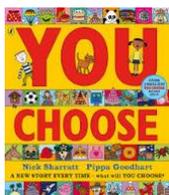
Follow Up Questions:

- What makes something the right choice?
- What is the difference between a choice and a right choice?
- How do we know what the right choice is?
- How should you feel when making the right choice?
- Should we always make the right choice?
- Is there always just one right choice?
- What if there was no such thing as the right choice?
- Is it possible to always make the right choice?
- Is it possible to always know what the right choice is?
- Who decides what is the right choice or not?

Picture Book Activity

You Choose by Nick Sharratt and Pippa Goodhart is a good book to discuss the concept of Choice.

By clicking the image below, you can access a YouTube version of the book. Pause it on each page and discuss the question posed:



Tic Tac Toe/ Noughts and Crosses

Play Tic Tac Toe on paper, a dry erase board, or using chalk outside. Ask your child why he/she makes the choice about where to place an X or O. Share your thinking about your choices as well.

This variation was shared by Marilyn Burns in [her blog](#):

What's the *same* as playing the regular game is that you take turns as you usually do. What's *different* is that you don't start by deciding who is X and who is O. Instead, on your turn, you may write either an X or an O in any empty square, and you can change your mind from turn to turn. So can your opponent. The winner is the same as in the regular game—whichever completes a row with three Xs or three Os wins—whether or not that player actually wrote them all.

Group Game- Number Roulette

Outside, use chalk to make a 3 X 4 Grid and write the numbers 2-12 in 11 of the squares and the word DOUBLE in the 12th square.

- For each turn, each person selects a square to stand in.
- One person rolls two dice.
- If anyone is standing in the square that is the sum of the two numbers, they get one point.
- If a double is rolled and someone is standing on double, they get two points.
- Repeat until someone scores 10 points..

Group Game- Place Value Choice

Use index cards, or pieces of paper to create 10 cards and write the numbers 0-9 (one number per card) on them. The object of the game is to make the highest 3-digit number possible:

- Each person in the family has their own sheet of paper or white board and draws three lines like this: ____ ____ ____.
- Draw one card- everyone must decide whether they want that number in the 1's place, the 10's place, or the 100's place.
- Repeat two more times, then compare numbers.
- You can increase the difficulty by trying 4 digit numbers.

Talk about:

- How you decided where to put each number.
- What made the decision more or less difficult.
- whether it would be more or less difficult if you return the cards to the pile each time.
- Whether or not it is a choice to put the 0 in the 100s spot and what that means.

Fairy Tale Choices- The Three Little Pigs

Share the story of The Three Little Pigs with your children. There are many versions out there aimed at all age ranges as well as animations and dramatizations of the story, and any will work. The following are two YouTube versions that you may use:

Animated Traditional Book Based



Alternative versions to could explore are:

The True Story of the Three Little Pigs (Scieska 1989)

The Three Little Wolves and the Big Bad Pig (Trivias 1993)

After sharing the story, work with your child/ren to identify all the choices within the story.

Examples may include:

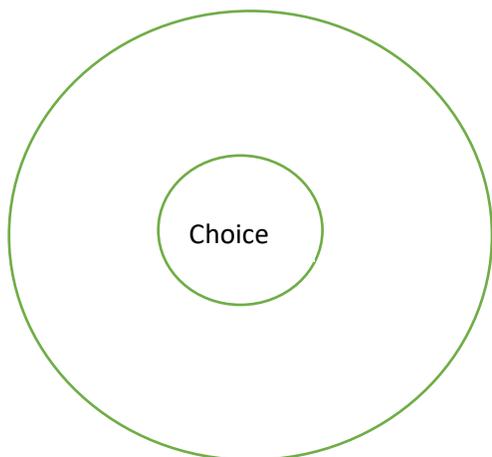
- *The Little Pigs choose to leave their mother's home to make their own way in the world*
- *They choose to live separately from each other*
- *One Little Pig chooses straw to build his house*
- *One Little Pig chooses sticks to build his house*
- *One Little Pig chooses bricks to build his house*
- *The Pigs choose not to work together or share ideas*
- *Each pig chooses to be different from the others*
- *All the pigs choose to see the Wolf as dangerous and their enemy*
- *All pigs choose not ask the wolf what he might want.*
- *The first Pig chooses not to let the wolf into his house.*
- *The first pig chooses to run to the second pigs house because it is closest.*
- *Pig number 2 chooses not to let the wolf into his house*
- *Pigs 1 & 2 choose to run to Pig 3's house together*
- *Pig number 3 chooses not to let the wolf into his house*
- *Pig number 3 chooses to trick the wolf*
- *The Three Little Pigs choose violence and revenge as a way of dealing with the wolf*

Question to explore the theme of choice in the story:

- *Why do you think the Three Little Pigs chose the building materials they did?*
- *Who do you think made the best choices in the story? Why?*
- *What makes some choices better than others?*
- *What other choices of building materials could the Pigs made?*
- *What choices did the wolf make?*
- *What do you think are the most important things the Pigs should think about when choosing their building materials?*
- *How do we know if a choice is a safe one or not?*
- *What might be the impact of not thinking carefully about the choices we make?*
- *What can we learn from this story about making choices?*
- *What choices do you have to make each day?*

Concept Target**

Together with your child/ren, create a list of vocabulary related to the concept of choice.



Here is a list of related vocabulary to start you off using the Concept Target. It would be great if you and your child could add to this list or make your own list. Remember to draw on your discussions from some of the other activities to help to evaluate each word or term.

- Choice
- Decision
- Impact
- Influence
- Control
- Consequence
- Outcome
- Responsibility

Would You Rather

Use the cards on the next page to challenge everyone in your family to make difficult choices. Cut the cards up and choose them randomly or just read them off of the sheet. Ask each other questions like:

- Why did you choose that?
- Would you always choose that one? What might change your mind?
- What are the advantages of each? What are the disadvantages of each?
- Can you think of someone who would choose differently than you? Why?

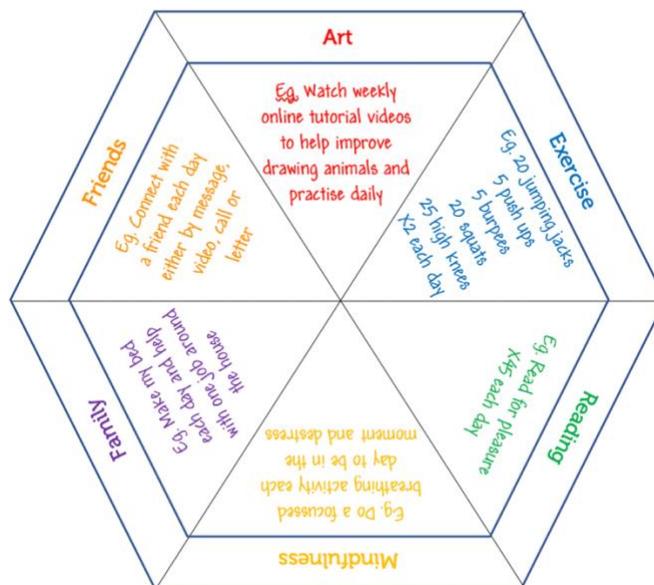
Growth Mindset Goal Spinner

Make a wheel of fortune like the one below. You can use a paper plate and fold in half and then into thirds and cut each rounded edge off between the folds to make a hexagon. Have your child choose 6 goals that he/she has over the few months and write them in each section. Make sure the goals they write are achievable and their progress towards them is measurable

Eg. Goal: to be able to draw better animals.

Action: Watch a weekly online tutorial and practice. Keep drawings as you go along to show improvement.

Poke a hole in the centre of the hexagon and push a pencil, tip first through the hole to make a spinner. Each day, spin and see where it lands in order to help you choose which goal to focus on when.



<p>WOULD YOU RATHER...</p> <p>Live in the city or the countryside?</p>	<p>WOULD YOU RATHER...</p> <p>Be an inventor or an explorer?</p>	<p>WOULD YOU RATHER...</p> <p>Go to school 5 days for 6 hours per day or go to school 3 days for 10 hour per day?</p>	<p>WOULD YOU RATHER...</p> <p>Visit the past or the future?</p>
<p>WOULD YOU RATHER...</p> <p>Be a wild animal or a family pet?</p>	<p>WOULD YOU RATHER...</p> <p>Have lots of casual friends or one really good best friend?</p>	<p>WOULD YOU RATHER...</p> <p>Be an adult or a child?</p>	<p>WOULD YOU RATHER...</p> <p>Make all of your own choices or have others choose for you?</p>
<p>WOULD YOU RATHER...</p> <p>Be in love and have your heart broken or never be in love at all?</p>	<p>WOULD YOU RATHER...</p> <p>Discover something new in space or something new on Earth?</p>	<p>WOULD YOU RATHER...</p> <p>Be an expert on human behavior or an expert on animal behavior?</p>	<p>WOULD YOU RATHER...</p> <p>Climb a mountain or dive to the bottom of the ocean?</p>
<p>WOULD YOU RATHER...</p> <p>Plant a tree or read a book?</p>	<p>WOULD YOU RATHER...</p> <p>Be a part of a team or work on your own?</p>	<p>WOULD YOU RATHER...</p> <p>Be the best player on a team that always loses or the best player on a team that always wins?</p>	<p>WOULD YOU RATHER...</p> <p>Always get really easy schoolwork or get schoolwork that challenges you to think?</p>
<p>WOULD YOU RATHER...</p> <p>Be a follower or a leader?</p>	<p>WOULD YOU RATHER...</p> <p>Have 4 brothers or 4 sisters?</p>	<p>WOULD YOU RATHER...</p> <p>Travel around the world or stay in the comfort of your home?</p>	<p>WOULD YOU RATHER...</p> <p>Be famous for doing something bad or have nobody know who you are?</p>

Folklore- Choices

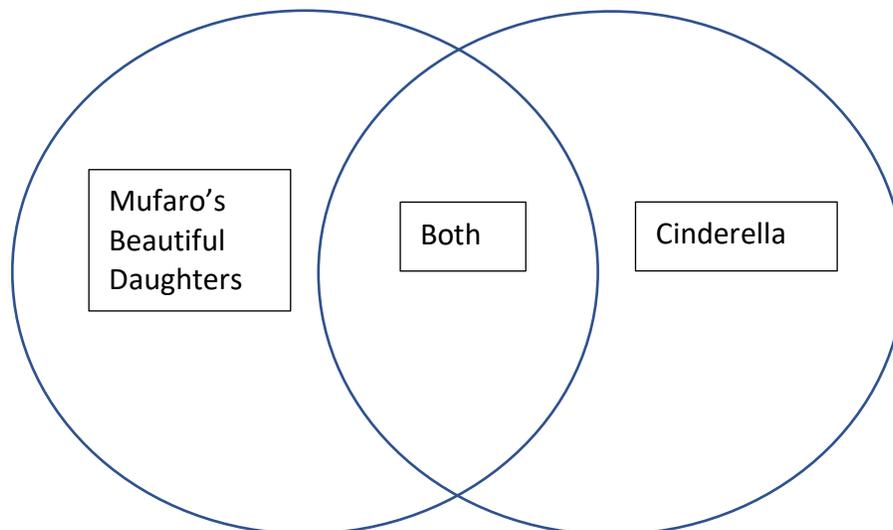
Mufaro's Beautiful Daughters by John Steptoe

Use [this link](#) to view the story of Mufaro's Beautiful Daughters, or read the story (attached at the end of the activities). Use the following questions to discuss the choices in this story:

- When do you think the King decided that Nyasha was his choice to be his queen?
- Why was it the King's choice as to who would be queen?
- How much choice do you think Nyasha had about becoming Queen?
- Who had the most choice in this story, the men or the women? Why?
- Does the ability to choose always come with having power?
- Was the King right to choose to trick Mufaro's daughter's?
- Has Manyara's right to choose been taken away from her by making her the Queen's servant?
- What are the key differences in they way that Mufaro and Nyasha chose to live their lives?
- What motivated Mufaro to make the choices she made?
- What motivated Nyasha to make the choices she made?
- Does making good choices always lead to good outcomes?
- How would the story change if Nyasha did not choose to feed the hungry boy or thank the old woman?
- How much were all the characters aware of the choices they were making?
- If you are not consciously aware of making a choice is it no longer a choice?

Venn Diagram** with Mufaro's Beautiful Daughters and Cinderella

Review the fairy tale from last week- Cinderella and compare and contrast the two stories. Think about what happened in each story and try to find the ways that they are similar and different. Draw two circles on a piece of paper like the ones below to categorize your ideas.



Choose Your Own Adventure

Family Style

As a family, create a story with input from everyone in the family.

- Sit in a circle.
- Start with one person who provides the first word or the first sentence for a story.
- Move to the next person and have them add on. Encourage fun and silly, but try to make sense.
- Keep going until you feel like your story has come to end. Or you can set a certain number of times to go around the circle.
- Be sure to have someone recording the story or taking notes.
- Write or type the story and then on another day you can illustrate it

Kitchen Style

Let your child choose 3-4 ingredients that you already have in the house. Then work together to create a meal using all of the ingredients (plus more if needed).

Talk about why your child chose the ingredients he/she did, whether they would think about different ingredients the next time, and what they found to be the most challenging about the ingredients they chose.

Egg Drop Design

Collect items like cotton balls, Ziploc bags, paper towels, Styrofoam, plastic, pipe cleaners, yarn cardboard, etc.... for your child to use to create a container that will protect an egg when dropped.

- Tell your child(ren) that they may choose 3 items to use to create a container that will protect an egg from a 6 foot/2 metre drop.
- Encourage them to think about and draw their design before choosing their items.
- Once they choose their items, have them make their container using just those items (you can decide if they automatically receive tape or glue)
- When they are done, test them out by standing on a chair and measuring 6 feet from the floor to the drop point.

Talk about what happened and ask questions like:

- Would you choose different items if you tried again? Why or why not?
- What do you think worked well? What could you have done better?
- What might you change about your design if you tried it again?

Fortune Teller Story

Use the directions attached at the end of the activities to create and label your story fortune teller. Once you have created your fortune teller and have determined a setting, main character, and plot, write your own story. Try to include difficult choices that your character(s) have to make.

If you are willing to share your story so that it may be shared on our website, please send the story to carmen@challenginglearning.com.

Other Activities

Guess my number

Write a number on a piece of paper and fold it in half.

- Encourage your child(ren) to work out what the number is by asking questions using mathematical vocab
- You can only answer yes or no
- You can set it up like hangman where they only have so many chances before the game is over

Assist your child(ren) with using the following terms/phrases:

Bigger than, smaller than, greater than, less than, multiple of, divisible by, square number, cube number, prime number, odd, even, whole number, fraction, decimal, negative number, in the x times table, has x number of digits, within the range of x and x, etc

Rock Painting Maths

Add some fun activity to mental maths by painting some rocks in bright colours and numbering them 0-10. You can also paint rocks to represent the 4 number operations, addition, subtraction, multiplication and division. Using plastic hoops or hoops made from knotted pieces of string, throw them over the rocks to see what number combinations and calculations you come up with. To mix it up, throw a dice first to determine how many hoop throws you get each round.

Eg Dice shows 4 hoop throws

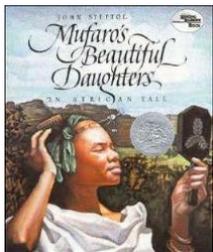
2 hoops around 10 = 20

1 hoop around 2

1 hoop around x

So $20 \times 2 = 40$





Mufaro's Beautiful Daughters by John Steptoe

A long time ago, in a certain place in Africa, a small village lay across a river and half a day's journey from a city where a great king lived. A man named Mufaro lived in this village with his two daughters, who were called Manyara and Nyasha. Everyone agreed that Manyara and Nyasha were very beautiful.

Manyara was almost always in a bad temper. She teased her sister whenever their father's back was turned, and she had been heard to say, "Someday Nyasha, I will be a queen, and you will be a servant in my household."

"If that should come to pass," Nyasha responded, "I will be pleased to serve you. But why do you say such things? You are clever and strong and beautiful. Why are you so unhappy?"

"Because everyone talks about how kind you are, and they praise everything you do," Manyara replied. "I'm certain that Father loves you best. But when I am a queen, everyone will know that your silly kindness is only weakness."

Nyasha was sad that Manyara felt this way, but she ignored her sister's words and went about her chores. Nyasha kept a small plot of land, on which she grew, millet, sunflowers, yams, and vegetables. She always sang as she worked, and some said it was her singing that made her crops more bountiful than anyone else's.

One day, Nyasha noticed a small garden snake resting beneath a yam vine. "Good day, little Nyoka," she called to him. "You are welcome here. You will keep away creatures who might spoil my vegetables." She bent forward, gave the little snake a loving pat on the head, and then returned to her work.

From that day on, Nyoka was always at Nyasha's side when she tended her garden. It was said that she sang all the more sweetly when he was there.

Mufaro knew nothing of how Manyara treated Nyasha. Nyasha was too considerate of her father's feelings to complain, and Manyara was always careful to behave herself when Mufaro was around.

Early one morning, a messenger from the city arrived. The Great King wanted a wife. "The Most Worthy and Beautiful Daughters in the Land are invited to appear before the King, and he will choose one to become Queen!" the messenger proclaimed.

Mufaro called Manyara and Nyasha to him. "It would be a great honor to have one of you chosen," he said. "Prepare yourselves to journey to the city. I will call together all our friends to make a wedding

party. We will leave tomorrow as the sun rises.”

“But, my father,” Manyara said sweetly, “it would be painful for either of us to leave you, even to be wife to the king. I know Nyasha would grieve to death if she were parted from you. I am strong. Send me to the city, and let poor Nyasha be happy here with you.”

Mufaro beamed with pride. “The king has asked for the most worthy and the most beautiful. No, Manyara, I cannot send you alone. Only a king can choose between two such worthy daughters. Both of you must go!”

That night, when everyone was asleep, Manyara stole quietly out of the village.

She had never been in the forest at night before, and she was frightened, but her greed to be the first to appear before the king drove her on. In her hurry, she almost stumbled over a small boy who suddenly appeared, standing in the path.

“Please,” said the boy. “I am hungry. Will you give me something to eat?” “I have brought only enough for myself,” Manyara replied. “But, please!” said the boy. “I am so very hungry.” “Out of my way, boy! Tomorrow I will become your queen. How dare stand in my path!”

After traveling for what seemed to be a great distance, Manyara came to a small clearing. There, silhouetted against the moonlight, was an old woman seated on a large stone.

The old woman spoke, “I will give you some advice, Manyara. Soon after you pass the place where two paths cross, you will see a grove of trees. They will laugh at you. You must not laugh in return. Later, you will meet a man with his head under his arm. You must be polite to him.”

“How do you know my name? How dare you advise your future queen! Stand aside, you ugly old woman!” Manyara scolded, and then rushed on her way without looking back.

Just as the old woman had foretold, Manyara came to a grove of trees, and they did indeed seem to be laughing at her.

“I must be calm,” Manyara thought. “I will not be frightened.” She looked up at the trees and laughed out loud. “I laugh at you trees! She shouted and she hurried on.

It was not yet dawn when Manyara heard the sound of rushing water. “The river must be up ahead,” she thought. “The great city is just on the other side.”

But there, on the rise, she saw a man with his head in his hand tucked under his arm. Manyara ran past him without speaking. “A queen acknowledges on those who please her,” she said to herself. I will be queen. I will be queen,” she chanted as she hurried on toward the city.

Nyasha woke at the first light of dawn. As she put on her finest garments, she thought how her

life might be changed forever beyond this day. “I’d much prefer to live here,” she admitted to herself. “I’d hate to leave this village and never see my father or sing to little Nyoka again.”

Her thoughts were interrupted by loud shouts and a commotion from the wedding party assembled outside. Manyara was missing! Everyone bustled about, searching and calling for her. When they found her footprints on the path that led to the city, they decided to go on as planned.

As the wedding party moved through the forest, brightly plumed birds darted about in the cool green shadows beneath the trees. Though anxious about her sister, Nyasha was soon filled with excitement about all there was to see.

They were deep in the forest when she saw the small boy standing by the side of the path.

“You must be hungry,” she said, and handed him yam she brought her lunch. The boy smiled and disappeared as quietly as he had come.

Later, as they were approaching the place where the two paths crossed, the old woman appeared and silently pointed the way to the city. Nyasha thanked her and gave her a small pouch filled with sunflower seeds.

The sun was high in the sky when the party came to the grove of towering trees.

Their uppermost branches seemed to bow down to Nyasha as she passed beneath them. At last, someone announced that they were near their destination.

Nyasha ran ahead and topped the rise before the others could catch up with her.

She stood transfixed at her first sight of the city. “Oh, my father,” she called. “a great spirit must stand guard here! Just look at what lies before us. I never in all my life dreamed there could be anything so beautiful.

Arm in arm, Nyasha and her father descended the hill, crossed the river and approached the city gate. Just as they entered through the great doors, the air was rent by piercing cries, and Manyara ran wildly out of a chamber at the center of the enclosure. When she saw Nyasha, she fell upon her sobbing.

“Do not go to the king, my sister. Oh please, Father do not let her go!” she cried hysterically. “There’s a great monster there, a snake with five heads! He said that he knew all my faults and that I displeased him. He would have swallowed me alive if I had not run. Oh, my sister, please do not go inside that place.”

It frightened Nyasha to see her sister so upset. But, leaving her father to comfort Manyara, she bravely made her way to the chamber and opened the door.

On the seat of the great chief’s stool lay the little garden snake. Nyasha laughed with relief and joy.

“My little friend!” she exclaimed. “It’s such a pleasure to see you, but why are you here?” “I am the king,” Nyoka replied. And there, before Nyasha’s eyes, the garden snake changed shape. “I am the king. I am

also the hungry boy with whom you shared a yam in the forest and the old woman to whom you made a gift of sunflower seeds. But you know me best as Nyoka. Because I have been all these, I know you to be the Most Worthy and Most Beautiful daughter in the Land. It would make me very happy if you would be my wife.” And so it was that, a long time ago, Nyasha agreed to be married. The king’s mother and sisters took Nyasha to their house and the wedding preparations began. The best weavers in the land laid out their finest cloth for her wedding garments. Villagers from all around were invited to the celebration, and a great feast was held. Nyasha prepared the bread for the wedding feast from millet that had been brought from her village.

Mufaro proclaimed to all who would hear him that he was the happiest father in all the land, for he was blessed with two beautiful and worthy daughters- Nyasha, the queen; and Manyara, a servant in the queen’s household.

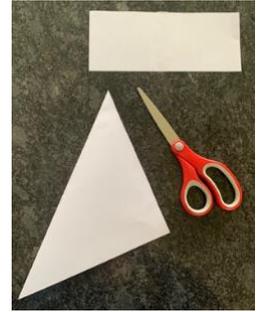
1. Get a piece of A4 paper



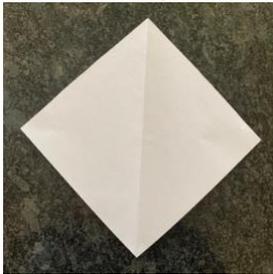
2. Fold bottom right corner over to the left hand side of the paper to make an equilateral triangle



3. Cut off the excess paper at the top of the triangle



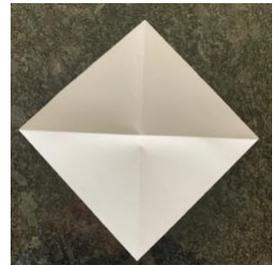
4. Unfold the triangle so that you are left with a square



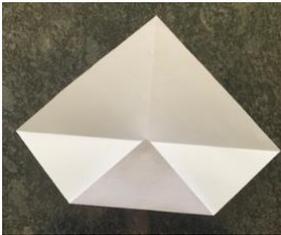
5. Take the bottom corner and fold it up to the top corner to create another triangle



6. Unfold so you are left with quarter folds in the paper square



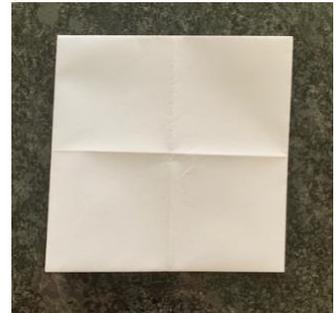
7. Take each corner and fold into the centre point



8. Continue this until all corners are folded into the centre



9. Turn paper over to show a square



10. Fold each corner into the centre point again



11. Continue this until all corners are folded into the centre



12. Fold the square as you see it in half



13. Slide your fingertips into the slots on the underside of your folded square



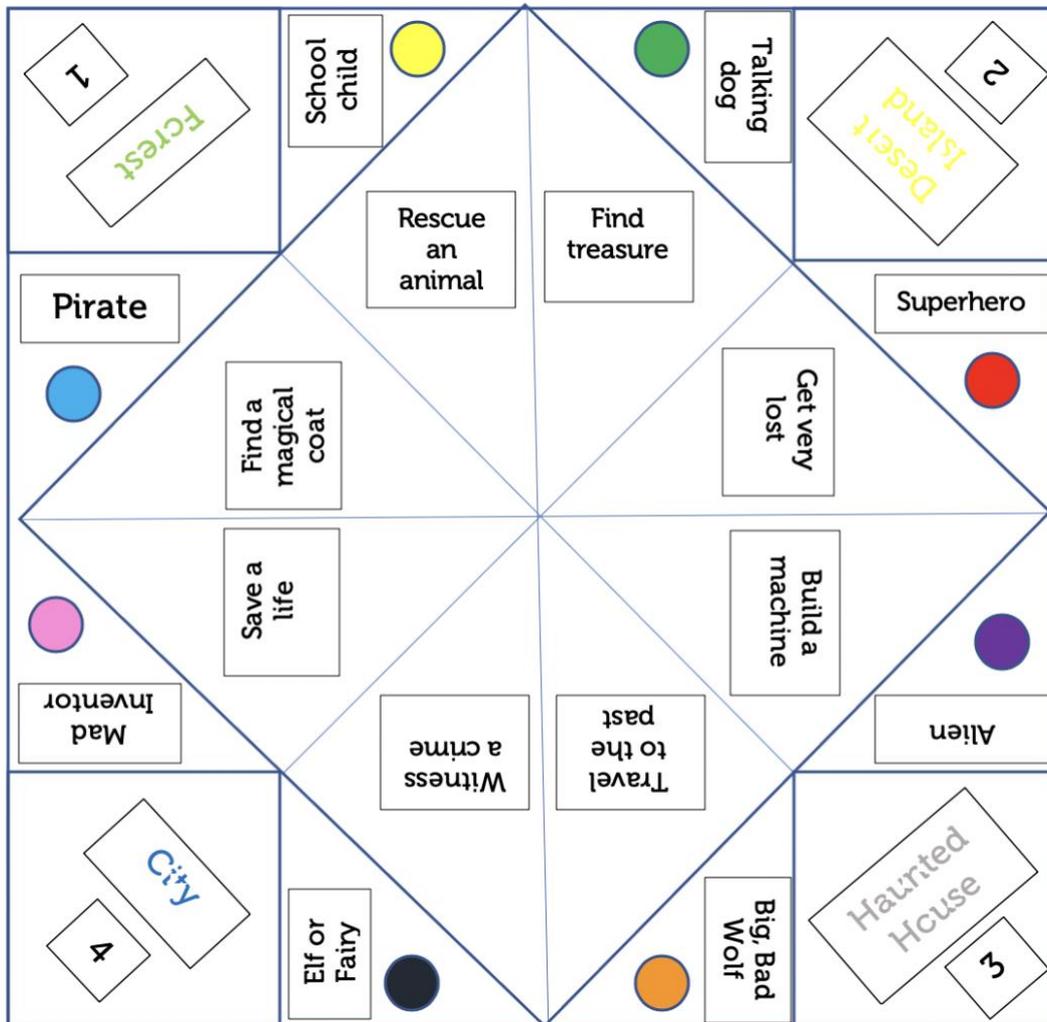
14. Open it up and push inwards to make a point in the middle



15. Add your story settings, character and plot to your fortune teller (see picture below)

Instructions for adding story settings and using the story fortune teller

Open up your fortune story teller and add the details in the picture below (then later, make up your own details to create a NEW story fortune teller)



Then....

1. Choose your story setting. Write it down.
2. Move the fortune teller how many times the number next to the setting you chose says.
3. Now choose your main character. Write this down.
4. Move the fortune teller according to how many letters there are in the colour of the dot next to the character you chose. Eg Red dot = 3 moves.
5. Now choose your plot by choosing a colour and opening that flap. Write this down.
6. Now you have a setting, a character and a plot you are ready to get creative and start writing your story. Have fun!