

# Governors' Village STEM Academy 3rd Grade Newsletter

November 2019



## Reminders/Updates

Please send headphones or earbuds to use at school if your child does not have them.

Please make sure your child arrives at school on time. Students may enter the building at 7:30. The tardy bell rings at 8:00.

All visitors must sign in at the office and wear a visitor's tag.

If there is a transportation change for your child please please write a note to his/her teacher.

Please send a note if your child is absent.

If you are bringing cupcakes for your child's birthday, contact your child's teacher for an appropriate time. Cupcakes can't be served in the cafeteria and must be store-bought.



#### Dates to Remember

Tuesday, 11/5 - Teacher Workday

Wednesday, 11/6 - Report Cards Issued

Monday 11/11 - Veteran's Day Holiday

Wednesday, 11/27 - Friday 11/29 -Thanksgiving Holiday



Thank you to all who came in for parent-teacher conferences!

# Literacy



We will begin Module 2-Research toBuild Knowledge and Teach Others: Adaptations and the Wild World of Frogs. Students will learn all about frogs and how they survive.

Guiding questions for the unit are: How does the author engage the reader in a narrative?

How do experts build knowledge and share expertise about a topic? How do frogs survive?

Students will read poems, narrative texts, conduct research. They will also write informative texts and create their own pourquoi tales and frog trading cards.

### Math



Students will work on becoming fluent with multiplication facts, learn about patterns in multiplication by using hundreds boards and multiplication charts, and multiply by multiples of ten. Lastly, students will learn how to solve multi-step word problems that involve more than one operation.



### Social Studies/Science



In Science students will learn about energy and the transfer of energy. In Social Studies, students will begin learning about supply and demand.

Habits of Good Character: Applying what you learn to help your school, community, and the environment