



Resource Sample

Grade 7

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Learn and Create Guide (3 pages)

Sample Game Cards (3 cards)

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Learn and Create

Learning & Creating Guide for Grade 7

Welcome

Greetings, seventh grader! We've assembled engaging learning activities to sharpen your mind during the break. You will find two captivating books, a deck of cards, and a detailed learning guide.

- Start with the books—one unveils a world of myths and legends, while the other delves into the life of the visionary Walt Disney.
- Finished with the books? Turn to pages 2–5 in the guide for a selection of fun activities linked to the books.
- If numbers are your game, tackle the math games awaiting on pages 6–7.
- Lastly, pages 9–12 are brimming with activities that are ideal for enjoying with your family and friends.

Book Summaries

Fiction—Myths and Legends
Embark on a captivating journey through diverse cultures and ancient traditions with this collection of myths and legends from around the world. Uncover the secrets of the Golden Staff that shaped the first people of South America, witness the epic battle between Fin MacCool and the Scots, and discover the origins of the seasons through the tale of Persephone. These timeless stories will transport you to realms where gods and heroes reign.

Nonfiction—Disney
"When you wish upon a star..." It's no wonder these words have come to signify the world of Walt Disney. Everything he dreamed and wished for as a child he achieved through hard work, imagination, and maybe just a little magic. As the creator of Mickey Mouse, Disneyland, and an international empire of beloved characters, movies, amusement parks, and more, Walt Disney is truly a superstar of the twentieth century—and beyond!

Myths and Legends

WALT E. DISNEY
AN ANIMATED LIFE

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Learn and Create
EQUATIONS, GRAPHS, and RATIOS

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Learning & Creating Guide

for Grade **7**

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Book Summaries

Fiction—*Myths and Legends*

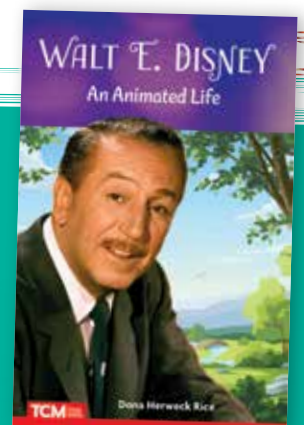
Embark on a captivating journey through diverse cultures and ancient traditions with this collection of myths and legends from around the world.

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Nonfiction—*Walt E. Disney: An Animated Life*

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Slap a Match (2–4 players)

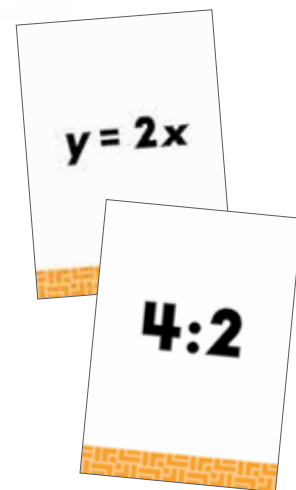
Goal: Find matches among cards of proportional ratios, graphs, and equations.

Setup: Shuffle the cards and place them face down in a draw pile. Flip over the top card and place it face up in a separate “slap pile.” The player who shuffled the cards goes first.

Rules

1. On your turn, quickly flip over one card from the draw pile and place it face up on top of the slap pile.
2. At any time, any player can slap the pile if two cards have the same slope or ratio. For example, a graph card with a slope of 2 would match the ratio 4:2 or the equation $y = 2x$.
 - ★ If the two matching cards are directly on top of each other in the slap pile, the player takes both cards.
 - ★ If the two matching cards are separated by one card (forming a “match sandwich”), the player takes all three cards.
 - ★ If a player incorrectly slaps the pile when there are no matches, they must give up two of their cards as a penalty and place them at the bottom of the draw pile.
3. The player to the left goes next.
4. Play continues until there are no cards left in the draw or slap piles, or no more matches can be made.

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



Fill, Chill, or Spill (2–4 players)

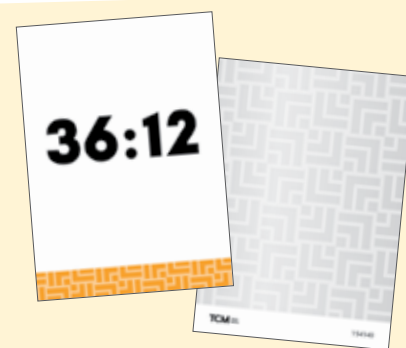
Goal: Create the highest sum without “spilling” over 22.

Setup: Shuffle the cards. Deal each player two cards, one face down and the other face up. Place the remaining cards face down in a draw pile. The player with the highest face up card goes first.

Rules

1. The first player looks at both of their cards and mentally adds their slopes together. The player can now choose to “fill” or “chill.”
 - ★ If the player says “fill,” they flip over the top card from the draw pile and place it in front of them, mentally adding its slope to their total. If their total is greater than 22, they must say “spill” and reveal their face down card. A player can fill as many times as they want as long as they don’t go over 22.
 - ★ If the player says “chill,” they receive no more cards, and their turn is over.
2. The player to the left goes next, choosing to “fill” or “chill.”
3. Once all players have had their turn, players reveal their cards and totals.

How to Win: The player with the highest total without “spilling” wins the round. A tie counts as a win for both players. The first player to win three rounds wins the game.



Family Time

Supporting Your 7th Grader



Seventh grade brings a significant increase in academic demands, and you can be a key ally in your child's success. By fostering skills in organization, technology use, teamwork, stress management, and healthy lifestyle choices, you can help your child confidently navigate this year.

- ★ Spend time together learning about new educational apps that will give your child ownership over their learning.
- ★ Help your child set up a dedicated workspace and a consistent study schedule to help manage the heavier academic load.
- ★ Encourage your child to organize group study sessions in fun locations.
- ★ Share some relaxation techniques, to help manage school-related stress.
- ★ Help your child create a balanced meal plan and regular exercise routine to emphasize the importance of health and wellness. Try some fun new foods and physical activities together to see what your child enjoys.
- ★ Stress the importance of adequate sleep, which is crucial for academic performance and overall well-being.



Learn
— and —
Create

**EQUATIONS,
GRAPHS,
AND RATIOS**

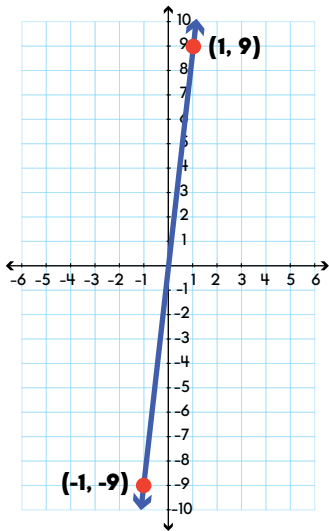
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Materials

2-4 players

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