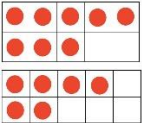
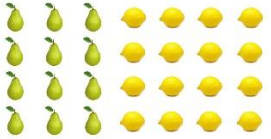


## Stage 1 - Learning From Home

	Monday 16 <sup>th</sup> August	Tuesday 17 <sup>th</sup> August	Wednesday 18 <sup>th</sup> August	Thursday 19 <sup>th</sup> August	Friday 20 <sup>th</sup> August
<b>Care and Connect</b>	<p>Draw a picture of your special family and friends. If you have pets, you can draw them too.</p> <p>Put your picture on your desk or where you are doing your learning to remind you of who you care about and who cares for you.</p>	<p>Let's Stretch! Pretend you are a superhero and stretch your body. Stretch your arms up like you are flying, change directions.</p>	<p>Could you help bring in the clothes? Are you able to help fold the clothes?</p>	<p>Play a board game with someone in your house - what did you play?</p>	<p>Happy memories: Draw a picture of one of your happiest memories.</p>
<b>Morning</b>	<p><b>English</b></p> <p><u>Reading</u> Log into your PM Reader eCollection and read a story at your level set by your teacher. <a href="https://app.pmeccollection.com">https://app.pmeccollection.com</a>. <a href="https://app.pmeccollection.com/au/login">au/login</a> <i>Username and Password sent via Seesaw last week.</i> OR Read a book of your choice for 10-15 minutes.</p> <p>Make a list of all of the describing words the author has used in your book. For example fluffy and spotty.</p> <p><u>Writing</u></p>	<p><b>English</b></p> <p><u>Reading</u> Log into your PM Reader eCollection and read a story at your level set by your teacher. <a href="https://app.pmeccollection.com">https://app.pmeccollection.com</a>. <a href="https://app.pmeccollection.com/au/login">au/login</a> <i>Username and Password sent via Seesaw last week.</i> OR Read a book of your choice for 10-15 minutes.</p> <p>Task: Record in your work book.</p> <ol style="list-style-type: none"> <li>1. What do you think will happen at the end of the story?</li> <li>2. What do you think is going to happen next in the story based</li> </ol>	<p><b>English</b></p> <p><u>Reading</u> Log into your PM Reader eCollection and read a story at your level set by your teacher. <a href="https://app.pmeccollection.com">https://app.pmeccollection.com</a>. <a href="https://app.pmeccollection.com/au/login">au/login</a> <i>Username and Password sent via Seesaw last week.</i> OR Read a book of your choice for 10-15 minutes.</p> <p>Task: Write down any words that are new to you in your workbook. Look these words up in a dictionary and write down what they mean.</p> <p><u>Let's Compare</u></p>	<p><b>English</b></p> <p><u>Reading</u> Log into your PM Reader eCollection and read a story at your level set by your teacher. <a href="https://app.pmeccollection.com">https://app.pmeccollection.com</a>. <a href="https://app.pmeccollection.com/au/login">au/login</a> <i>Username and Password sent via Seesaw last week.</i> OR Read a book of your choice for 10-15 minutes.</p> <p>Task: Record what happened at the beginning, middle and end in your purple writing book.</p> <p><u>Let's Learn about symbols</u> Using the Aboriginal Symbols picture in your learning from home pack.</p> <ul style="list-style-type: none"> <li>▪ What can you see?</li> </ul>	<p><b>English</b></p> <p><u>Reading</u> Log into your PM Reader eCollection and read a story at your level set by your teacher. <a href="https://app.pmeccollection.com">https://app.pmeccollection.com</a>. <a href="https://app.pmeccollection.com/au/login">au/login</a> <i>Username and Password sent via Seesaw last week.</i> OR Read a book of your choice for 10-15 minutes.</p> <p>Task: Draw a picture of the main character in your workbook. Draw one place from the book.</p> <p><u>Writing</u> Description</p>

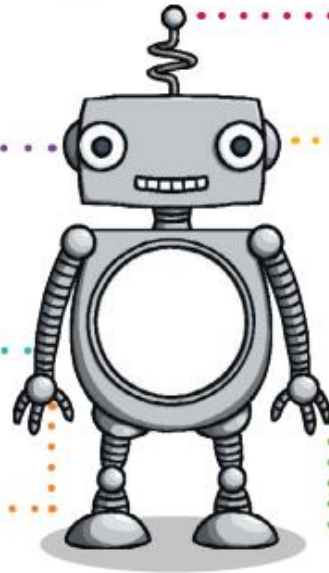
<p>Let's explore how we can use our senses to write a poem</p> <p>Pick an object around the house and write a poem about it using your five senses.</p> <p>E.g. <u>Socks</u></p> <p>Socks feel like... Socks sound like... Socks smell like.. I think socks...</p> <p>Now it's your turn to write a senses poem using your object.</p> <p>Extension:</p> <ul style="list-style-type: none"> <li>• Write a senses poem about another piece of clothing.</li> <li>• Write a senses poem about your favourite animal.</li> </ul> <p><u>Spelling: Sight words 'every, they'</u></p> <p>Read the sight words 'every' and 'they' aloud. Write your sight words in your work book. Set a timer and write every as many times as you can in 30 seconds.</p>	<p>on what you already know?</p> <p><u>Writing</u> Use adjectives to write interesting sentences about the cat in the picture in your learning pack.</p> <p>Write at least four sentences describing what the cat looks like and what the cat is doing. Remember to use:</p> <ul style="list-style-type: none"> <li>▪ describing words</li> <li>▪ action words.</li> </ul> <p><u>Spelling: Sight words 'every, they'</u> Read the sight word 'every' aloud. Write your sight words in your work book Set a timer and write every as many times as you can in 30 seconds.</p> <p><u>Handwriting o, d, n</u> Write a line of each letter in your work book, making sure that each letter is on the line.</p>	<p>Let's compare! What does a fast car and a cheetah have in common? Think about:</p> <ul style="list-style-type: none"> <li>▪ How does a car and a cheetah move?</li> <li>▪ What colours are cheetahs and fast cars? Can they be the same?</li> <li>▪ What do they both do?</li> </ul> <p>Complete the Venn diagram in your learning from home pack.</p> <p><u>Spelling: Sight words</u> Read the sight word 'would', 'what', 'friend' aloud. Write your sight words in your work book.</p> <p><u>Writing: 'How to'</u> What is your favourite game to play at home? (e.g. Video game, card games, UNO, imaginary games etc.) Write a step by step, 'HOW TO' about how to play your game. Create a heading for the game and number your steps of how you would teach someone how to play your game! You might like to film yourself playing your game and upload it to Seesaw.</p>	<ul style="list-style-type: none"> <li>▪ What colours can you see? Why do you think the artist used blue?</li> <li>▪ Why do you think there are some small circles and some big circles?</li> </ul> <p>Turtles as a symbol When you think of a turtle, what do you think about?</p> <p>What do you think turtles symbolise? Some people think turtles symbolise steadiness, peace and protection.</p> <p>Write the beginning of a story about a turtle called 'Bill'. Include describing words (adjectives) so that the reader can visualise what Bill looks like and what type of turtle character he is going to be.</p> <p><u>Phonics</u> Practise the phoneme (sound) 'or' using the letter combinations of 'or' and 'aw'. Complete the 'or' and 'aw' activity in your learning from home pack.</p>	<p>Look at the picture of the field of flowers in your learning from home pack.</p> <ul style="list-style-type: none"> <li>▪ Write a description about it. Include the objects, colours you can imagine and shapes you can see. Try to write at least 4 sentences.</li> <li>▪ Read your description to a family member but make sure you don't show them the picture! They need to try and draw what you are describing.</li> <li>▪ Does their drawing look like the picture?</li> </ul> <p><u>Handwriting h,w</u> Write a line of each letter in your purple book, making sure that each letter is on the line.</p>	<p><b>Break</b></p>
<p><b>Break</b></p>	<p><b>Break</b></p>	<p><b>Break</b></p>	<p><b>Break</b></p>	<p><b>Break</b></p>	<p><b>Break</b></p>

<p><b>Mathematics</b></p> <p><u>Number of the Day 30</u></p> <p>Use the 'Number of the Day' activity in your home learning pack. Record this in your work book.</p> <p><u>Basketball Toss</u></p> <p>You will need</p> <ul style="list-style-type: none"> <li>• A clear space</li> <li>• A basket or bucket</li> <li>• Paper and markers</li> <li>• A pair of socks</li> </ul> <p><i>How to play:</i></p> <ul style="list-style-type: none"> <li>• Mark a clear 'starting line' for your basketball toss.</li> <li>• Take 3 big steps from your starting line and place a basket, bucket or container at the end.</li> <li>• Stand at your starting line and throw your socks with your right hand.</li> <li>• Go back to your starting line and have your second throw.</li> <li>• Repeat this until you have thrown your socks 10 times with your right hand and then 10 times with your left hand.</li> <li>• Record your throws on a paper using tally marks.</li> <li>• Create a picture graph to share your results.</li> </ul>	<p><b>Mathematics</b></p> <p><u>Number of the Day 43</u></p> <p>Use the Number of the Day Day' activity in your home learning pack. Record this in your work book.</p> <p><u>What other shapes can you find a square?</u></p> <p>You will need</p> <ul style="list-style-type: none"> <li>• Plain paper cut into a square or a square drawn in your book.</li> <li>• What shapes can you find hiding inside of a square? Miss McVey could see 4 smaller squares.</li> </ul> <p>If there are small shapes hiding inside of bigger shapes, are there smaller numbers hiding inside of bigger numbers?</p> <p>What can we find hiding inside of 7? ●●●●●●●</p> <p>We found...</p> <p>6 and 1 hiding inside of 7</p> <p>Can you find more? Record this in your work book.</p>	<p><b>Mathematics</b></p> <p><u>Number of the Day 16</u></p> <p>Use the Number of the Day Day' activity in your home learning pack. Record this in your work book.</p> <p><u>Mastermind</u></p> <p>Rules:</p> <p>Player 1 composes a secret 3-digit number which his/her opponent must figure out within ten tries. Player one guesses the digits and player two responds with hints using dots and x's (template in learning from home pack) to let player one know how accurate the guess was. A dot indicates that one digit is correct. An x indicates that one digit is correct, but placed in the wrong spot. Player one gives player two these hints after every guess. If player one can crack the code within ten tries, he/she wins. If not, player two wins.</p>	<p><b>Mathematics</b></p> <p><u>Number Talk</u></p>  <p>How many dots can you see? How can you be sure? Is there more than one way you can figure it out? Record 5 different ways in your workbook.</p> <p><u>Card flip</u></p> <p>Cut out the first page of your number cards in your home learning pack 0-12. Turn them over and flip 2 cards. Add these cards together. Record this in your workbook. e.g. 15+6=21</p> <p>See how many you can do in 10 minutes.</p> <p>Extension activity: Flip 3 cards and find the total.</p>	<p><b>Mathematics</b></p> <p><u>Number Talk</u></p> <p>How many fruits?</p>  <p>How many pieces of fruit are there all together on the page? Is there more than one strategy you can use to work it out? Record 3 strategies in your workbook. Out of your strategies, which one do you think is the most efficient?</p> <p><u>101 and You're Out</u></p> <p>The goal is to score as close to 101 points as possible without going over. You need two players. Players take turns in flipping over a number card (1-6), strategising to count the number at face value or multiply it by 10. For example, players who roll a six can keep that number or turn it into 60. Keep adding until you reach 101. If you go over 101 you are out and the other player wins.</p>
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Break	Break	Break	Break	Break	Break
<b>Afternoon</b>	<p><b>Creative Arts</b></p> <p><u>Continuous line self-portrait</u> You will need:</p> <ul style="list-style-type: none"> <li>• a pencil</li> <li>• a mirror or a photo of yourself</li> <li>• a piece of paper or your workbook.</li> </ul> <p>Find the instructions over the page. Follow step by step</p> <p>Reflect: Does your self-portrait look like you?</p>	<p><b>Geography</b></p> <p><u>Where are we located?</u> Make a list of who would use a map in their job? Draw and label the jobs that need a map</p> <p>See if you can find a map of your suburb. Find your street on this map. List the features you can see, such as:</p> <ul style="list-style-type: none"> <li>▪ buildings</li> <li>▪ houses</li> <li>▪ parks</li> <li>▪ rivers</li> <li>▪ schools</li> <li>▪ shops</li> </ul> <p>Draw a map of your street or suburb. Draw your map from a bird's eye view which is the view from above looking down.</p>	<p><b>Personal Development</b></p> <p><u>Create a healthy lunchbox.</u> Design a healthy lunchbox that contains many different colours from the food rainbow. Draw and label your healthy lunchbox</p> <p>Extension: Write a shopping list for your healthy lunchbox. Write the cost of each item and add up the total money spent of your lunchbox.</p>	<p><b>Science and Technology</b></p> <p><u>I like to Move it, Move it</u> Let's explore how objects move in different ways.</p> <p>Complete the Science and Technology worksheet in your learning from home pack.</p> <p>Extension: Make another change to your helicopter. Predict what will happen and then test it out!</p> <p>Record your observation in your workbook.</p> <p>Design and make your own helicopter.</p>	<p><b>STEM (Science, technology, engineering and mathematics)</b></p> <p><u>Paper Shoe Challenge</u> Read the Shoe Challenge task card in your learning from home pack.</p> <p>Record the findings of the challenge in your workbook.</p>
	<p><b>Kindness Challenge Day 6</b></p> <p>Read aloud. Take turns in reading a book, or listen to someone read. -Throughout the reading, take turns in asking questions that start with 'how' or 'why'? -For example: 'why do you think that happened? Or 'how do you think the character feels?'</p>	<p><b>Kindness Challenge Day 7</b></p> <p>Participate in an activity to develop a new skill. Some ideas include: -baking/cooking with a parent -sewing/knitting -learning 10 words from a foreign language -drawing -painting</p>	<p><b>Kindness Challenge Day 8</b></p> <p>Plan an obstacle course in your backyard, lounge room or anywhere else with enough space that you can safely move around Draw a picture of your obstacle course and label the main parts. (Example in your home learning pack).</p>	<p><b>Kindness Challenge Day 9</b></p> <p>Fill a bucket with warm water. Add soap. Throw in hard plastic toys and give them a scrub. Locate soft washable toys and throw them in the washing machine. Help by hanging these out on the clothes line.</p>	<p><b>Kindness Challenge Day 10</b></p> <p>Be active! Participate in a dance or yoga. You could do this by: playing your favourite song and dancing to it, creating your own dance routine, develop an active routine to music e.g. 3 star jumps, 3 sit ups and 3 push ups (repeat).</p>

# Number of the Day Maths Fluency

Today's Number Is...



spell it:

\_\_\_\_\_

odd / even

draw it:

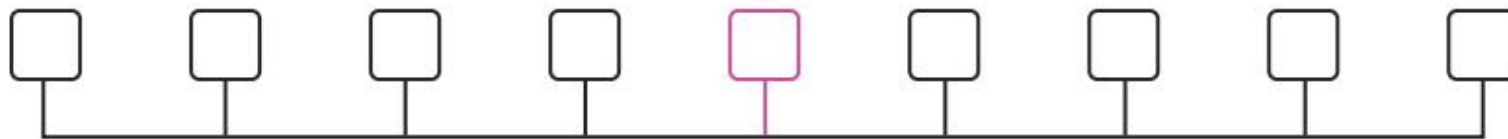
half? \_\_\_\_\_

quarter? \_\_\_\_\_

one **less** is:

one **more** is:

write today's number on a number line:



ordinal:

number sentence:

anything special?

# Number of the Day

Today's number is:



Round to the nearest 10:

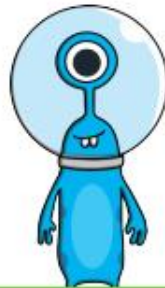
1 less (- 1)

10 less (- 10)



1 more (+ 1)

10 more (+ 10)



Write the number in words:

\_\_\_\_\_

Circle if it is:

Odd

Even





Write the number of the day in the circle and work out the answer:

$$\bigcirc + 4 = \underline{\hspace{2cm}}$$

$$\bigcirc - 6 = \underline{\hspace{2cm}}$$

$$\bigcirc + 5 = \underline{\hspace{2cm}}$$

$$\bigcirc - 9 = \underline{\hspace{2cm}}$$

$$\bigcirc + 8 = \underline{\hspace{2cm}}$$

$$\bigcirc - 3 = \underline{\hspace{2cm}}$$

tens

ones



Write as a number sentence (eg  $20 + 4 = 24$ ):

\_\_\_\_\_

Show where it is on the number line:



# Number of the Day

Write the number as a sentence:

---

Today's number is:



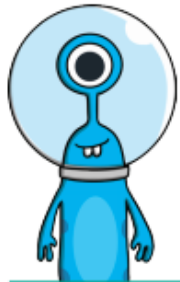
Odd or Even



Write the number in words:

---

Round to the nearest 10:



\_\_\_\_\_ tens  
\_\_\_\_\_ ones

Is it in these times tables?

2x  3x  4x  5x  6x  8x  10x





**Inside the square we found:**

**2 triangles**

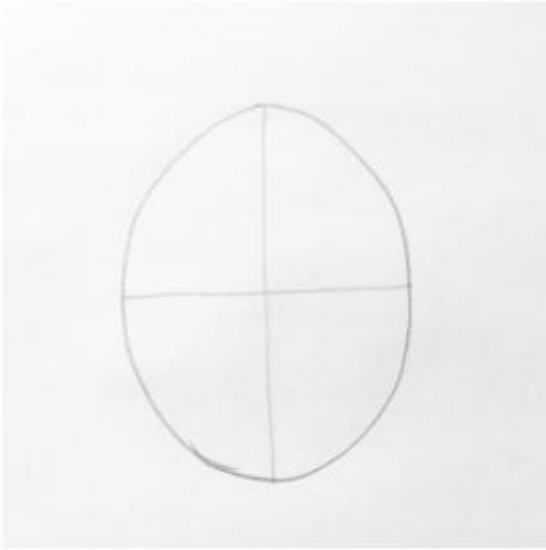
**4 triangles**

**1 rectangle and 2 squares**

**2 triangles and 2 trapeziums**

**Did you find more? What others did you find?**

Step 1



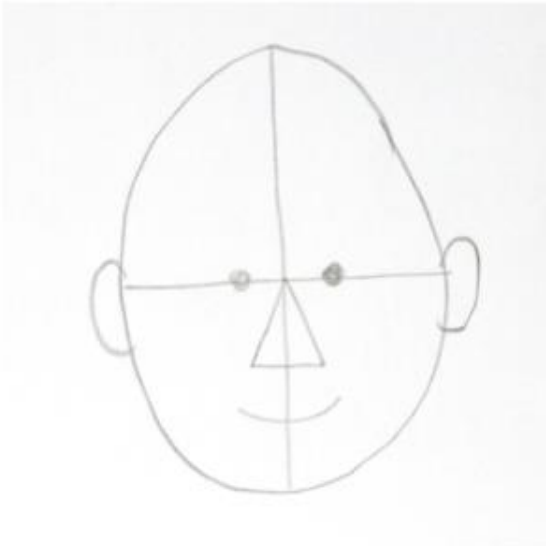
Step 2



Step 3



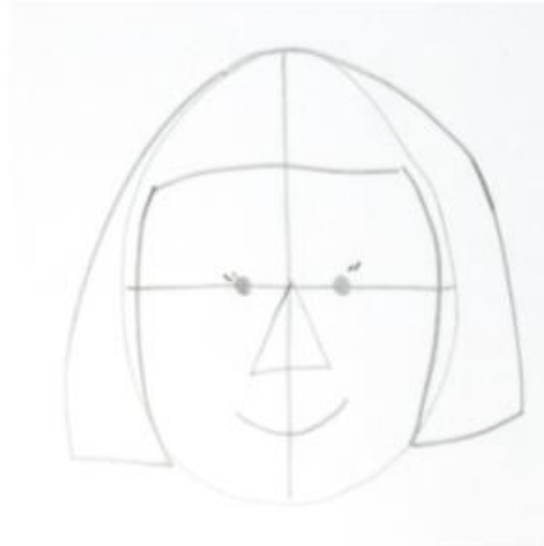
Step 4



Step 5



Step 6



**Continuous  
line self  
portrait  
instructions**



Tuesday- Using Descriptive language task.

Number Mastermind  
Gameboard

1	○ ○ ○	_____	_____	_____
2	○ ○ ○	_____	_____	_____
3	○ ○ ○	_____	_____	_____
4	○ ○ ○	_____	_____	_____
5	○ ○ ○	_____	_____	_____
6	○ ○ ○	_____	_____	_____
7	○ ○ ○	_____	_____	_____
8	○ ○ ○	_____	_____	_____
9	○ ○ ○	_____	_____	_____
10	○ ○ ○	_____	_____	_____

Number Mastermind  
Gameboard

1	○ ○ ○	_____	_____	_____
2	○ ○ ○	_____	_____	_____
3	○ ○ ○	_____	_____	_____
4	○ ○ ○	_____	_____	_____
5	○ ○ ○	_____	_____	_____
6	○ ○ ○	_____	_____	_____
7	○ ○ ○	_____	_____	_____
8	○ ○ ○	_____	_____	_____
9	○ ○ ○	_____	_____	_____
10	○ ○ ○	_____	_____	_____



Image by [Volker Glätzch](#) from [Pixabay](#)



Image by [18193486](#) from [Pixabay](#)

What does a fast car and a cheetah have in common? How are they the same? Let's compare:

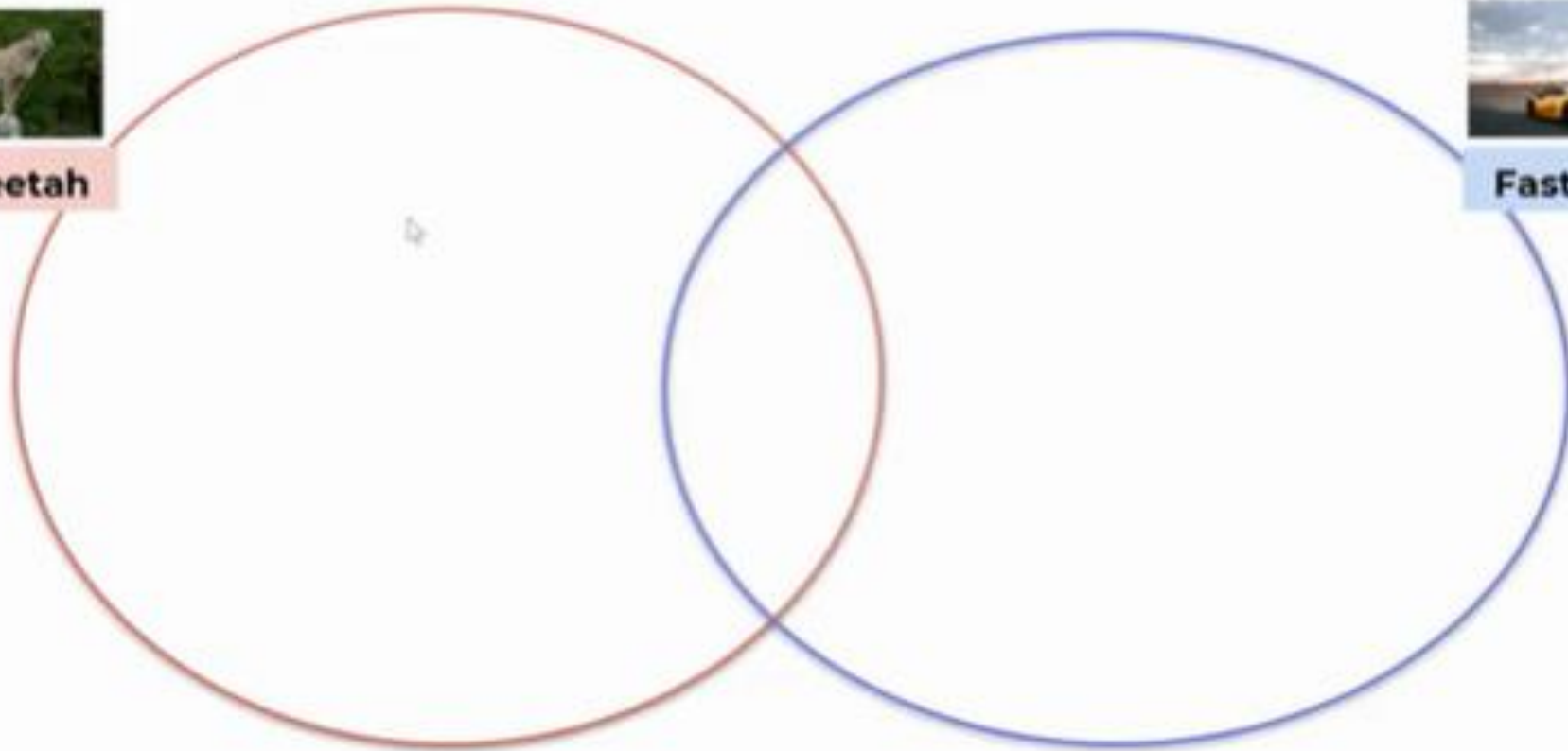
How does a car and cheetah move?



**Cheetah**



**Fast Car**



Example obstacle course

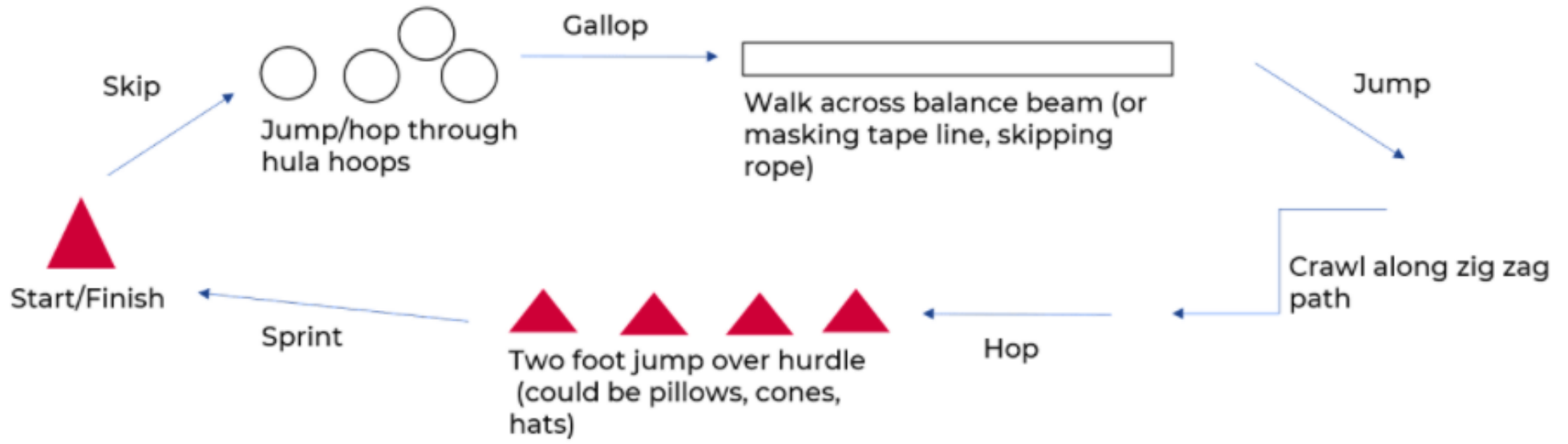






Image by [esther1721](#) from Duration: 5:05 [Pixabay](#)

# or

n o r t h g j x f o r m  
t l f o r t n i g h t n  
y o t o r n k b o r n z  
c r f a s w o r d t j o  
o d a d v t o r n a d o  
r h b o a d o r a b l e  
n i s r s m g s c o r k  
f p o n p p o r c h i s  
f o r g o t c h q k a c  
a r b x r b s t o r m o  
d t t z t r h w o r n r  
t o r c h s f j o r d n

sword	cork	forgot	torn	fjord	adorn
north	storm	sport	corn	absorb	worn
fortnight	porch	form	scorn	adorable	
torch	port	tornado	lord	born	



# aw

s t r a w b e r r y w n  
k o i d a w n d b a v x  
t a a s a l g v r t b l  
o h f p w c x t l a t n  
d f a a q c s j k z w x  
w z h w o q l d q a c c  
b s t n u p s a r k s r  
l c n t a b w q w f c a  
l u k f a w n a u z r w  
p r a w n w h l a a a l  
c c c n o j b g v m w a  
n d t r a w l p l p l k



strawberry  
dawn  
fawn  
draw

straw  
claw  
hawk  
shawl

scrawl  
crawl  
prawn  
spawn

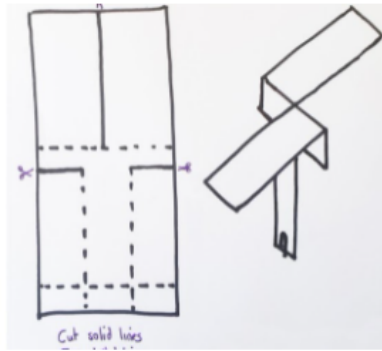
trawl  
thaw  
raw  
squawk





## Thursday Science and Technology

Use the drawing to help you make your helicopter.



Copy the table into your workbook and then record your observations.

- What did you notice?
- Why does the helicopter spin?
- Did the helicopter drop quickly or slowly?
- What would happen if you changed one item? Would the change make the helicopter fall more slowly or quickly? Would it spin more slowly or quickly?

### Paper helicopter investigation

	Did it fall slowly or quickly?	Did the helicopter spin?
Paper helicopter and sticky tape		
Paper helicopter and paper clip		
Paper cardboard helicopter and sticky tape		
Paper cardboard helicopter and paper clip		

# Shoe challenge task card

## Challenge

Design and build a paper shoe to fit your foot.

1. You can only use the materials on the list, but you don't have to use all the materials
2. After you have made your shoe, you can use any materials you like to decorate it!

Materials allowed

- paper
- cardboard
- tape
- scissors
- 50 cm string
- pencil
- ruler

## Make a paper shoe

This section includes the design thinking process, instructions, and helpful hints



### Identify and define the challenge

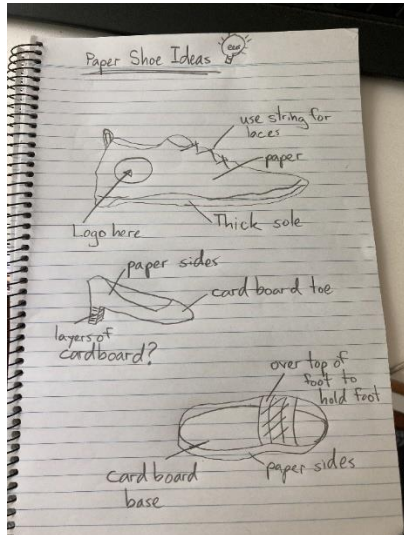
- Read the rules 👍
- Collect materials and think about how they could be used or changed for the challenge
- Keep a notebook or STEM journal to record your ideas and discoveries
- Gather different types of shoes such as sports shoes, hiking boots and slippers. What are the features of these shoes? What is the purpose of each type of shoe?



### Brainstorm and design your shoe

- Draw and label at least 3 different shoe designs. What materials will you use to make each part of the shoe?
- Which shoe are you going to make? Why did you choose that design?
- Does your design meet the challenge rules?

**Figure 1 Record your ideas in your workbook**



*Extra maths challenge:* Find the area and perimeter of your shoe. You will need string and graph paper. To find the perimeter, use string to measure around your foot. Stretch the string out and measure with a ruler. How many centimetres is the perimeter of your foot? Trace your foot on graph paper and count the squares to find the area of your foot in  $\text{cm}^2$



## Time to build! Make and test your shoe

- Make and try on your shoe
- Draw or take a photo of your design
- Why do you think it did/did not work?
- What else could you try?



**Figure 2 Shoe design**



## Test, improve and present

- Make any improvements to your shoe. Note this on your drawing
- Did your design meet the challenge?
- Decorate your shoe
- You might like to give your shoe a brand name
- Who is your shoe for? What are the unique features of your shoe?