

Stage 1 Overview of Home Learning – Week 10

W —	
Day:	Activities:
Mon	<u>Writing</u> : Revise parts of a sentence (capital letters, full stops, finger spaces, noun, verb and adjectives.) Write a list of everything in your house that is a circle shape. <u>Reading</u> : read a book and complete an activity off the <u>choice board</u> .
	Spelling: have a look at the word list and discuss any tricky words. Complete the booklet pages on the sound.
	<u>Maths:</u> Complete the <u>number of the day</u> sheet (Year 1 number is 13, Year 2 is 54). Play the TENs game ' <u>Place value war</u> '. Complete the <u>worksheet on Place Value</u> .
	Yoga: choose yoga poses from the sheet and practice them.
Tues	Writing: Write 5 sentences about koalas. Pick an object nearby and write a
	description about it. Edit the sentence about the 'Slimy Frog' to make it correct. Reading: Read the text 'The Rhyme Game' and answer the comprehension questions that go with it.
	<u>Spelling:</u> Write silly sentences using a spelling word in each sentence. Write each of your words with a rhyming word next to them. Write your spelling words in
	alphabetical order. Maths: skip count by 2s (every time you say a number by 2 clap your hands e.g. 1, clap, 3, clap, 5) try again for 5s and 10s. Complete the worksheet on skip counting.
	Art: follow the instructions to draw the teddy bear
Wed	Writing: organise the facts about butterflies on the worksheets into the correct
	headings. Write an answer to this on a piece of paper. Do you like day or night the
	best? Why? Edit the sentence about 'The vet' to make it correct.
	Reading: read a book and complete an activity off the choice board.
	Spelling: bounce a ball or throw a ball with a partner and each time it bounces you say a letter of the spelling word.
	Maths: Complete the number of the day sheet (Year 1 number is 22, Year 2 is 67).
	Play the TENs game 'Flipper'.
	Complete the worksheet on Skip counting.
	Outside Learning: Complete the scavenger hunt.
Thur	Writing: write a procedure about How to bake Cookies. If you have time/resources -
	bake some cookies! On a piece of paper explain how you think a kite works. Edit the sentence about 'Fun in the Sun' to make it correct.
	Reading: Read the text about 'How to make a paper aeroplane' Complete the activities that go with it.
	Spelling: Roll a dice to choose an activity to do for each word. Maths: Complete the worksheet about Number patterns. Create your own pattern
	with different shapes.
	Science: Organise the Life Cycle cards into the correct order to show the life cycles
	of the different animals shown. Research (by talking to an adult if no internet
	available) the life cycle of an animal of your choice and draw a picture of this
Fri	Cycle.
Fri	<u>Writing</u> : Write a story about the picture of ' <u>The girl in the jar</u> '. Write a story about getting invited on a seven day trip with a kangaroo. Unscramble the sentences and make sure they make sense.
	Handwriting: Complete the handwriting sheet on the letter g.
	Reading: read a book and complete an activity off the choice board from Monday.
	<u>Spelling:</u> Have a family member test you on your spelling words.
	Maths: Complete the <u>number of the day</u> sheet (Year 1 number is 46, Year 2 is 108).
	Complete the odd and even numbers sheet, and missing number line sheets, and
	the one greater and 10 greater sheet. Sanaga A Alivity Discuss what toyture is and find different things in your house which
	Sensory Activity: Discuss what texture is and find different things in your house which
	are smooth, lumpy, hard, soft, rough and ridged.

Guided Reading 1

Do the centre activity first, then choose two more activities to make a line as you would in noughts and crosses.

COMIC STRIP

Choose the five most important events that happened in your book and turn them into a comic strip.

MISSING POSTER

Create a wanted
poster for a
character from your
book. Include a
description, what they
did and a reward.

BEGINNING, MIDDLE, END

Write about what happens in the beginning, middle and end of your story.

MY FAVOURITE

PART

Write about your favourite part of your book and explain why you like it.

TITLE PAGE

Create a title page for your guided reading book. Include a picture, the title, author and illustrator.

NEW PICTURE

Find a part of your story that doesn't already have a picture. Draw a new picture to show what happens.

PUPPETS

Make puppets (paddle pop stick or paper bag) for characters in your story.

QUIZ

Make up at least five questions about your guided reading book.

Make sure you know the answers! Test your friend.

ACROSTIC POEM

Choose a character in your book and write an acrostic poem about them. Read it to the class or a friend.

0
99
O

words

	Ye	Year 2	Extension
grab	OD	green	against
grin	ago	grow	angry
glad	goes	poob	digging
glue	going	bigger	garage
poob	gone	biggest	goodbye
going	glad	again	struggle
hugged	game	begin	tagged
hugging	gave	wiggle	jungle
	gate	pegged	together
	give	begging	wriggle

Week 10 - 9 gg



List Words

big	get	grab	good
bag	egg	grin	going
leg	hug	glad	hugged
rug	girl	glue	hugging

Letters	Words
(

- 1 Underline the letter or letters for (2999) in each List Word. If any of these are not in the sound box, write them with a word example in the box above.
- 2 Colour the gift if you hear **gg** in the picture name. Write a stroke below the picture for each sound in the gift name, like this: dog |dog | III.



3 Write words to rhyme in the boxes.

tag peg pig bug

				Year		
	0.00	or G to finish the write g for g g gg entences and the no				,
	abl	oy is a	_irl.			
	She is	oing t	o her do			
	She is	huin	g her do	·		
5	Colour the	gift if you hear 9	r at the start	of the gift no	ame.	
				The state of the s		2 Fig.
6	Colour the	gift if you hear §	at the start	of the gift no	me.	
Ä,	Glue			3		and a
7	Write gr or	gl to finish the w	ords. Write one	e of your wor	ds for each p	oicture.
	gr	ab	ad	-	n	ue
	gl	ass	ass		ıb	eet



List Words go alad again green begin ago game grow wiggle good goes qave begged going gate bigger biggest begging give gone

Letters	Words	

- 1 Underline the letter or letters for **299** in each List Word. If any of these are not in the sound box, write them with a word example in the box above.
- 2 Colour the picture if you hear **@ggg** in the picture name. Write a stroke on the line for each sound in the picture name.















3 Write gl or gr to finish the words. Finish the sentences below with some of these words. Cross out each word as you use it.

	_ad (_ab \	_ow)	_ow (_een	ove
ass	ass	uff	ue	ide	ade	itter

My grandpa has a very _____ voice.

l use _____ to stick ____ on my cards.

The geese were lying on the ______.

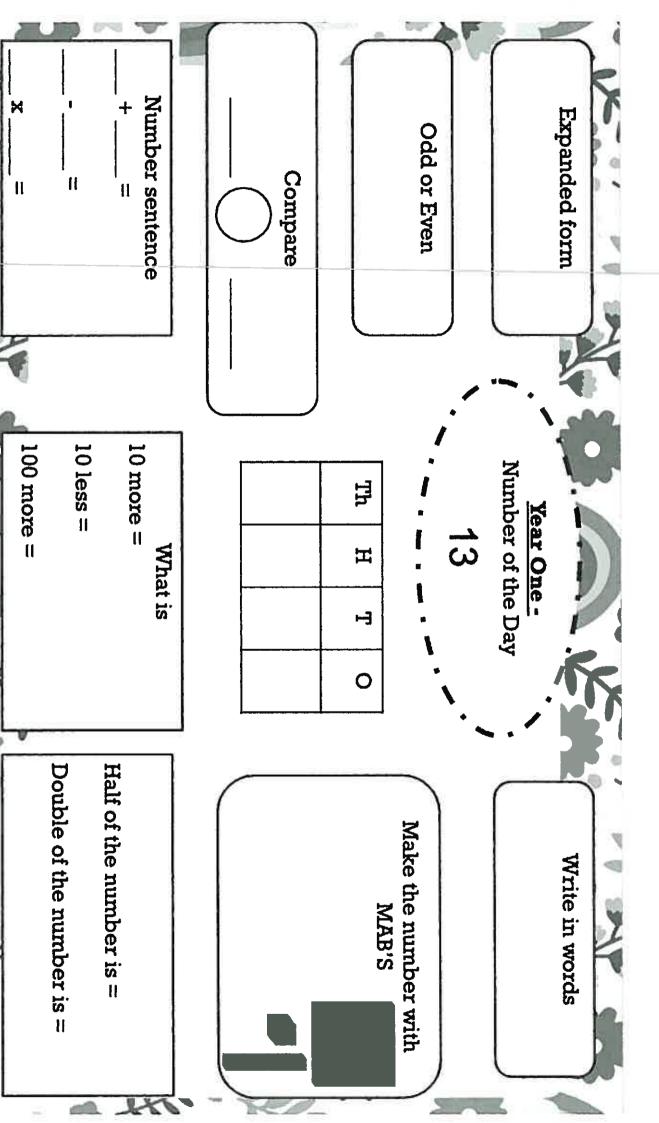
I'd love to _____ in the sky like a bird.

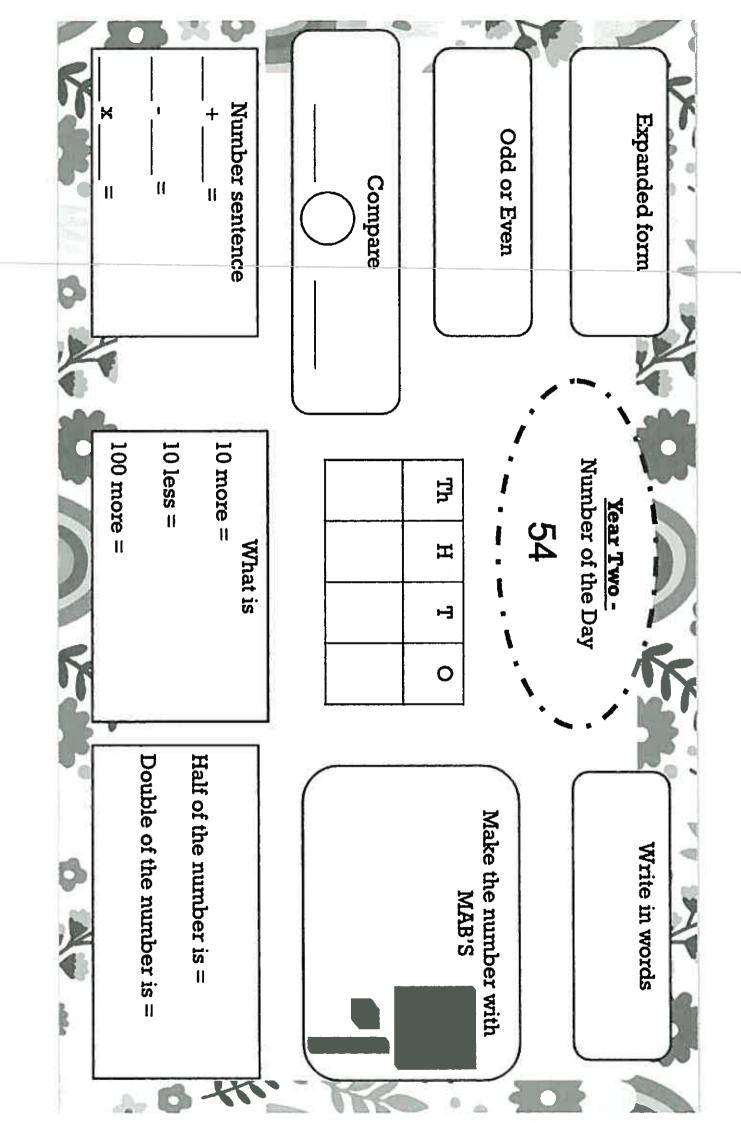
Greg had to _____ his ____ before it fell over.

l am _____ l found my _____.

Year 2

4	with these words. When **ggg** comes straight after ** Oa, Tuo, we usually write gg	· letters a, c	e, i, o, u	for 🕳 a , (Çe ea (4	(1)		
	beg jo	g	·		hug			
	Little children love						•	
	My dog is very good o	tc			fo	r foo	d.	
	Each day Dad and I g	0	••••		in	the p	park.	
5	Write go, goes, going or gone					E		
	We to the	e libro	iry or	n Mon	days.	V		
	Our teacher	W	ith us	5.		4		
	Next week we are		c	on a pi	cnic.	(SA	
	We should have		_ las	t week	: but i	t rair	ned.	
6	Write List Words to match the Conference Across 1. rhymes with giggle 5. Do it once more.	rossword	clues.	2		3	4	
	6. big,, biggest				5			
	8. rhymes with <i>hose</i> 10. happy	6	7					
	11. start							
	Down	,				8		
	 We play this. long, long 			9				
	4. big, bigger,		10					
	6. rhymes with pegged		1					}
	7. I am to school.8. colour of grass		Г	11	<u> </u>			
•••	9. opening in a fence							*******





Place Value War

SKILL: Knowledge of the value of digits in a number

Materials:

Cards 1 (Ace) - 9 in a deck

HOW To:

Shuffle cards and place in the middle.

Player A takes 2 cards and rearranges them to make the largest number possible, eg cards 2 and 5 make 52. Player A places them on the table and

says "I have 52"

Player B repeats this

Eg. picks up cards 3

and 7. "I have 73"

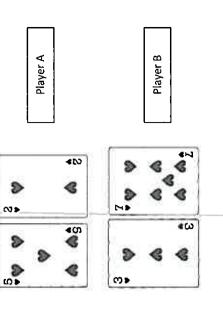
Winner is the person with the highest number who must be able to prove it.

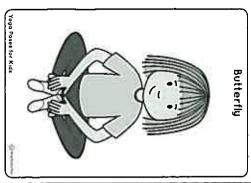
Eg. Player B says "I win because I have 7 tens which is 70 but you only have 5 tens which is 50"

Q: HOW DO YOU KNOW YOUR NUMBER IS HIGHER?

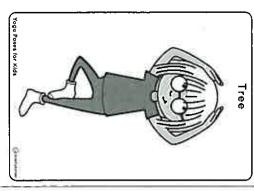
Differentiation:

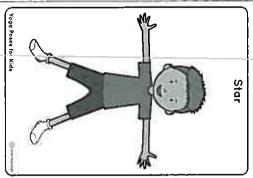
- use 3 (hundreds) or 4 (thousands) cards depending on how your child understands place value.
- Flip over 1 card at a time and say which value you will use it for before you flip over the next card introduces the aspect of chance.

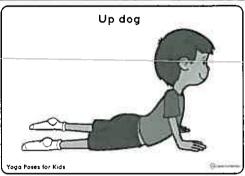


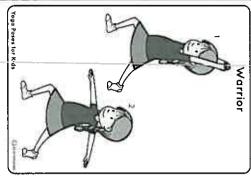


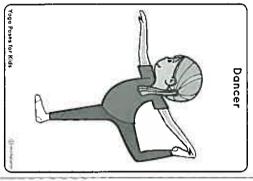




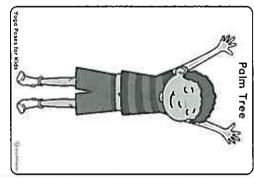


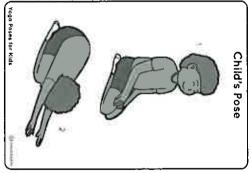


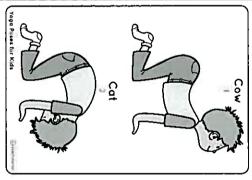




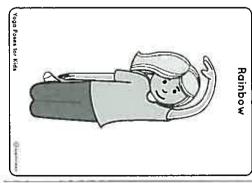


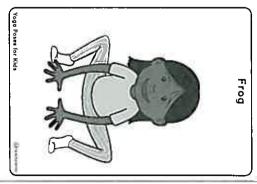


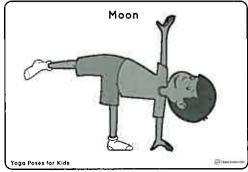


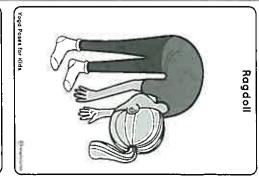








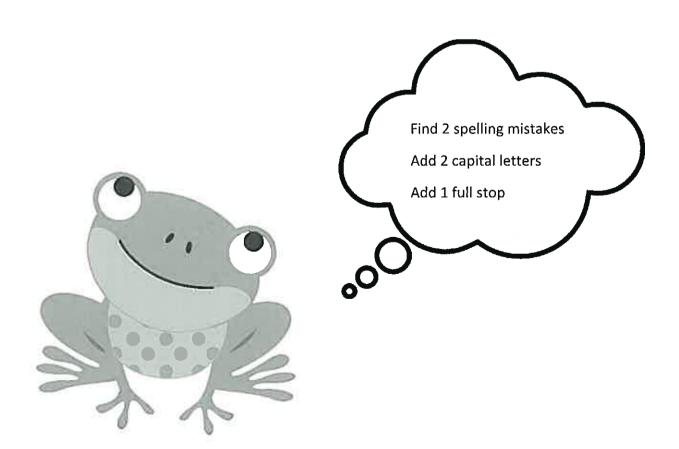




Sentence editing activity

Slimy Frog

frogs do not drink water like we do. They get watar through their skin. this is whyy frog skin feels slimy



Name:			

The Rhyme Game

by Guy Belleranti

Bella and James sat on the grass.

"Let's play the rhyme game," Bella said. "First, you say a word. Then, I'll say a word that rhymes."

James nodded. "Truck," he said.

"Duck," Bella rhymed.

"House," James said.

"Mouse," Bella rhymed.

"Dog," James said.

"Frog," Bella rhymed.

"Can I do the rhyming now?" James asked.

"Yes," Bella said.

"Dress," James rhymed.

Bella laughed. "Wait. Yes wasn't my word. Here it is now."

"Cow," James rhymed.

"No," Bella said, laughing harder. "No, no, no."

"Go." James rhymed. "Go, go, go."

Bella laughed so hard she rolled on the grass.

James rolled next to her. Rhyming was fun!



No	ıme:		
		hyme Game	
	b	y Guy Belleranti	
1.	Where does this story take p	olace?	
	a. on a sunny day	b. outside	A
	c. at the beach	d. in the morning	
2.	Whose idea was it to		See Andree
	play the rhyme game?		_
3.	What word did Bella rhyme	with dog?	
	a. hog	b. fog	
	c. go	d. frog	
4.	Why did Bella keep laughing	g at James' rhymes?	

Now try this: Play the rhyming game with a friend.

Name:					
-------	--	--	--	--	--

The Rhyme Game

by Guy Belleranti

Draw lines to match the words from the story with their meanings.



- 1. grass

small furry animal

- 2. nodded

large animal that makes milk

- 3. mouse

moved head up and down

- 4. cow

green plants that makeup a lawn

- 5. laugh

opposite of stop

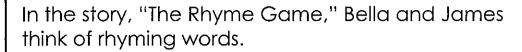
6. go

Ha, ha, ha!

Name:	
1 1011101	

The Rhyme Game

by Guy Belleranti





Write three sentences with rhyming words. Use a pair of rhymes in each.

examples: A <u>mouse</u> is in my <u>house</u>.

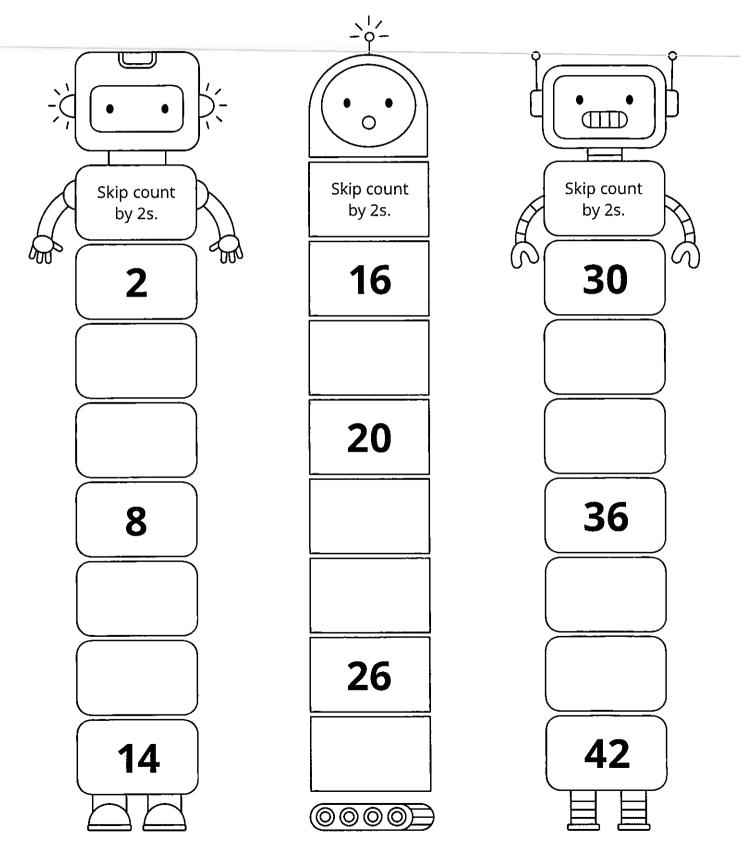
My <u>dog</u> chased a <u>frog</u>.

1	
•	
•	

Date _____

Skip Counting Robots - by 2s

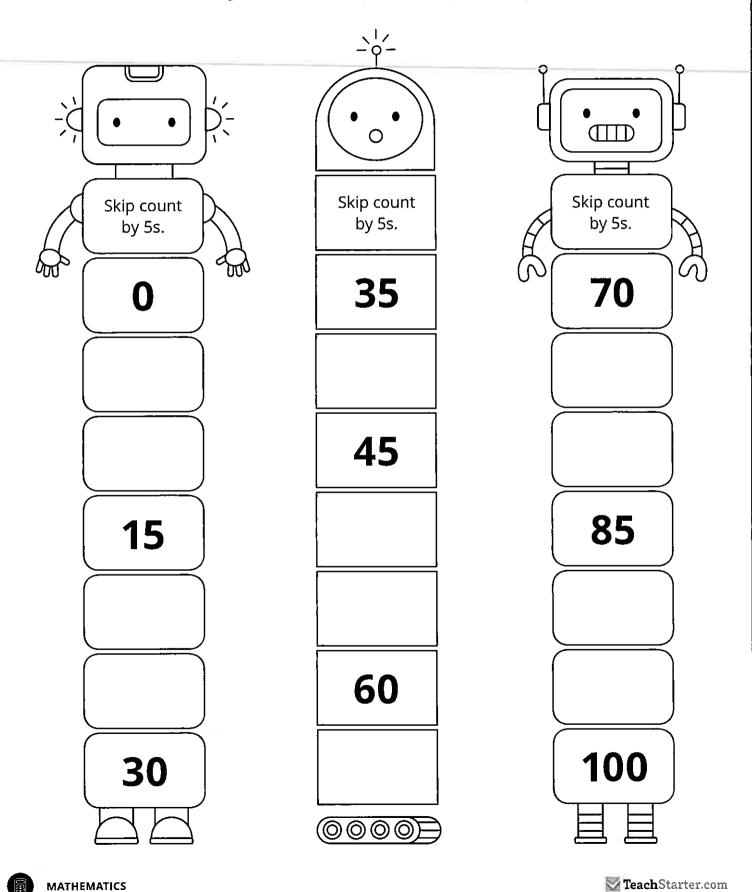
Fill in the missing numbers to complete the skip counting robots below.



Date _____

Skip Counting Robots - by 5s

Fill in the missing numbers to complete the skip counting robots below.

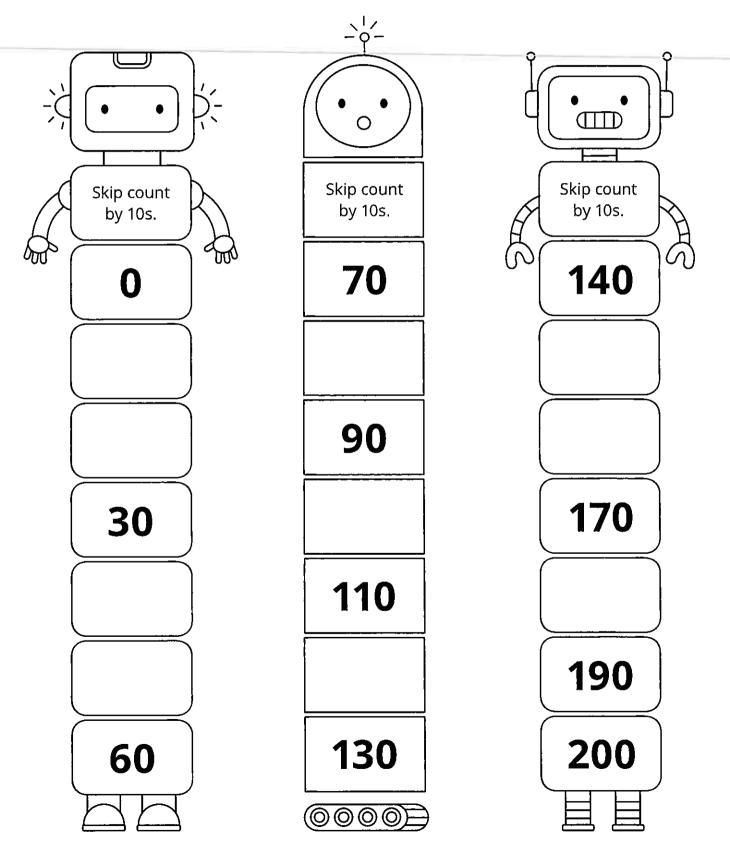


Name _____

Date ____

Skip Counting Robots - by 10s

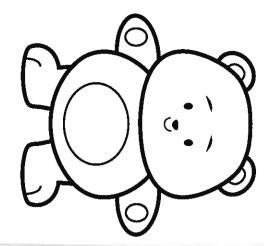
Fill in the missing numbers to complete the skip counting robots below.

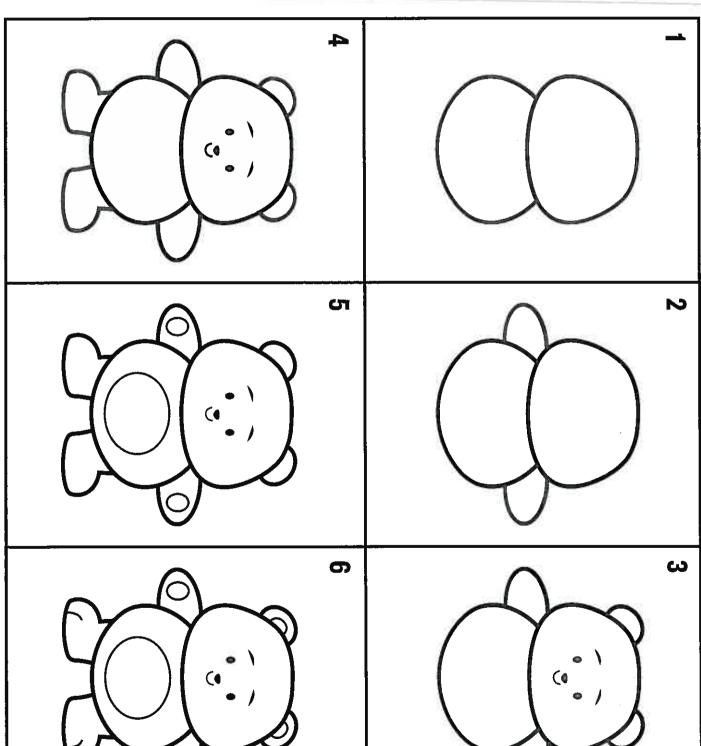


Teddy Bear

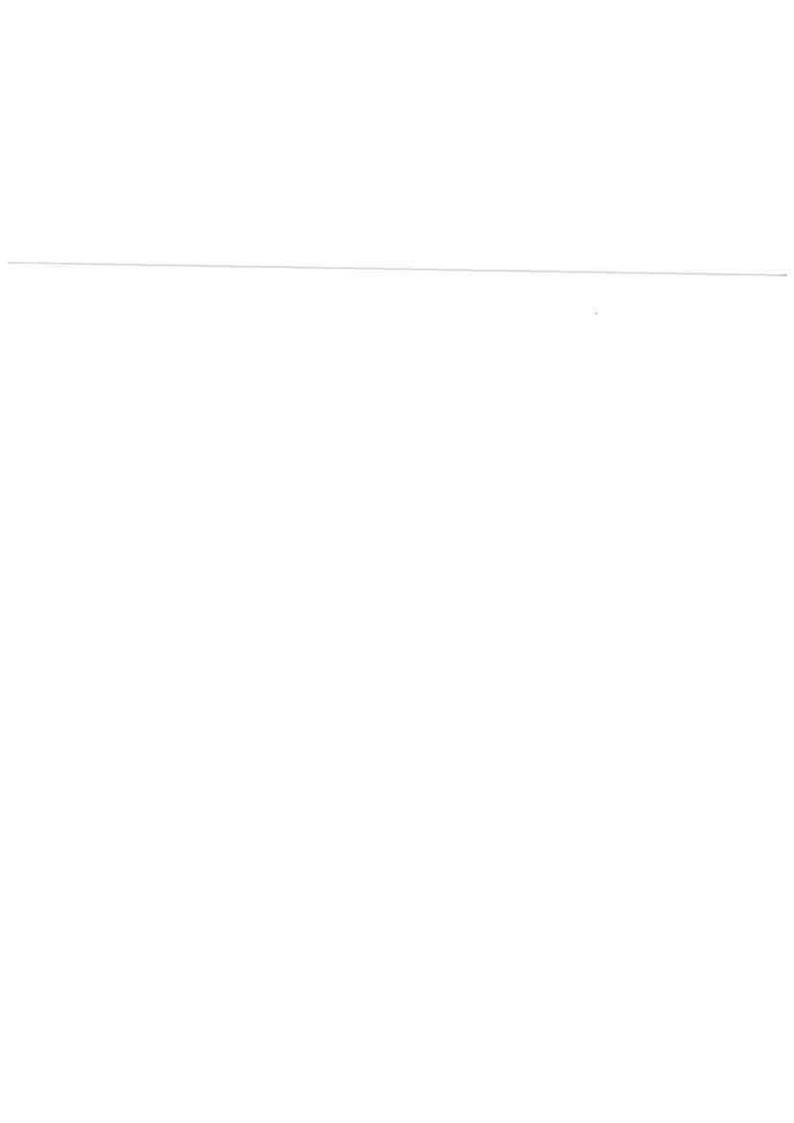
Follow the steps to draw your own ...

HOW TO DRAW ACTIVITY

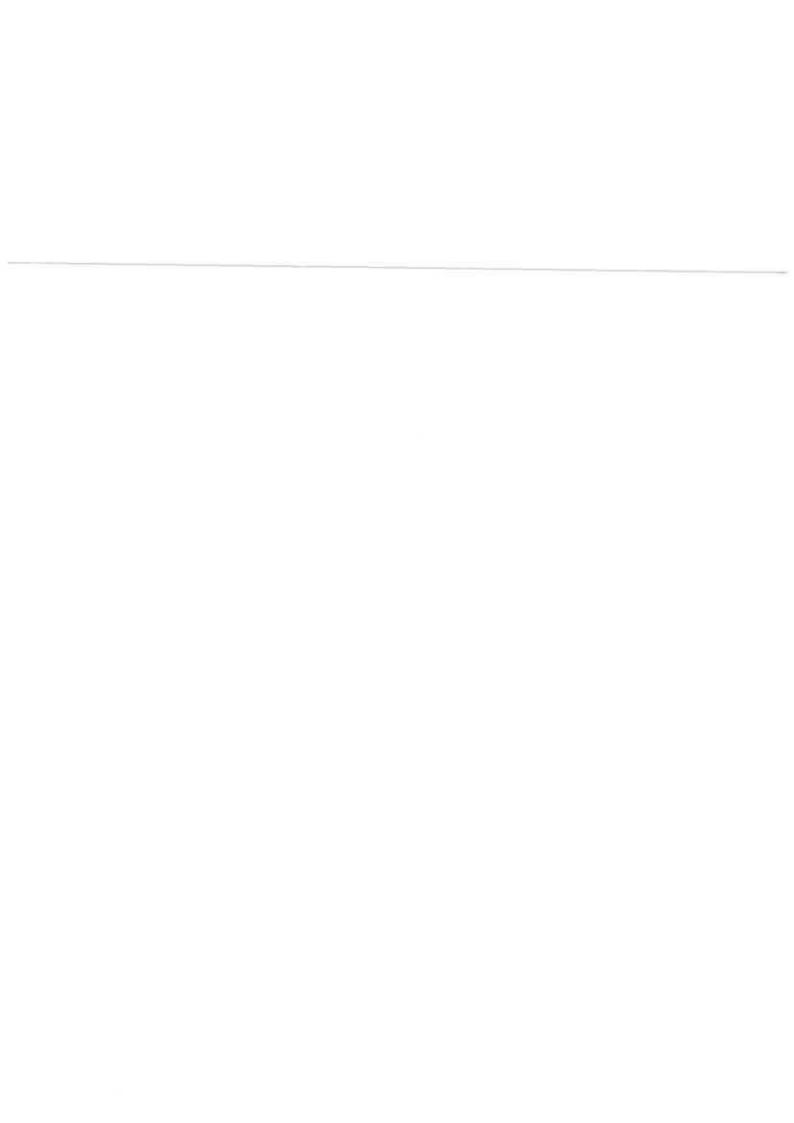




Where does it live? What c	What is it?	NameButterflies
What does it eat?	What does it look like?	Date



cold-blooded creatures	four wings
	r — — — — — — — — — — — — — — — — — — —
sap from trees	near flowers and plants
taste receptors on their feet	insects
Butterflies Cut out the facts about butterflies. Paste the facts under the correct heading on the next page.	Butt Cut out the facts about butterflies. Paste the fa
Date	Name
	Informative Texts — Worksheet

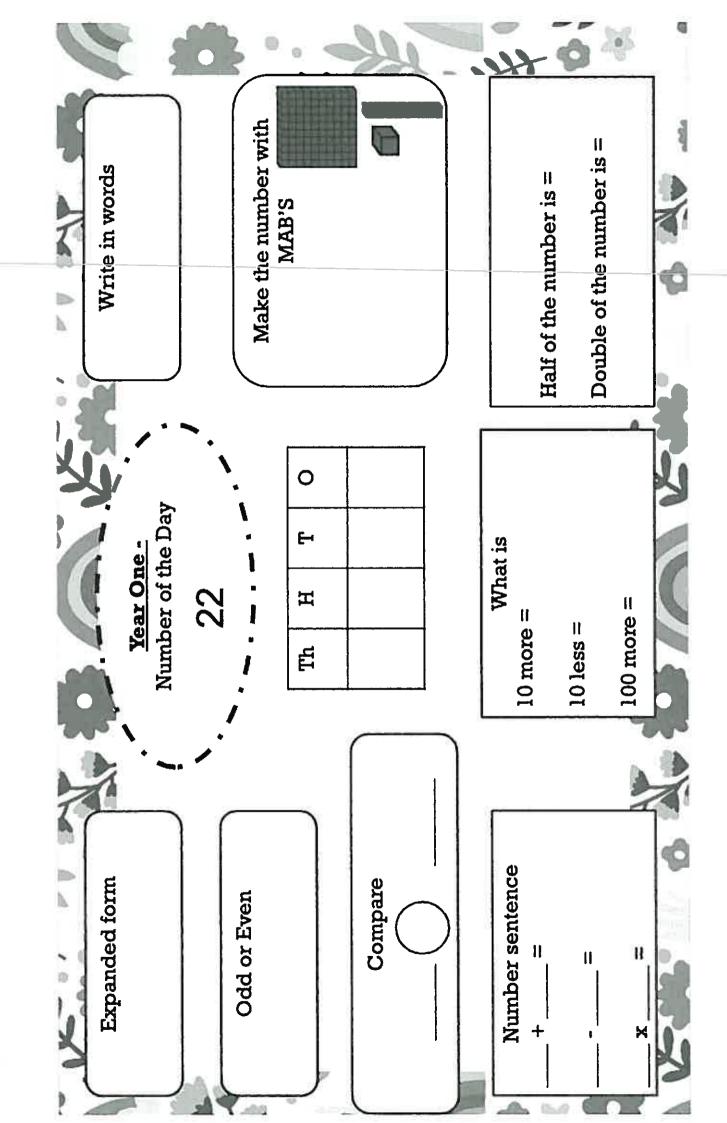


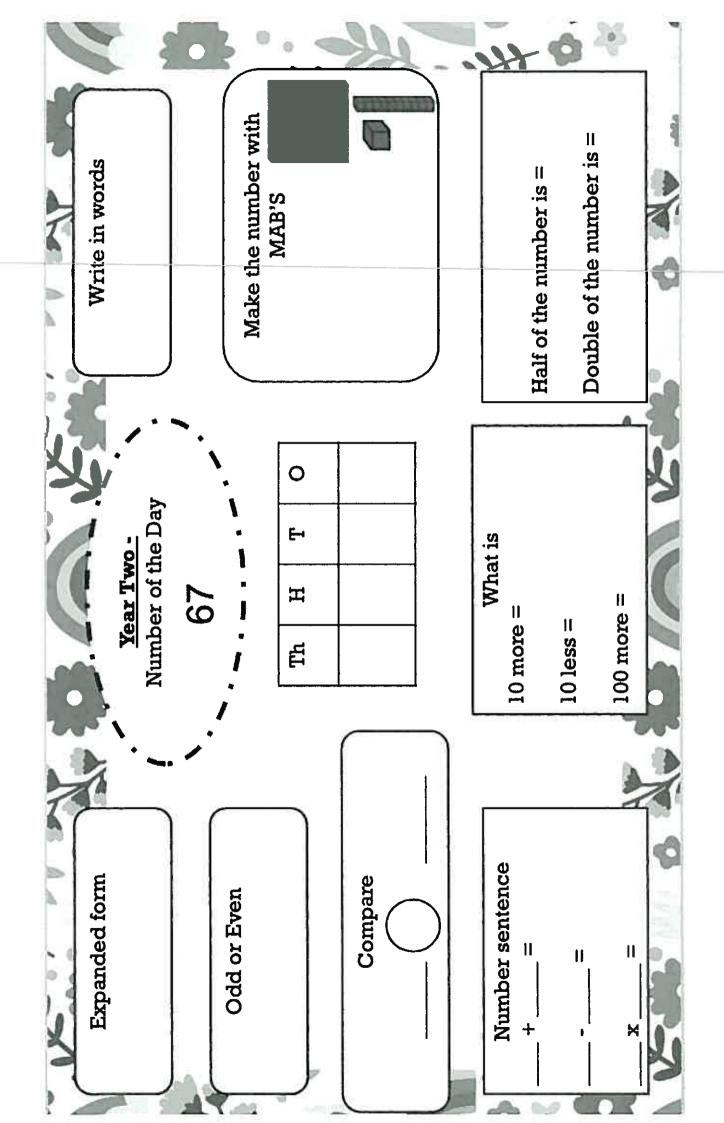
Sentence editing activity

The Vet

we took my pet to the vet. My vett has not met my pet yet. i hoep my pet likes the vet







FLIPPER

SKILL: Basic facts

Aim:

To add as many cards as you can in 30 sec

Materials:

Pack of playing cards

How To:

- Children have 30 sec to turn over as many cards as they can, adding them as they go.
- Encourage use of strategies, eg. Add 9 is add 10 1
- Play again and see if they can beat their total.

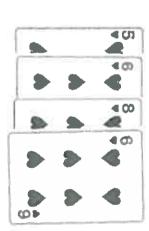
Example:

Children call out their totals as they go A 5 card, then a 6 equals 11 (encourage 5+5+1), then add 8 equals 19...

5, 11, 19, 25..

Differentiation:

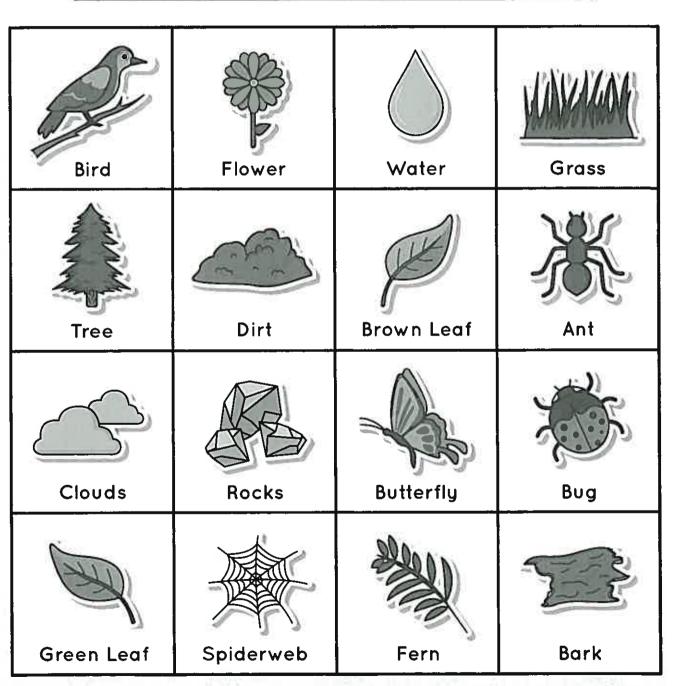
- Increase or decrease the amount of time.
- Only use cards 1 5 for lower primary
- Use jack, queen, king as 11,12,13 for upper primary http://en.castlots.org/playing-cards-generator/



MATURE OSCAVENGER HUNT



See if you can find all the items below.



Writing Task



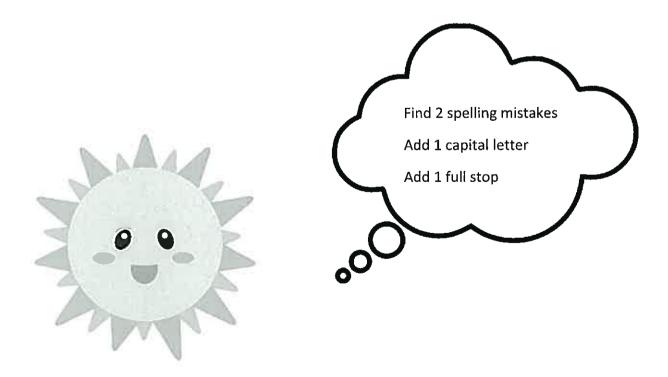
Write a procedure on 'How to bake cookies'.

First 2. Next Then Finally

Sentence editing activity

Fun in the Sun

on the weekand we had some fun in the sun. We went for a run and aet a yummy bun





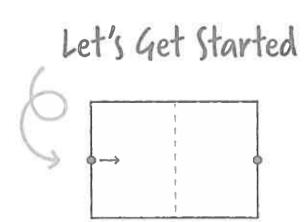
Did You Know?

- People have been making paper aeroplanes for more than 2000 years.
- The first paper aeroplanes were made in China.
- Scientists use paper aeroplanes to study flight.
- There are two types of paper aeroplane gliders and darts.
- The World Record for the longest paper aeroplane flight is 27.9 seconds.

What You Need

- 1 sheet of rectangular paper
- a desk to work on
- an outdoor space to launch your aeroplane.

Note: Do not throw paper aeroplanes inside unless an adult says you can.



Turn your piece of paper so it is horizontal. Fold it in half by taking the left side of the paper and placing it over the right side. Open the fold after creasing.

What's Buzzing? Comprehension Task Cards

How to Make a Paper Aeroplane

Literal Comprehension

- What items do you need to build a paper aeroplane?
- 2. Where were the first paper aeroplanes made?

Inferential Comprehension

3. Why do you think scientists use paper aeroplanes to study flight?

Why do you think the procedure says Do not

throw paper aeroplanes inside unless an adult

Evaluative Comprehension

says you can?

5. The procedure says there are two types of paper plane – gliders and darts. Which do you think *The Sparrow* is? Explain your choice.

(b) teachstarter

3000

How to Make a Paper Aeroplane

Remembering

Draw and name the equipment you will need to make a paper aeroplane.

Understanding

In your own words, tell your partner how to make a paper aeroplane.

Applying

Use the instructions provided in the procedure to create your own paper aeroplane. Decorate the paper to make it look real.

Analysing

What could you use to make this aeroplane instead of paper? What couldn't you use? Make a list that compares these materials.

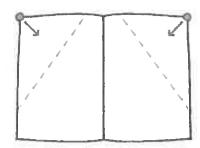
Evaluating

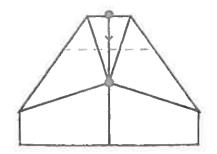
With your partner, talk about what makes the text easy or hard to understand.

creating

Create a landing pad for your paper aeroplane and see who can land their plane on it.

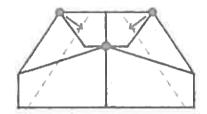
(W) teachstarter





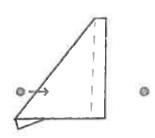
Take the top two corners and bring them in to the middle of the paper. Make two folds, leaving a fourfinger gap at the top.

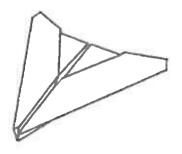
Bring the top edge of the aeroplane down to the middle of the paper to make a horizontal fold.



Bend the two new top corners carefully into the middle of the paper. Make two diagonal folds.

Fold the aeroplane along the first vertical crease you made. You should see the wings line up if you have been working carefully.





Form two wings by holding the middle crease and folding each of the aeroplane's wings down.



fly. Pinch the base between your finger and thumb. Slowly push the aeroplane forward and let go. *The Sparrow* will glide gracefully to the ground.

Your aeroplane is ready to

Last Step!



66 6

Roll a dice for each of your spelling words and follow the instructions!



your other hand



Write the word with o o Write the word with a fancy font

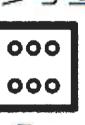


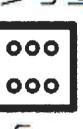
Write the word as

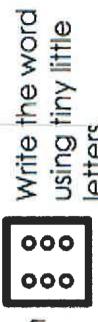
fast as you can

Write the word in all capital letters



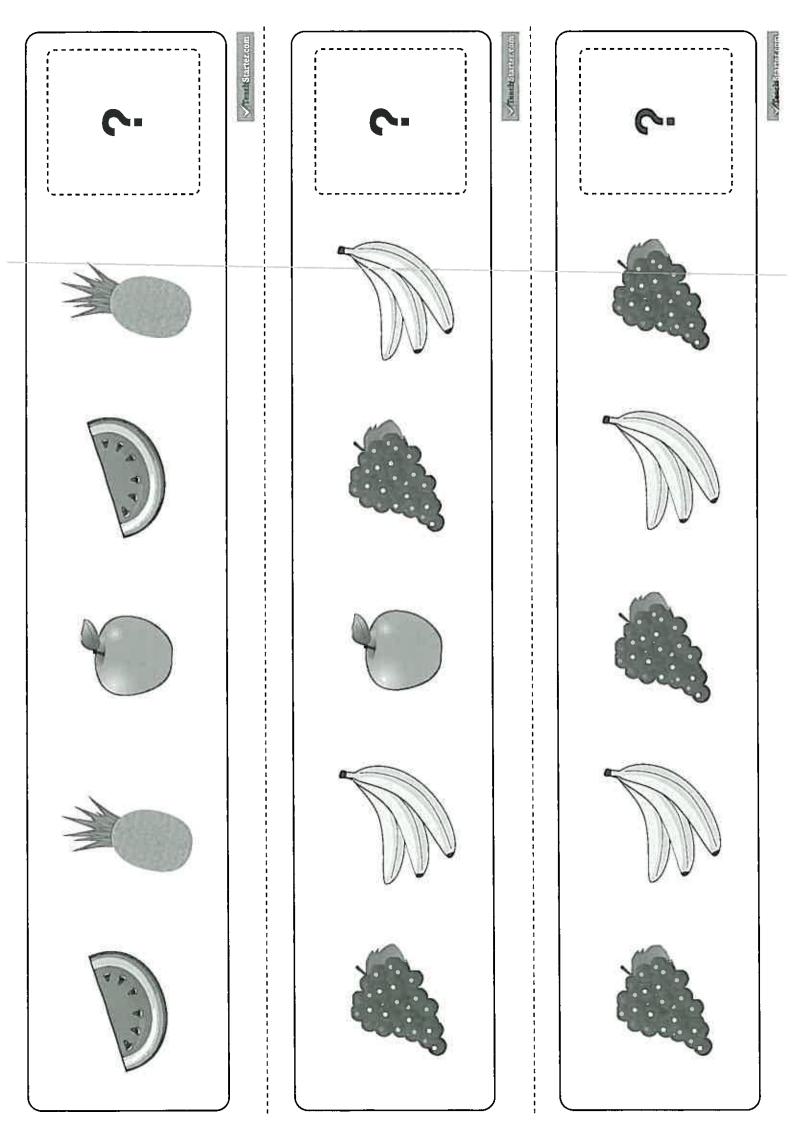


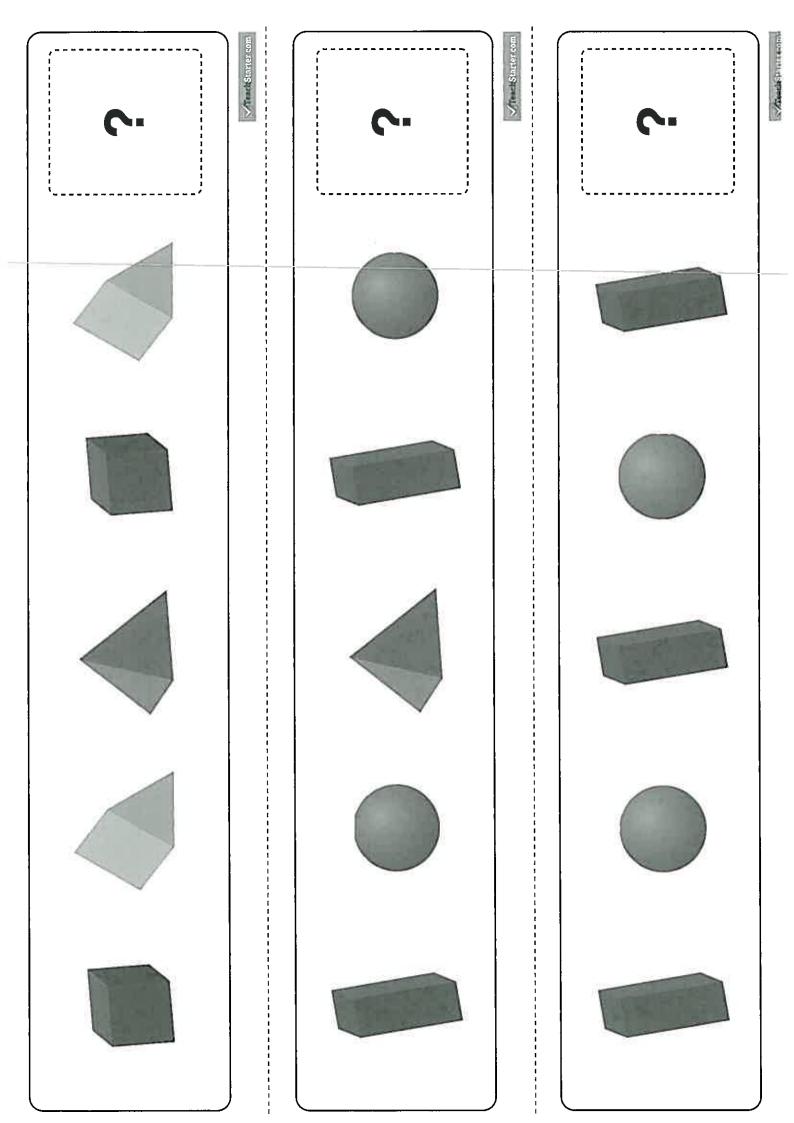


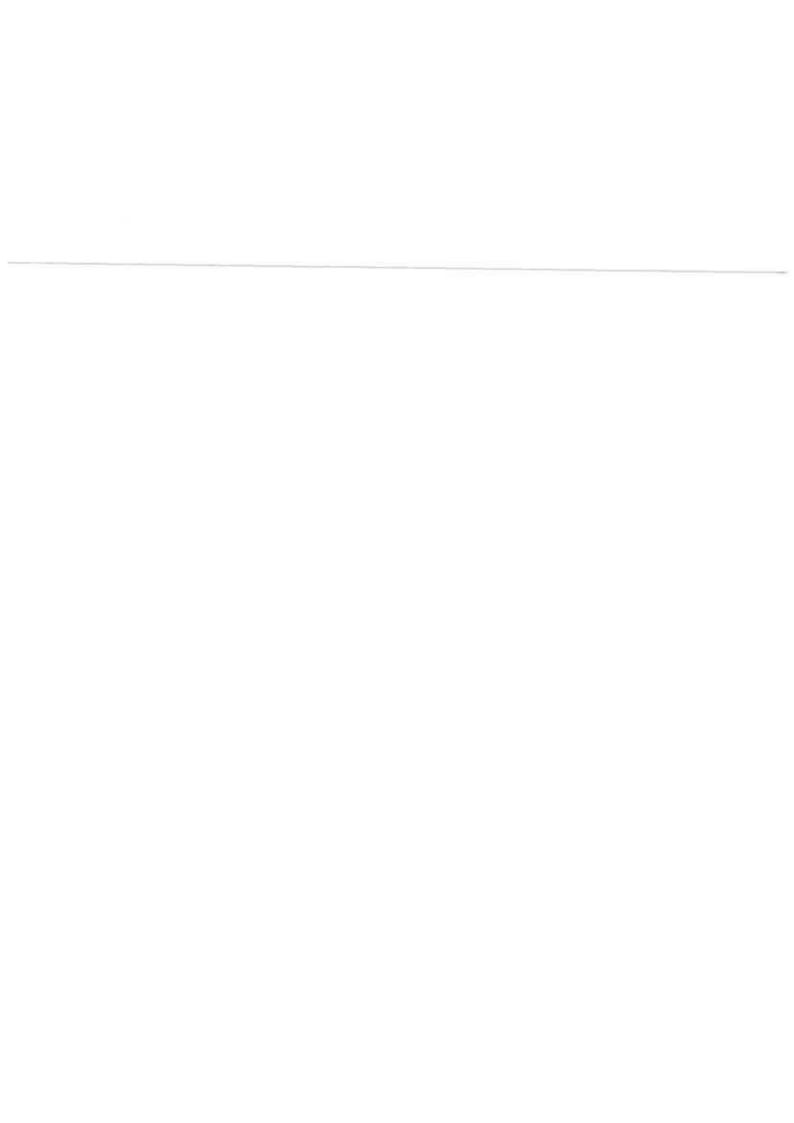








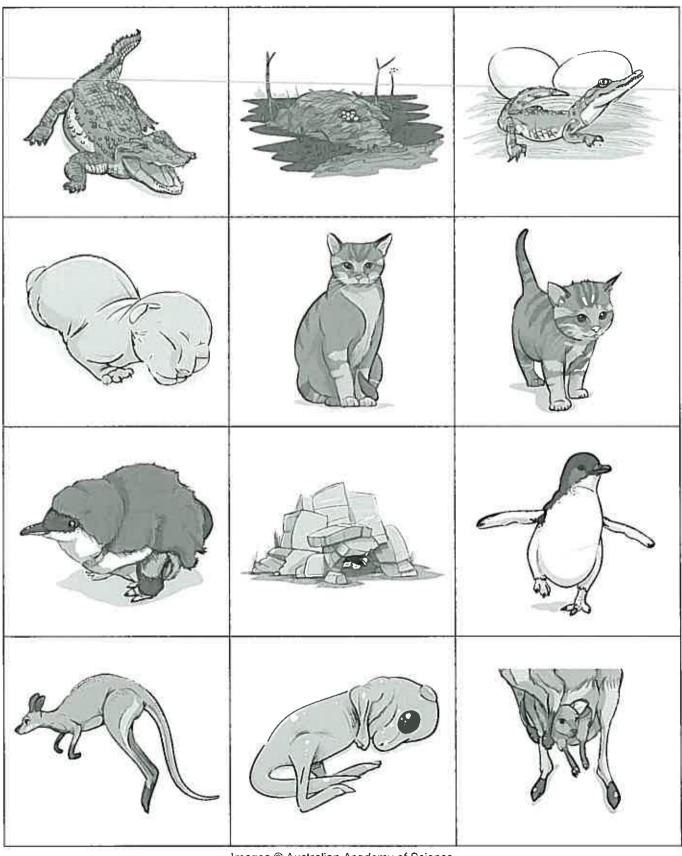




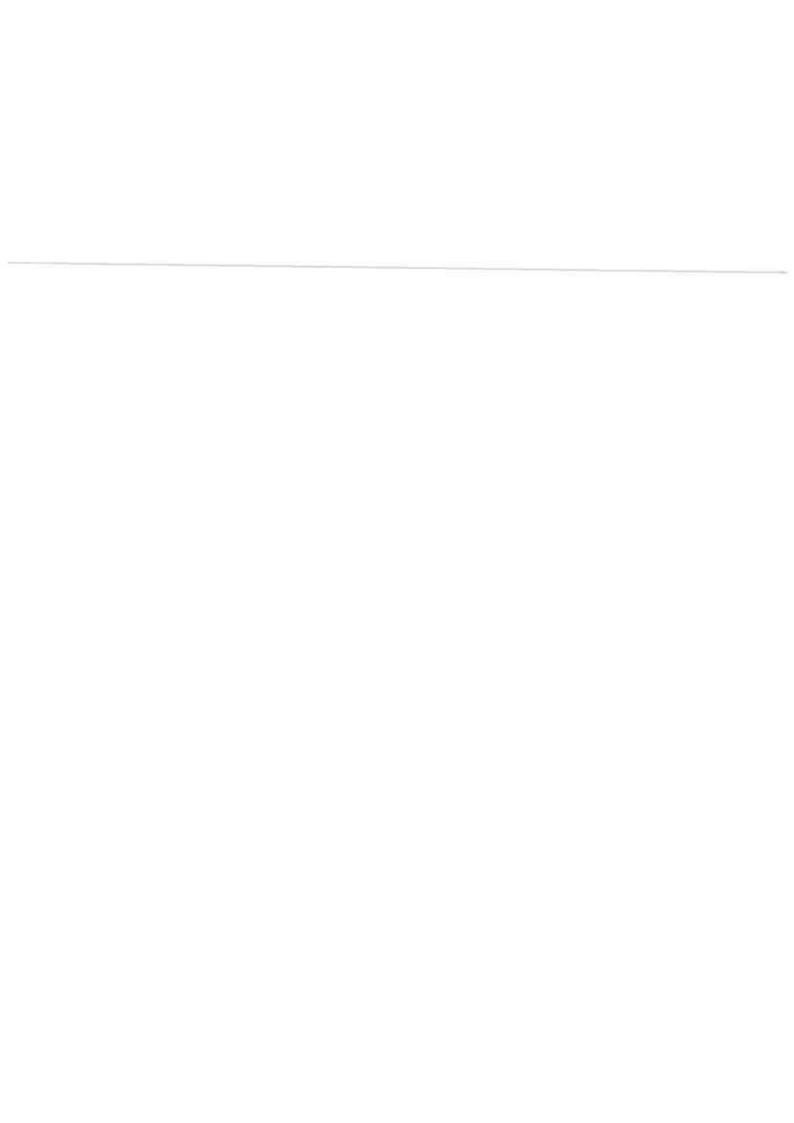
Watch it grow

Student e-Resource sheet 6





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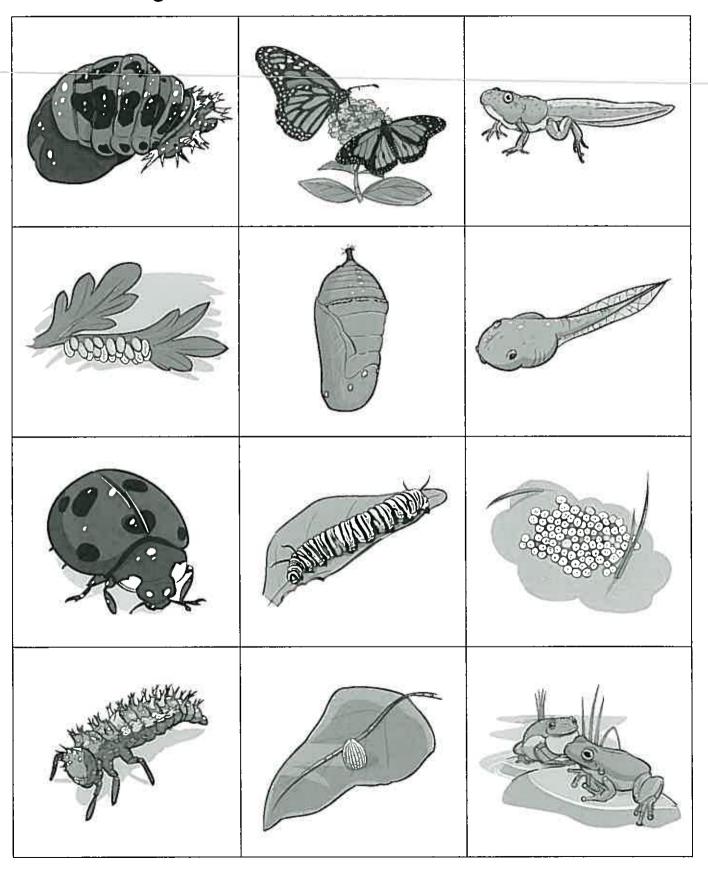


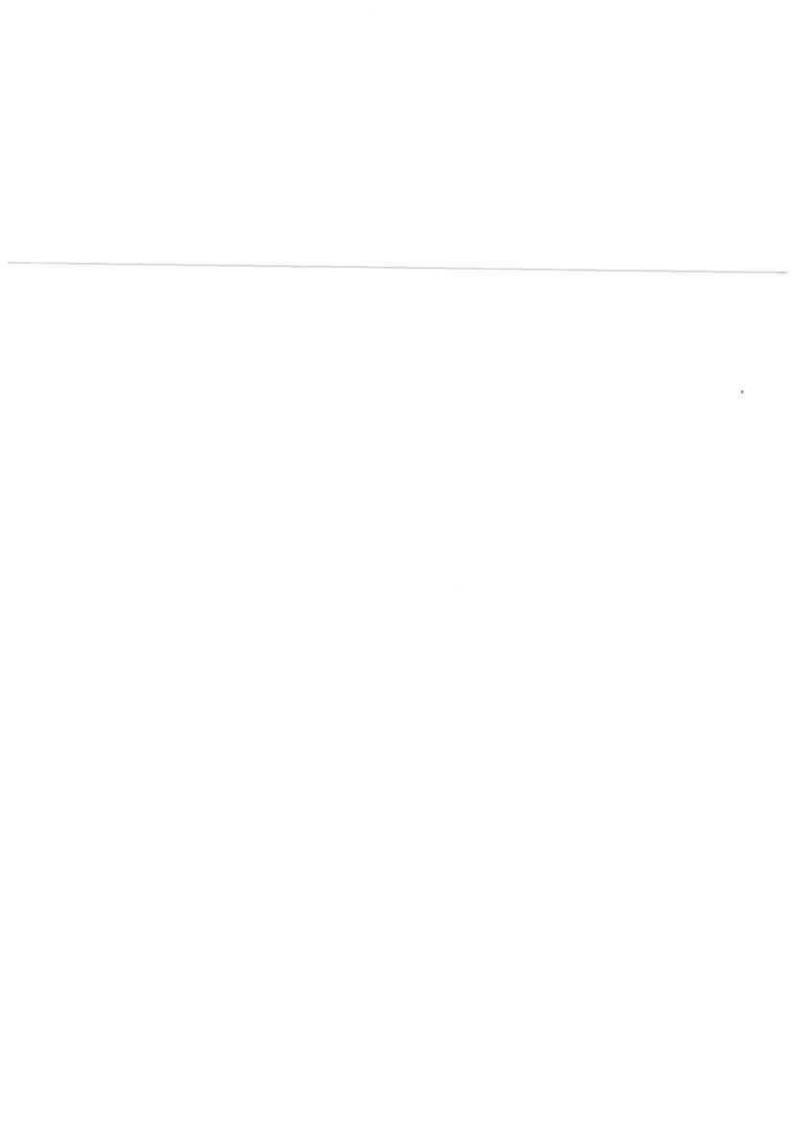
Watch it grow

Student e-Resource sheet 6

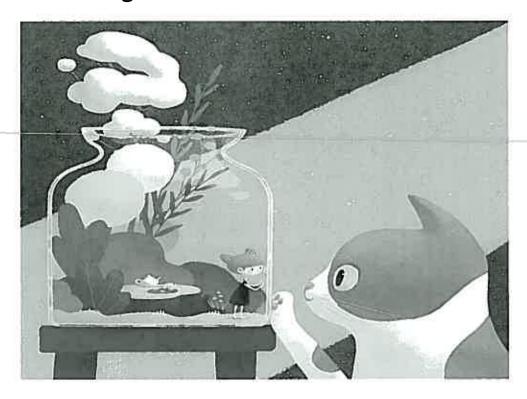


Different life stages

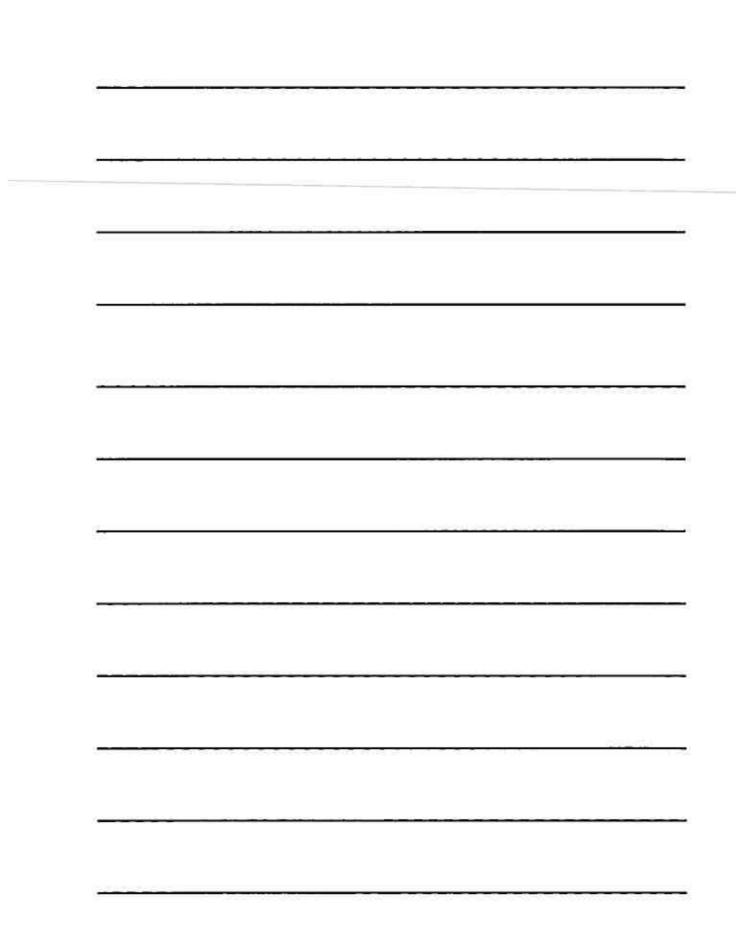


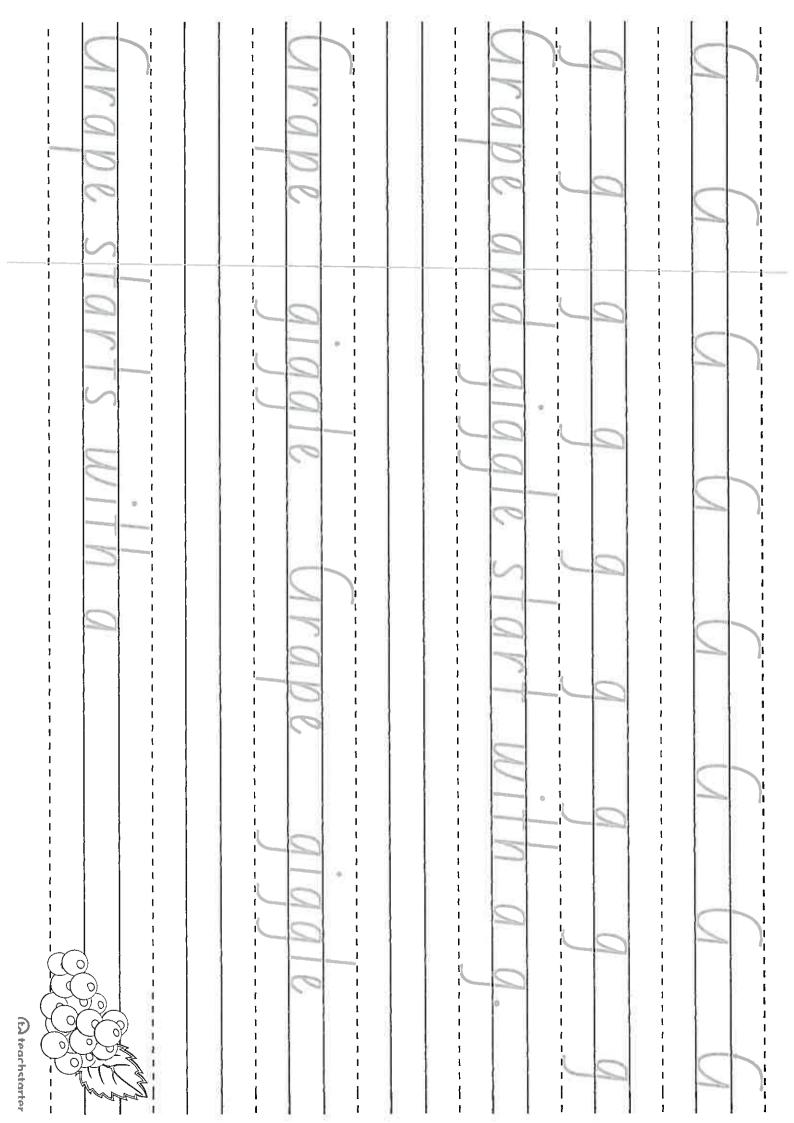


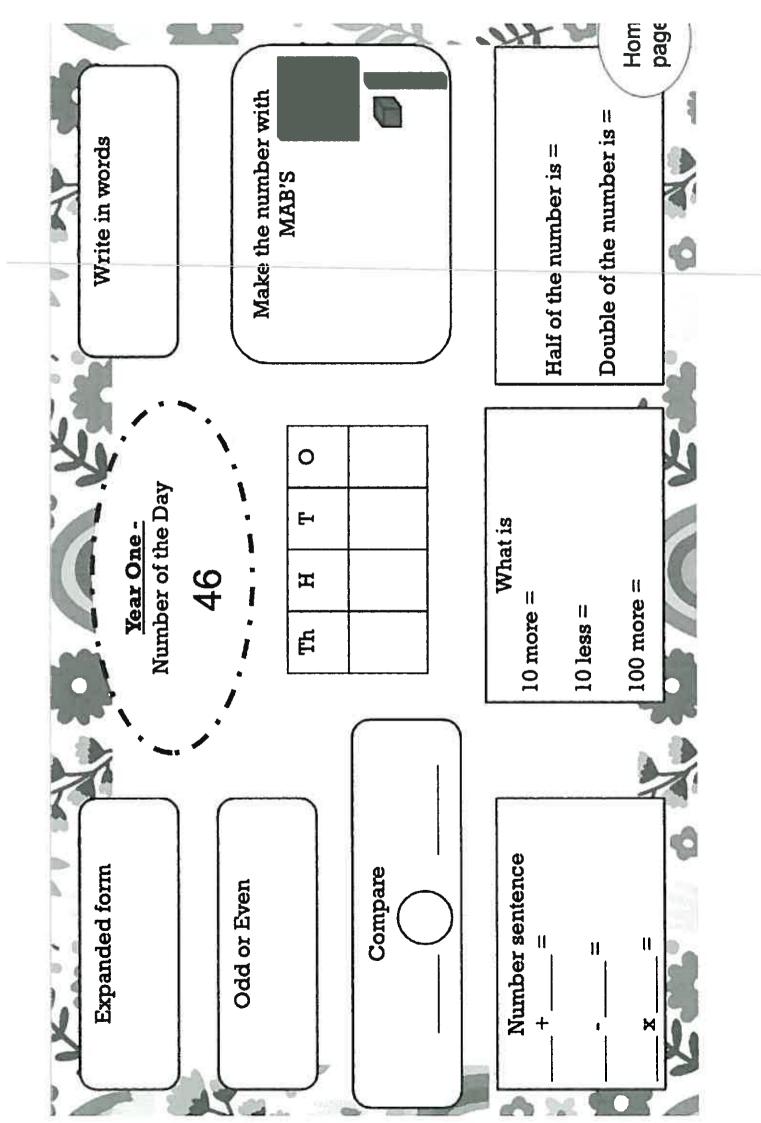
Creative Writing: The Girl in the Jar

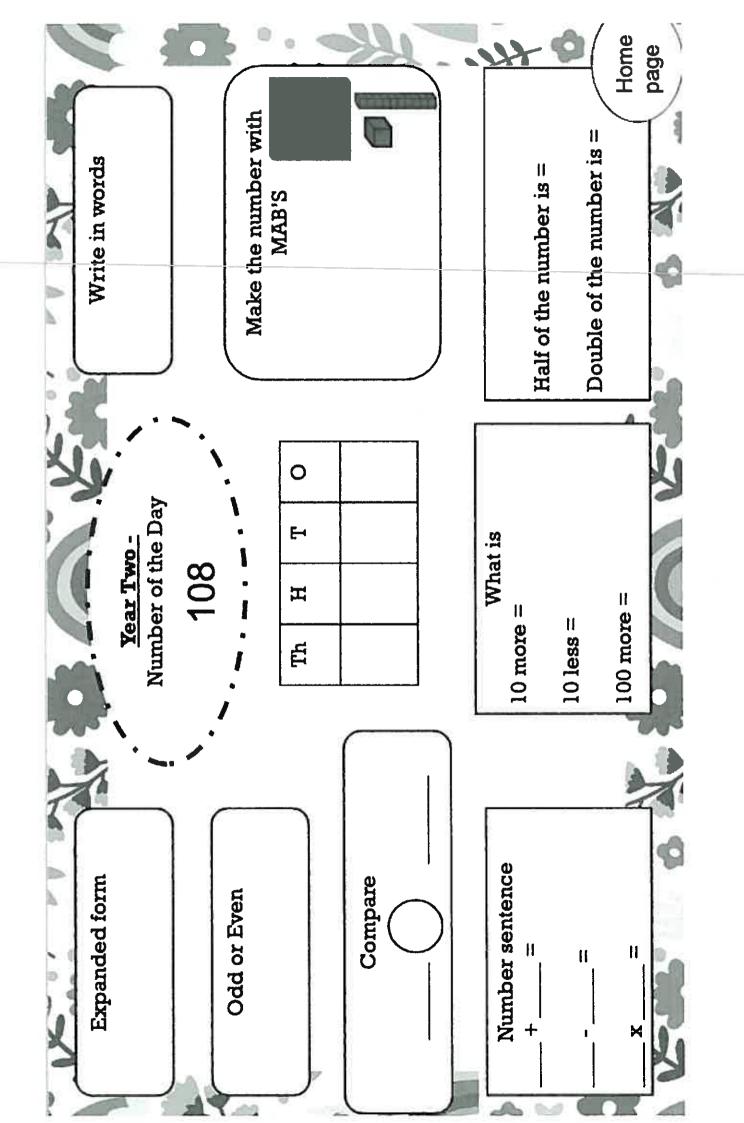


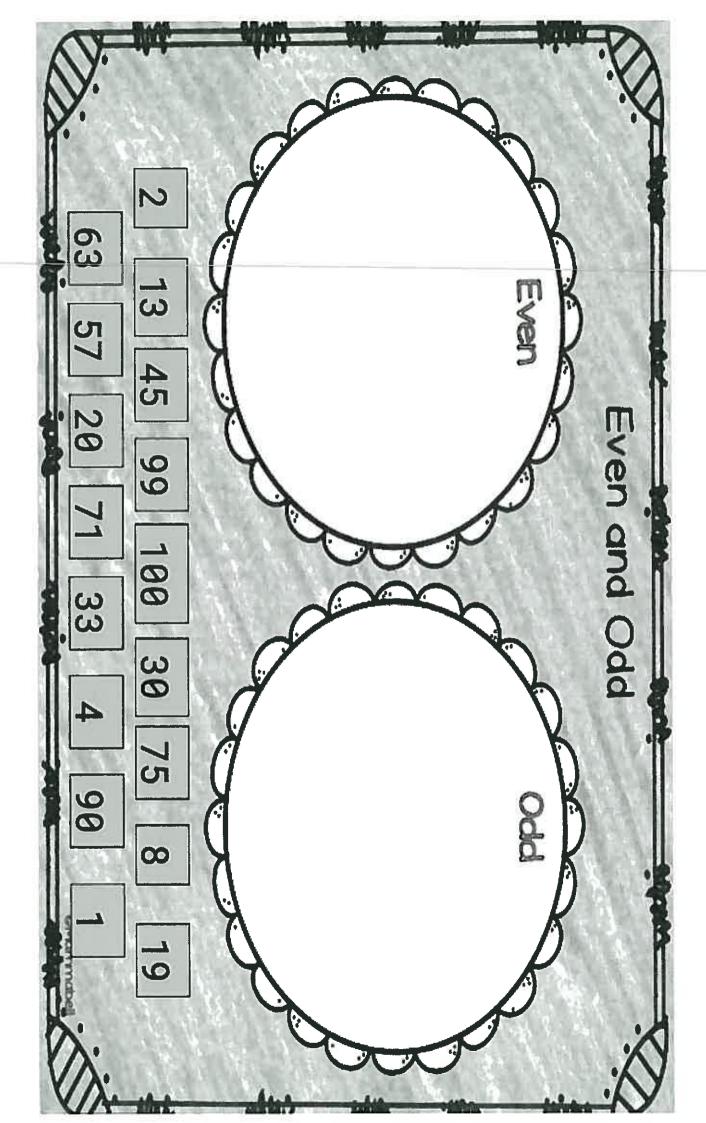
Write a story about The Girl in the Jo	ar. How did
she get in there? How is she feeling? C	an she get
out? Is she friends with the cat?	

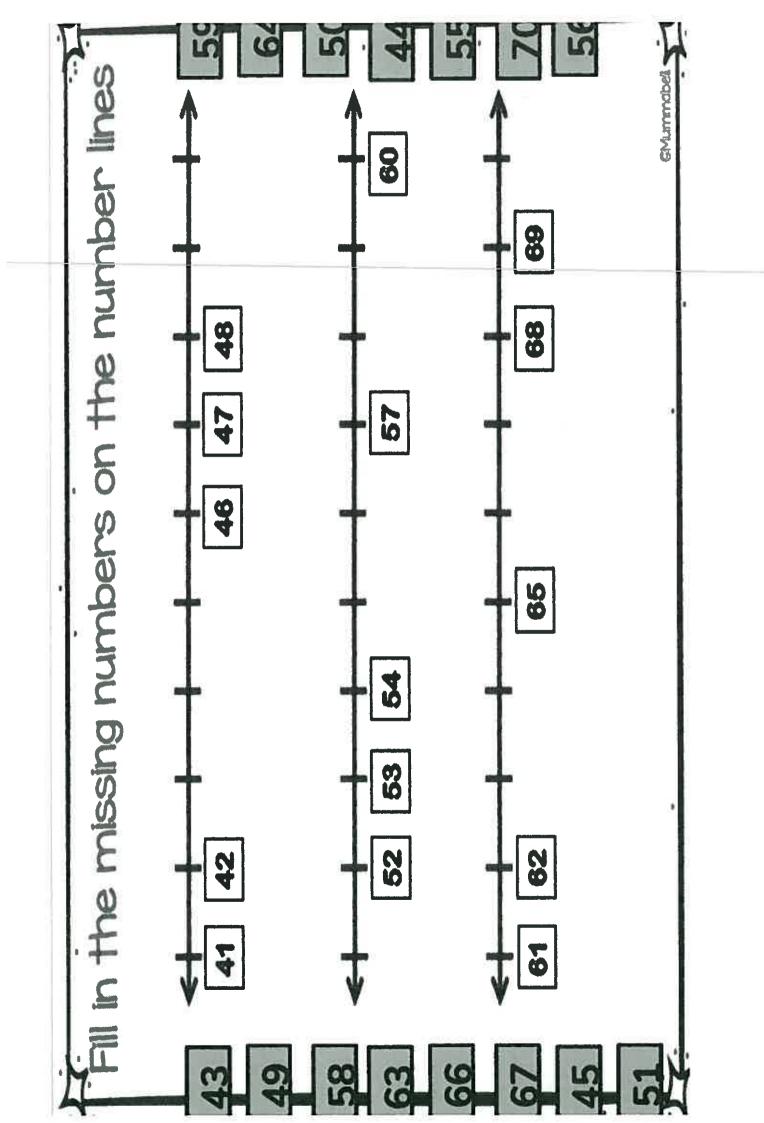


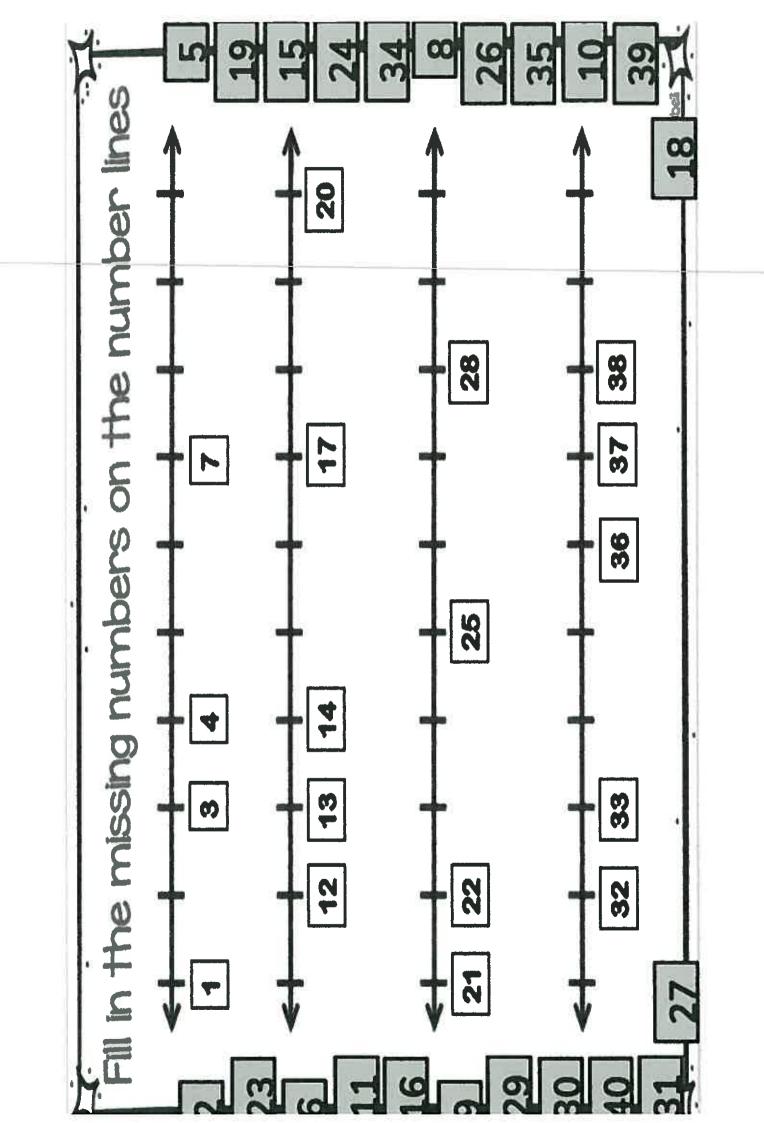


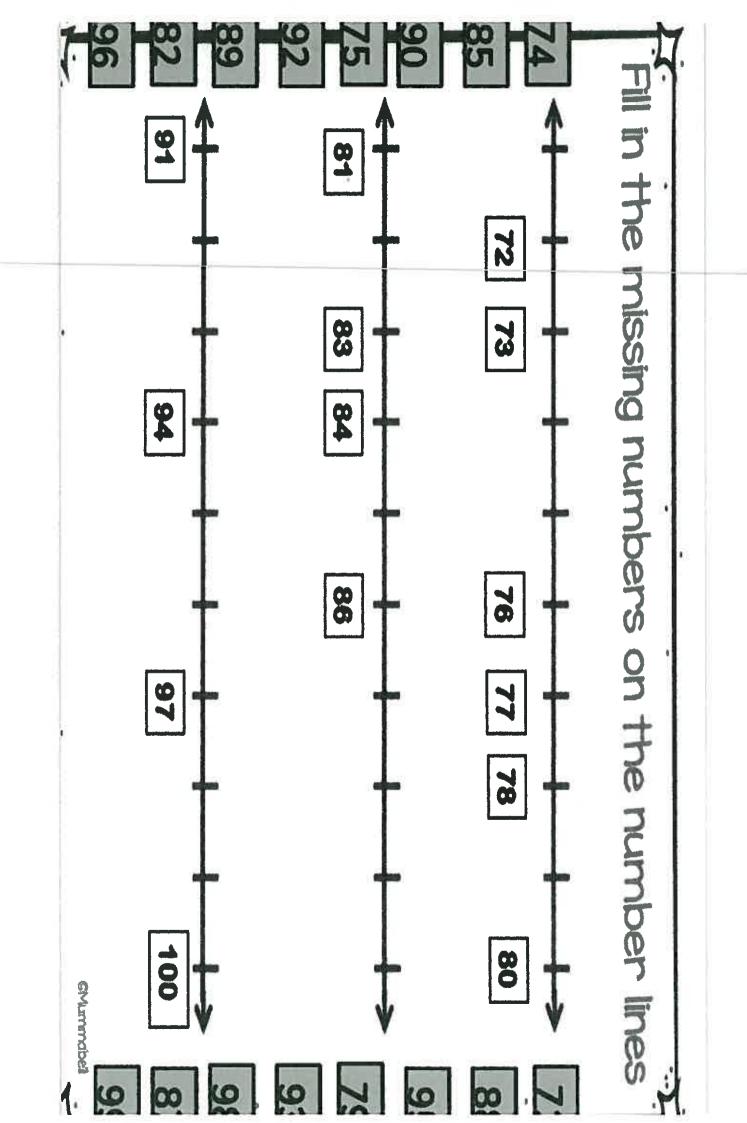












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,	12		77
	28	text box	48
	17	Type the number in the	60
	61		36
	75		28



Explore your house for things of different textures. Write a list of these things.