



St James' Primary School MUSWELLBROOK

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2G – MISS BOYLE

2M - MRS THREADGATE

LEARNING FROM HOME

MONDAY 13 SEPTEMBER TO
FRIDAY 17 SEPETMBER

NOTE – You are asked to do these worksheets in conjunction with the SJM Home Learning site (<http://www.sjmhomelearning.weebly.com>)

Learning from Home Year 2- St James' Primary School, Muswellbrook

1 week duration (Term 3 Week 10)

All work is required to be submitted.

Remember to record what you are reading in your yellow Home Reading logbook.

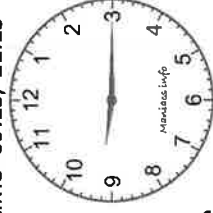
English Learning Intention:

- Students will read a variety of books (including books online) to discuss characters, comprehend texts, make connections, respond to texts and share personal experiences.
- Students will watch, listen and review stories and different forms of media.

6	Monday 13 th September	Tuesday 14 th September	Wednesday 15 th September	Thursday 16 th September	Friday 17 th September
<p>Watch and Listening Watch one of your favourite TV shows or movies. Complete film review writing frame.</p> <p>Writing Watch Making a glossary https://www.youtube.com/watch?v=U1xNj1ANqJU Make a glossary for your informational report from last week. Choose 3 important words about your chosen topic and write the definition.</p> <p>Spelling: Spelling List: Grip, milk, bear, tear, pear, wear, swear, underwear, weight, volume Complete the /ear/ sound spelling sheet 28.</p> <p>Use the YouTube video to help you. https://www.youtube.com/watch?v=A-w6S1bfOgY</p> <p>Literacy Task: Handwriting- write a letter to your teacher in your neatest handwriting. You may mail this letter to your teacher or take a photo and email it.</p>	<p>Reading and Listening Listen to the story called "Too much glue" by Jason Lefebvre via the following YouTube link. This is a narrative text. https://www.youtube.com/watch?v=le39pkniveY</p> <p>Writing Edit and publish your informational report. Ask a parent to help you. You can hand write this neatly or you can type on the computer. Do a little each day this week. Use the proofreading and editing prompt posters to help you.</p> <p>Spelling: Complete the rainbow spelling words challenge activity.</p> <p>Literacy Task: Once upon a picture- Morning Surprise- View the picture, think about the questions and example that is given. Write your own narrative story - https://www.onceuponapicture.co.uk/portfolios/page/morning-surprise/ You may like to use speech marks in your Narrative story. Use the speech marks display poster to help you. Please remember punctuation marks in your writing. (Reminders may be Kung Fu Punctuation used in previous weeks)</p>	<p>Watch and Listening Watch one of your favourite TV shows or movies. Complete film review.</p> <p>Grammar: Complete the grammar 28 worksheet about apostrophe's Watch the YouTube video about possessive nouns to help you. https://www.youtube.com/watch?v=vc5quu-Ma7U Or https://www.youtube.com/watch?v=8dY2SE1G900</p> <p>Literacy Task: Reading Comprehension- Read passage about Minecraft. 2G Orange and Jasmine Group and 2M Group 1 and 2 to read Minecraft 1 2G Peppermint Group and 2M Group 4 to read Minecraft 2 2G- Rose and Lavender Group and 2M Group 3 to read Minecraft 3</p>	<p>Watch and Listening Listen to the book called 'Baby Animals via the following YouTube link. This is an Information Text. https://www.youtube.com/watch?v=bfkTD4zbPBE</p> <p>Spelling: Make your spelling words using playdoh or write them using chalk on cement or highlighters, markers or textas on paper.</p> <p>Literacy Task: Phonics- play Hurdle and Honk with blends and digraphs cards.</p>	<p>Reading Watch one of your favourite TV shows or movies. Enjoy :-)</p> <p>Grammar: Have fun by completing the verb boardgame.</p> <p>Literacy Task: High Frequency words- complete common exception words 1 find-a-word</p>	

Mathematics Learning Intention:

- Student will use and record a range of mental strategies to solve addition and subtraction problems involving two-digit numbers, including the jump strategy on a number line.
- Solve simple addition and subtraction problems using a range of efficient mental and written strategies
- Students will use the face value of coins and notes to sort, order and count money.
- Students will describe the positions of objects in models, photographs, drawings and real-world contexts.
- Students will read analogue and digital clocks to the quarter-hour using the terms 'past' and 'to', eg 'It is a quarter past three', 'It is a quarter to four'
- Students will complete a variety of whole number questions using Prodigy and Matific about addition, subtraction, multiplication, division and word problems.

6	Monday 13 th September	Tuesday 14 th September	Wednesday 15 th September	Thursday 16 th September	Friday 17 th September
<p>Mathematics Online: Use your log in details for Matific, Prodigy and Studyladder (2M only) to complete the questions and set tasks for maths.</p> <p>Watch you tube clip about addition and subtraction</p> <p>https://www.youtube.com/watch?v=ZxllmZxu1M4</p> <p>https://www.youtube.com/watch?v=5XlQH0AV6-M</p> <p>Complete the Monday math addition and subtraction worksheets</p>	<p>Mathematics Online: Use your log in details for Matific, Prodigy and Studyladder (2M only) to complete the questions and set tasks for maths.</p> <p>Make the two dice provided in the worksheet.</p> <p>Choose 2-3 dice games to play from the games to play with dice. For a challenge you may like to use 3 or 4 dice to complete the activity.</p>	<p>Mathematics Online: Use your log in details for Matific, Prodigy and Studyladder (2M only) to complete the questions and set tasks for maths.</p> <p>Money- cut out \$30 for each player from the play money using a combination of notes and coins.</p> <p>Play the spending spree game.</p> <p>Complete the coin rubbing worksheet.</p>	<p>Mathematics Online: Use your log in details for Matific, Prodigy and Studyladder (2M only) to complete the questions and set tasks for maths.</p> <p>Watch the You tube clip about time</p> <p>https://www.youtube.com/watch?v=tEmg914-9xY</p> <p>https://www.youtube.com/watch?v=g6UAY_7AL4</p> <p>Play the telling the time board game.</p> <p>Use the time think board for the time you are completing math.</p> <p>Example: Digital- 9:15 am /9:15pm Minutes past the hour- 15 minutes Minute to the hour- 45 minutes 24-hour time- 09:15/ 21.15</p>  <p>Analogues</p>	<p>Mathematics Online: Use your log in details for Matific, Prodigy and Studyladder (2M only) to complete the questions and set tasks for maths.</p> <p>Watch the You tube clip about Position</p> <p>https://www.youtube.com/watch?v=HnUzWhsNnw</p> <p>Cut up the preposition cards and play the matching game.</p> <p>Play the position Catch a fly game.</p> <p>Cut up the positional language cards, select the cards out one at a time and place a ball/toy in that position.</p>	<p>Mathematics Online: Use your log in details for Matific, Prodigy and Studyladder (2M only) to complete the questions and set tasks for maths.</p> <p>Watch the You tube clip about Position</p> <p>https://www.youtube.com/watch?v=HnUzWhsNnw</p> <p>Cut up the preposition cards and play the matching game.</p> <p>Play the position Catch a fly game.</p> <p>Cut up the positional language cards, select the cards out one at a time and place a ball/toy in that position.</p>

Learning Intentions-

Religion: Students will communicate that as a Catholic community we care for others by following Catholic Social Teaching. Students will communicate that as a Catholic community we respect other cultures. We value other cultures and their contribution to the world and our community.

PDHPE: Students will perform movement skills in a variety of sequences and situations and participate in a range of opportunities that promote physical activity.

Science: Students will observe changes in the sky and landscape.

Geography: Students will describe the connection Aboriginal people have with their environment in Kakadu National Park.

5	Monday 13 th September	Tuesday 14 th September	Wednesday 15 th September	Thursday 16 th September	Friday 17 th September
	<p>Science- Day and night</p> <p>Watch the two YouTube clips https://www.youtube.com/watch?v=U_3QicqTPrl https://www.youtube.com/watch?v=xvczuZeSdGU</p> <p>Make two pictures, one of day one of night to show the difference between day and night. (This could be a photograph, collage of magazine pictures, drawing, painting)</p> <p>Additional activity: Use time and date website to find the length of daylight hours in your location and how https://www.timeanddate.com/sun/</p>	<p>Religion:</p> <p>Read the Gospel of John 13:33-35</p> <p>Little children, I am with you only a little longer. You will look for me; and as I said to the Jews so now I say to you, 'Where I am going, you cannot come.' I give you a new commandment, that you love one another. Just as I have loved you, you also should love one another. By this everyone will know that you are my disciples, if you have love for one another."</p> <p>Jesus told us to love others as he has loved us this is called the New Commandment or Golden Rule. Make a bookmark with Jesus' new commandment "Love one another as I have loved you"</p>	<p>PDHPE</p> <p>Complete the alphabet fitness challenge. Watch the You tube clip complete the dance activity https://www.youtube.com/watch?v=qQeg9ryQUa4</p> <p>Choose one activity from the indoor and outdoor Kiddo grids. Watch the you tube clip https://www.youtube.com/watch?v=IGC0zxgRNlQ</p> <p>Read the sheets health, wellbeing, relationships. Have a discussion with your family. Complete the belonging sheet.</p>	<p>Religion:</p> <p>We stand together with all the different cultures around the world. This is important for Australia as many of these cultures are living here in our local communities. They need to be valued and respected.</p> <p>Watch the clip https://www.youtube.com/watch?v=U91oNsILkc or read the book 'I'm Australian Too' by Mem Fox.</p> <ul style="list-style-type: none"> Make a list of the different types of cultures you see in your community. Next to each culture write about the good things you know they have brought to Australia. Google 'the global family' and look at the images tab (please do this with your parents). Use the pictures to come up with your image of the global family that lives in your area. Draw a picture of 'the global family'. 	<p>Geography</p> <p>Watch the clip https://vimeo.com/82160284</p> <p>Locate Kakadu National Park and Darwin on a map of Australia using Google Maps, Google Earth and other mapping tools.</p> <p>Locate Darwin, Kakadu and Muswellbrook, draw an X on the map of Australia for these 3 places.</p>

My Film Review

Title: _____

Director: _____

Did you like the film?

Rate the film by colouring in the stars.



What was your favourite part?

Draw your favourite scene from the film.

A large, empty rectangular box with a black border, intended for drawing a favourite scene from the film.

Glossary

1.

1.

2.

2.

3.

3.

Spelling List

<ear> for the /air/ sound
Write some <ear> words in the bear.

1. grip
2. milk
3. b _____
4. t _____
5. p _____
6. w _____
7. sw _____
8. underw _____
9. weight
10. volume



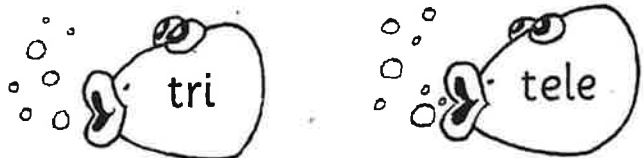
Choose a word from the list to fit each sentence.

1. I shall _____ my new shoes.
2. The _____ was green and juicy.
3. Be careful not to _____ the paper!
4. I like to cuddle my teddy _____.

weight
 _ e _ g _ t
 w _ i _ h _
 w _ _ _ _ t
 e — flower — e
 volume
 _ o _ u _ e
 v _ l _ m _
 v _ _ _ _



Make new words by joining the prefixes and base words below.



 _____	 _____	 _____	 _____
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Letter to Your Teacher

This is your chance to write a letter to your new teacher telling them everything they need to know about you. Your teacher would like to know about you, your family, hobbies and interests. It is also important to include information about your school life. Which subjects do you enjoy and feel confident about? Which subjects do you find challenging?

Dear _____,

I am writing to tell you _____

In school, I am good at _____

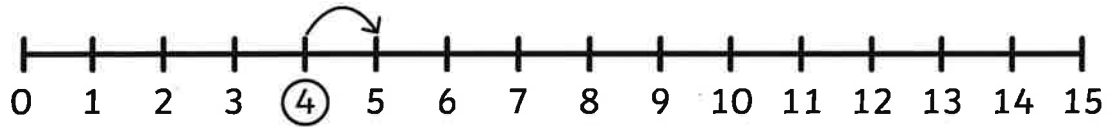
I find _____ a bit challenging because _____

Yours sincerely,

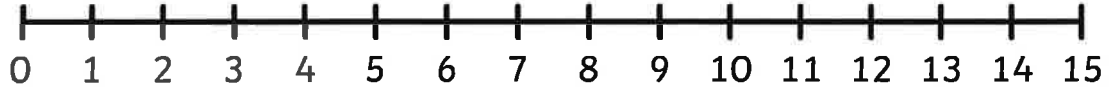
Addition to 20 on a Number Line

Example

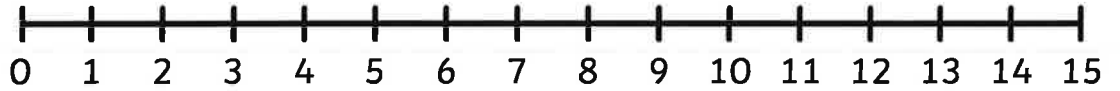
$4 + 1 = \boxed{5}$



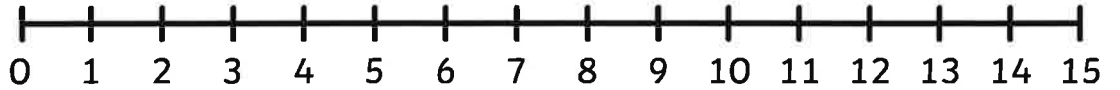
$5 + 3 = \boxed{}$



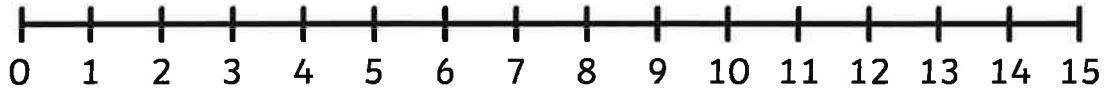
$8 + 3 = \boxed{}$



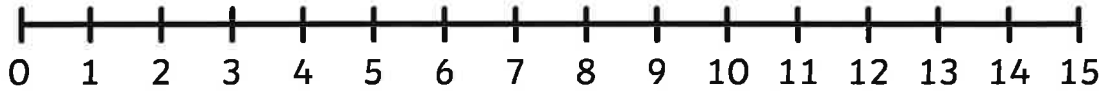
$6 + 6 = \boxed{}$



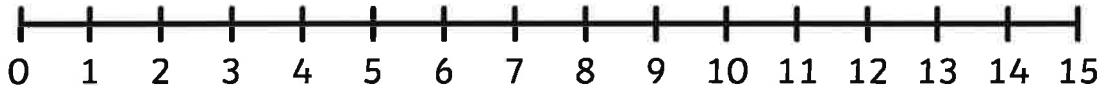
$4 + 5 = \boxed{}$



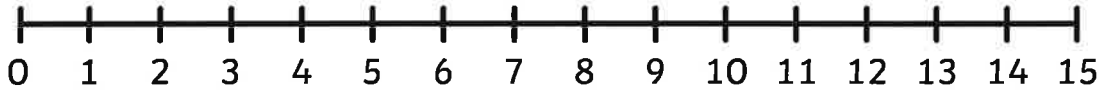
$4 + 7 = \boxed{}$



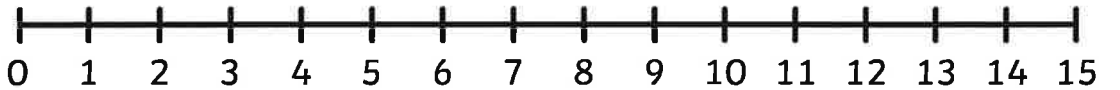
$7 + 6 = \boxed{}$



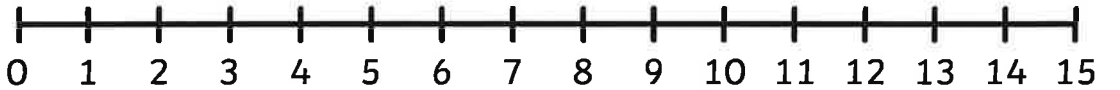
$8 + 4 = \boxed{}$



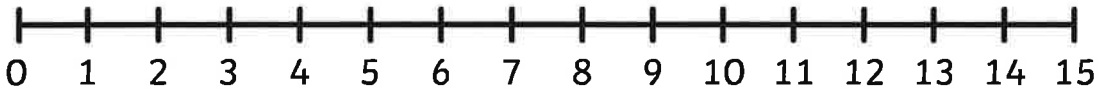
$9 + 6 = \boxed{}$



$3 + 9 = \boxed{}$

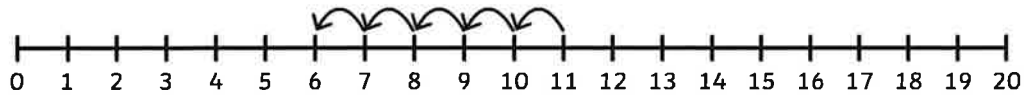


$2 + 10 = \boxed{}$

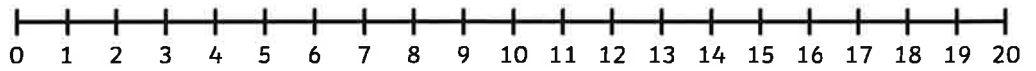


Subtraction within 20 on a Number Line

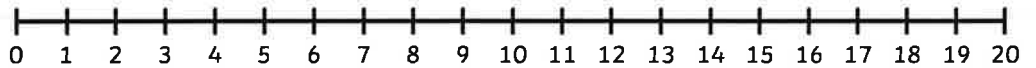
$11 - 5 = \boxed{6}$



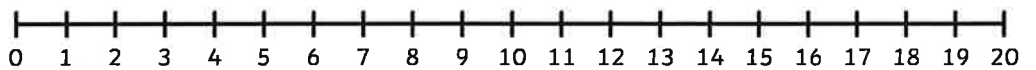
$10 - 7 = \boxed{}$



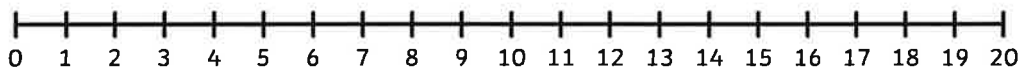
$8 - 4 = \boxed{}$



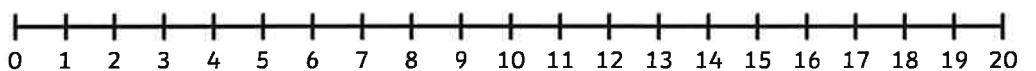
$9 - 5 = \boxed{}$



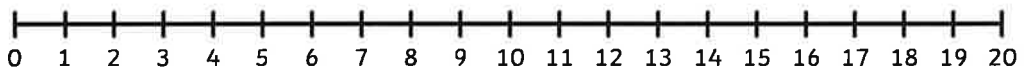
$13 - 2 = \boxed{}$



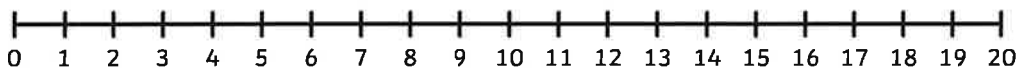
$7 - 4 = \boxed{}$



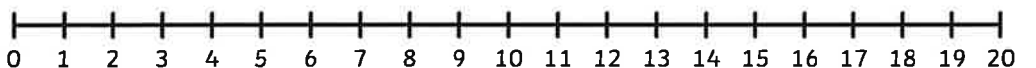
$19 - 8 = \boxed{}$



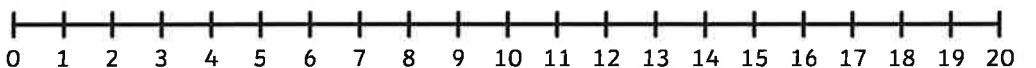
$20 - 1 = \boxed{}$



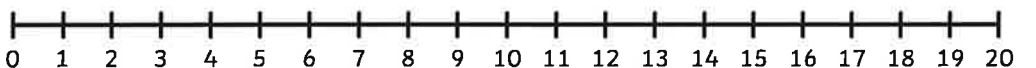
$14 - 3 = \boxed{}$



$16 - 3 = \boxed{}$



$12 - 6 = \boxed{}$



Monsters Colour by Number Addition and Subtraction up to 20

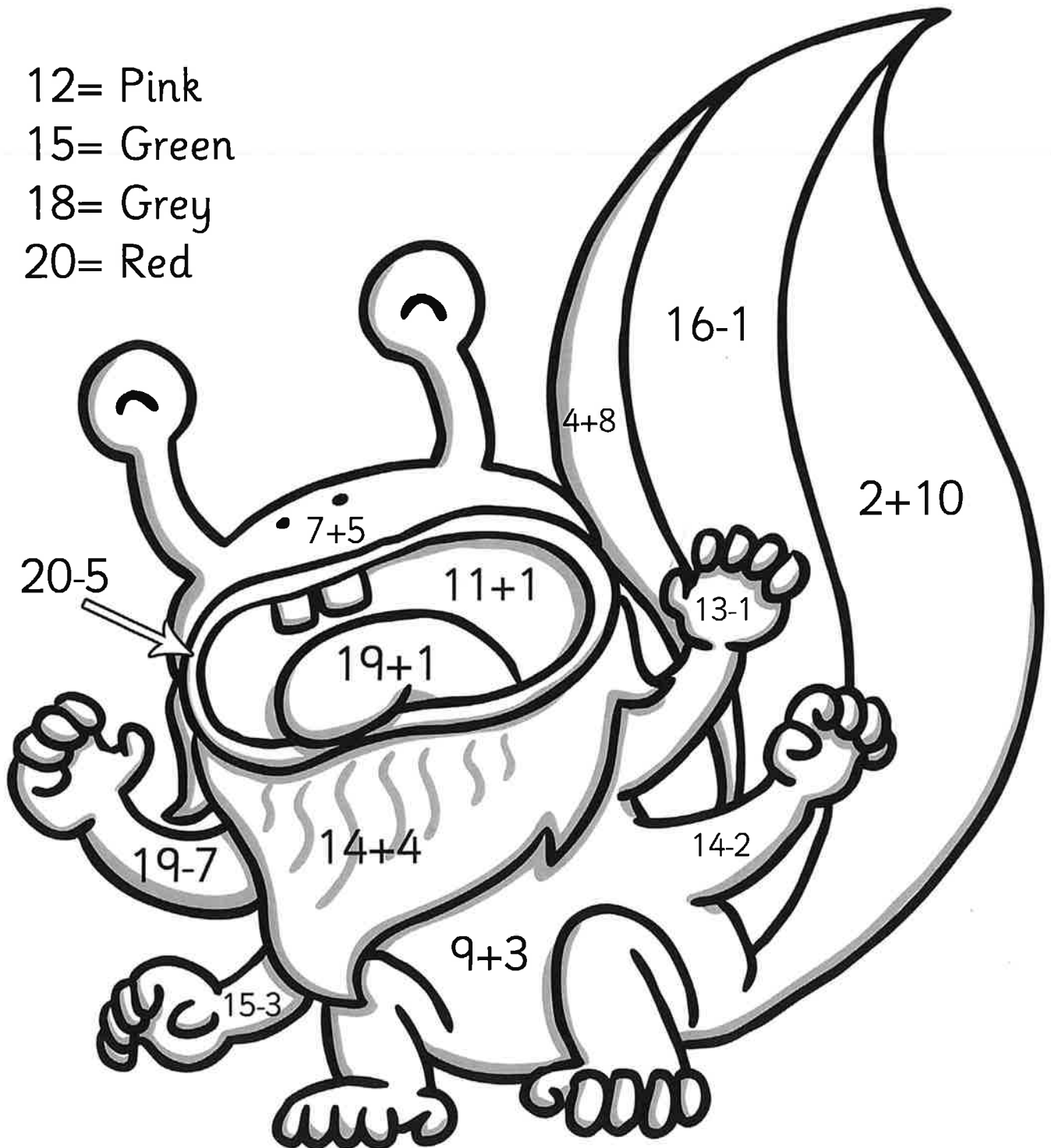
Solve the calculations in the picture to work out what colours they should be!

12= Pink

15= Green

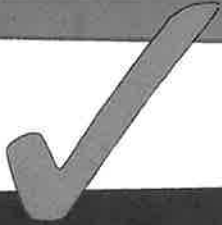
18= Grey

20= Red

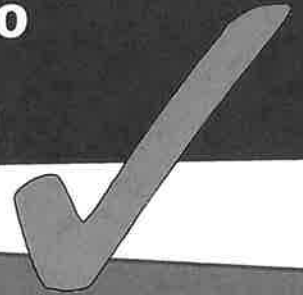


Proofreading

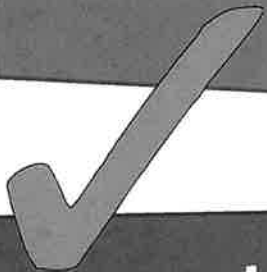
It is important to reread our writing.



Reread our work **slowly** to check that it makes sense.



Look **closely** at the words to make sure they look right.



Underline words you think are **incorrect** or need to be checked.



Make sure that **capital letters** and punctuation are in the right place.

Editing and Proofreading Checklists Year 2

Writing Checklist

Author: _____

Date of Editing: _____

Check	Reread your writing and check for the following:
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I have checked that I have capital letters for:

	The start of a sentence
	Names
	Places
	The days of the week
	The personal pronoun 'I'

I have used the correct punctuation:

	The correct punctuation	. ? ! ,
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Spelling

	I have checked my spelling using classroom resources
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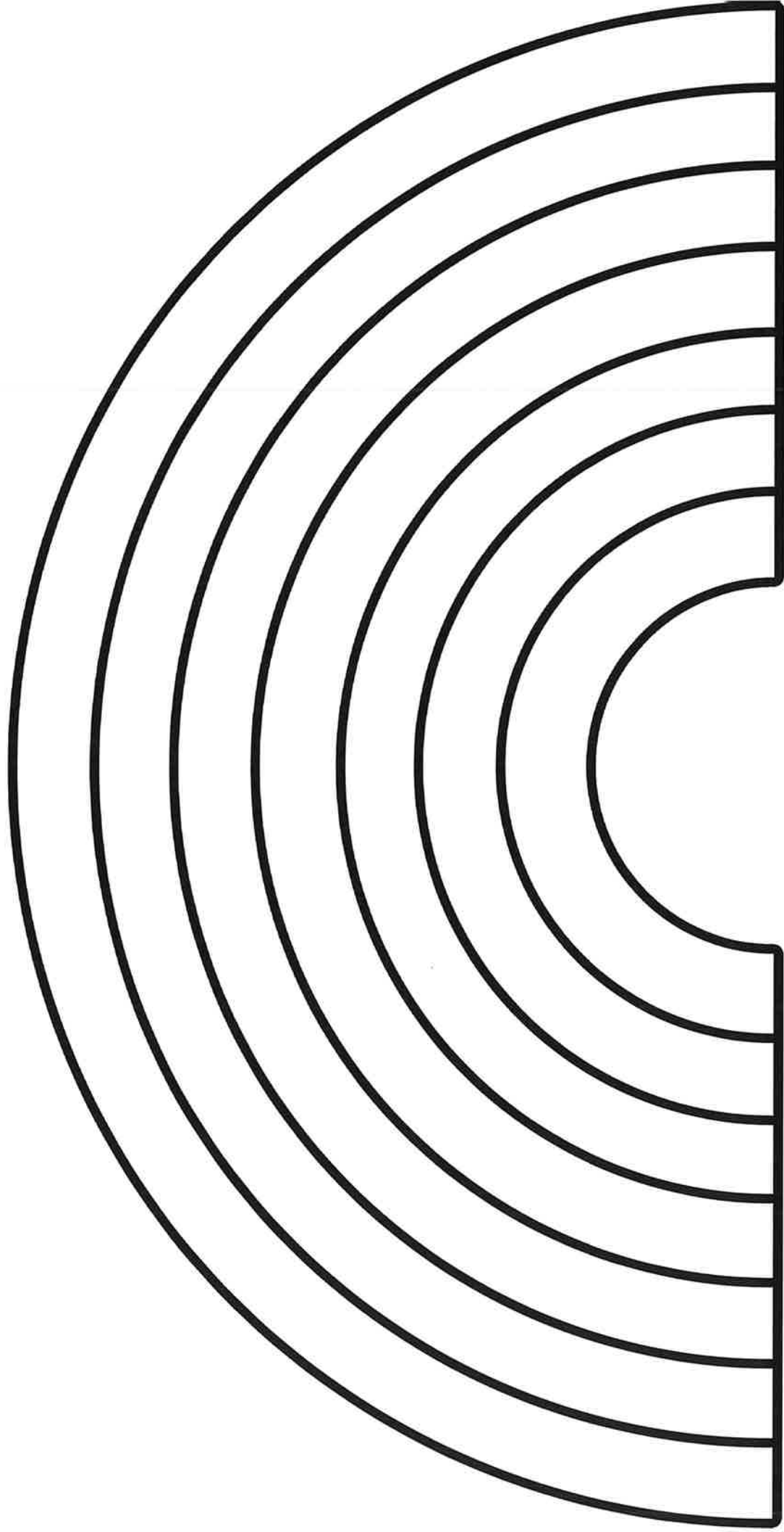
Organisation

	I have finger spaces
	My writing makes sense

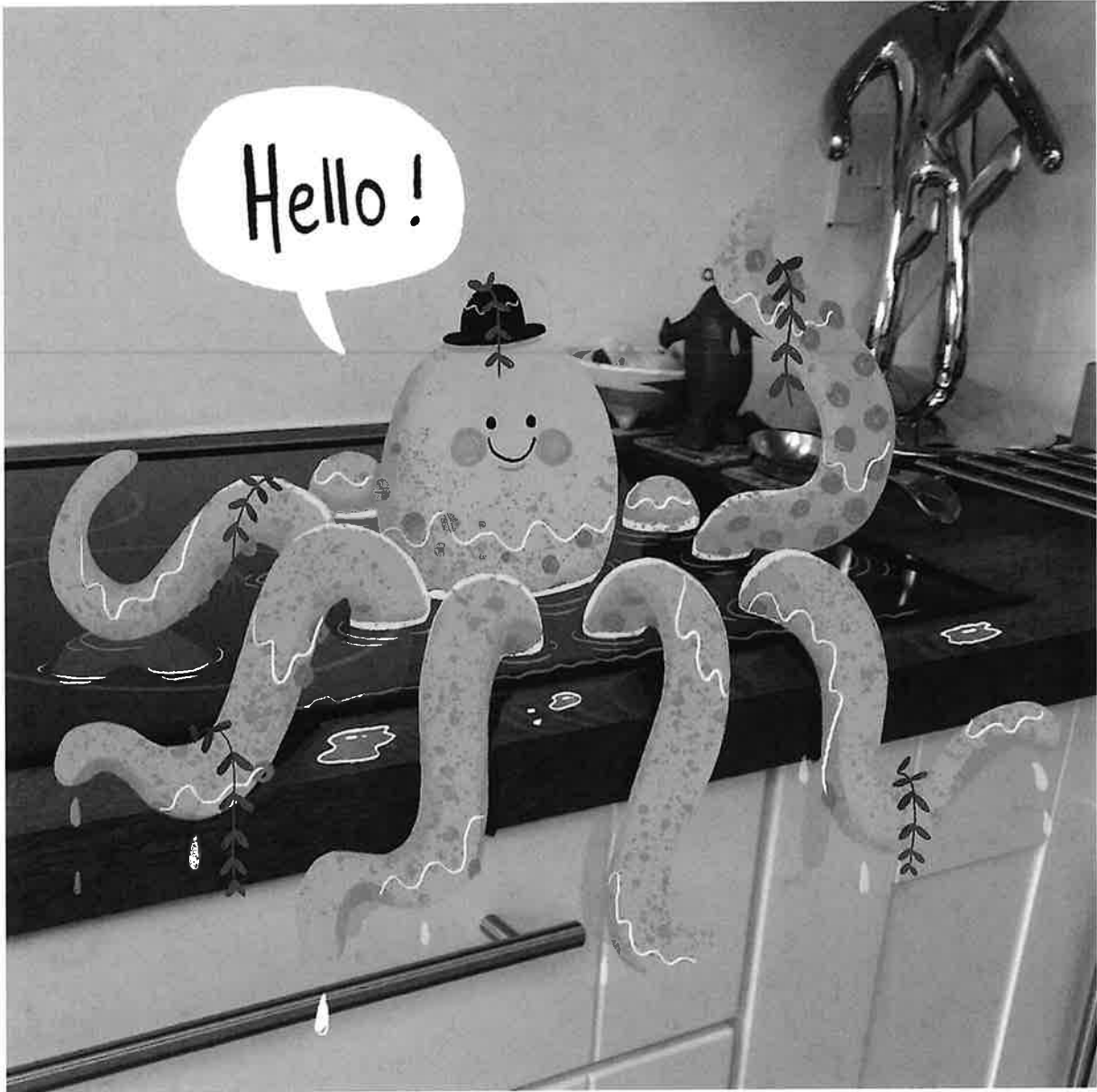
Name: _____

Rainbow Words Spelling Challenge

Write your spelling words in the rainbow using a different colour for each letter.



MORNING SURPRISE



Credit: Tim Budgen
timbudgen.com

Write a story using the conversation you would have with the octopus and the questions you would ask it. Don't forget the whole story is not a conversation, tell me what is happening, what do you do, what does the octopus do, not just say.

Ask the octopus these Questions in your story and answer them.

- How did the octopus get here?
- Why is it wearing a hat?
- Is it speaking your language? Do you understand what it's saying?
- Where did the plants come from?
- Try to persuade the octopus to leave. Then try to persuade it to stay. Which was easiest? Why?
- How did it come to be here, and what happens next.

Example

"What are you doing in my sink?" enquired Mrs Threadgate. She scratched her head and sat down as she was very surprised to see an octopus in her kitchen. The octopus tilted its hat as it greeted her. "Hello. I am sorry to surprise you. I needed some water, I am an aquatic animal!" replied the octopus.

“Speech”

Always enclose spoken words within speech marks.



“My favourite food is cherry pie.”

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“Speech”

Tell the reader who is speaking.



“I’d like to go to the park to play,” said Laurel.

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“Speech”

Put a comma inside the speech marks before writing words like ‘said’.



“I am really hungry,” said Susie.
“I have a ginger cat,” said Alex.

twinkl www.twinkl.com

“Speech”

Start each new speaker on a new line.



“What drink would you like?” asked Aziz.
“A cup of tea,” the lady replied.
“Coming right up,” Aziz said.

twinkl www.twinkl.com

“Speech”

Start the speech of each new speaker with a capital letter.



“When does the match start?” asked Tom.
“At one o’clock,” Dad replied.
“I can’t wait!” Tom exclaimed.

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“Speech”

Include punctuation inside the speech marks.



“Gosh!” exclaimed Tilly.
“Why?” asked Lee.
“I am so excited!” Isobel exclaimed.

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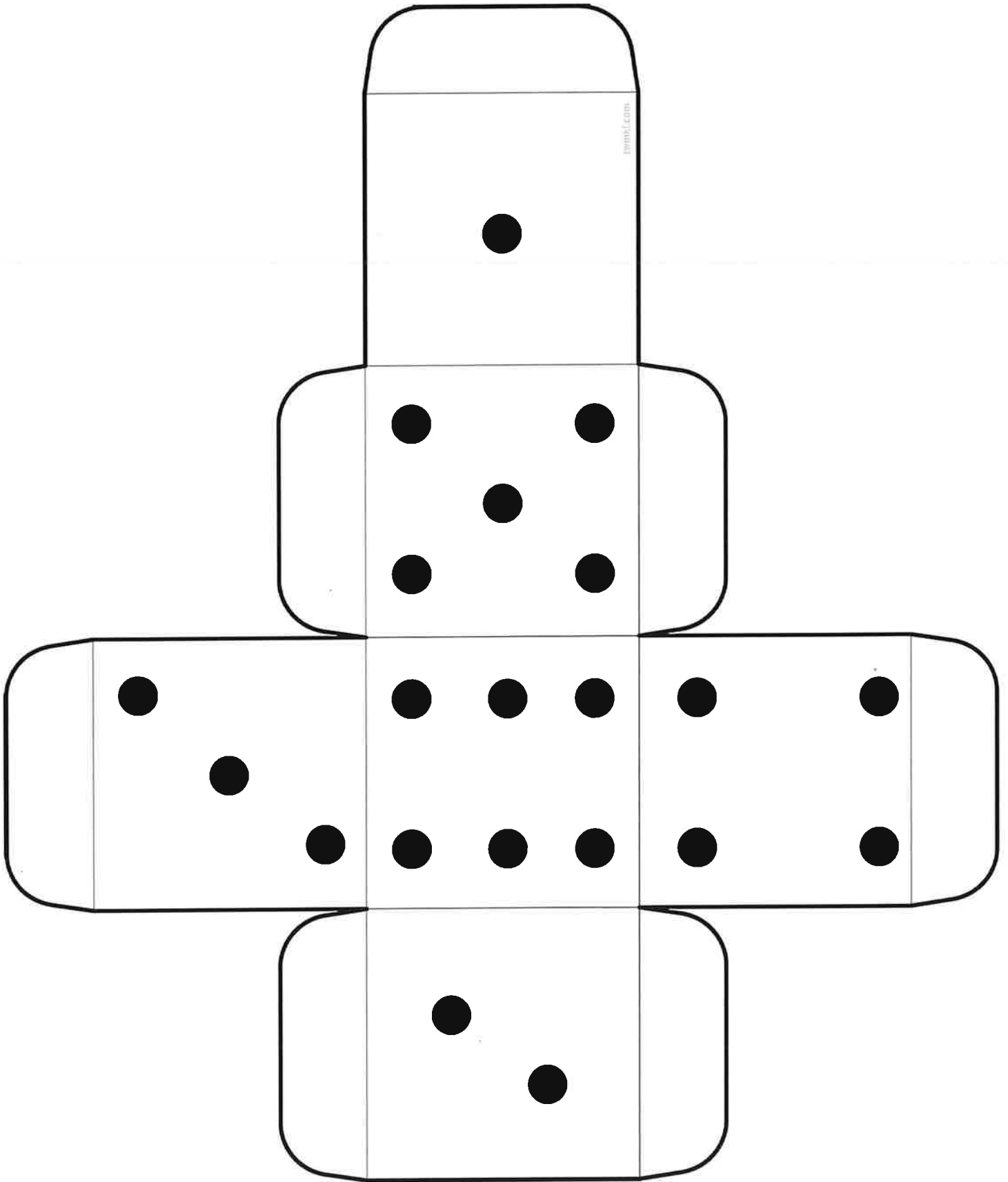
“Speech”

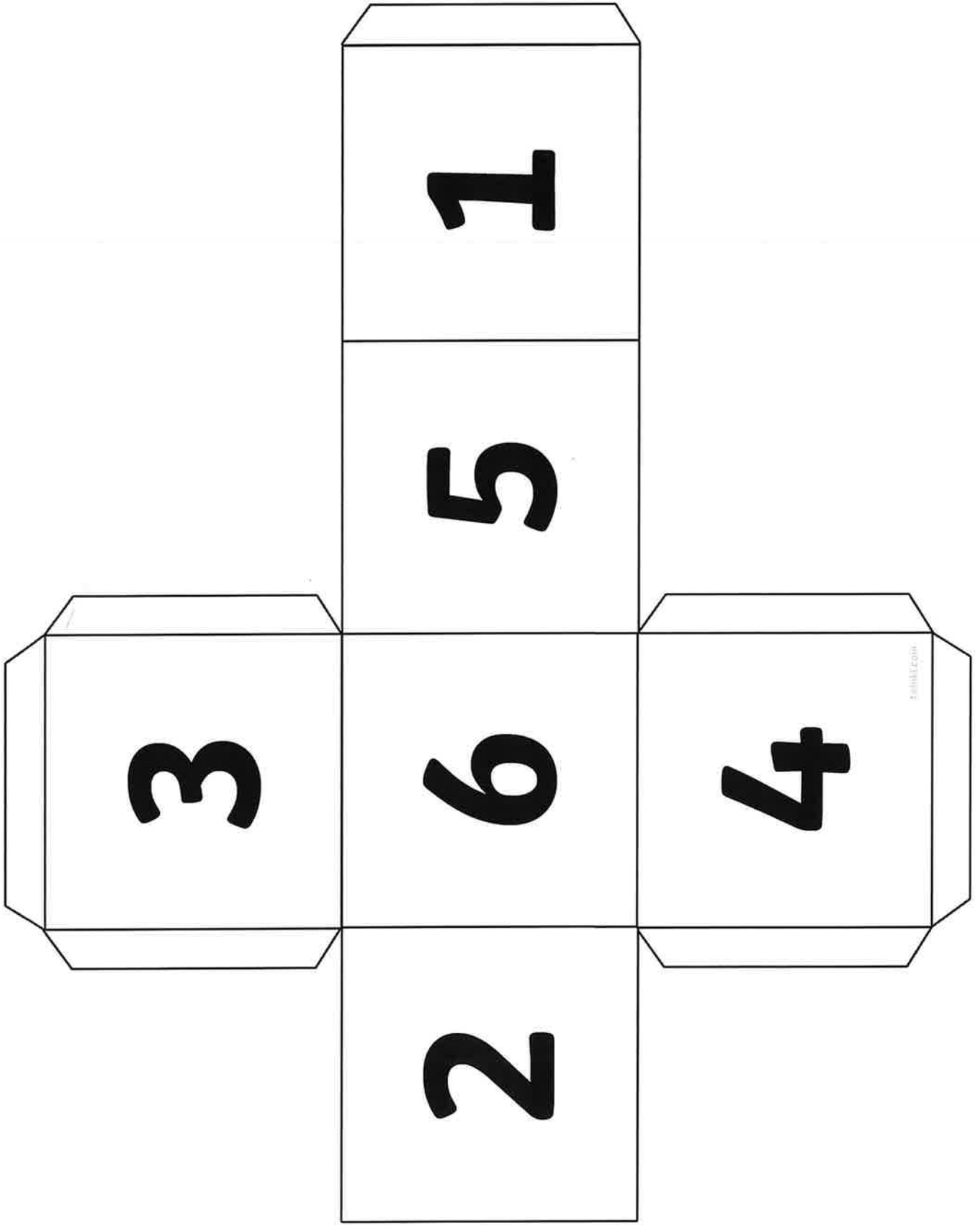
Speech can come in different parts of the sentence and can include more information as well as who is speaking.



“Stay there! You will soak the carpet,” he said.
“Stay there!” he said, “You will soak the carpet.”
He said, “Stay there! You will soak the carpet.”

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20 Games to Play with Dice

If you don't have dice, why not try these games with spinners instead? You can either print them out or use online spinners!

Game 1: Dice Battle

Number of Players: 2-4

Difficulty Level: Easy/Medium

You will need: Two dice

Instructions: Each player rolls two dice and adds them together. The player with the highest total is the winner.

Top Tip: To make this game harder, you could use three dice instead of two.



Game 3: Four in a Row

Number of Players: 2

Difficulty Level: Easy

You will need: Two dice, a Four in a Row Grid and some colouring pencils

Preparation: Draw or print out or a copy of the Four in a Row Grid.

Instructions: Each player takes their turn to roll both dice. They add the totals together and circle a number on the Four in a Row Grid that matches this total. The first person to circle four numbers in a vertical, horizontal or diagonal line is the winner.

Top Tip: To make this game harder, you could use three dice instead of two.

Game 2: Place Value Champion

Number of Players: 2-4

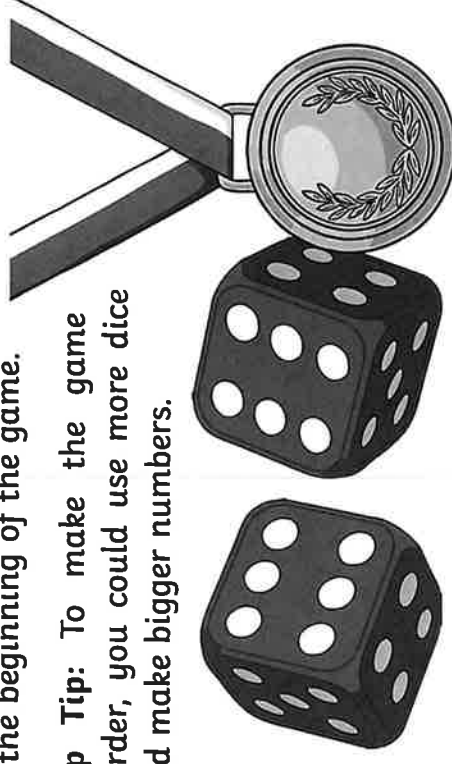
Difficulty Level: Easy/Medium

You will need: Two dice per player

Preparation: Before you start the game, decide if the winner will be the person with the highest or lowest number.

Instructions: Each player rolls two dice and creates a two-digit number. For example, if a 6 and 5 were rolled, you could either make the number 56 or 65. The winner is the person with either the highest number or lowest number, depending on the rule set at the beginning of the game.

Top Tip: To make the game harder, you could use more dice and make bigger numbers.



Game 4: Turn the Cards

Number of Players: 1

Difficulty Level: Medium

You will need: [Digit Cards \(1-9\)](#) and two dice

Preparation: Lay the digit cards in the correct order, 1 – 9, on the table.

Instructions:

Roll two dice (1-6).

Find the sum of the dice. You can turn over one, two or more digit cards that make that sum using any operation. For example, if the dice total is eight, you could turn over five, two and one because $5 + 2 + 1 = 8$ or you could turn over two and four because $2 \times 4 = 8$, or you could turn over seven, two and one because $(7 + 2) - 1 = 8$. You repeat your turn until you have turned over all the cards or you can no longer use the remaining cards to make the total on your dice.



Game 5: Multiplication War

Number of Players: 2

You will need: Two dice, a [Multiplication Dice Game Sheet](#) and some colouring pencils

Preparation: Print out a [Multiplication Dice Game Sheet](#).

Instructions: Each player takes it turn to roll both dice. Multiply the numbers together and circle a number on the grid that matches the total. The first person to circle four numbers in either a vertical, horizontal or diagonal line is the winner.

Game 6: Full House

Number of Players: 2-4

Difficulty Level: Easy

You will need: Six dice per player

Instructions: The aim of the game is for each player to race against each other to collect the numbers 1 – 6 to create a full house.



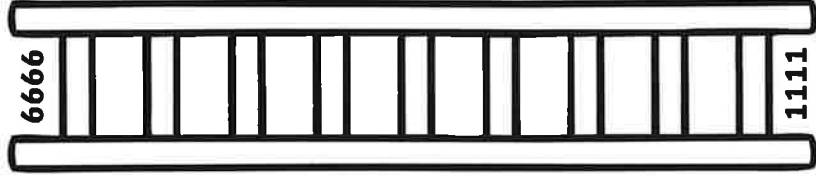
Game 7: Number Ladder

Number of Players: 2

Difficulty Level: Medium

You will need: Four dice, a pen and a piece of paper

Preparation: Before you begin the game, draw a ladder (see the image below) with the numbers 6666 on the top rung and 1111 on the bottom rung.



Instructions: Each player takes it in turns to roll all four dice and arrange the digits rolled to create a four-digit number that will sit on a rung of the ladder. The only rule being that when writing the number on the ladder, it must sit between the two numbers that are already there. For example, if player one rolled their dice and created the number 4536 and wrote it in the rung directly above 1111, that would mean the next player who rolled their dice must use the digits to make a number that comes between 4536 and 6666 or they will be out. Players take it in turns until one is out or the ladder is completed, which means the game ends in a draw.

Game 8: Code Generator

Number of Players: 2-4

Difficulty Level: Hard

You will need: Paper, pencils, nine dice and a timer

Preparation: Roll three of the dice to generate a three-digit code number. Place this on the table for everyone to see.

Instructions: Roll the remaining six dice and display them in a line. Start the timer for three minutes. Using a pen and paper, the players must use the numbers in the line on the table to try and crack the code. They must use the six numbers to calculate and make the three-digit code number. Players can use any operation but each number may only be used once. At the end of the three minutes, the person who has correctly calculated the total or is closest to the total is the winner.

Game 9: Mischievous Monkey

Number of Players: 2

Difficulty Level: Hard

You will need: Pen, paper and two dice

Preparation: Make sure each player has a piece of paper to use for their scoreboard.

Instructions: Each player starts with a score of two on their scoreboards. They take it turns to roll the dice and multiply the current total on their scoreboard by the total on the dice to generate a new score. They can choose to take a turn once, twice or three times in a row before they pass the play over to the next player. However, if they roll a number one, their turn immediately ends and they must draw a monkey's face on their scoreboard. Play passes to the next player and player one's score remains the same, until they take their next turn. If on this turn, they roll a one again, they draw a second monkey face onto their scoreboard and their score drops back down to two. The winner is the first person to get to 500 or more points.

Game 10: Claim Your Squares

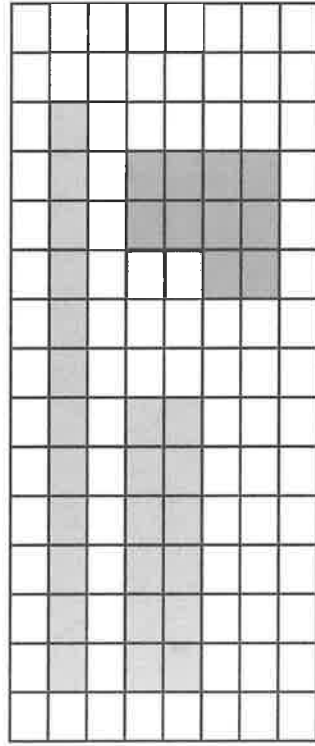
Difficulty Level: Medium/Hard

You will need: Squared Paper, two dice and some colouring pencils

Preparation: Print out a piece of squared paper. Make sure each player has a different coloured colouring pencil.

Instructions:

Take it in turns to roll two dice and multiply the two numbers together to find the product. Next, draw an array on the squared paper to match the calculation, tessellating the arrays as you play. For example, if you roll a two and a six, the calculation would be 2×6 , which makes a product of 12. You can either colour a one-by-twelve, two-by-six or three-by-four array (rectangle of squares).



The person who has claimed the most squares after six goes each is the winner.

Game 11: Find the Difference

Number of Players: 2-4

Difficulty Level: Easy

You will need: Two dice or spinner (1-6), some counters, paper and pen
Preparation: Draw a playing board on a piece of paper for each player (see image below).

0	1	2	1
2	3	0	3
1	0	5	4

Instructions: Each player takes it in turns to roll the dice and calculate the difference between each amount. They then cover that amount on their board with a counter. The player who covers all the squares on their board first is the winner.



Game 12: Climbing the Mountain

Number of Players: 2-4

Difficulty Level: Easy/Medium

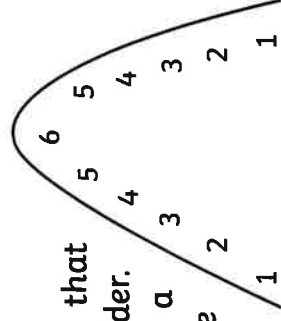
You will need: A dice, a pencil and a piece of paper per player

Preparation: Before you start the game, each player needs to draw a mountain on their piece of paper with the numbers 1-5 ascending up one side, the number 6 on the peak and the numbers 5-1 descending down the other side (see image below).

Instructions:

Players must roll each number that is shown on the mountain in order. So, because the first number is a 1, they must roll a one before climbing! Each number must be rolled in order, so there can be no jumping up the mountain if they roll a number that appears later. The winner is the first person to get up and over the mountain with a series of successful dice rolls.

Top Tip: To make the game harder, you could increase the size of the mountain climb to 10 or 20 and increase the number of dice rolled each time to two, three or four.



Game 13: Divide and Conquer!

Number of Players: 2-4

Difficulty Level: Hard

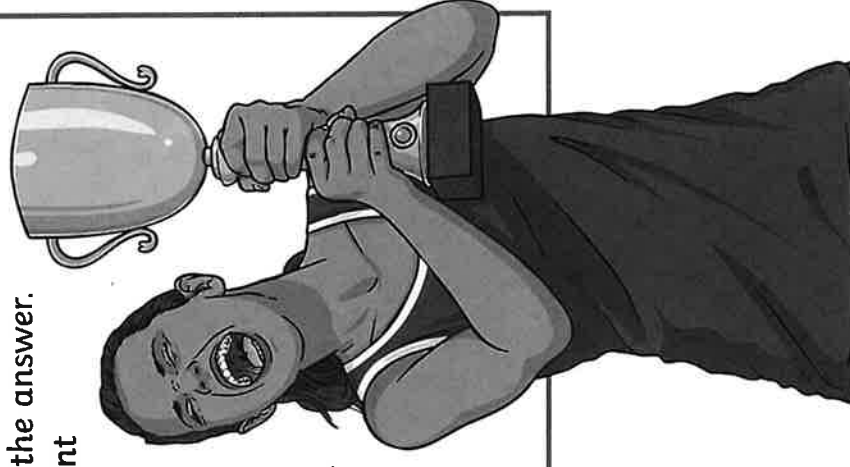
You will need: Paper and a pencil for each player and 6 dice

Preparation: Choose one player to be the designated dice roller.

Instructions:

The dice roller rolls all six dice. Players quickly add up the totals and aim to be the first one to call out the answer.

If they are correct, they will score one point for this. Everyone writes the number on their paper. This becomes the dividend (the amount being divided). The second part of the game requires the dice roller to roll just one dice. This becomes the divisor (the number that the dividend is being divided into). The first player to call out the correct answer wins a point. The game repeats until one player has scored 5 points and they become the winner.



Game 14: Double Trouble Bingo

Number of Players: 2-4

Difficulty Level: Medium

You will need: Paper, pencils and two dice

Preparation: Each player will need a piece of paper. They must choose 5 different numbers between 1-25 and write them on their piece of paper.

Instructions: Each player takes it in turns to roll two dice. They add the totals together and then double the answer. If the answer matches a number on their piece of paper, they cross it off. The first player to cross all their numbers off is the winner.

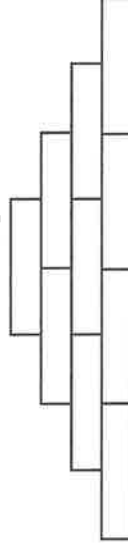
Game 15: Pyramids

Number of Players: 2

Difficulty Level: Medium/Hard

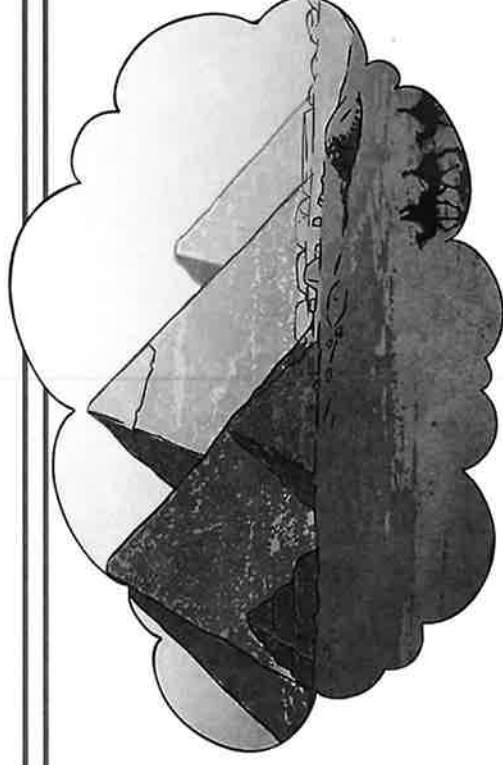
You will need: Paper, pencil and a dice

Preparation: Each player will need to draw a pyramid (see image below).



Instructions: Throw a dice four times and fill in the bottom row of the pyramid. Now, complete the next row by adding the two boxes above each brick. Then, complete the row above this, following the same process and so on. The winner is the person who has the highest number at the top of the pyramid.

Top Tip: To make it harder, you could roll the dice three times and place those numbers in the second row of the pyramid. Now, the players must choose numbers to place above and beneath the dice numbers to make the pattern work. This may mean they need to use negative numbers.



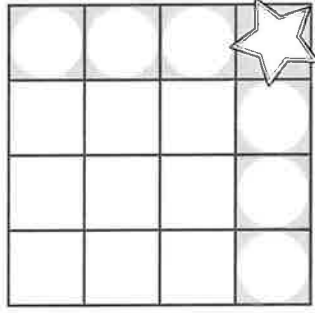
Game 16: The Multiplier

Number of Players: 2

Difficulty Level: Hard

You will need: Paper, pencils, dice and a calculator to check answers

Preparation: Draw out a multiplication grid for each player (see image below).



Instructions: Each player rolls the dice nine times and writes each number in one of the squares. Then, each player multiplies the numbers across each row and writes the final product in the white circle in the last column. Next, each player multiplies each of the three numbers in the columns and places the product in the bottom circle of each column. Finally, each player multiplies the numbers in the three vertical circles and writes the answer in the star in the bottom right-hand corner of the grid. As a final check, multiply the three numbers in the bottom white circles - what do you notice?

The winner is the player with the largest number in the star.

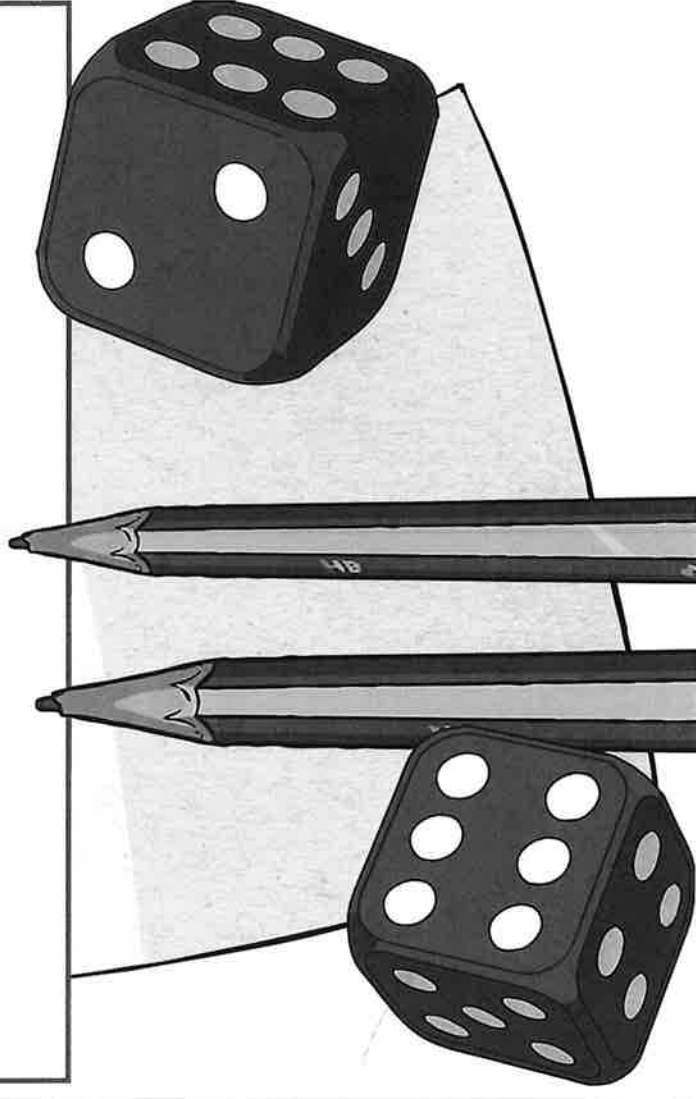
Game 17: Fraction War

Number of Players: 2

Difficulty Level: Medium/Hard

You will need: A piece of paper, pencils and two dice per player

Instructions: Players roll both of their dice. The biggest number becomes the denominator of their fraction. The smallest number becomes the numerator of their fraction. E.g. if a 3 and a 1 are rolled, the fraction would be $\frac{1}{3}$. The players compare their fractions. The player with the highest-value fraction wins a point. Repeat the game. The first player to score 5 points is the winner.



Game 18: Find and Sink

Number of Players: 2

Difficulty Level: Medium

You will need: Two dice and two different colouring pencils

Preparation: Draw a 6-by-6 grid and label both axes with the numbers 1-6 (see image below). Draw a cross in 10 random squares on the grid.

6	X					X
5		X		X		
4				X		
3	X					X
2			X			
1					X	X

1 2 3 4 5 6

Instructions: Players take it in turns to roll both dice to create a set of coordinates. They check these coordinates on the grid and if there is a cross placed in the grid reference, they shade the space in with their colouring pencil. Play continues until all crosses have been shaded in. The winner is the player who shaded the most crosses.

Game 19: Rounding Race

Number of Players: 2-4

Difficulty Level: Medium/Hard

You will need: Six dice, a pen and paper per player

Instructions: Each player rolls their six dice and organises them to make a six-digit number, which they write on their piece of paper. Next, they round it to the nearest hundred thousand and the player with the lowest number scores 1 point. Continue to repeat the game until a player has scored 5 points to become the winner.

Top Tip: You can make this game easier by reducing the number of dice and rounding to a smaller number.

For example, if you use three dice, you would create 3-digit numbers and round to the nearest hundred.



Game 20: Staying Alive

Number of Players: 2-4

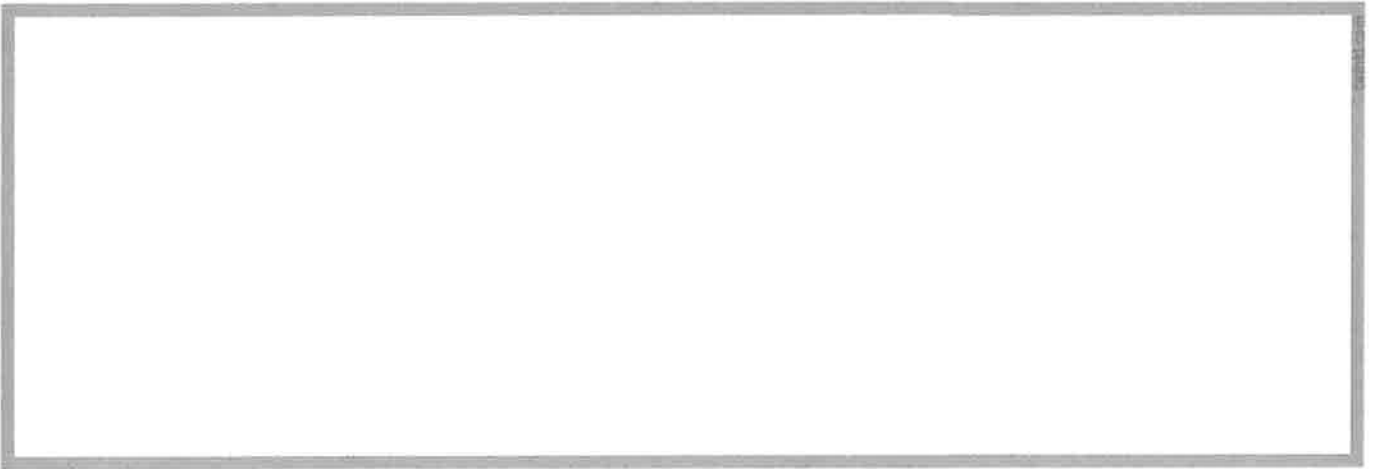
Difficulty Level: Easy

You will need: Three dice per player

Preparation: Each player will use one of their dice to track how many lives they have during the game. At the beginning of the game, each player will start with six lives showing on their spare dice.

Instructions: In the first round, all players take their turn and roll the two dice. Each player's score in that round is calculated by adding the amounts on both of their dice. The player with the lowest roll in that turn loses a life and must change their spare dice accordingly (from 6 to 5 in the first round).

The game is continued and in each round, a player loses a life. When a player has lost all their lives, that player no longer participates in the game. The game ends when there is only one player left and all other players have lost all their lives.



A Film Review by _____

Your star rating for this film



Title: _____ Director: _____

Plot

What happens? Are there any plot twists?
Did you find the plot interesting?

Characters

Who are the main characters?
Who was your favourite character? Why?

Your opinion

Did you like the film?
What was your favourite part? Why?

Recommend

Would you recommend
this film to a friend?
Why or why not?



Apostrophe (s)

An apostrophe (s) shows that something belongs to someone.
Write inside each outlined apostrophe (s).

's 's 's 's 's 's 's 's 's

Belonging Poem

Think of a person's name for each letter of the alphabet. Then think of something that person might own, that begins with the same letter as their name. Remember to use an apostrophe (s) after each name, to show that the next word is something belonging to the person.

Anna's apple,

Ben's book,

Claire's _____

D _____

E _____

F _____

G _____

H _____

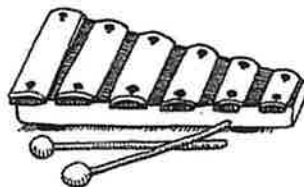
I _____

J _____

K _____

L _____

M _____



N _____

O _____

P _____

Quentin's _____

R _____

S _____

T _____

U _____

V _____

W _____

Xander's _____

Y _____

Zoe's _____

What Is Minecraft?

Minecraft is a popular video game. Players can build with different types of blocks in digital, 3D worlds.

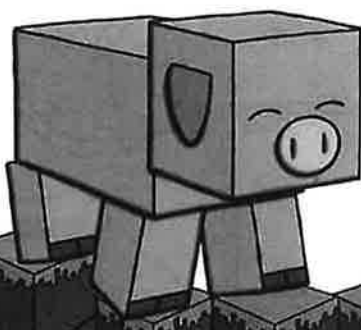
There are two ways to play Minecraft:
Survival and Creative.

Survival Mode	Creative Mode
<ul style="list-style-type: none">• Players need to find their own building supplies.• Players need to find food.• Players interact with mobs which are block-shaped creatures that move.	<ul style="list-style-type: none">• Players are given all the supplies they need.• Players do not need to find or eat food.

To play Minecraft you will need:

- a computer or another digital device
- an online account (players aged 12 or under will need to have a parent make the account for them)

Don't forget, you should always ask a parent before going online, even to play games like Minecraft!



Questions

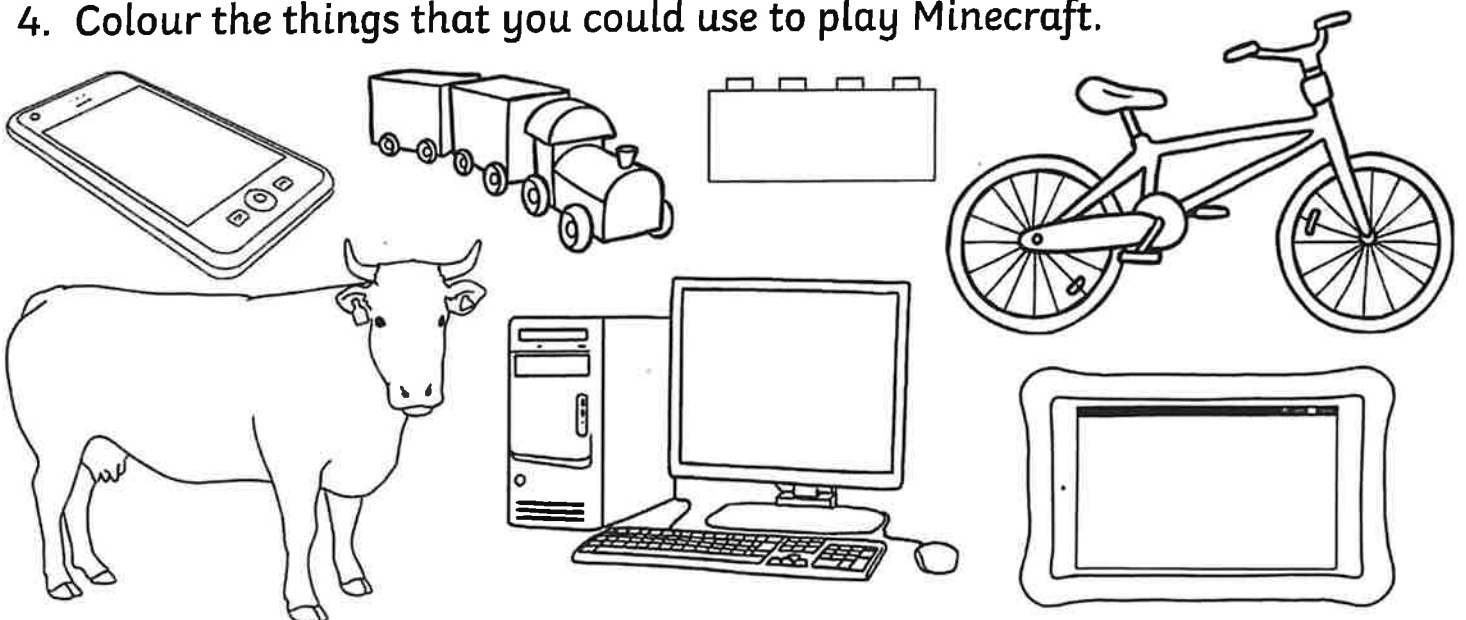
1. Select the **best** definition for Minecraft.

- Minecraft is an online game.
- Minecraft is a popular video game in which players use blocks to build and create digital, 3D worlds.
- Minecraft is a fun game that can be played on a computer.

2. Which Minecraft mode do you think you would prefer to play?
Explain your answer.

3. Draw an example of what a mob might look like.

4. Colour the things that you could use to play Minecraft.



What Is Minecraft?

Minecraft is a super popular video game. In this game, players build and create with different types of blocks in digital, three-dimensional worlds.

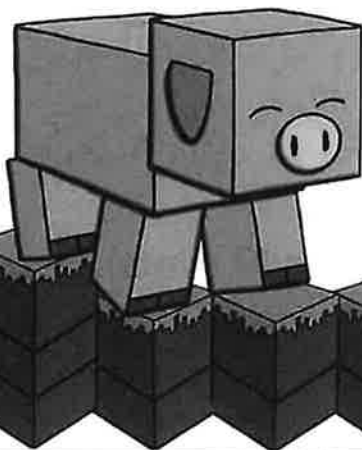
There are two main modes, or ways to play, Minecraft. They are Survival and Creative.

Survival Mode	Creative Mode
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To play Minecraft, you will need a computer or other digital device, such as a tablet or smartphone. You will also need to create an online account.

Any players aged 12 or under will need to have a parent create their account for them.

Don't forget, you should always ask a parent before going online!



Questions

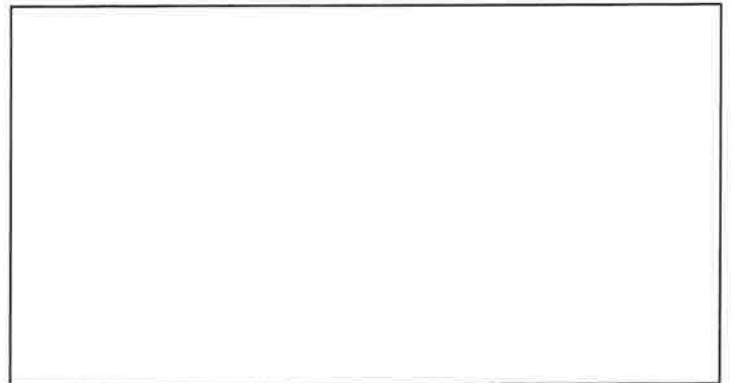
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- Minecraft is a fun game that can be played on a computer.

2. Which Minecraft mode do you think you would prefer to play?

Explain your answer.

3. What are 'mobs'? Write your answer and then draw an example of what a mob might look like.



4. What do you **need** to be able to play Minecraft? Choose all correct answers.

- computer/digital device
- wooden building blocks
- a Minecraft account
- a book about Minecraft
- a Minecraft T-shirt
- parent permission (if you are under 12 years)

What Is Minecraft?

Minecraft is a super popular video game. In this game, players build and create with a variety of different blocks in digital, three-dimensional worlds. The purpose of the game is to build and explore. There are no points or levels to work through.

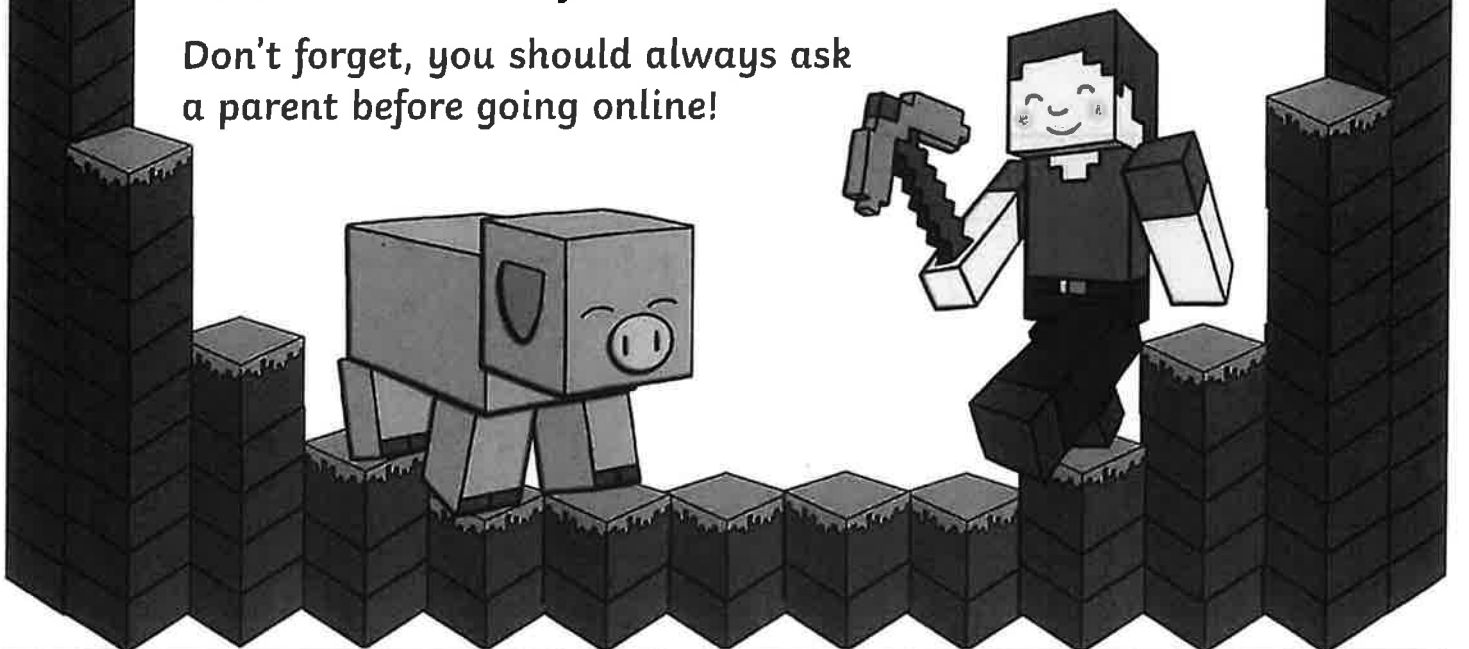
There are two main modes, or ways to play, Minecraft. They are Survival and Creative.

In Survival mode, players need to find their own building supplies and food to be able to continue playing the game. They can also interact with mobs, which are block-shaped creatures that move. Some of these creatures are friendly, but some are definitely not!

In Creative mode, players are given the supplies they will need to build and break all kinds of blocks. Players do not need to eat to survive when playing in Creative.

To play Minecraft, you will need a computer or digital device. There are compatible versions of the Minecraft game for a variety of different computers, tablets and smartphones. You will also need to create an online account. Any players aged 12 or under will need to have a parent create their account for them.

Don't forget, you should always ask a parent before going online!



Questions

1. Select the **best** definition for Minecraft.

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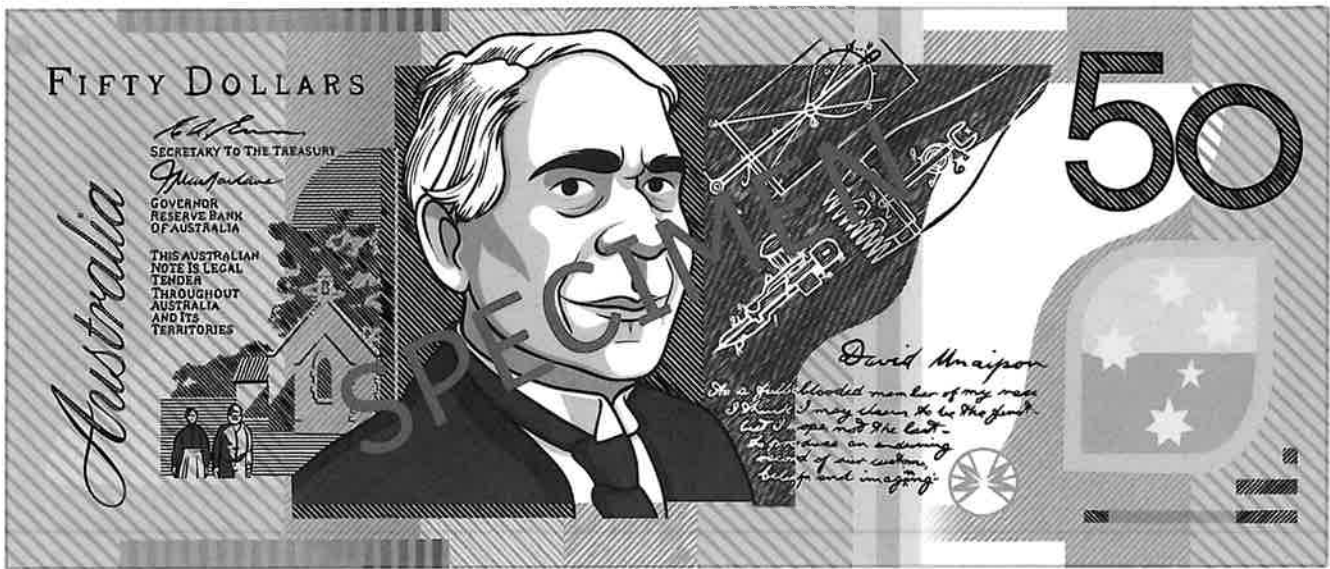
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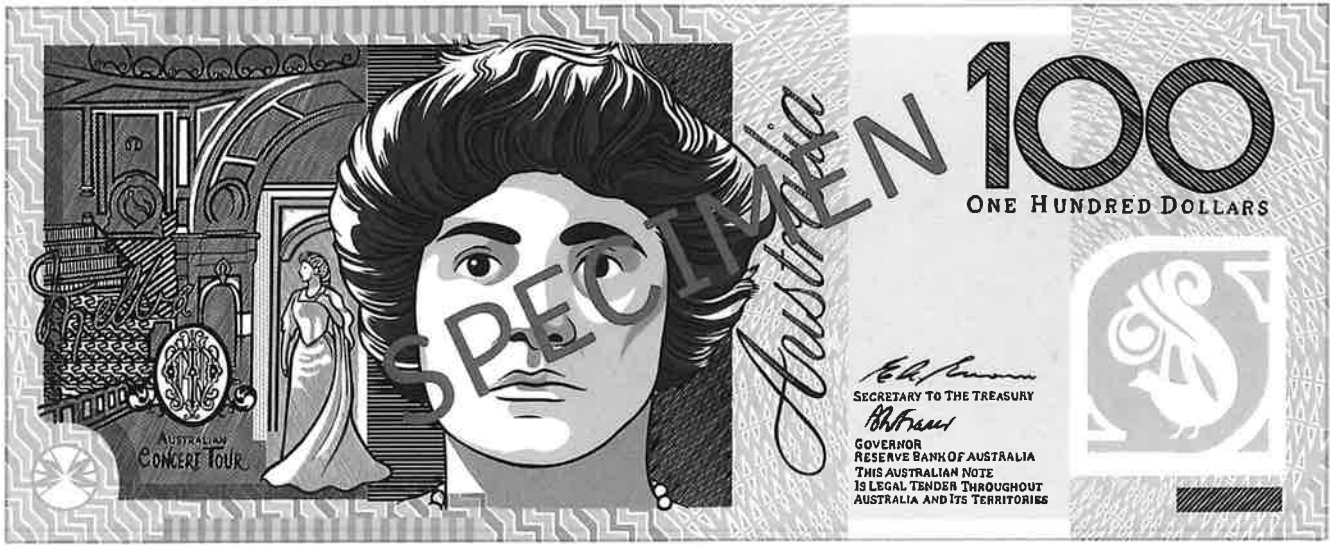
3. Which Minecraft mode do you think you would prefer to play?
Explain your answer.

4. What are mobs?

5. What do I **need** to be able to play Minecraft?







100
ONE HUNDRED DOLLARS

Australia

SPECULATIVE



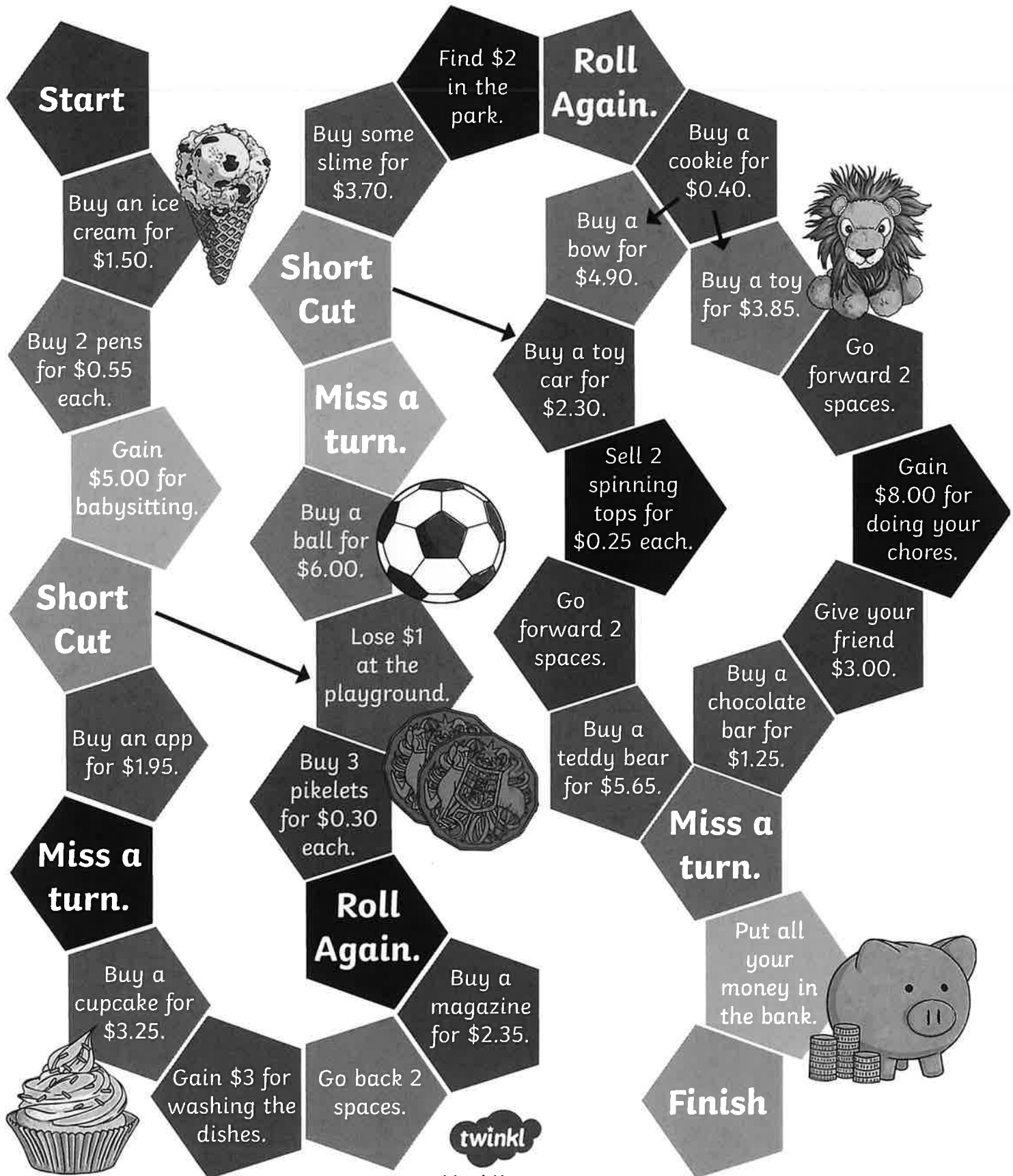
Edmund Byrne
SECRETARY TO THE TREASURY
Rob Cass
GOVERNOR
RESERVE BANK OF AUSTRALIA
THIS AUSTRALIAN NOTE
IS LEGAL TENDER THROUGHOUT
AUSTRALIA AND ITS TERRITORIES



Spending Spree!

How to Play

1. You will need dice, counters and toy money (notes and coins).
2. Each player starts with \$30.00.
3. Roll the dice and move your counter the correct number of spaces.
4. Follow the instructions on the place where you land. You will need to either add or subtract money from your total.
5. The game continues until both players have reached the finish mark.
6. The winner is the player with the most money left at the end of the game.



Coin Rubbing

Rubbing coins is a wonderful and exciting way to see the pictures on them!

Step 1: Place the coin under the paper.

Step 2: Gently rub over the paper with a lead pencil.

Step 3: Keep rubbing until the picture appears!

--	--	--	--	--	--

5c

10c

20c

50c

\$1

\$2

Now try rubbing coins in different colours:

--	--	--	--	--	--

Next, rub the coins in order from largest value to smallest value:

--	--	--	--	--	--

Finally, rub the back of the coins:

--	--	--	--	--	--

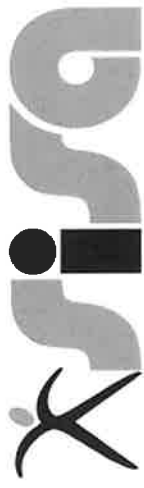
Daily Fitness Challenge for Kids



- | | |
|------------------------|------------------------|
| A: 10 Jumping Jacks | N: 4 Lunges |
| B: 30 Second Plank | O: 3 Burpees |
| C: Crab Walk | P: 10 Second Butterfly |
| D: 10 Push Ups | Q: Run in Place 1 Min |
| E: 10 Sit Ups | R: 7 Jumping Jacks |
| F: 5 Cartwheels | S: 4 Leg Kicks |
| G: Headstand | T: 5 Sit Ups |
| H: 4 Somersaults | U: 15 Second Plank |
| I: Duck Walk | V: 3 Cartwheels |
| J: Jump In Air 5 Times | W: Crab Walk |
| K: Touch Toes 6 Times | X: 2 Somersaults |
| L: Spin Around 3 Times | Y: 5 Lunges |
| M: 10 Leg Kicks | Z: Duck Walk |

Spell each day of the week for a daily workout!





Stage 1
Online Learning
Term 3 Week 10

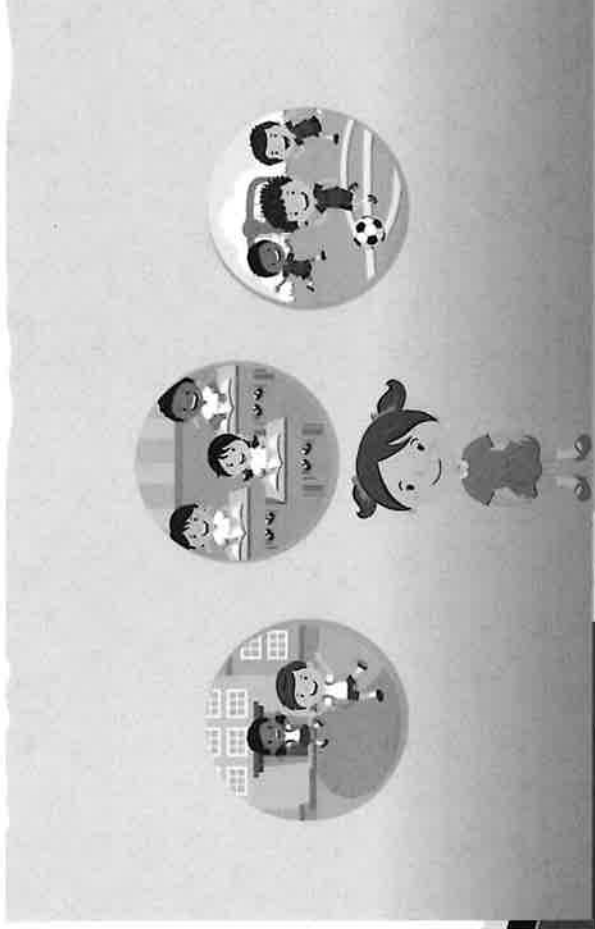


Stage 1 Online Learning Week 10

This week you will be learning all about 'belonging' You will be learning about what belonging means and completing a task on identifying groups you belong to.

Click on the following YouTube link to learn all about some different types of communities and groups you may belong to.

<https://www.youtube.com/watch?v=IGC0zxgRNJQ>



www.sisa.com.au

Some questions for discussion at home:

- What does belonging mean?
- What are some groups you belong to that give you a feeling of belonging?
- What are some of the benefits of belonging to different types of groups?



Your Turn !

Task: After having a short discussion with a family member at home complete the tasks on the worksheet by identifying 3 different groups you belong to.

Then answer the short questions below to demonstrate your understanding.



Groups I belong to

Stage 1 Online Learning
Term 3 Week 10

Task: Draw and label 3 different groups that you belong to in the boxes below, then answer the questions to demonstrate your understanding

Group name: _____

A large empty rectangular box for drawing a group.

Group name: _____

A large empty rectangular box for drawing a group.

Group name: _____

A large empty rectangular box for drawing a group.

1. Define the word belonging:

2. What does it feel like to belong to a group?

3. What is a positive about belonging to a group?



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Task: Draw and label 3 different groups that you belong to in the boxes below, then answer the questions to demonstrate your understanding

Group name: _____

Group name: _____

Group name: _____

--	--	--

1. Define the word belonging:

2. What does it feel like to belong to a group?


























3. What is a positive about belonging to a group?

AT-HOME OUTDOOR ACTIVITIES FOR KIDS WWW.KIDDO.EDU.AU



Improve your Move








 <p>Build & destroy Build a castle using household items. How many throws to knock it down?</p>	 <p>Footpath chalk games - hopscotch</p>	 <p>Nature scavenger hunt</p>	 <p>Wall ball www.kiddo.edu.au/activities</p>	 <p>Kick & Chase kick a ball and chase after it, try to stop it with your foot</p>
 <p>DIY backyard obstacle course</p>	 <p>Footpath chalk games - jumping patterns</p>	 <p>Climb a tree</p>	 <p>Diminishing targets</p>	 <p>Goal scoring bonanza set-up goals using a laundry basket. How many can you get?</p>
 <p>Catching challenges</p>	 <p>Footpath chalk games - design your own game</p>	 <p>Minefield dribble a soccer ball around obstacles, now try bouncing</p>	 <p>Play a game of four square/handball</p>	 <p>Run/roll down a hill</p>
 <p>Skipping rope games</p>	 <p>Super throw how far/high can you throw? Try underarm & overarm</p>	 <p>Stocking Striking put a pair of socks in a stocking and hang from a tree, try and hit</p>	 <p>Ride a bike or scooter on the footpath</p>	 <p>Ready, aim, fire draw targets on a wall with chalk and throw/kick at them</p>
 <p>Here, there, everywhere</p>	 <p>Jump & measure use a measuring tape to see how far/high you can jump</p>	 <p>Make a ninja warrior course</p>	 <p>Create your own game with a ball</p>	 <p>Crab walk walk on all fours with belly facing up</p>

AT-HOME INDOOR ACTIVITIES FOR KIDS WWW.KIDDO.EDU.AU



Improve your Move




 Hallway Soccer	 Balloon taps - use your hand/feet/a broom	 Dance party	 Masking tape maze create & hop/jump/skip/run through it	 Musical statues
 Indoor obstacle course	 Milk carton bowling	 Spider web throw	 Lucky dip - activity of the day	 Activity Stations Balance on one foot Throw & catch Walk balancing teddy on head
 Catching challenges www.kiddo.edu.au/promote	 Sack races use your old pillow slips	 Balance challenges	 Roll a dice fitness fun	 Have a go at the KIDDO Challenges catch/balance /jump
 Make a mini golf course	 Catch the magical creatures https://kiddo.edu.au/activities/catch-magical-creatures	 Animal walks crab/bear/snake/kangaroo	 Floor is lava	 Indoor Skating wear paper plates or face cloths on feet and skate around wooden or carpet floors
 Beanbag balances fill a sock with rice to make a beanbag	 Balloon tennis	 Sock basketball - use a bucket as a goal, how many goals can you get?	 Musical chairs	 Make up your own dance routine

Write Spelling Words 5 Ways! Name _____

	Pencil	Crayon	Colored Pencil	Marker	Highlighter
1.					
2.					
3.					
4.					
5.					
6.					
7.					
8.					
9.					
10.					



 teachstarter



 teachstarter



 teachstarter



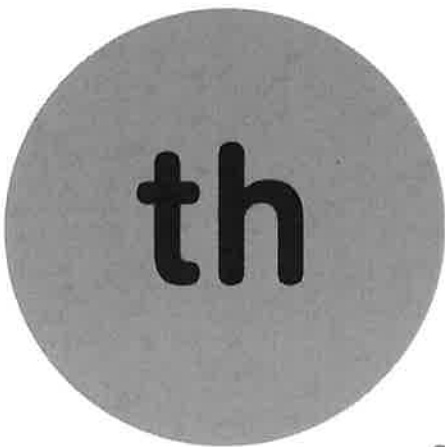
 teachstarter



 teachstarter



 teachstarter



 teachstarter



 teachstarter

Hurdle and Honk

You will need:

- three or four hurdles (additional if you choose to set up more than one hurdle run) or anything you can jump over (stick, toy, block)
- digraph and blends flashcards.














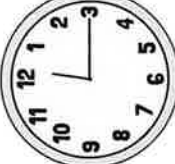
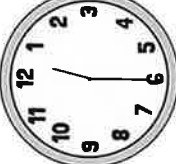
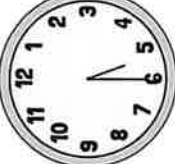
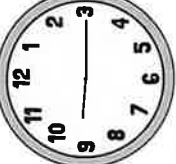





How to Set Up and Play

1. Cut up the digraphs card
2. Set up three or four hurdles, evenly spaced, in a safe open area.
3. Place the flashcards, at the end of the hurdle run.
4. Jump over the hurdles, pick up a flashcard and hold it up.
5. Sound out the digraph or blend and say the word. For example, "wh is for whale".
6. *Honk* your nose and run back to the start.
7. Repeat until you have completed each digraph.

Telling the Time Board Game

What time is it?

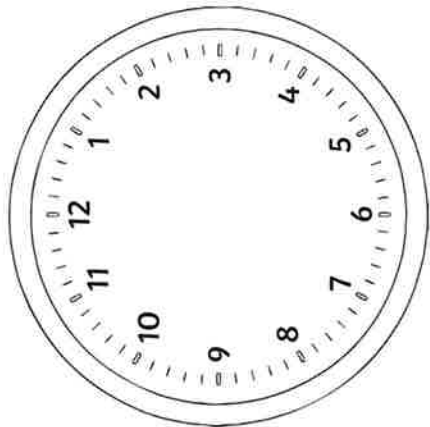
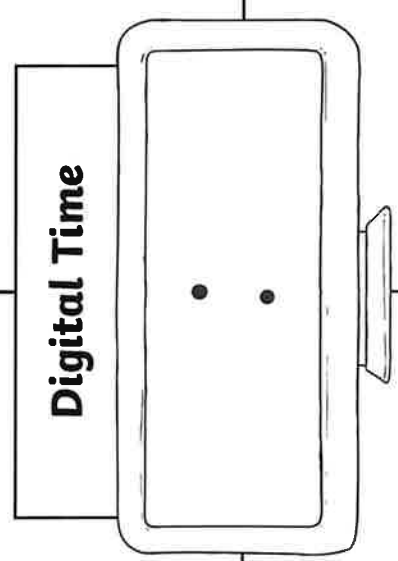
Roll a dice, move the number of spaces shown and read aloud the time shown on the clock. The first player to complete the board wins!

Start				Miss a turn		
Miss a turn					Miss a turn	
						Miss a turn
						Miss a turn
End				Miss a turn		



Time Think Board

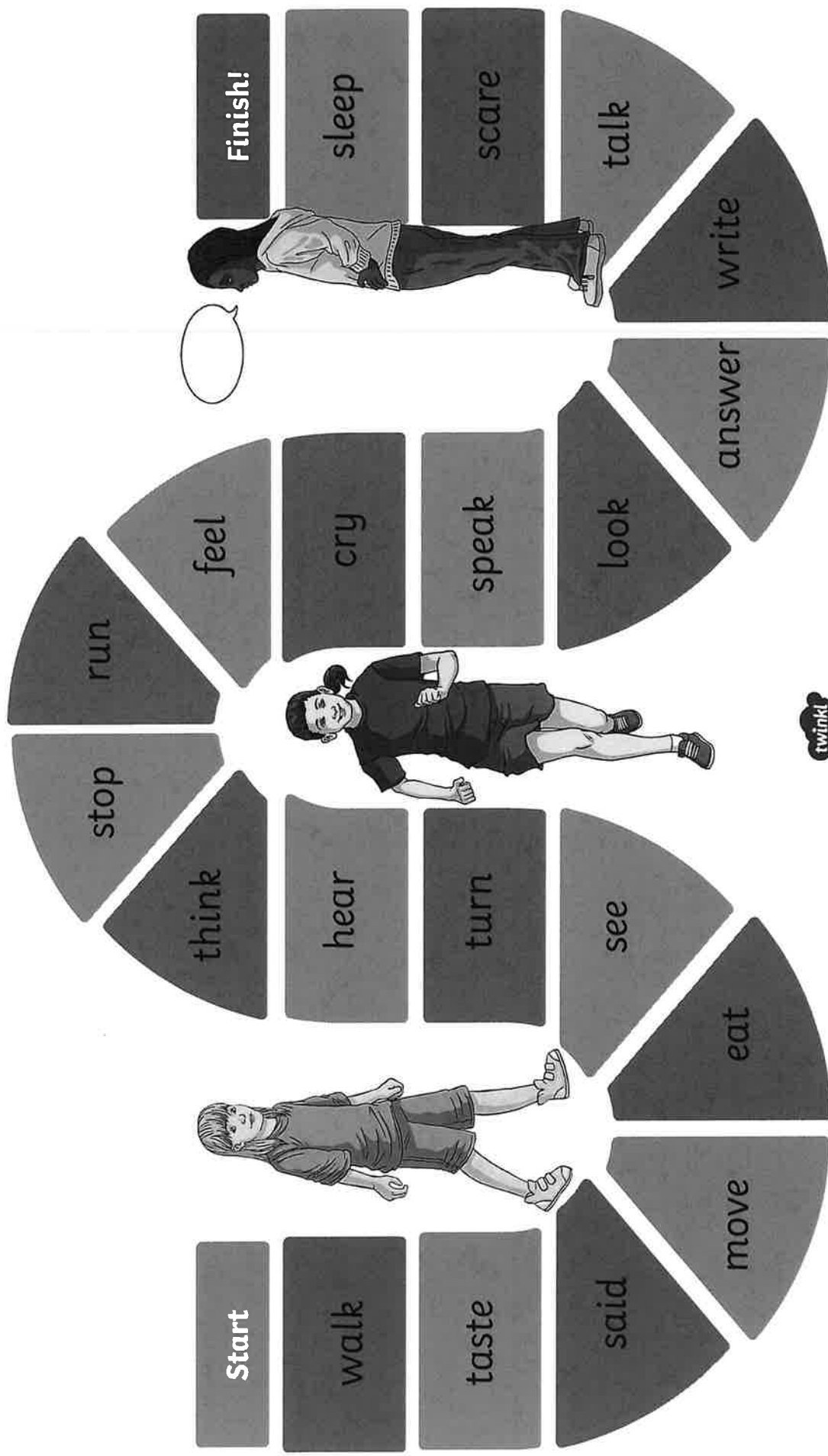
In each section, show different ways to represent time.

<p>Minutes Past the Hour</p>	<p>Minutes to the Hour</p>
<p>Analogue Time</p> 	<p>Digital Time</p>  <p>24-Hour Time</p>

Verbs Board Game

Instructions:

All these words on the board are verbs. Can you think of a more powerful synonym to use instead? Roll the dice to see how many spaces you can move. Read out the word you land on and then say a synonym. For example, if you land on 'walk', then the synonym could be 'stroll' or 'wander'. Race to the finish and see how many synonyms you can think of. Good luck!



Common Exception Words

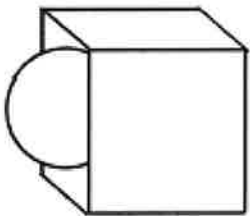
d o o r d f l o o r y s
h w f r b e h i n d w z
p z i s c d z f g h c j
o l n n o p q r s t h v
o x d m z z c w z f i h
r j k i n d o i q r l t
e v w n s z a l j d d f
g j i d k z m d o p r z
c l i m b x y z a b e d
z f g h c h i l d n n p
q r t z d j y x z z a b
b e c a u s e j k z m n

door
floor
poor
because

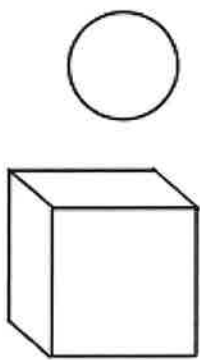
find
kind
mind
behind

child
children
wild
climb

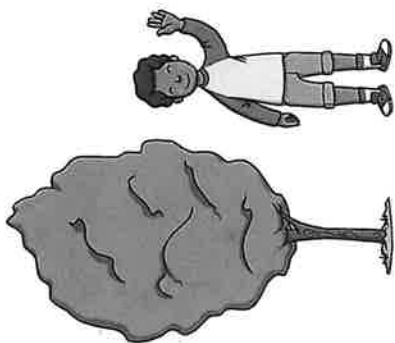
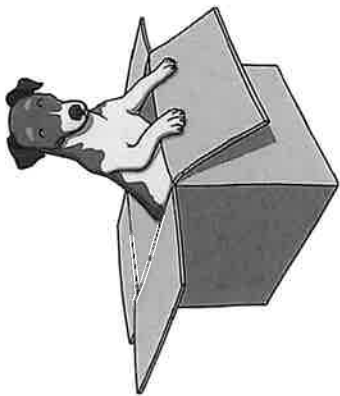
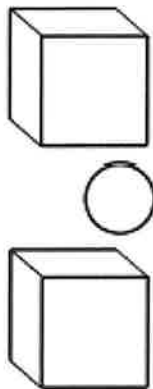
in



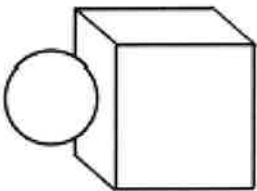
next to



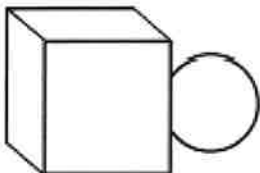
between



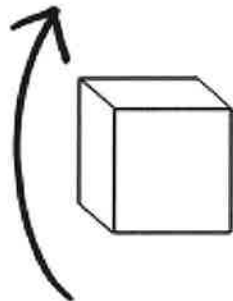
on



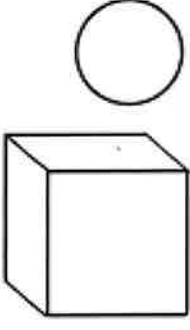
under



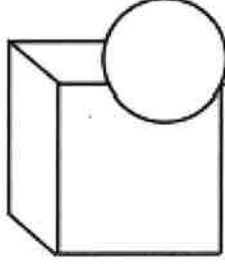
over



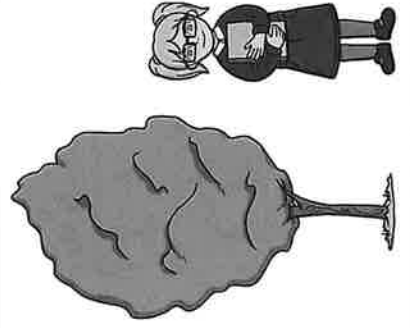
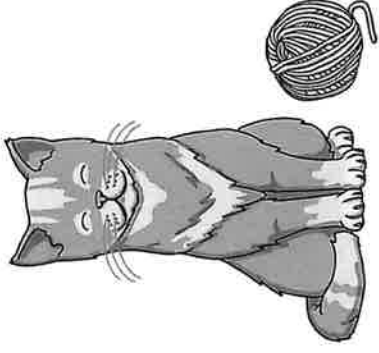
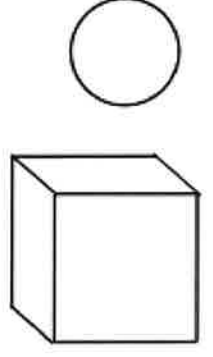
beside



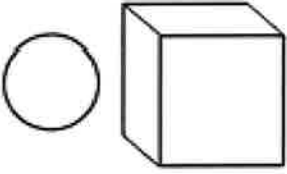
in front of



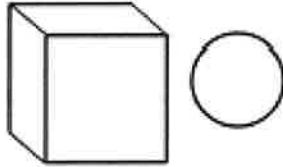
near



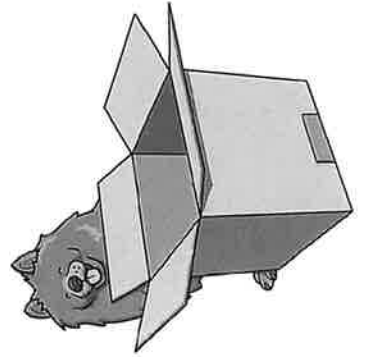
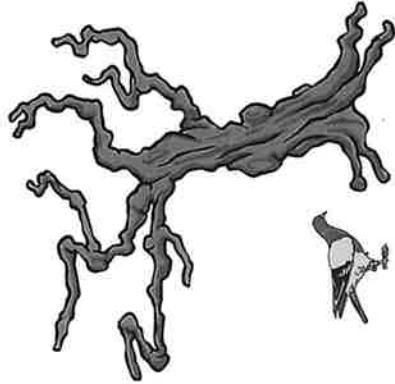
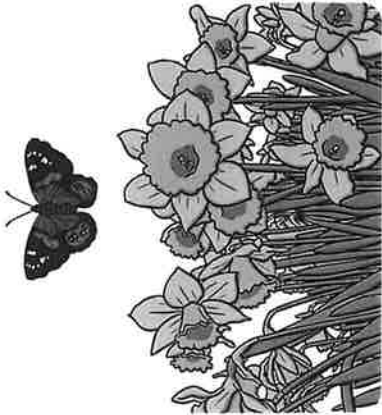
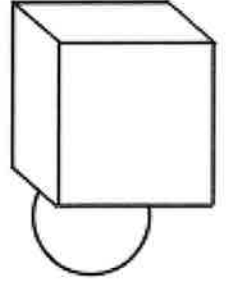
above



below



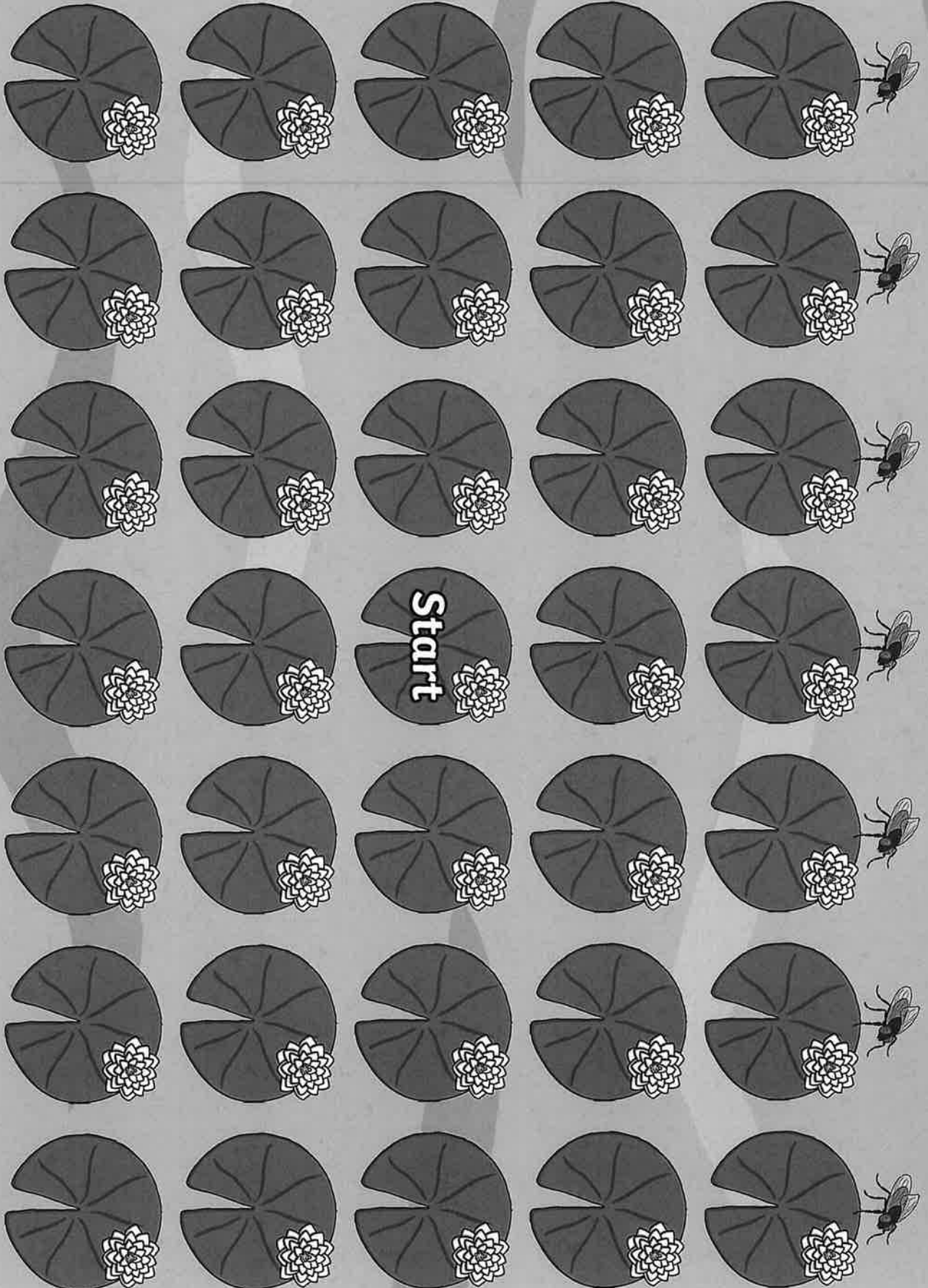
behind



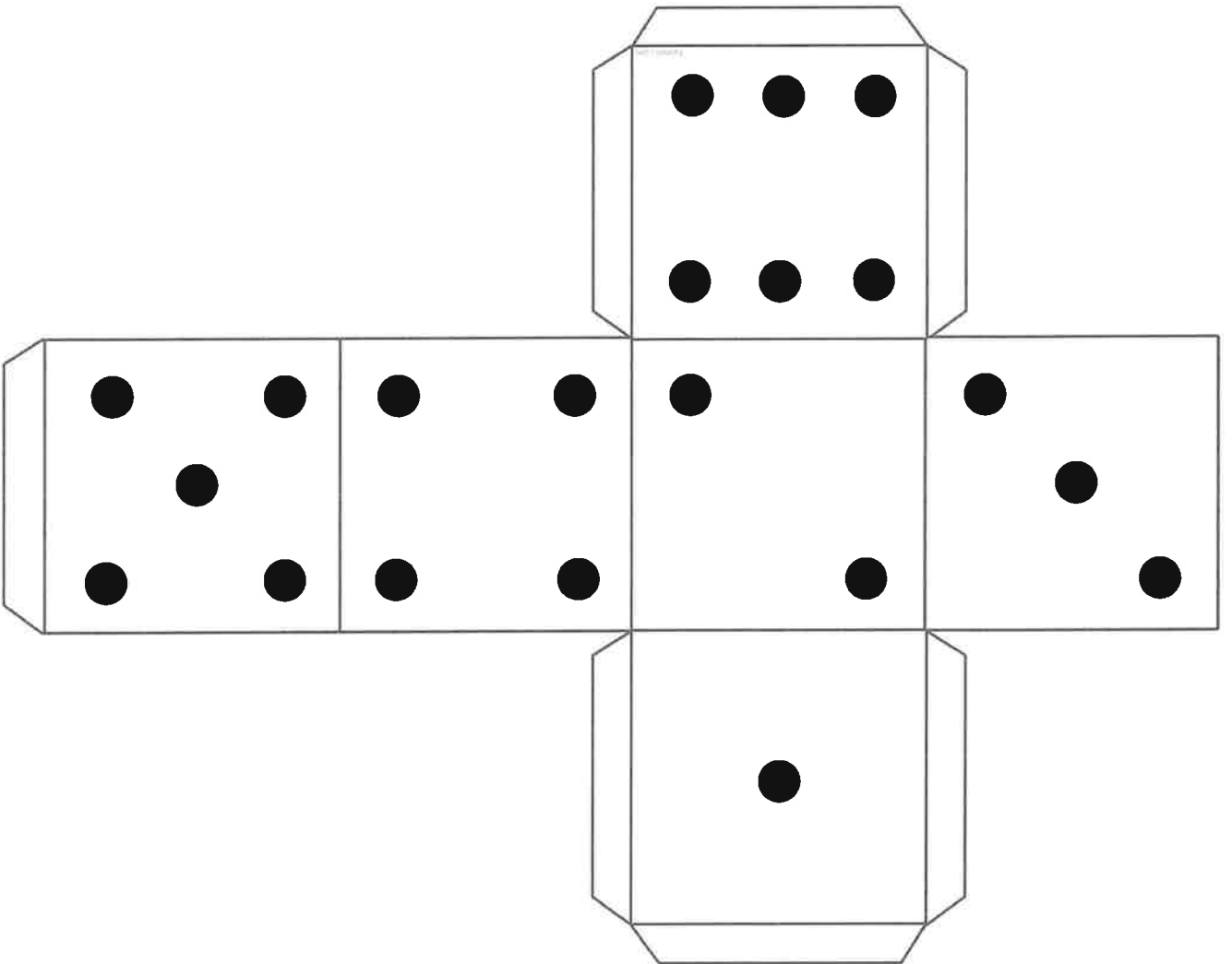
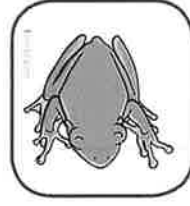
Roll both dice to determine how many jumps the frog needs to take and which direction he should jump in.

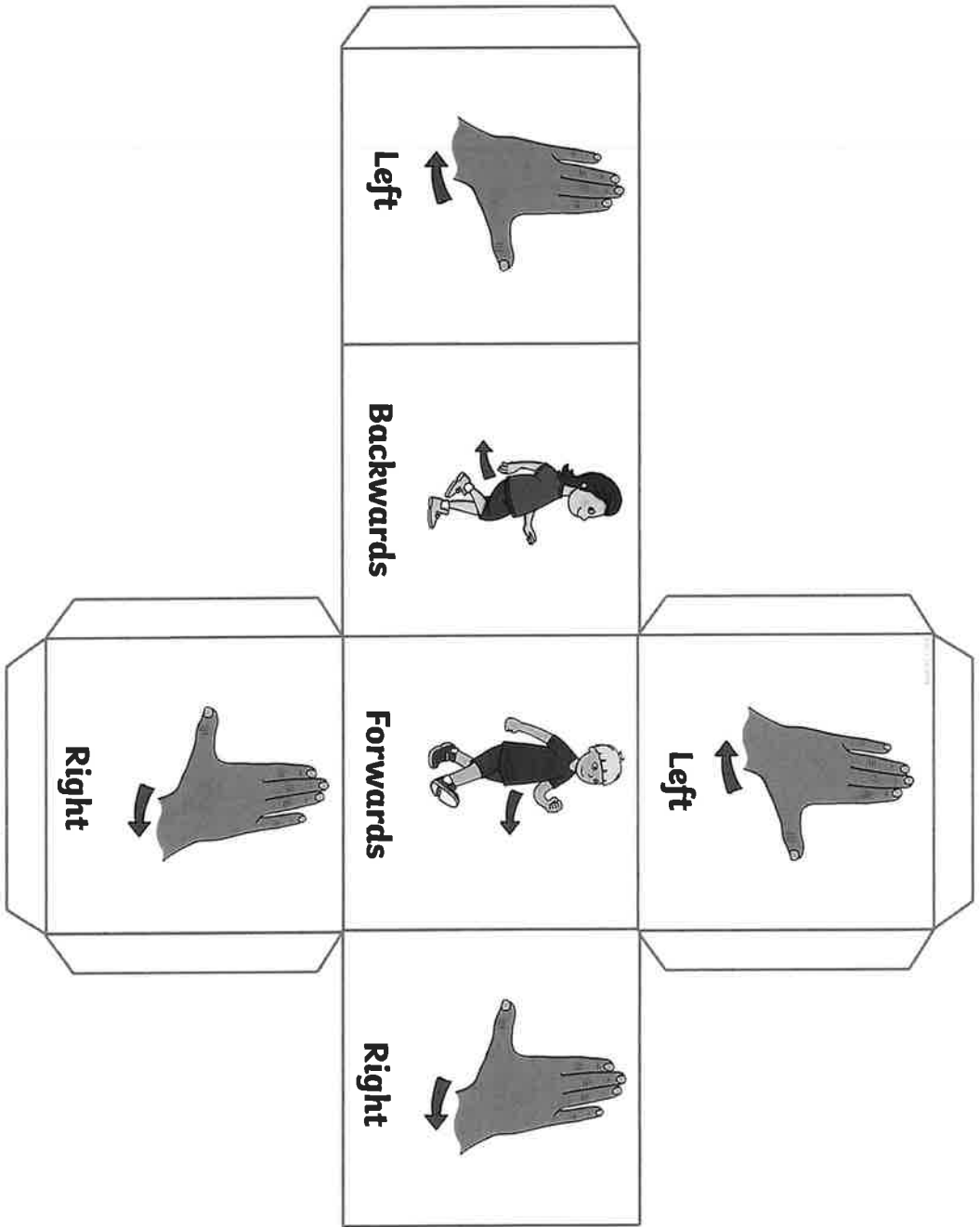
The first to catch a fly wins.

Catch a Fly!



Cut around the frog game pieces.





above



in



below



on



inside



beneath



outside



under



next to



through



beside



around



left



behind



right



in front



Map of Australia

