

Learning from Home (online) – Stage 1

You will need access to a digital device and help from a parent/carer to complete the following activities. If you require any assistance, please email or privately message your child’s teacher through Google Classroom.

	Monday	Tuesday	Wednesday	Thursday	Friday
Task	Have a go at tying up your shoes	Can you help make dinner tonight?	Have you cleaned your teeth in the morning and night?	Could you help bring in the clothes?	Are you able to help fold the clothes?
Morning	<p>English</p> <p>Phonemic awareness</p> <p>Practice your rhyming skills using Rhyme Time</p> <p>Spelling</p> <p>Use the Oxford Word list in the resources section to practice reading then writing your High Frequency Words.</p> <p>Play The spellingteachme game</p> <p>Writing</p> <p>What did you do on the weekend? Try and include who, when,</p>	<p>English</p> <p>Phonemic awareness</p> <p>Syllables – practise clapping words to count the syllables e.g. mon-key = 2 claps ball = 1 clap</p> <p>Play Syllable Slurp</p> <p>Spelling</p> <p>Practise your spelling words on touch typing</p> <p>Writing</p> <p>What can you see out your window or door? Try using adjectives (describing words) when</p>	<p>English</p> <p>Phonemic awareness</p> <p>Play the Cleaning the Garden game to practice hearing the final sound</p> <p>Spelling</p> <p>Use the Vocabulary Spelling City to make some spelling lists and practise your phonics.</p> <p>Writing</p> <p>Choose a writing stimulus from Pobble365</p> <p>It will give you story starters and sentence ideas. Write them in your</p>	<p>English</p> <p>Phonemic awareness</p> <p>Partners in Rhyme</p> <p>Spelling</p> <p>Use Phonics Play to practise blending</p> <p>Writing</p> <p>Play transition bug story writing game.</p> <p>Play identify the text features.</p> <p>Draw a picture from the text.</p> <p>Writing - Write a letter to a friend</p>	<p>English</p> <p>Phonemic awareness</p> <p>Silly Bulls – Practise finding syllables</p> <p>Spelling</p> <p>Short Vowel Machine</p> <p>Choose your favourite spelling activity from this week and have another go at it.</p> <p>Writing</p> <p>Create your own talking dinosaur.</p> <p>Write a list of food you would like for dinner. Think of a main dish and</p>

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	<p>where, why, what.</p> <p>Choose 5 of your sight words out of wool or string.</p> <p>Reading & Viewing</p> <p>Read a story on EPIC</p> <p>Write a recount about what happened in the story.</p>	<p>you write what you can see.</p> <p>Reading & Viewing</p> <p>Play a comprehension reading game.</p> <p>Read a fictional book aloud with a friend/family member. Retell the story to them.</p>	<p>work book.</p> <p>Reading & Viewing</p> <p>Blacktown City Library – use your library card to borrow an audio book from the library. Download the ‘Borrow Box’ onto your iPad or Tablet.</p>	<p>Reading & Viewing</p> <p>Choose a story from the School Magazine</p> <p>Draw a picture and write some sentences about your story.</p>	<p>dessert.</p> <p>Reading & Viewing</p> <p>Read a story on EPIC</p> <p>Write a letter to one of the characters. What would you like to ask them or tell them?</p>
Break					
Middle	<p>Mathematics</p> <p>Log into Mathletics and complete your set tasks.</p> <p>Number</p> <p>Hundred Charts – try the game “Give a Dog a Bone”. Use your knowledge of counting by 10s and 1s to find each number.</p> <p>Friends of 10</p> <p>Listen to the Friends of Ten Song</p> <p>Use a dice or a pack of cards to practise your friends of 10. Roll/pick a</p>	<p>Mathematics</p> <p>Log into Mathletics and complete your set tasks.</p> <p>Number</p> <p>Hundred charts –</p> <p>Click on the 1-100 chart and move the numbers into their correct place</p> <p>Sequencing Numbers - Sequencing Game</p> <p>Practice sequencing numbers forwards and backwards from 1 to 100 or 100 to 1.</p> <p>Ordering Numbers –</p>	<p>Mathematics</p> <p>Log into Mathletics and complete a task.</p> <p>Number</p> <p>Odd or Even –</p> <p>When you have an odd number you can make even groups. Get 5 items and try and make two equal groups....</p> <p>Even numbers all end in 2,4,6,8,0. Practise counting by 2s. Then play...</p> <p>Coconut Odd or Even</p>	<p>Mathematics</p> <p>Log into Mathletics and complete a task.</p> <p>Measurement & Geometry</p> <p>Volume and Capacity - Volumes and surface areas</p> <p>Which container holds more rocks?</p> <p>Choose a container and then choose something to fill it with, e.g. marbles, rocks, paper clips, OOSHIES, Coles Minis, etc. Estimate how</p>	<p>Mathematics</p> <p>Log into Mathletics and complete a task.</p> <p>Measurement & Geometry</p> <p>2D Shapes & Patterns</p> <p>Play shape sorter</p> <p>Play look at a pattern</p> <p>Length -</p> <p>Make a paper airplane. Measure how many steps the plane flies.</p> <p>Try a new design to see if you can beat that distance.</p>

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	<p>number, then use your fingers or counting strategies to work out how many more do you need to make 10.</p> <p>Write the friends of 10 as number sentences as you</p> <p>Number Bonds to 10</p>	<p>Coconut Ordering - put the numbers in order from smallest to largest or largest to smallest.</p>	<p>Fair Sharing (Division)</p> <p>If I have 10 lollies, and two people, how many lollies will each person get? Use breakfast cereal (e.g. coco pops or nutri grain) to practise sharing out 10 between two people.</p> <p>Help Curious George make fair shares</p>	<p>many items you think the container will hold. Then test your estimate. Were you right?</p> <p>Choose a different thing to fill the same container. Estimate how many will fill the container. Is it going to be more or less than the previous item? Why?</p> <p>Play design a park</p>	<p>Keep a record on paper of each test flight and how far the paper plane flew.</p> <p>Challenge a family member to a paper plane competition.</p>
Break					
Afternoon	<p>Make a puppet using recycled materials or paper. Watch making a newspaper puppet to assist. You may choose to use a variety of techniques or materials such as socks, wooden spoons.</p> <p>Think of a character for your puppet.</p> <p>If you have time, create more than one puppet.</p>	<p>Write a few sentences about the characteristics of your puppet/s. Are they happy, grumpy or sleepy and so on? What do they like to do?</p> <p>Finish your puppet or make another one. Draw a picture of your puppet in your scrapbook.</p>	<p>Puppets can do things that are impossible for humans. Experiment with the fun things the puppet might do. For example, the puppet might jump off a wall and fly.</p> <p>Choose some music. Play the music and practise making your puppet move in interesting and fun ways.</p> <p>Ask someone in your home to be a leader and have your puppet follow them around. Think</p>	<p>Create a scene for your puppet to interact with yourself or another puppet you have made. For example, they might visit the pool, the bank, the bus stop, the restaurant, or a fun fair. Improvise a simple scene involving the puppets in that place. The scene should involve a complication to create dramatic tension. For example, two puppets are at the pool. One puppet is scared to</p>	<p>Film your scene or work with a helper to create an iMovie or video of your scene.</p> <p>PDHPE</p> <p>Describe 5 ways that you can keep yourself healthy, and active. Choose one of your ideas and create a poster to explain it to a family member or friend</p> <p>Create a game that has rules and one piece of equipment. Play the game with a family</p>

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		<p>about where their eyes would look and how they move.</p>	<p>jump in the pool. The other puppet reassures the scared puppet that they can swim and will be fine. They agree to hold hands and jump in together.</p>	<p>member or friend.</p>