Remote learning Grid – Week 10, Term 3 - Stage 1, Year 2

This grid covers both online and offline options. Activities that are highlighted yellow will receive explicit feedback from teachers. If the learning is completed offline, please submit the work via 2 options. Option 1: take photos of work and upload to Seesaw. Option 2: hand in completed work to the teacher at the end of each week via the front office. Optional activities are highlighted in green.

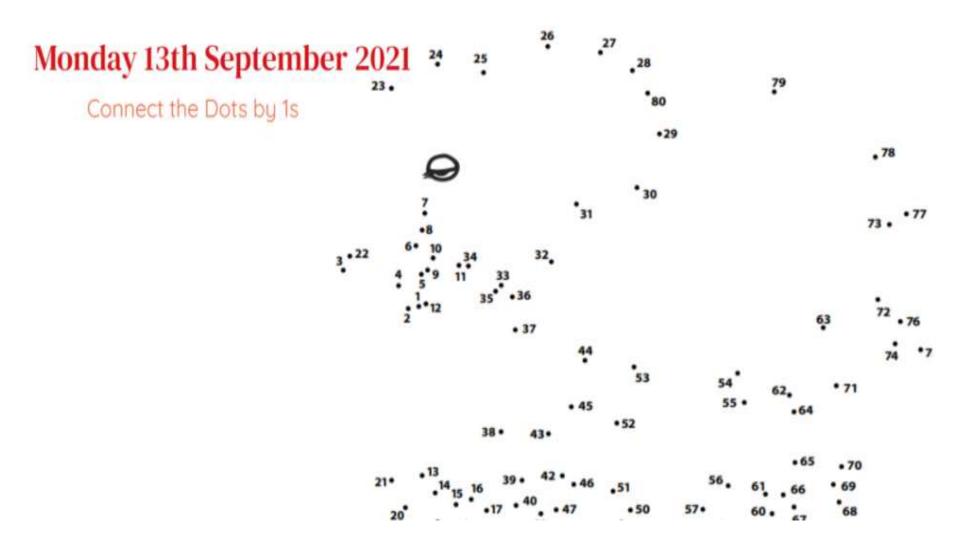
Monday	Tuesday	Wednesday	Thursday	Friday
		English		
Attendance (Seesaw)- Please answer the attendance question Between 9-9:30am (Activity 1)	Attendance (Seesaw)- Please answer the attendance question Between 9-9:30am (Activity 1)	Attendance (Seesaw)- Please answer the attendance question Between 9-9:30am (Activity 1)	Attendance (Seesaw)- Please answer the attendance question. Between 9-9:30am (Activity 1)	Attendance (Seesaw)- Please answer the attendance question Between 9-9:30am (Activity 1)
Spelling and Grammar Editing Complete the activity (See Seesaw or hme pack for more information). M Typing club Let's learn to touch type! Visit this website to practise your	Spelling and Grammar Editing Complete the activity (See Seesaw or hme pack for more information). Zoom Check-in 11:00- 2H and 2M 11:30-2S	Wellbeing Wednesday Enjoy a screen free day or log in to Seesaw for a choice board of fun activities to keep you busy!	Spelling and Grammar Editing Complete the activity (See Seesaw or hme pack for more information). Share Reading Complete activity 3 (see Seesaw or home pack for more information)	Catch up on any incomplete tasks that you haven't gotten to this week or term. Pirate Ship STEM CHALLENGE See Seesaw or home pack for information.
i typing. n https://www.typingclub.co g m/ Share Reading Complete activity 3 (see Seesaw or home pack for more information)	Share Reading Complete activity 3 (see Seesaw or home pack for more information)		Zoom Check-in: 11:00- 2H and 2M 11:30-2S	Typing club Let's learn to touch type! Visit this website to practise your typing. https://www.typingclub.com/
	Writing: Roll a Superhero Part 1 Description Writing		Writing: Roll a Superhero Part 2 Description Writing	Writing/Reading Fun Listen to the story 'Chip' and create your own Seagull.

Break

	Silent Reading (20minutes)	Silent Reading (20minutes)	Silent Reading (20minutes)	Silent Reading (20minutes)	Silent Reading (20minutes)
	Silent Reading (20minutes)	Sherit Reading (2011inutes)	Silent Reading (20minutes)	Silent Reading (20minutes)	Sherit Reading (20minutes)
M i d l e	Time Complete the tasks on Time (See Seesaw or hme pack for more information).	Time Complete the tasks on Time (See Seesaw or hme pack for more information).	Wellbeing Wednesday Enjoy a screen free day or log in to Seesaw for a choice board of fun activities to keep you busy!	Time Complete the tasks on Time (See Seesaw or hme pack for more information). Mathletics: Login to Mathletics and complete the assigned activity. • Time	Time investigation Complete the tasks on Time (See Seesaw or hme pack for more information). Mathletics: Login to Mathletics and complete the assigned activity. • Time Share Reading- Stem Activity Complete activity 3 (see Seesaw or home pack for more information)
		Choos	e 1 activity from the Wellbeing	ı Grid	
			Break		
Α	Art	History		Sport	Glow and Grow
f	Complete the assigned Art task	Complete the assigned History task on	Wellbeing Wednesday	Complete the assigned History task on	Complete the assigned reflective
•	on Seesaw (Week 10 , Monday: Art).	Seesaw (Week 10 Tuesday: History).		Seesaw (Week 9 Thursday : History).	task on Seesaw (Week 10 Friday).
t	Offline - Complete the home	Offline - Complete the home package activity (Week 10 Tuesday: History)	Enjoy a screen free day or log	Offline - Complete the home package activity (Week 10 Thursday: History)	Offline - Complete the home package activity (Week 10 Friday:).
е	package activity (Week 10)	dominy (mode to toosaay. mistory)	in to Seesaw for a choice	dominy (2700k to morsday, 113,019)	packago delitily (1100k to Fliddy.).
r			board of fun activities to keep		
n			you busy!		
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teams Mathematics

Attendance Question



Learning intention:

We are learning to improve our writing by revising and editing our own work.

Success Criteria:

I can identify errors in other people's writing
I can use annotations to make changes and corrections
I understand why it is important to revise and edit our work.

Activity Instructions:

1. Use the code to mark, revise and edit the writing sample.

Kangaroos - Editing

Read the following paragraph and make the necessary edits using the editing mark symbols.

Editing Marks					
Capital Letter	H				
Lower case letter	/				
Add end marks	<u></u>				
Spelling mistake	\bigcirc				
Add a word	^				
Doesn't make sense					
New paragraph	[]				
Add a space	#				

kangaroos are mammals and marsupials that are found in australia including tasmania there are about fifty of kangaroos in australia and they can be found in almost all types habitats They live high in the in deserts in rainforests and on the coast there is even a type of with a long that lives trees the kangaroo has large powerful hind legs large feet a long muscly tail The tail provides counter-balance when they hopping, the is also used as a weight when the kangaroo upright

		PM7
		- LLIS
		- 13

2.Use the same editing marks to complete the harder editing task. (Optional)



were having a partie for my birthday today my partys today but my birthday was yesterday ive invited all my friends from skool to come were going to watch a moovie and make our own popcorn



Find 3 spelling mistakes. Add 4 capital letters, 4 full stops and 4 apostrophes of contraction.

Predicting

Learning Intention:

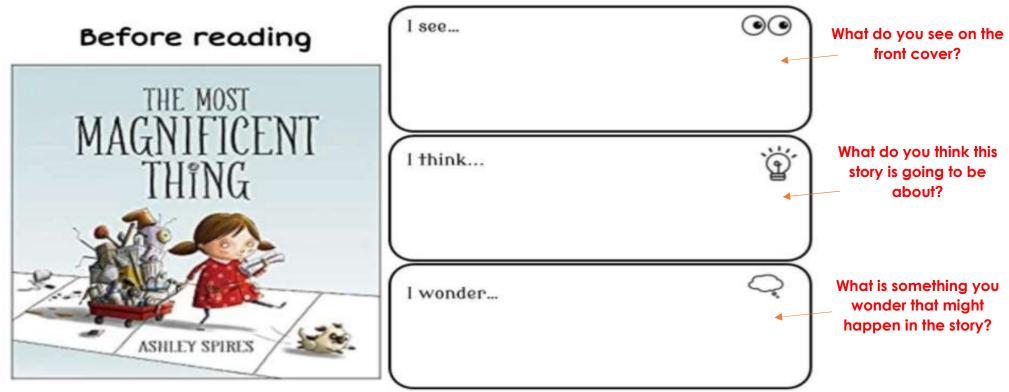
I am learning to make predictions.

Success Criteria:

-I can use picture clues
 -I can use word clues
 -I can put the clues together to write a sentence for my prediction

Instructions:

- 1) Log onto Seesaw and look at the book cover "Magnificent Things". If you do not have access to the internet, then pick a story book from home.
- 2) Make a prediction



Time

Learning Intention:

We are learning about time.

Success Criteria:

I can compare, order, and describe the duration of events.

I can read analogue time to the ½ hour and ¼ hour.

The Learning:

Today we are learning about the duration of time and the different ways we can estimate and measure the duration of an event.

Throughout the week we will be solving problems about time and using time. We will also be exploring how different cultures used informal ways of measuring and telling the time.

Activity Instructions:

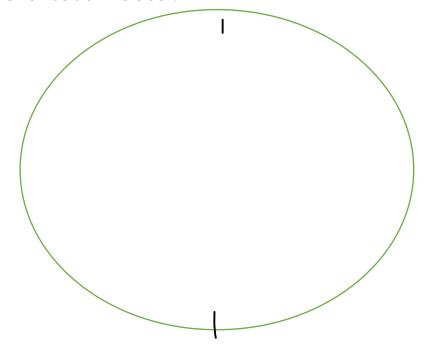
- 1. Watch the video's on the history of time telling.
- 2. Add all the numbers to the analogue clock.
- 3. Complete the sheet on durations.

Time telling:

https://www.youtube.com/watch?v=At5atF4mKiU (this video is a bit easier to understand)

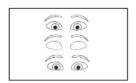
https://www.youtube.com/watch?v=At5atF4mKiU (this video is a bit trickier and longer).

Write the numbers on the clock.



Duration of Time Activity

How many can you do in ten seconds? Estimate and then count carefully as you time yourself for ten seconds.



Blink your eyes Estimate:

Count:

Clap your hands Estimate:

Count:

Hop on one leg Estimate:

Count:

Count to five Estimate:



How many can you do in one minute? Estimate and then count carefully as you time yourself for one minute.



Write your name Estimate:

Count:

Throw a ball and catch it Estimate:



Star jumps Estimate:

Count:



What number can you count to Estimate:



DUTULION OF TIME ACTIVITY

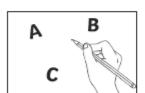
How many can you do in five minutes?

Estimate and then count carefully as you time yourself for five minutes.



walk around your playground Estimate:

Count:



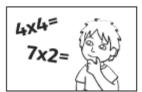
write the alphabet Estimate:

Count:



read pages of a book Estimate:

Count:



times tables sums correctly Estimate:

Week 10 Monday: Art

We are learning to make an artwork out of objects in nature

- I can make interesting shapes with my shadow
- I can decorate rocks and other objects to look like facial features
- I can use rocks, leaves and other natural materials to make a face

Instructions

- 1. Look at the examples of the shadow creatures in the pictures below.
- 2. Find some rocks to paint eyes, a mouth and any other features you wish to use on your shadow creature. You might like to use acrylic paint, sharpies etc.
- 3. Collect leaves or sticks or flowers or anything you want to use to decorate your shadow creature.
- 4. Experiment with the time of day that is good to cast your shadow or the shadow of your helper.
- 5. Decorate your shadow creature and take a photo.
- 6. Upload your photo to Seesaw









Attendance Question



Learning intention:

We are learning to improve our writing by revising and editing our own work.

Success Criteria:

I can identify errors in other people's writing
I can use annotations to make changes and corrections
I understand why it is important to revise and edit our work.

Activity Instructions:

1. Use the code to mark, revise and edit the writing sample.

Sharks – Editing

Read the following paragraph and make the necessary edits using the editing mark symbols.

Editing Marks				
Capital Letter	Ш			
Lower case letter	/			
Add end marks	001			
Spelling mistake	\bigcirc			
Add a word	^			
Doesn't make sense				
New paragraph	[]			
Add a space	#			

sharks have a very streamlined shape This shape is good for swimming and helps keep shark buoyant or afloat. a sharks tail otherwise known as the caudal fin moves them forward and downward, the side or pectoral fins provide lift, much like the wings of an aeroplane sharks have many rows replacement teeth, which grow on inside of jaws and move forward when needed- they are a bit like a conveyor belt a sharks feeding depends on its species and location most sharks are carnivores so they eat fish and sometimes other sharks. Some large sharks eat dolphins sea lions and small whales smaller sharks eat molluscs clams crabs squid lobster and other small life

-	e edited the paragraph, re-write the text corre	-

2.Use the same editing marks to complete the harder editing task. (Optional)

3 Where's My Mouse?

ive lookt everywhere and i still cant find my pet mous he isnt in his cage maybe hes gone unda the house again ill have to get dad to get him when he comes home from work

Making Connections

Learning Intention:

I am learning to make a connection with myself, another text, and the world as I read.

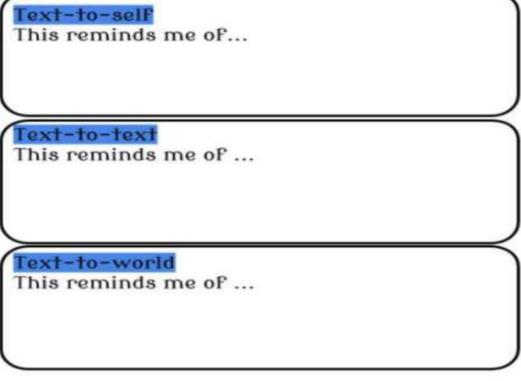
Success Criteria:

-I can connect what I am reading to my own experiences
-I can connect what I am reading to other ideas from a text that I have read
-I can connect my ideas from a text to what is happening in the world around me

Instructions:

- 1) Log onto Seesaw and read the story book "magnificent Things". If you do not have access to the internet, then read a story book from home.
 - 2) After reading the story, make 1-3 connections





Tuesday Week 10 Activity 4 - Writing

Roll to create a Superhero Part 1 — Create Your Superhero!

Today you will be rolling a Super Hero. Each roll will decide for you what you will be adding to create your hero. Follow the instructions below to create your super hero for today. You will need dice for this activity or alternatively, if you don't have dice you can copy the link below to an online interactive dice roll or you can just choose an option from each of the boxes.

Dice link: https://toytheater.com/dice/

You will be completing part 2 of this activity tomorrow



Instructions:

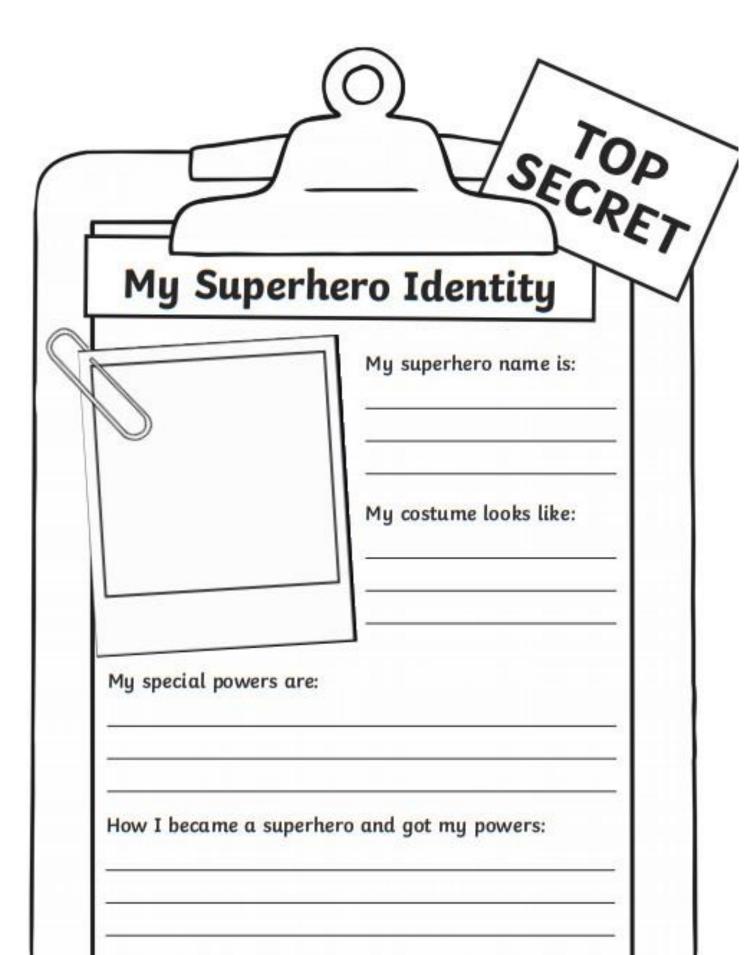
- 1. Roll the dice and match the number on the dice with a row on the chart.
- 2. See which superhero body is on that row (in the "1st Roll" column).
- 3. Draw the body on a piece of blank paper.
- 4. Roll again, match the number to a row on the chart and see which head your superhero will have (in the "2nd Roll" column).
- 5. Draw your superhero's head on the body.
- 6. Continue until you have created your superhero.
- 7. Decorate your superhero, create a background and choose a superhero name!
- 8. OPTIONAL Complete the 'My Superhero Identity' sheet.
- 9. Upload a picture of your superhero (and their identity sheet) on SeeSaw for your teacher to see or attach it to your Home Pack.

ROLL TO CREATE

) a superhero

- 1. Roll the dice and match the number on the dice with a row on the chart.
- 2. See which superhero body is on that row (in the '1st Roll' column).
- 3. Draw the body on a piece of blank paper.
- Roll again, match the number to a row on the chart and see which head your superhero will have (in the '2nd Roll' column).
- 5. Draw your superhero's head on the body.
- Continue until you have created your superhero.
- 7. Decorate your superhero, create a background and choose a superhero name!

	ist Roll	2nd Roll	3rd Roll	4th Roll	5th Roll	6th Roll
	BODY	HEAD	MASK	EXTRAS	SIDEKICK	SUPERPOWER
•	R	M	000	SHIELD	SPROER	RE AD IN G
•		#	(CO)	CAPE	ALL BAT	O O O O O O O O O O O O O O O O O O O
•		(G)	0	₩INGS	SCORPION	SUPER STRENGTH
• •				RO BOTIC ARMS	EAT CAT	MIND READING
••	A.	(E)	90	SUPER MAGNET	NAR WHAL	FLYING
	****	8	95	SELFIE STICK	PLATYPUS	ORIGAMI



Time

Learning Intention:

We are learning about time.

Success Criteria:

I can compare, order, and describe the duration of events. I can read analogue time to the $\frac{1}{2}$ hour and $\frac{1}{4}$ hour.

How good are you at knowing what time is it?

Activity Instructions:

- 1. Watch the video's on telling the time.
- 2. Read the clues and solve the time problems.
- 3. Play the online time games.

How to tell the time:

https://youtu.be/HrxZWNu72WI

Some online games that can help you learn to tell the time:

https://www.abcya.com/games/days_of_the_week

https://www.topmarks.co.uk/time/teaching-clock

https://www.abcya.com/games/telling_time (Don't choose the digital clock)

Time Clues

Use the clues to write and draw the correct time on each clock.

Clues	12
The minute hand (the big hand) is pointing to the 6.	10 1 2
The hour hand (the small hand) is pointing between the 3 and 4.	(9 · 3)
3. What is the time?	8 7 6 5 4
Clues	12
The minute hand (the big hand) is pointing to the 6.	11 12 1
The hour hand (the small hand) is pointing between the 8 and 9.	(a · 3)
3. What is the time?	8 7 6 5 4
Clues	12
The minute hand (the big hand) is pointing to the 12.	11 12 1
The hour hand (the small hand) is pointing to the 5.	(9 · 3)
3. What is the time?	8 7 c 5
	•

Time Clues

Use the clues to write and draw the correct time on each clock.

Clues 1. The minute hand (the big hand) is pointing to the 6. 2. The hour hand (the small hand) is pointing between the 11 and 12. 3. What is the time?	11 12 1 10 2 9 3 3 8 7 6 5	
Clues 1. The minute hand (the big hand) is pointing to the 12. 2. The hour hand (the small hand) is pointing to the 6. 3. What is the time?	11 12 1 10 2 9 3 8 4 7 6 5	
Clues 1. The minute hand (the big hand) is pointing to the 6. 2. The hour hand (the small hand) is pointing between the 1 and 2. 3. What is the time?	11 12 1 10 2 9 3 8 7 6 5	

Time Clues

Use the clues to write and draw the correct time on each clock.

Clues 1. The minute hand is pointing to the 12. 2. The hour hand is pointing to the 7. 3. What is the time?	11 12 1 10 2 9 · 3 8 7 6 5	
Clues 1. The minute hand is pointing to the 6. 2. The hour hand is pointing between the 2 and 3. 3. What is the time?	11 12 1 10 2 9 3 8 4 7 6 5	
Clues 1. The minute hand is pointing to the 6. 2. The hour hand is pointing between the 6 and 7. 3. What is the time?	11 12 1 10 2 9 3 8 4 7 6 5	

Week 10 Tuesday: PDH Feelings

We are learning to identify feelings

- I can predict what feeling another person is displaying.
- I can relate by sharing on audio or video, about a time I experienced one or more of these feelings.

Instructions

- 1. Read this list of emotions: scared, disgusted, happy, angry, sad
- 4. Choose one of these emotions. Draw and write about a time when you felt this emotion. What made you feel that way? How did your body react?

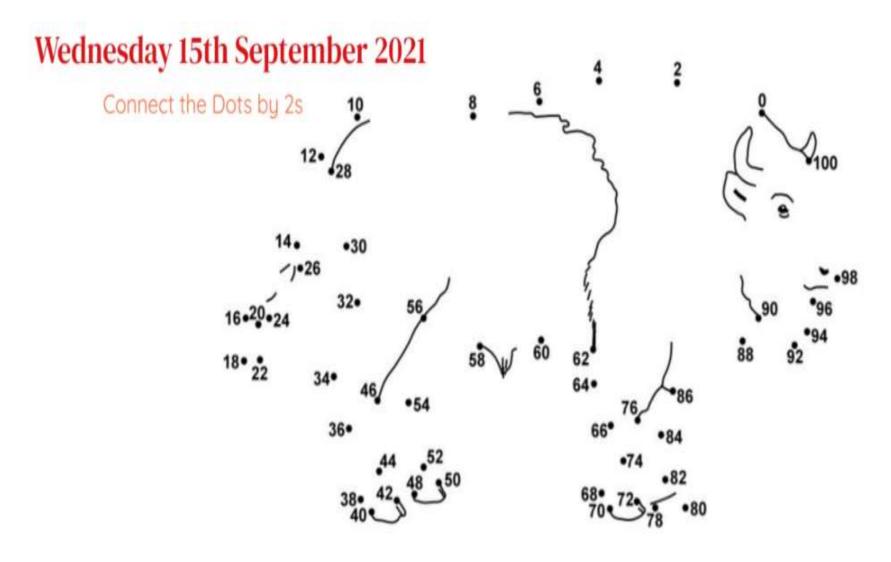
My amotion is:



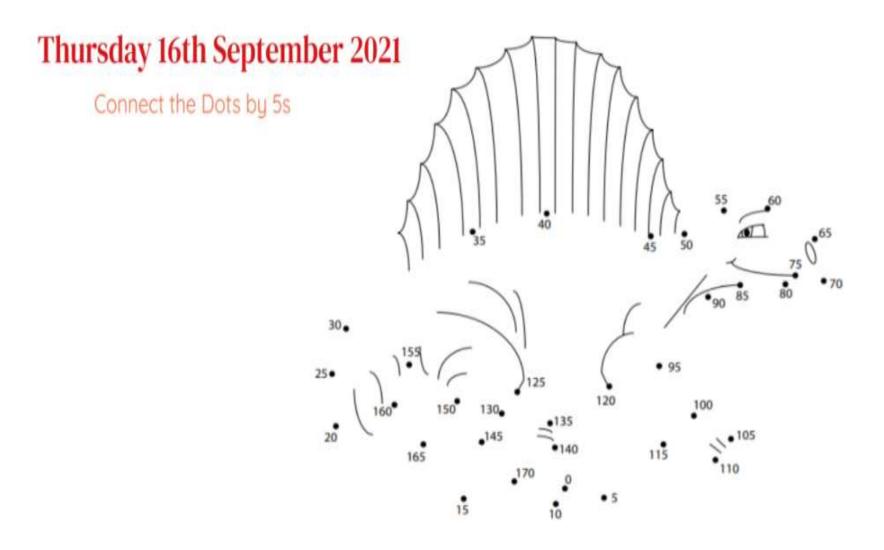
If you have access to a device: Watch the YouTube video 'Inside Out: Guessing the feelings'. After each emotion shown by the girl, try to guess what she is feeling as the numbers count down. https://www.youtube.com/watch?v=dOkyKyVFnSs

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Attendance Question



Attendance Question



Learning intention:

We are learning to improve our writing by revising and editing our own work.

Success Criteria:

I can identify errors in other people's writing
I can use annotations to make changes and corrections
I understand why it is important to revise and edit our work.

Activity Instructions:

Proofreading Practice

Use these proofreading marks to correct 10 mistakes in the story below.

Make a capital letter. == Add a full stop. • Add a question mark. ?

Correct the spelling mistake.

their

A Windy Walk

it was cold and windy as teh twins walked to school. julie had forgotten to put on her beanie before she and her brother lsft home. "Why are your ears red Julie " asked her brother ben Julie replied "because they're super cold Ben!" then shhe shivered as the wind howled, blowing leaves all around them.



Cł	100se two	sentences	that	have	mistakes	and	write t	hem	correctl	u.
----	-----------	-----------	------	------	----------	-----	---------	-----	----------	----

1.	L		

Extra Challenge

In your workbook, or on the back of this page, write a sentence with two mistakes. Ask a friend to find the mistakes in your writing.

Title of the story:

Story Elements

Learning Intention:

I am learning to use story elements (characters, setting, plot, solution) to understand what I am reading.

Success Criteria:

I can name the characters in a story
 I can describe the setting in a story - I can identify the problem in the story
 I can explain how the problem was solved

Instructions:

1) Log onto Seesaw and read the story "Magnificent Things". If you do not have access to the internet, then choose a story book from home.

Who are the characters?	
Where is the setting?	
What is the problem?	
What is the solution?	

Thursday Week 10 Activity 4 - Writing

Roll to create a Superhero Part 2 — Create Your Superhero!

Using your 'Roll to Create a Superhero' from yesterday, today you will write a description of your superhero. Descriptions are written to describe the characteristic features of a particular thing. Today you will be writing a description about your Superhero.

Learning Intention

We are learning to write a description.

Success Criteria

I can use adjectives to describe a character.

I can use full stops and capital letters in my descriptive writing.

I can use full and well structured sentences.

Attached is an **example** of a description of The Big Bad Wolf to give you an idea of what to include in your writing about your Superhero (that you rolled and created yesterday).

- 1.On a sheet of paper, you need to write a description of your Superhero. There is an adjective list attached to give you some descriptive words to add to your writing.
- 2. Once you have written your description, upload a photo of it on SeeSaw or attach it to your Home Pack for your teacher to see.

DESCRIPTION EXAMPLE

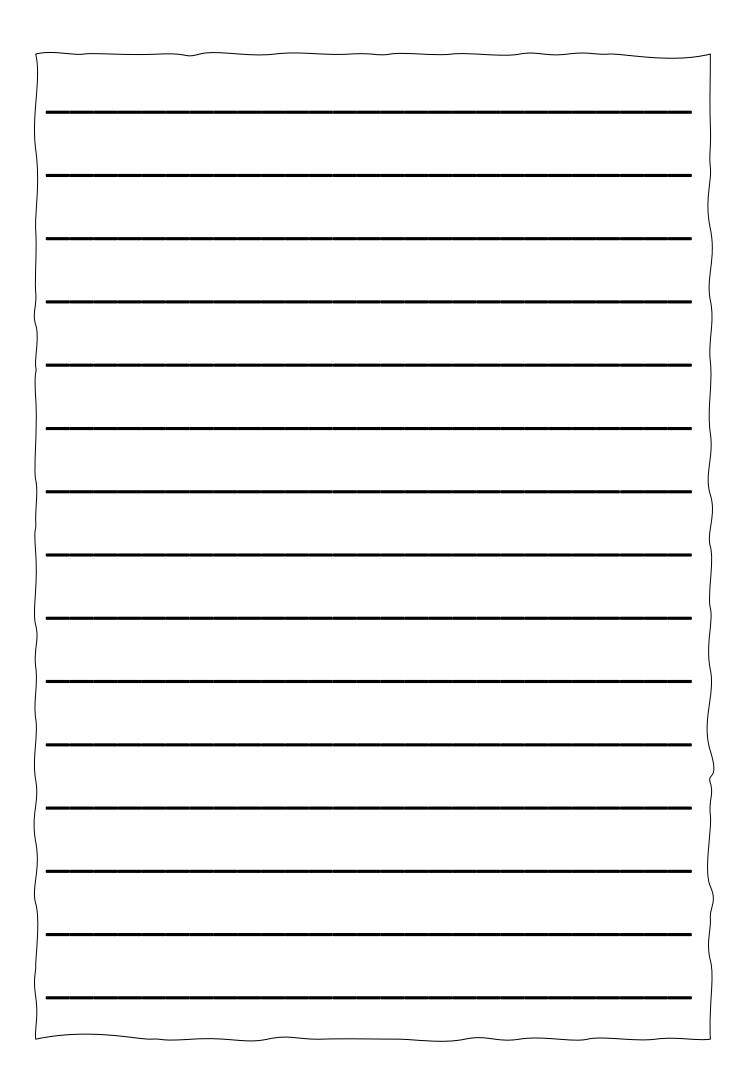
The Big Bad Wolf

The Big Bad Wolf has a long bushy tail and large angry eyes. He also has long white teeth and a long black nose. The Big Bad Wolf has long furry ears to hear with. He has enormous hairy feet with very long sharp claws. The Big Bad Wolf has a powerful body and is strong and fierce.



Character Description Word Mat

Movement	blundering	edging	hobbling	limping	looming	pacing	plodding	racing	scrambling	skulking	stalking	stooping	striding	strutting	stumbling	sweeping	trudging	
Clothes	clean	damaged	fashionable	flowing	ill-fitting	modern	neat	old-fashioned	pristine	spotless	stylish	tidy	torn	untidy	unkempt	vintage	worn	
Voice	booming	brittle	clear	confident	croaking	echoing	flat	Bruff	hushed	inaudible	pnol	quiet	quivering	raspy	shrill	wheezy	whispering	
Body	angular	athletic	broad	bulky	burly	frail	lithe	muscular	narrow	dumld	slender	slight	stim	stout	wide	willowy	wiry	
Hair	afro tangled	braided thick	coarse wavy	corkscrews wild	crimped wispy	curly	dark	fine	floppy	frizzy	ginger	golden	greasy	luscious	fissam	neat	ringlets	shiny
Face	morose	narrow	oflive	ppo	dunid	punos	sallow	scrunched	slim	striking	stunning	sullen	sunburnt	sunken	Inusual	white	wicked	wrinkled
Ä	adorable	attractive	beautiful	black	blotchy	blushing	hrown	cheerful	cruel	cute	freckled	gloomy	dorgeous	Januty	kind	long	loving	miserable



Time

Learning Intention:

We are learning about time.

Success Criteria:

I can compare, order, and describe the duration of events.

I can read analogue time to the ½ hour and ¼ hour.

Activity Instructions:

- 1. Watch the video on traditional Aboriginal time telling.
- 2. Make your own Sun Dial

How did Aboriginal people tell the time?

Across Australia are many different rich and vibrant Aboriginal cultures, each with its own astronomy (using the stars).

Many have stories of a female Sun who warmed the land, and a male Moon who was once a young slim man (the waxing crescent Moon), but grew fat and lazy (the full Moon). But then he broke the law, and was attacked by his people, resulting in his death (the new Moon). After remaining dead for 3 days, he rose again to repeat the cycle, and continues doing so till this day.

Some Aboriginal people use the sky as a calendar to tell them when it's time to move to a new place and a new food supply. The Boorong people in Victoria know that when the "Mallee-fowl" constellation (Lyra) disappears in October, to "sit with the Sun", it's time to start gathering her eggs on Earth. Other groups know that when Orion first appears in the sky, the Dingo puppies are about to be born.

Watch this Behind the News story to learn more:

https://www.youtube.com/watch?v=Wv8hKMj6ikA

Go here to learn more:

https://www.abc.net.au/science/articles/2009/07/27/2632463.htm

The Sun Dial:

What is a sundial?

A sundial is a device that can tell you what time it is depending on where the Sun casts its shadow on the sundial. A sundial is made up of two parts: a flat circular plate and a stick called a gnomon. The gnomon casts a shadow on the plate and this shadow shows the time.

Before clocks were invented, sundials were the only way to tell the time! When the first clocks were created, sundials were still important because early clocks were not accurate, so they had to be reset regularly using sundials as a reference.

Feel like doing a bit extra?

Research the sun dial and it's history.

Make your own sun dial:

Making a Sundial

You will need:

Chalk

Stones

Large, straight stick

Clock



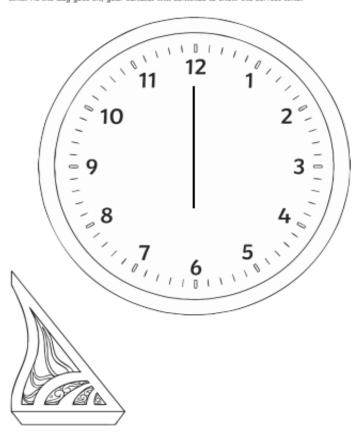
Instructions

- Find a spot outdoors that is not sheltered and that the sun will be able to shine on easily.
- Place your stick vertically in the centre of this area. (On a concrete area, you could create a small mound of dirt or stones and push your stick into this.)
- On each hour, look at where the shadow of your stick falls. Place a stone at the end of each shadow.
- 4. With your chalk, write the number of the hour next to the pebble.
- 5. Repeat until the end of the school day.
- Test out your sundial by checking that the shadow falls onto the correct pebble at the correct time, the following day.

Make a Sundial

Cut out both the shapes below. Cut down the line in the middle of the dial and insert the pointer piece. Fold the tab on the pointer piece underneath and glue it down.

Position your sundial outside so that the shadow that the pointer casts is pointing to the correct time. As the day goes on, your sundial will continue to show the correct time!



Time Clues

Use the clues to write and draw the correct time on each clock.

Clues 1. The minute hand (the big hand) is pointing to the 6. 2. The hour hand (the small hand) is pointing between the 3 and 4. 3. What is the time?	11 12 1 10 2 9 · 3 8 4 7 6 5
Clues 1. The minute hand (the big hand) is pointing to the 6. 2. The hour hand (the small hand) is pointing between the 8 and 9. 3. What is the time?	11 12 1 10 2 9 · 3 8 7 6 5
Clues 1. The minute hand (the big hand) is pointing to the 12. 2. The hour hand (the small hand) is pointing to the 5. 3. What is the time?	11 12 1 10 2 9 · 3 8 7 6 5

Time Clues

Use the clues to write and draw the correct time on each clock.

Clues		
 The minute hand (the big hand) is pointing to the 6. 	11 12 1 a	
The hour hand (the small hand) is pointing between the 11 and 12.	9 . 3	
3. What is the time?	7.55	
Clues		
 The minute hand (the big hand) is pointing to the 12. 	11 12 1	
The hour hand (the small hand) is pointing to the 6.	9 . 3	
3. What is the time?	87 6 5 4	
Clues		
 The minute hand (the big hand) is pointing to the 6. 	11 12 1	
 The hour hand (the small hand) is pointing between the 1 and 2. 	10 2 9 · 3	
3. What is the time?	7 6 5	

Time Clues

Use the clues to write and draw the correct time on each clock.

Clues 1. The minute hand is pointing to the 12. 2. The hour hand is pointing to the 7. 3. What is the time?	11 12 1 10 2 9 · 3 8 7 6 5	
Clues 1. The minute hand is pointing to the 6. 2. The hour hand is pointing between the 2 and 3. 3. What is the time?	11 12 1 10 2 9 · 3 8 7 6 5	
Clues 1. The minute hand is pointing to the 6. 2. The hour hand is pointing between the 6 and 7. 3. What is the time?	11 12 1 10 2 9 3 4 7 6 5	

Week 10 Thursday: Sport

We are learning about balance and agility

- I know some techniques to help me balance
- I understand how agility can help me in sport
- I can balance and complete agility tasks

Instructions:

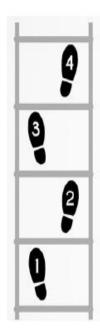
- 1. If you have access to a device, watch the following sports lesson with Mr Ben: https://www.loom.com/share/d2b65e24bfe04c1fb9290d1c01d98df3
- 2. If you can't watch the video, complete the balance and agility activities in this home package.
- 3. Optional: Upload a video of you doing a DIY Ninja Warrior course.

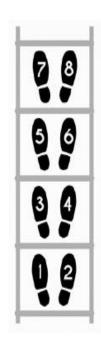
Balancing:
Choose 5 of the poses below to put together and create a balance routine.

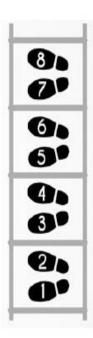


Agility Ladder Challenge:

Draw a ladder with chalk or create a ladder using a skipping rope and complete the foot patterns shown in the ladders below. Record how many times you can go through each ladder in 1 minute.



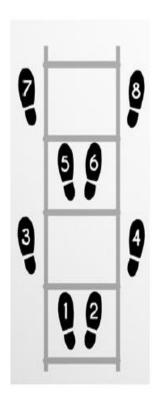


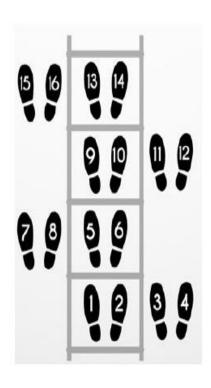


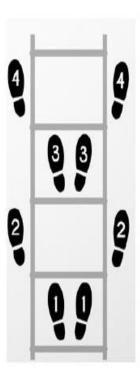
BEST TIME:

BEST TIME:

BEST TIME:







BEST TIME: _____ BEST TIME: ____

BEST TIME:

DIY Ninja Warrior Challenge:

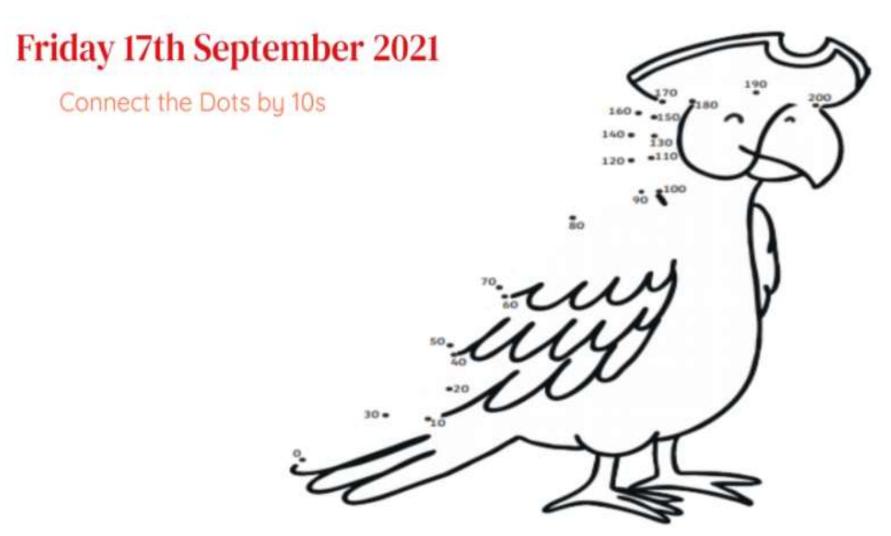
Below are some examples of courses you can create with an adult at home to make your own Ninja Warrior course! Record yourself completing your course and send it to your class teacher. Hint: your video could be an entry to a Got Game competition!







Attendance Question



Stem Activity

Learning Intention:

I am learning to build by using materials found around the house

Success Criteria:

-l can use a variety of different materials
-l can explain what materials I have used
-l can build something that is useful
-l can be creative

Instructions:

Think of something magnificent that you can create. Make a plan to create something MAGNIFICENT using materials around your house. Upload a picture of your MAGNIFICENT thing on Seesaw or draw a picture of your MAGNIFICENT thing in the space below.

- BUILD A PIRATE SHIP

STEM CHALLENGE

The Scenario

Ahoy there! Pirate Pete is about to set sail once again, seeking adventure and riches on the high seas. There's just one little, teeny-tiny problem... he doesn't have a ship. That's where you come in!

The Task

Pirate Pete has asked you to design and build him a ship using the materials he has provided. You can design it any way you like, but it has to be able to float. Aaaarrrrgh... you able to help?

The Process

Follow the Engineering Design Process to help you to complete this task.

- 1. Ask questions What is the problem? Are there any challenges?
- 2. Imagine it Brainstorm your ideas. Pick the best one!
- 3. Plan it Make a list of materials. Draw a diagram with labels.
- **4. Create it** Follow your plan. Create a model.
- 5. Improve it Did it work? Can you make it better? What could be done differently?
- **6. Share it** What changes need to be made? What do others think?

Materials

- paper plates
- paper straws
- paper
- glue
- tin foil
- paper bowls
- pipe cleaners
- card
- sticky tabs
- paper cups
- cardboard tubes
- egg cartons
- tape



Name		Date
	Build a Pirate Shi	р
l will use the follo	owing materials:	
•	•	
•	•	
•		
•	•	
	Diagram of My Ship with Lab	ماد
	Diagram or wy Smp with Lat	CIS
Every ship need		
My ship is called		

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Friday Week 10 Activity 4 - 'Chip'

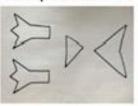
Our activity today is to make Chip, the seagull, using a paper plate.



 Cut and fold a paper plate as shown in the example below.



Draw and colour the shapes below.



 Cut and glue Chip's nose, scarf and legs, onto the paper plate.
 Add googly eyes or draw them with a texta.

TODAY YOU WILL LISTEN TO THE STORY 'CHIP'

Follow this link to listen to this story. Before listening to the story, make a prediction about what you think the story will be about and share this with someone in your home.

Chip Story Link -

https://youtu.be/5JQ7uXitUe0

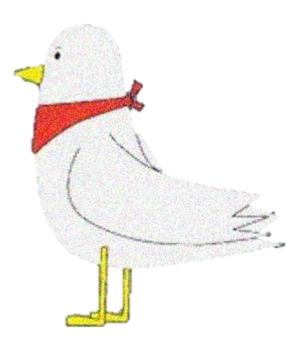


Now you will be making Chip!

That's right!

You will make your own Chip to have at home. Follow the photo instructions to make your paper plate Chip. Upload a photo on SeeSaw for your teacher to see.

Have Fun!



Time

Learning Intention:

We are learning about time.

Success Criteria:

I can compare, order, and describe the duration of events. I can read analogue time to the $\frac{1}{2}$ hour and $\frac{1}{4}$ hour.

Activity Instructions:

1. Complete the time investigation task.



The Scenario

Every morning and night, your little brother times himself brushing his teeth using a sand timer. He must keep brushing until all the sand runs through the timer. The sand timer lasts for one minute.

This morning, your brother knocked over the sand timer and it smashed into pieces!

Your mother has asked you to make a new sand timer for your little brother. You must use a small plastic container to make your timer. The timer must run for as close to one minute as possible.

The Task

Create a sand timer using sand and a small plastic container.

Test and modify your timer until it runs for one minute (or as close to one minute as possible!)

You have three chances to perfect your sand timer!

Procedure

- 1. Bring in a small plastic container from home (a yoghurt container or similar would be perfect).
- 2. Carefully poke a hole in the bottom of the container. Think about how large you need the hole to be.
- 3. Fill the plastic cup with the amount of sand you wish to use.
- 4. Start the stopwatch as you pour the sand into your timer.
- 5. Stop the stopwatch once all of the sand has emptied out of your timer.
- 6. Record the time into the table provided.
- 7. Make adjustments to your timer and repeat the process.
- 8. Compare your results with your class mates.

The Materials

- a small plastic container (to act as the timer)
- a plastic cup or similar (for pouring the sand into your timer)
- a small bucket (for catching the sand)
- · sand
- · a stopwatch



Time Investigation - \	Norksheet				
Name Date					
(Collecting a	nd Recording Data			
You have three one minute.	e chances to make t	the sand run through your timer in exactly			
	le at the bottom of	to make adjustments to your timer e.g. the container bigger or smaller, adding more			
	imer during each at	ount of time it takes for the sand to run ttempt. Record any adjustments you make			
	Time Taken (mins and secs)	Adjustments Made to Timer			
Attempt 1					
Attempt 2					
Attempt 3					
	ow, draw a diagram ne investigation.	which shows the adjustments made to your			





Time	Time Investigation - Worksheet				
Name Date					
	Reflection				
1.	Did you enjoy working on this investigation? Give reasons to explain your answer.				
_					
2.	What did you find challenging when creating your sand timer? How did you overcome these challenges?				
_					
3.	Describe the adjustments that you made to your timer during the investigation. Why were these adjustments necessary?				
_					
4.	Circle the statement that best suits how you feel about measuring time after completing this investigation.				
	a) I feel very confident measuring time.				
	b) My understanding of measuring time is improving.				
	c) I still need some help when measuring time.				

Week 10 Friday: Growing and Glowing

We are learning to reflect on our own learning

- I can name one thing that I have done a great job at (Glowing)
- I can name one thing that I need to practise some more to get better at (Growing)
- I can be honest when I reflect on my learning

Instructions

- 1. Think about your learning through the term and reflect on how you feel you have done. You will write your responses in the templates below.
- 2. Think of something that you are 'GLOWING' in during home learning. This means something that you feel you have done really well in or worked very hard at.
- 3. Think of something that 'GROWING' in during home learning. This means something that you think you need a bit more practise in or to work a little bit more on.



What are you GLOWING in during home learning?





What are you GROWING in during home learning?

