

Week 11 Learning from Home (online) – Stage 1

You will need access to a digital device such as an iPad or laptop and help from a parent/carer to complete the following activities and access our Class Seesaw.

All links are listed on the last page and can be copied and pasted into your internet browser. They are also accessible via the hyperlinks within the lesson plans.

	Monday	Tuesday	Wednesday	Thursday	Friday (Good Friday)
Task	Have a go at tying up your shoes.	Can you help make dinner tonight?	Can you organise your toys or books?	Could you help bring in the clothes?	
Morning	English Choose a reader from your PM Reader App and read it aloud. Retell the story to a family member. Try to include details about who, what, where, when, why and how. Play the word unscramble game on spelling city Type your spelling	English Practise your spelling words on touch typing Play a comprehension reading game. (please note a parent needs to log in first) Read a fictional book aloud with a friend/family member. Upload a video of you retelling the story to our class Seesaw. Writing – What can you	English Read a familiar picture book to yourself aloud. Read it again, but this time make sure you use expression and change your voice for different characters. Record yourself reading one page of your book and post it on our class Seesaw. Choose a writing stimulus from Pobble365.	English Play transition bug story writing game. (please note a parent needs to log in first) Play identify the text features. (please note a parent needs to log in first) Draw a picture from the text and upload to our class Seesaw. Write a letter to a grandparent to recognise them on Grandfriend's Day.	
	words into our class Seesaw. You can find spelling words on your soundwaves account. Writing – what did you do on the weekend? Try and include who, when, where, why,	see out your window or door? Try using adjectives (describing words) when you write what you can see.	Write a story based on the stimulus you selected. Try to include a sizzling start, pebble (small problem), boulder (big problem) and exciting ending. Upload a picture of your	You could include what you love about them, what you are thankful for, the activities you enjoy doing with them. You may be able to post itcheck with mum or dad.	

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what.		work to our class Seesaw.		
Mathematics	Mathematics	Mathematics	PDHPE	
Play 101 and You're Out with a family member. Make a game board by	Count backwards by 10s from 144. Can you make it to 0? Watch and listen to the	Play Basketball Toss. See how many times you can successfully shoot your rolled-up socks into	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. Take a photo of your poster and post it in our class Seesaw. Create a game that has rules and one piece of equipment. Play the game with a family member or friend.	
Label the first column as 'tens', the second column as 'ones', the third column as number and fourth column as total. Each time you roll the dice, you have to decide whether the number is representing 'ones' or 'tens'. For example, if I roll a 3, I could use it as 3 ones (3) or 3 tens (which we rename as 30). If you choose to use your 3 as 3 ones, record the number in the ones column. If you choose to use your 3 as 3 tens (30), record your number in the left column.	story 'Give Me Half' . Draw how you would divide a pizza equally if you were sharing it with	Mark a clear 'starting line' for your Basketball toss. Take 3 big steps from the starting line and place a basket or container at the end. Standing at the starting line, throw your socks. Go back to the starting line and throw your second throw. This is repeated until you have thrown your socks 10 times with your right hand and 10 times with your left hand. Keep a record of whether you missed or scored. Create a picture graph of your results. Take a picture of your graph and post on our class Seesaw.		
	Mathematics Play 101 and You're Out with a family member. Make a game board by drawing a 6 x 4 table. Label the first column as 'tens', the second column as 'ones', the third column as number and fourth column as total. Each time you roll the dice, you have to decide whether the number is representing 'ones' or 'tens'. For example, if I roll a 3, I could use it as 3 ones (3) or 3 tens (which we rename as 30). If you choose to use your 3 as 3 ones, record the number in the ones column. If you choose to use your 3 as 3 tens (30), record your number in the left	Mathematics Play 101 and You're Out with a family member. Make a game board by drawing a 6 x 4 table. Label the first column as 'tens', the second column as 'ones', the third column as number and fourth column as total. Each time you roll the dice, you have to decide whether the number is representing 'ones' or 'tens'. For example, if I roll a 3, I could use it as 3 ones (3) or 3 tens (which we rename as 30). If you choose to use your 3 as 3 ones, record the number in the ones column. If you choose to use your 3 as 3 tens (30), record your number in the left Mathematics Count backwards by 10s from 144. Can you make it to 0? Watch and listen to the story 'Give Me Half'. Draw how you would divide a pizza equally if you were sharing it with one other person. Then draw another pizza of the same size that is shared equally between four people. Optional: Draw a third pizza shared equally between eight people. Make sure shares are equal. Write underneath how many pieces make up halves, quarters and eighths, and label your pictures. Take a photo of your work and post on our class Seesaw.	Mathematics Play 101 and You're Out with a family member. Make a game board by drawing a 6 x 4 table. Label the first column as 'tens', the second column as 'ones', the third column as number and fourth column as total. Each time you roll the dice, you have to decide whether the number is representing 'ones' or 'tens'. For example, if I roll a 3, could use it as 3 ones (3) or 3 tens (which we rename as 30). If you choose to use your 3 as 3 ones, record the number in the ones column. If you choose to use your 3 as 3 tens (30), record your number in the left sellwing.	Mathematics Play 101 and You're Out with a family member. Make a game board by drawing a 6 x 4 table. Label the first column as 'tens', the second column as 'ones', the third column as number and fourth column as number and fourth column as number and fourth column as manther and fourth column as manther and fourth column as manther and seem size that is shared equally between four people. Each time you roll the dice, you have to decide whether the number is representing 'ones' or 'tens'. For example, if I roll a 3, I could use it as 3 ones (3) or 3 tens (which we rename as 30). If you choose to use your 3 as 3 ones, record the number in the ones column. If you choose to use your 3 as 3 tens (30), record your number in the left celture.

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	rolls. Once you write a number, you can't change it. The winner is the player with the sum that is closest to 100 without going over! Best of 3 is the winner! You can adjust the game by changing the target number e.g. play with a ones column only to play 30 and You're Out, or add a hundreds column to play 1000 and You're Out.		Record your voice answering the question: How and why do you think that these results will change with practice?		
Break					
Afternoon	Science and Technology 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. Which materials are the most	Creative Arts: Drama 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	Creative Arts Design an Easter Hat using sustainable resources such as paper and cardboard. Try not to use staples or sticky tape. Take a photo of your Easter Hat and post it on our Class Seesaw. Poetry Write an acrostic poem	History: ANZAC Day Read ANZAC Day Facts. Write down your answers to these questions, type into or take a photo and post it on our Class Seesaw: 1. ANZAC is an acronym. What does it stand for? 2. On what date do we celebrate Anzac Day? 3. Name one value that was shown by the ANZACs.	

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Suitable? Think of a character for your puppet. If you have time, create more than one puppet.	involve a complication to create dramatic tension. For example, two puppets are at the pool. One puppet is scared to 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. Film your scene or work with a helper to create a video of your scene. Upload your video to our class Seesaw. PBL Thumbs Up Celebration Day. Winning Choice PYJAMA MOVIE DAY Time to get your pjs on and watch your favourite movie!	using the word 'Easter'. For example Eggs in a basket A S T E R Take a photo of your poem and share on our class Seesaw.	 Name one ANZAC tradition. How do you think the troops would have felt when they left Australia for the war? Watch the video Here They Come- A Day to Remember with a family member. Discuss the video with your family member. Watch a video about A Very Special Flower: The Red Poppy. Write 2-3 sentences explaining why the red poppy is special. Make a poppy to wear on ANZAC Day. Take a short video of you, wearing your poppy, reading your sentences about why the flower is special. Post to our Seesaw 	

LINKS TO ONLINE RESOURCES:

ENGLISH

Word Unscramble Game: https://www.spellingcity.com/spelling-games-vocabulary-games.html

Touch Typing: https://fuse.education.vic.gov.au/Resource/ByPin?Pin=AB6QXU&SearchScope=All

Reading Game: https://www.education.com/games/first-grade/ela/reading/

Bug Story Writing Game: https://www.education.com/game/star-rumble-3/

Identify the text features: https://www.education.com/game/text-features/

MATHEMATICS

101 and You're Out:

https://hubblecontent.osi.office.net/contentsvc/videohostpage/video?lcid=1033&syslcid=3081&uilcid=1033&app=3&ver=16&build=16.0.12

527&platform=Win32&streamsso=true&appCorrelation=5A274383-A63F-40CF-949D-

63DD1E69BCCC&url=https%3A%2F%2Fplayer.vimeo.com%2Fvideo%2F400469263%3Fapp_id%3D122963

Give Me Half: https://www.youtube.com/watch?v=w7-Tmlsi-UU

Making a Newspaper Puppet: https://www.youtube.com/watch?v=rbhyXehruSk&feature=youtu.be

HISTORY: ANZAC DAY

ANZAC Day Facts: https://www.forteachersforstudents.com.au/site/wp-content/uploads/KidsMedia/ANZACDay-LP/pdfs/anzac-lp-facts.pdf

Here They Come- A Day to Remember: https://youtu.be/ksD46PWsa4E

A Very Special Flower: The Red Poppy: https://youtu.be/4UHRC1H06Cc

Make a Poppy: https://www.forteachersforstudents.com.au/site/wp-content/uploads/KidsMedia/ANZACDay-LP/pdfs/anzac-lp-poppy.pdf