



# Framework for teaching (non-digital) – Stage 2

You will not need access to a digital device to complete the following activities. You will need help from a parent/carer. You will need a workbook or scrapbook to complete some of the activities.

	Monday	Tuesday	Wednesday	Thursday	Friday
<b>Morning</b>	<b>English</b> Choose a chapter book. Predict what the book will be about. Read one chapter. Are your predictions correct so far? How has the main character been introduced? Write a list of ten questions you would like to ask the main character. What do you think will happen next?	<b>English</b> Read another chapter of your book. Choose one character or setting from the book. Writing – Write a description of the character or setting you have chosen. Watch 'Behind the News' at 10am on ABC Me. Choose your favourite story. Write a summary of the story. Journal writing – write and draw how you're feeling today.	<b>English</b> Read another chapter of your book. Writing – Write a letter to a character in your book. Use some of the questions you would like to ask them from Monday. Let them know what you like about their character and if you are similar / different in any ways. Can you replace three words in your letter with a more interesting synonym?	<b>English</b> Read another chapter of the book that you have at home. Writing – Write a detailed description of an object in your home. Ask your parent or carer for some feedback on your writing. What changes could you make? Make a list of 10 positive things about being at home for a few days.	<b>English</b> Read another chapter of your book. Were your predictions from Monday correct? How has the storyline changed? Journal writing – write and draw about an adventure you would like to go on. Include who you would take and what you would do. Practise: Using clear, legible handwriting, write each of your spelling words in interesting sentences. Access these from soundwaves.
<b>Break</b>	Break	Break	Break	Break	Break

	Monday	Tuesday	Wednesday	Thursday	Friday
<b>Middle</b>	<p><b>Mathematics</b></p> <p>Number busting: our number for today is 12. Draw and write everything you know about 12 (you can use any operation you like).</p> <p>Find a partner to play 'Strike it out'. You need a number line from 0-20.</p> <p>First person writes a number sentence, such as: <math>5+12=17</math>. They cross out the 5 and 12 on the number line and draw a circle around 17.</p> <p>Next person uses 17 in their number sentence, such as <math>17-10=7</math>. They cross out 17 and 10 and draw a circle around 7. The game continues till a player is unable to write a number sentence with the numbers left or there are no numbers available.</p>	<p><b>Mathematics</b></p> <p>Play tic tac toe with a family member...or another round of 'Strike it out'.</p> <p>What is in one of your kitchen drawers at home? Ask your family which drawer you can investigate. Group/classify objects into categories for example, cutlery groups tongs, measuring utensils, mixing spoons. How many objects in each group or category? Create a graph to represent what is in the drawer.</p>	<p><b>Mathematics</b></p> <p>Our number for today is 81. Draw and write everything you know about 81 (you can use any operation).</p> <p>Make a schedule for your day. Write down the times you will do each thing in your schedule. What takes the most time? What takes the least amount of time?</p>	<p><b>Mathematics</b></p> <p>Play ten questions with a member of your family to guess a number (up to 1,000). One player thinks of a number, the other player asks yes/no questions and tries to guess the number in 10 questions or less. Which questions are best to ask?</p> <p>Measure the perimeter of each room in your house. Rank them in order from largest to smallest.</p>	<p><b>Mathematics</b></p> <p>Play a barrier game with a partner.</p> <p>Sit back to back with a family member or a friend. Build an object or create a design using lego blocks or shapes.</p> <p>Describe your so that the other person can recreate it. Describe your design by describing the shapes you used and their location (for example, next to, on top of, between). Compare your object with the one your family member made.</p> <p>Questions to think about: Do you need to rethink how you explain your creation? Repeat the game a few times. Do the results improve?</p>
<b>Break</b>	Break	Break	Break	Break	Break

	Monday	Tuesday	Wednesday	Thursday	Friday
Afternoon	<b>Creative arts</b> Create a song or a rap that tells about your life. The song or rap must make sense, have rhythm and give details including family, hobbies, interests, pets, etc	<b>Science and technology</b> Using what supplies you have, can you create a parachute for one of your toys? If possible, take a video you dropping your toy.	<b>Geography</b> Draw a map of Australia. Label each of the states and territories. Include each of the capital cities. On the map plot any places you have visited. Write about your favourite place you have visited in Australia. Create a poster advertising for others to visit your favourite place.	<b>PDHPE</b> Create a different body pose for each letter of the alphabet. Can you sing the alphabet while doing each pose? How quickly? Teach the song/ dance to another family member or put on a concert to show your dance.	<b>PDHPE</b> Design a healthy menu for a theme party. Present the menu in an interesting way using the theme of the party as a guide.