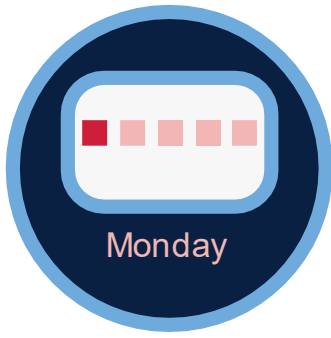















Early Stage 1 (G)

This booklet belongs to



Things you need

Activity	You will need
Most activities	 workbook  paper  lead pencil and coloured pencils
Maths activities	 glue (wood glue or hot glue)  4 pegs 10 red beads and 10 blue beads (or 10 of any 2 colours you like), 2 paddle pop sticks  2 kebab sticks 4 wall plugs  sticks
Creative arts	 paper or cardboard  paint  paintbrush or something to paint with  chopsticks or something similar to make sound with

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During the day make sure you take time to

- do a care and connect
- take a brain break
- do some physical activity

Care and connect – My favourite place

Think about a favourite place that you have visited or would like to visit. Complete a drawing of a favourite place you have been or somewhere you might like to go. When drawing, think about the things you see at this place, things you can hear, things you can smell and people or things that might be with you.




You could hang this picture up in your workspace to remind you of this happy place.







Brain break – Paper caterpillar

Scan the QR code to watch the video if you can.



Today you will make a crawling caterpillar that moves using your breath.

Instructions	Pictures
1. Cut a 4cm wide rectangular strip of paper.	
2. Fold the paper in half.	
3. Make a crease.	

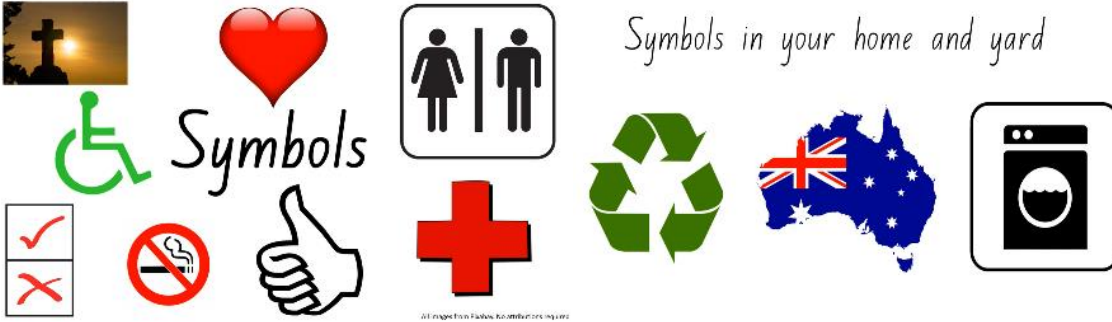
Instructions	Pictures
<p>4. Open it back out again.</p>	
<p>5. Fold one end into the middle crease. Leave it folded.</p>	
<p>6. Fold the same end into the middle again. Leave it folded.</p>	
<p>7. Repeat step 5 and 6 for the other end of the strip of paper.</p>	
<p>8. Unfold it and shape it to make an arch. Draw a face on one end.</p>	
<p>9. Aim your breath at the back end to make it crawl just like a real caterpillar.</p>	

English – Activity 1 – Symbol hunt and storytelling



Play the video about symbols. Symbols are everywhere! A symbol is a mark or a sign that indicates an idea, object or relationship. Look at some of the symbols below. Do you recognise some of the symbols below?


You will need paper or a workbook and pencils.



Symbols in your home and yard

Can you find any symbols in your house or outside? Draw these symbols.



Look at the photo of the rock that has symbols carved into it.  What symbols can you see? What do you think these symbols mean?



"Petroglyphs" by [Amber Stevens](#) is licensed under CC BY 4.0

English – Activity 2 – School logos



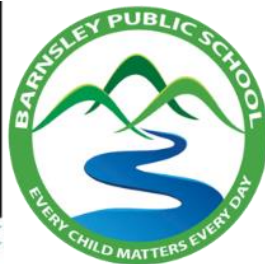
Scan the QR code to play the video about different school logos.



Does your school have a school logo?



Describe what you can see in the logos below. Remember to describe the colours, shapes and sizes.



Complete the sentences about which logo you like best.

The logo I like the best is _____.

I like this logo because _____.

Too easy? Write a sentence about each school logo.

Too hard? Describe the symbols only.

English – Activity 3 – Phonics lesson 1 – I, ll, ss



You will need to scan the QR code to watch the Phonics lesson.



In this lesson you are going to learn the phonemes (sounds) I, ll, ss.

You are also going to learn how to blend the graphemes (letters) to write and read words.

Hint: phonemes are the smallest sounds we can hear in words, for example c/a/t or b/oa/t.
You use only your ears to hear phonemes.

Graphemes are the letters on the page and they represent the phonemes. We use our eyes to recognise graphemes.

Maths – Activity 1 – introducing rekenreks

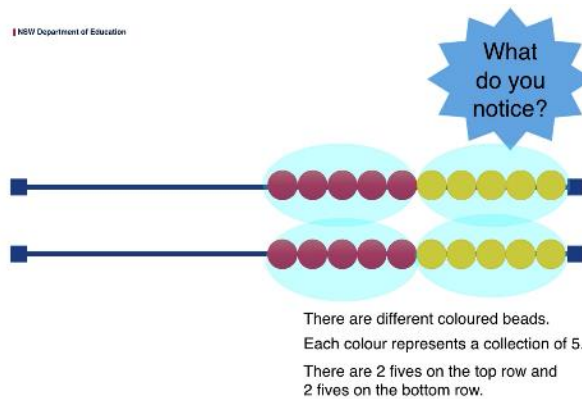


Scan the QR code to watch the lesson.



You will need pencils and a workbook or paper.

This is a rekenrek. You use it by sliding the beads across. Can you imagine sliding 4 beads across?

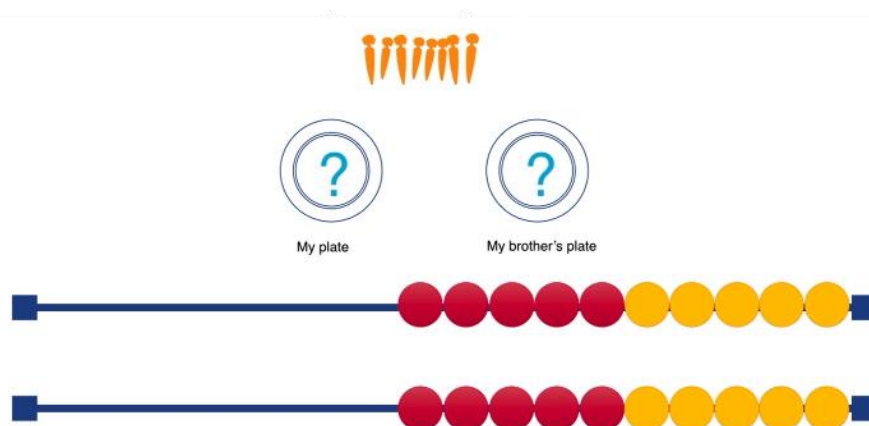


Mum gave us 8 carrots for a snack. How many carrots might have been on my plate?



How many carrots might have been on my brother's plate?

Find as many solutions as you can.



Share your thinking with your teacher.



Draw what the rekenreks would look like

in.

Maths – Activity 2 – Making a rekenrek



Scan the QR code to watch the video on how to make a rekenrek



There **MUST** be an adult helping you with this project. You will need:

- glue (wood glue or hot glue)
- 4 pegs
- 10 red beads and 10 blue beads (or 10 of any 2 colours you like)
- 2 paddle pop sticks
- 2 kebab sticks
- 4 wall plugs

Instructions	Pictures
<p>Place a small amount of glue in the wall plug and attach to one end of the kebab stick.</p>	
<p>Using the glue, attach two pegs to one paddle pop stick. The opening of the pegs face the middle. Repeat gluing two pegs onto the other paddle pop stick, making sure that they line up and match.</p>	
<p>Thread 5 red beads of each colour onto one kebab stick to make 10 beads on the stick. Repeat with the other stick. Make sure the colour order matches. Glue the other wall plug onto the end of the kebab stick to stop the beads sliding off.</p>	
<p>Place the kebab stick into the pegs, making sure the beads are matching and can slide.</p>	

Maths – Activity 3 – Make a maze in your backyard or at the park



Scan the QR code to watch how to make a maze.



You will need sticks and some space outdoors.



Using the sticks, create a maze to walk through.

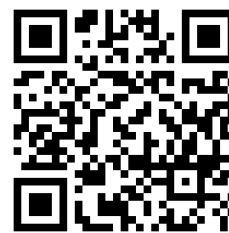


Describe your maze to someone else. You may talk about the shapes you used and the directions they can follow to complete your maze.



Australian Broadcasting Corporation (June 21, 2021) maze made from sticks [image], [Go Wild for Maths Full Episode](#), ABC Kids YouTube channel, accessed 7 September 2021

Creative arts – Waterworks



Scan the QR code to watch the video if you can.

Find something that makes a sound to use as a musical instrument, like a water bottle, rice shaker or chopsticks. Make sure you have a safe space to move around.

Move like you are swimming through water or standing in the rain.

Make movements with an object, like drinking from a water bottle, opening an umbrella or kicking a soccer ball. Now do the exact same movements without using the object.

Think of a song you know about water, like 'Row, Row, Row Your Boat.' Sing and move to the song, keeping the beat by stepping or clapping. Now think of a few words from the song that you could use for a repeated pattern (this is called an ostinato). Say them over and over in a pattern. Now try playing them on your musical instrument. Can you say them and play them at the same time?

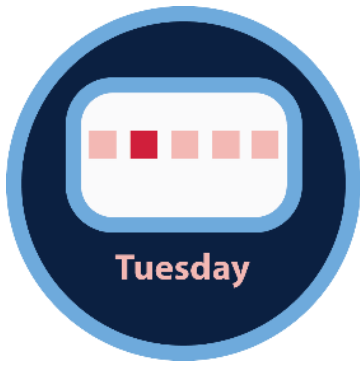


"The Great Wave off Kanagawa" by Katsushika Hokusai is licensed under CC BY 4.0








Look at the artwork 'The Great Wave off Kanagawa' (1820-1831) by Katsushika Hokusai. Make your own picture of a big wave. You could paint, draw or cut out paper. Remember to clean up when you're finished.



What can you find around your house to make sounds like water? Arrange these sounds in a particular order to make a musical story. You might even record this to share it with your teacher.



Things you need

Activity	You will need
<p>Most activities</p>	<ul style="list-style-type: none">  workbook  paper  lead pencil and coloured pencils
<p>Maths activities</p>	<ul style="list-style-type: none">  Tissues  Zip lock bag  Markers or paints  Paper <p>Rekenrek</p>

During the day make sure you take time to

- do a care and connect
- take a brain break
- do some physical activity

Care and connect – Gratitude breath

Think of someone who you are grateful for. Maybe it's someone who helps you at home, a teacher or a friend.

When you breathe in, think of that person. When you breathe out, send them a smile. Do this for 2 minutes.



[This Photo](#) by Unknown Author is licensed under [CC BY-SA-NC](#)

Brain break – Air guitar

Scan the QR code to watch the video if you can.

Pretend you have a guitar in your hands and play along to your favourite piece of music.



[This Photo](#) by Unknown Author is licensed under [CC BY-NC](#)

English – Activity 1 – Symbolism in texts



WHERE THE WILD THINGS ARE



STORY AND PICTURES BY MAURICE SENDAK

'Where the wild things are' by Maurice Sendak, © 1967. Used with kind permission from Penguin Random Publishing Australia.



Scan the QR code to listen to the story 'Where the wild things are' by Maurice Sendak.



You will need

pencils and



a workbook or paper.



Draw or write what happens when Max wears the wolf suit.



Do you know any other books that have a wolf? Is the wolf representing a good or bad character?

English – Activity 2 – Describing words and synonyms



WHERE THE WILD THINGS ARE



STORY AND PICTURES BY MAURICE SENDAK



Scan the QR code to listen to the story 'Where the wild things are' by Maurice Sendak.



You will need pencils and



a workbook or paper.



Listen to the story 'Where the wild things are' by Maurice Sendak, listening carefully to the describing words used in the story.



Finish the sentences by adding a describing word to each sentence.

The wild things had _____ claws.

The wild things had _____ eyes.

The wild things had _____ teeth.

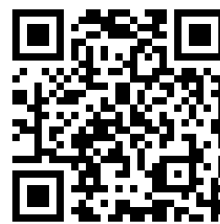
Max had a _____ boat.

The word terrible is used a lot in the story. Brainstorm and list other words that mean the same as 'terrible'.

English – Activity 3 – Phonics lesson 2 – I, II, ss



You will need to scan the QR code to watch the Phonics lesson.



In this lesson you are going to learn the phonemes (sounds) **I, II, ss**.

You are also going to learn how to blend the graphemes (letters) to write and read words.

Hint: Phonemes are the smallest sounds we can hear in words, for example *c/a/t* or *b/oa/t*.
You use only your ears to hear phonemes.

Graphemes are the letters on the page and they represent the phonemes. We use our eyes to recognise graphemes.

Maths – Activity 1 – Exploring triangles



Scan the QR code to watch lesson.

You will need...

- Paint, a paintbrush and paper
- Tissues
- A snap lock bag



Instructions	Pictures
<p>Collect assorted triangles from around your house. Remember to ask permission before using natural materials.</p>	
<p>Trace around the triangles on a piece of paper, checking that they have three sides. Draw a small triangle like the ones you have traced around on the snap lock bag.</p>	
<p>Colour over the triangle using a marker or paint. Turn the snap lock bag over and make a print on your piece of paper by rubbing over the paint.</p>	
<p>Put some more paint on your triangle. Flip over the snap lock bag and turn your triangle so it is in different orientations and make another print. Keep printing your triangle in different orientations.</p>	
<p>Find some other shapes in your house to trace around and print. Describe to someone what the shapes look like when you print them in different orientations.</p>	

Maths – Activity 2 – Rekenreks 1



Scan the QR code to watch the lesson.

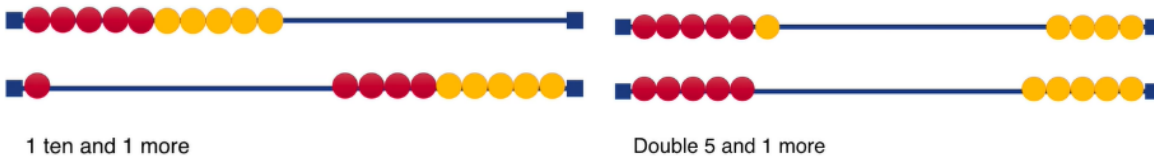
Rekenreks are a fun tool to help us explore numbers. They help us to see that:

- Bigger numbers are made up of smaller numbers
- We can think of numbers in chunks

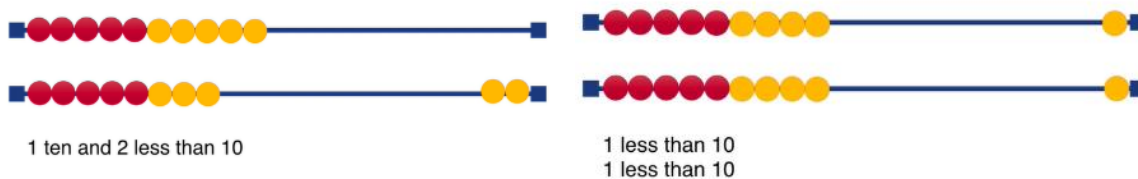


Let's show numbers on the rekenrek, using 1 or 2 slides only!

We can show the number 11 lots of different ways:



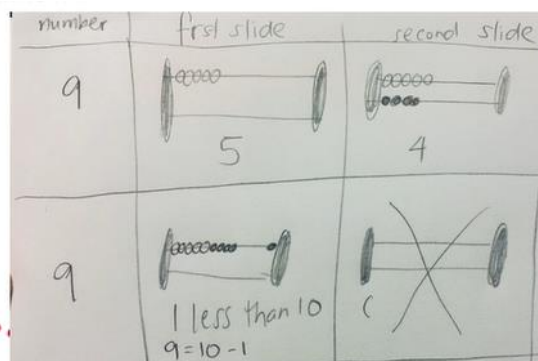
We can show 18, like this:



How could you use the rekenrek to show the numbers 9, 6 or 13? Think of two different ways for each number.



Draw some pictures in your workbook.



HSIE – Celebrations in the past

Scan the QR code to watch the video if you can.

Look at the photograph of the birthday party.

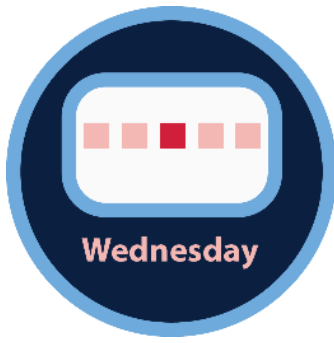


Children's birthday party at home of Mrs Lucy Jane Moran 1930s [State Library of New South Wales on Flickr](#). Out of copyright created before 1955






Answer these questions:

- What do you think is happening in the photograph?
- Who do you think is in the photograph?
- Where do you think they are?
- When do you think this photograph was taken?
- How is this birthday celebration of the past different to a birthday celebration today?

For an extra challenge draw a picture or look at a photograph of a birthday celebration you went to (it could be your own) and discuss the similarities and differences to the birthday celebration in the photo.



Things you need

Activity	You will need
Most activities	 workbook  paper  lead pencil and coloured pencils
English activities	 favourite toy favourite book
Maths activities	 a small bag of counters, or dried beans or small pasta shapes

During the day make sure you take time to

- do a care and connect
- take a brain break
- do some physical activity

Care and connect – Connect with a pet

Scan the QR code to watch the video if you can.



Do you have a pet? If not, what would you get if you could have any pet?

- Pets are special and great because:
- They can make us feel less alone.
- They can make us laugh.
- They can help us to stop stressing out.
- They can help us cope with crisis.
- They can encourage us to move.
- They can make us more social.



"Dog woman friends" by [Seaq68](#) is licensed under [CC BY 4.0](#)

Pets make us happy for many reasons, often just because they are funny.

What are some things pets can do that you can do too?

Can you think of something your pet can do, that you can't?

Brain break – Card throwing

Scan the QR code to watch the video if you can.



Find a small toy, like a Lego mini figure, and a pack of playing cards.

Can you flick the card to knock the toy over?



Try holding the card between your fingers and flicking it out the back of your fingers.

You could set up a bowl or container and try to land the cards in the target.

Make sure you clean up the mess when you're finished!

"Lady throwing cards" by [Adina Voicu](#) is licensed under [CC BY 4.0](#)

English – Activity 1 – Reading to a toy



Scan the QR code to watch the lesson.



pencils,



workbook or paper, your favourite toy

and favourite book.



What are some things that you can do with your favourite toy that you can also do with people?



Make a list or draw these activities.



Read a book to a toy. Remember to use a clear voice that is loud enough for your toy to hear and to make your reading sound exciting.

Too easy? Find a more challenging book to read to a toy in your house.

Too hard? Share the pictures in a book with a toy. Talk about the pictures.

English – Activity 2 – Human characteristics



WHERE THE WILD THINGS ARE



Scan the QR code to listen to the story 'Where the wild things are' by Maurice Sendak.

'Where the wild things are' by Maurice Sendak, © 1967. Used with kind permission from Penguin Random Publishing Australia.



You will need

pencils and



a workbook or paper.



List or draw the things that the 'wild things' do that people can also do.

If you could write the story, 'Where the wild things are', what other activities could the wild things do?

English - Sight words - do, look



Scan the QR code to watch the sight word lesson.



You will need



pencils and a workbook or paper.

do

look



Ask an adult to say words in the box.



then write the

English - Optional activity - sight words game - do, look



Scan the QR code to watch the sight word lesson and play the game.



You will need pencils.

do

look



Ask an adult to say the words.



then circle

High Frequency Sight Words: do, look			
do	look	do	look
look	look	do	look
do	do	look	do

Maths – Activity 1 – Rekenreks 2 – doubles and near doubles



If you can, scan the QR code to watch the lesson and instructions for the activity.



Pencils,



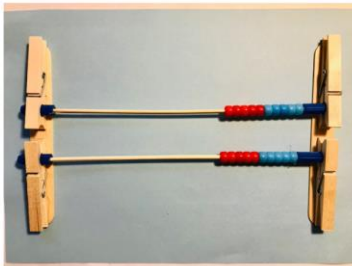
a workbook or paper, a rekenrek or



imagination.

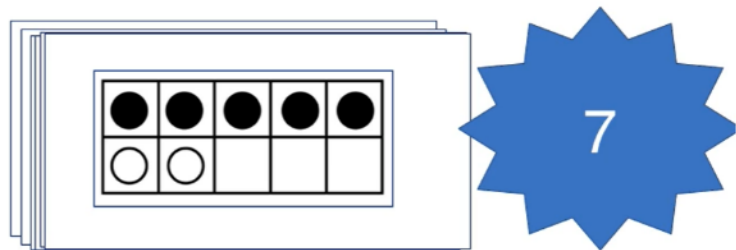
Ten frame cards. Cut out into playing cards

NSW Department of Education



You are learning about near doubles and doubles.

NSW Department of Education



“7 is a near-double. You can double 4 and take 1 away.”



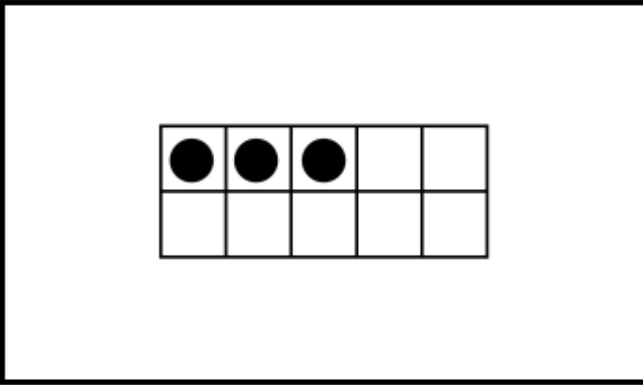
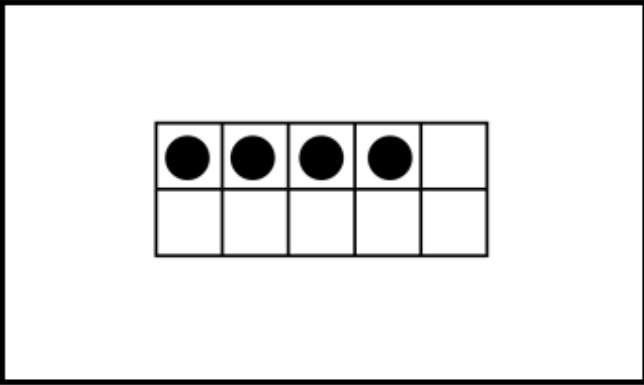
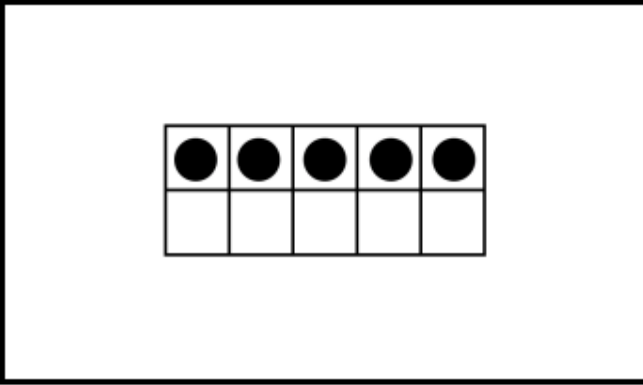
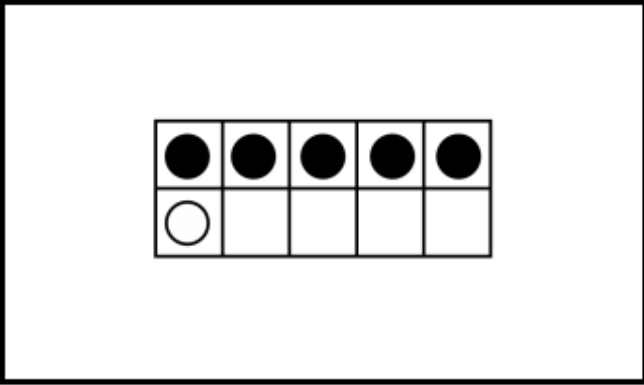
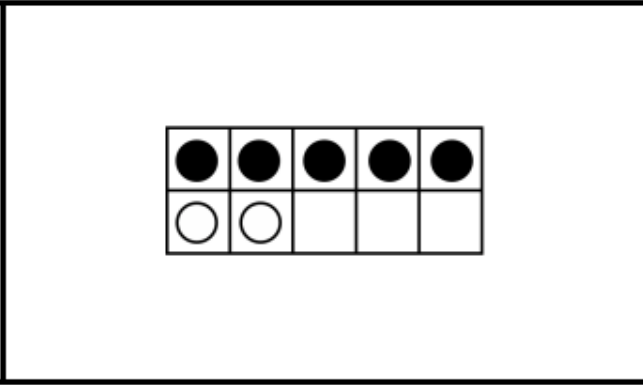
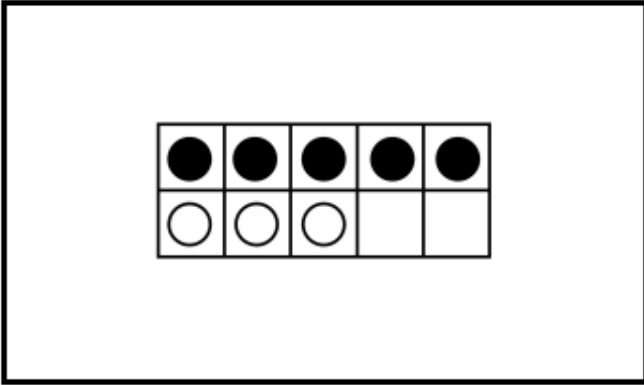
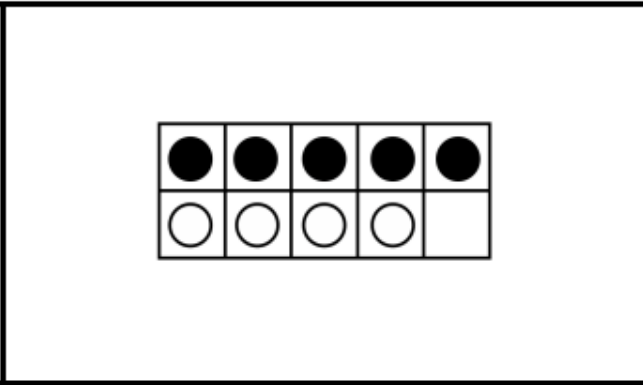
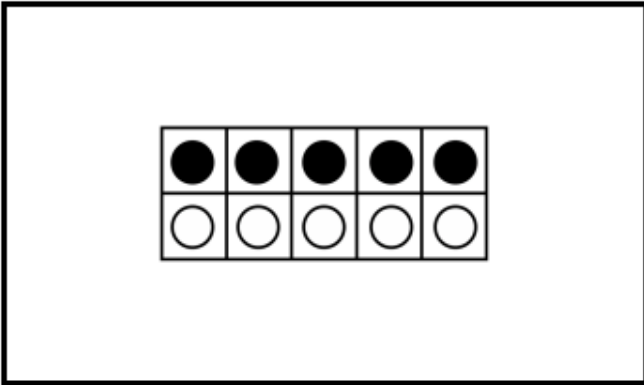
Cut out these ten frame cards:

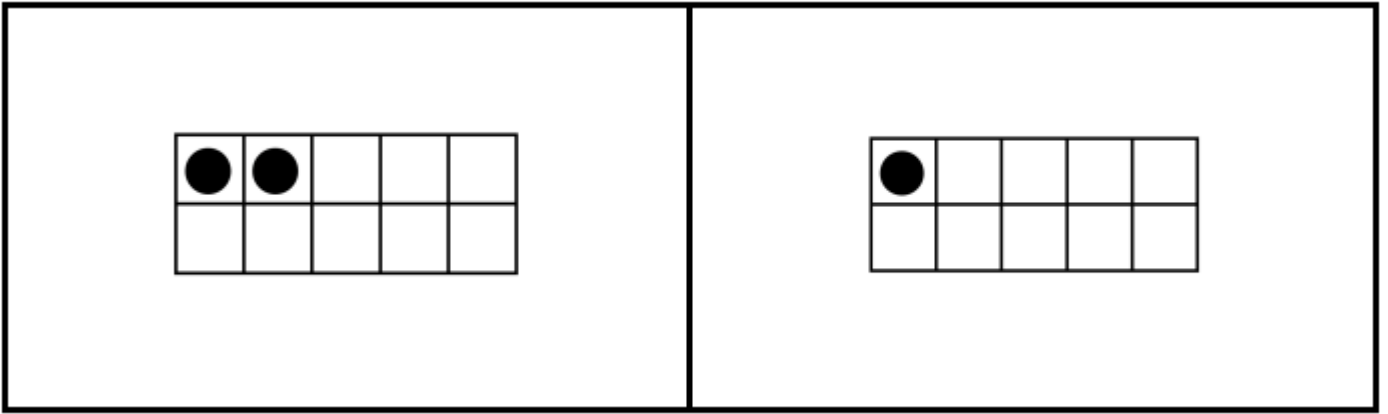
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Maths – Activity 2 – Pinch in a ten



Scan the QR code to watch the instructions.

You are learning more than, less than or same as 10.



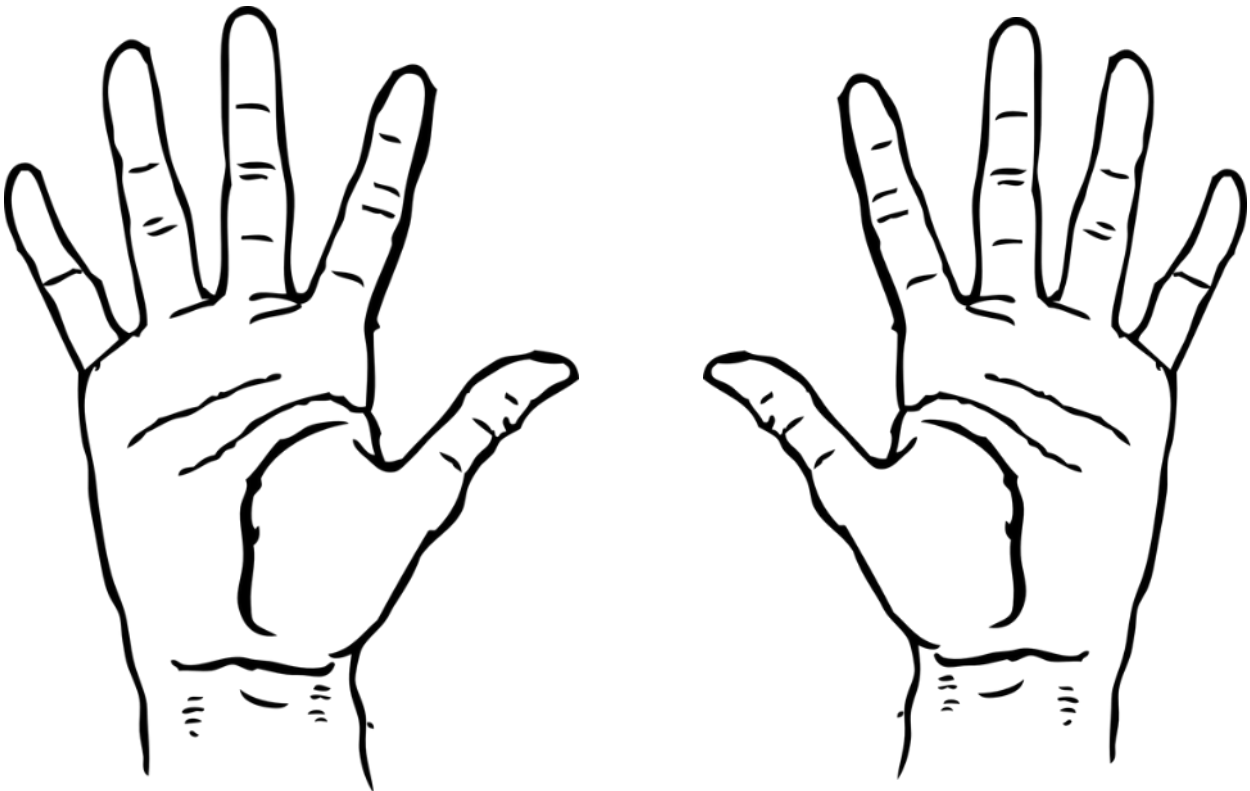
You will need: a small bag of counters, or dried beans or small pasta shapes

Instructions	Pictures																												
<p>Step 1: Put the items in a small container like a bowl. Take a bunch of about 10.</p>																													
<p>Step 2: Count your items. Use the hands to check if you have less than 10, more than 10 or 10. Put your stack in the correct box in the table. (Table on the next page).</p>																													
<p>Step 3: Take another bunch and count them again 6 more times.</p>	<table border="1" data-bbox="1082 1541 1433 1832"> <thead> <tr> <th>turn</th> <th>less than 10</th> <th>10</th> <th>More than 10</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>●</td> <td></td> <td></td> </tr> <tr> <td>2</td> <td>●</td> <td></td> <td></td> </tr> <tr> <td>3</td> <td>●</td> <td></td> <td></td> </tr> <tr> <td>4</td> <td></td> <td>●</td> <td></td> </tr> <tr> <td>5</td> <td>●</td> <td></td> <td></td> </tr> <tr> <td>6</td> <td></td> <td></td> <td>●</td> </tr> </tbody> </table>	turn	less than 10	10	More than 10	1	●			2	●			3	●			4		●		5	●			6			●
turn	less than 10	10	More than 10																										
1	●																												
2	●																												
3	●																												
4		●																											
5	●																												
6			●																										

What number did you get the most?

What how many was in the largest pinch?

Turn	Less than 10	10	More than 10
1			
2			
3			
4			
5			
6			



"Five Fingers" by Clker-Free-Vector-Images is licensed under CC BY 4.0

PDHPE – Promoting physical activity



Scan the QR code to watch the video if you can.

How does your body feel before and after you are active?

Your body could feel cool or calm before you are active.

Your body could feel hot, happy or full of energy after you are active.

Can you think of any other ways you might feel before and after you are active?

Activity:

Record how you feel before you are active.

Be active at home by dancing, jumping, skipping or bouncing a ball and you can see how you feel after you have been active.

Record how you feel after you have been active.

What do you enjoy about being active?

- being active keeps you healthy
- you can be active with your friends
- you can learn new skills.



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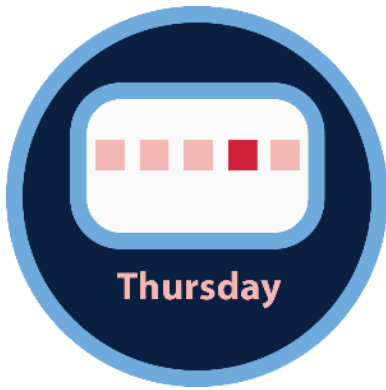
Activity:

Complete the sentence 'I enjoy being active because...'









For example, 'I enjoy being active because it keeps me healthy.'



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Things you need

Activity	You will need
<p>Most activities</p>	<ul style="list-style-type: none">  workbook  paper  lead pencil and coloured pencils
<p>Maths activities</p>	<ul style="list-style-type: none">  10 counters (or other items such as dried pasta, lego pieces) per player  2 dice (you could also use playing cards use the king as zero, or a number spinner zero to 6)  Paper to make your subtraction stack game board
<p>Science and Technology</p>	<ul style="list-style-type: none">  Cardboard (a cereal box or paper plate)  Paper clip  Scissors  Coloured pencils or textas

During the day make sure you take time to

- do a care and connect
- take a brain break
- do some physical activity

Care and connect - Stretches to start your day



Scan the QR code to watch the video if you can.

Stand up, and move your chair away from where you are standing

- Stand tall with both feet flat on the ground
- Roll your shoulders backward as you count to 10
- Shake out your shoulders
- Roll your shoulders forward and count to 10
- Shake out your shoulders
- Stretch your arms out to the side as far as you can reach
- Relax and then do this stretch again
- Relax, shake out your arms, and jiggle your shoulders and arms.

Get your chair back, sit tall with your back straight, ready to continue working.

Brain break - Camouflage hide and seek

Scan the QR code to watch the video if you can.



Play camouflage hide and seek. It works just like normal hide and seek, but you have to hide in the open, not behind things. You will need to think about the colour of your clothes and try to hide somewhere that you will blend in.



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Physical activity - Advanced throwing







Scan the QR code to watch the video if you can.

You will need a small ball and a large ball (or something similar, like a pair of socks and a soft toy). Make sure you have a safe space where you will not break anything when you throw the ball.

First, you are going to learn to bowl the small ball.

Instructions	Images
1. Hold your hands straight out, so one is in front of you and one is behind you.	
2. Push your front hand down like a lever.	
3. As your lever goes down at the front, your back hand goes up and over.	
4. Hold the small ball or pair of socks in your back hand.	
5. Repeat steps 1-3 and let the ball go when your hand gets to the top.	

Now you will learn how to throw a chest pass with the large ball.

Instructions	Pictures
<p>1. Bend your elbows, so your hands are in front of your chest with your thumbs pointing down.</p>	
<p>2. Push your arms forward so that your elbows are straight.</p>	
<p>3. Step forward while you are pushing your arms forward.</p>	
<p>4. Try it with a large ball, like a netball or a soccerball. You could pass to someone else or aim at a wall. Try and aim for the ball to reach the other person or the wall at chest height.</p>	

English – Activity 1 – retell using symbols



Scan the QR code to watch the instructions.



Listen to the short recount on the video about checking the mail. If you can't watch the videos. Do you remember the lesson about symbols? A symbol is a mark or a sign that indicates an idea, object or relationship. Draw a symbol that represents different items in the table below.



You will need

pencils and



a workbook or paper.



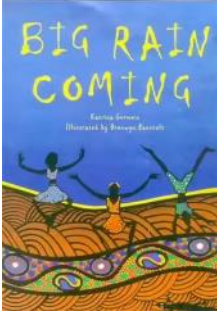
Draw a symbol

house	person	garden	letterbox	path	flowers	dog	mail



Use the symbols you have developed to retell a story through symbols.

English - Activity 2 - Big Rain Coming - Concept of symbol



Scan the QR code to listen to the story.



You will need

pencils and



a workbook or paper.

"Big Rain Coming" by Katrina Germein © 2002. Used with kind permission from Penguin Random Publishing Australia.



Look carefully at the picture above. Draw the symbol in the story that tells you that the big rain is coming. Then write a sentence about your picture.



English - Activity 3 - Phonics lesson 3 - I, II, ss.



Scan the QR code to watch the Phonics lesson.



In this lesson you are going to learn the phonemes (sounds) **I, II, ss**.

You are also going to learn how to blend the graphemes (letters) to write and read words.

Hint: Phonemes are the smallest sounds we can hear in words, for example *c/a/t* or *b/oa/t*.
You use only your ears to hear phonemes.

Graphemes are the letters on the page and they represent the phonemes. We use our eyes to recognise graphemes.

Maths - Activity 1 - Play Rekenrek duel level 1



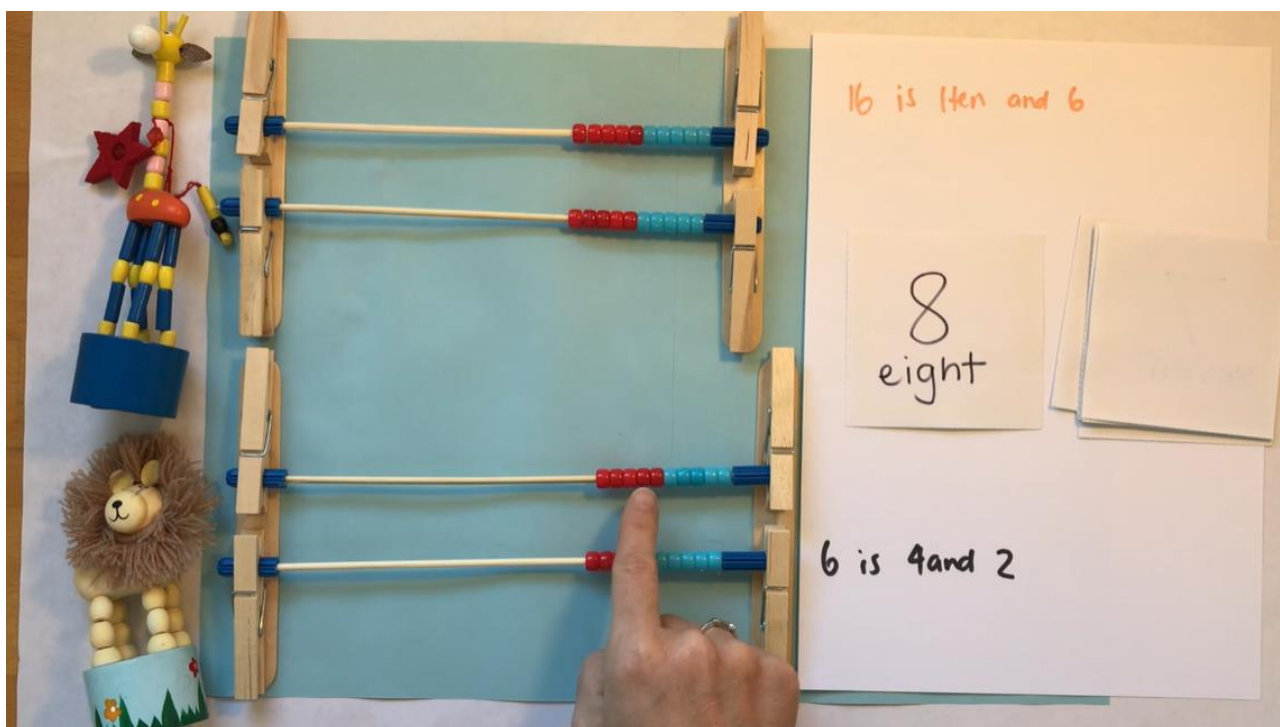
Scan the code to watch the video or follow the instructions below.

You will need:

- A rekenrek each
- A set of numeral cards 1-20
- Some paper
- Markers or pencils

How to play

- Flip a card to show a number.
- Think about how you can show that number in one or two slides on the rekenrek.
- Record how you made that number.
- Keep taking turns.



Think about the maths:

Chunks of 5

Close to 10

Doubles

Maths – Activity 2 – Subtraction stacks

From J Bay-Williams and G Kling, 2019



Scan the code to watch the video or follow the instructions below.

You will need:



- 10 counters (or other items such as dried pasta, Lego pieces) per player
- 2 dice (you could also use playing cards use the king as zero, or a number spinner zero to 6)
- Paper to make your Subtraction stack game board



How to play

Each player places their 10 counters on their subtraction stack game board. More than one counter can be placed on each number.

Take turns by rolling the dice and finding the difference between the two numbers rolled.

If a counter is on the number, the player removes it from the game board.

If there are no counters to remove, miss a turn.

The winner is the player who removes all counters from their game board first.

Too easy? Extend the subtraction stack game board to 9 or 11 and use a 12 or 10-sided dice. Each player will need 20 counters or items to play.



Think about...

What was one of your strategies for working out the difference between the numbers rolled? Is the strategy the same or different to your opponent?

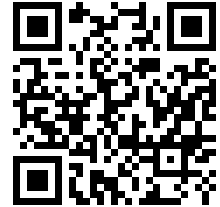
Will you place your stacks of counters differently next time you play? Why?

Science and technology – Activity 1 – watching the weather

The weather can be cold, wet, hot, warm, windy, and snowy. What is the weather today? Will the weather change or stay the same this week?

Get ready to watch the weather! We will make a weather wheel to help us think about the weather.

Scan the QR code to watch the video if you can.



Ask an adult to help you make the weather wheel. You will need:

- Cardboard (a cereal box, paper plate)
- Paper clip
- Scissors
- Coloured pencils or textas
- Draw your own weather symbols or print a weather wheel.

Place your weather wheel where you can see it through the week. Each day, look outside and describe the weather. On the weather wheel, move the arrow to the picture that matches the weather.

Alternative:

Print a weather wheel and attach it to the fridge door. Move a magnet around the weather wheel to show the daily weather.

- Did the weather change?
- Did the weather stay the same all week?



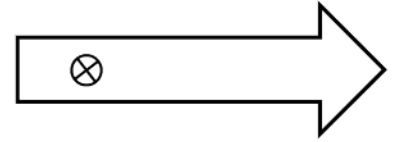
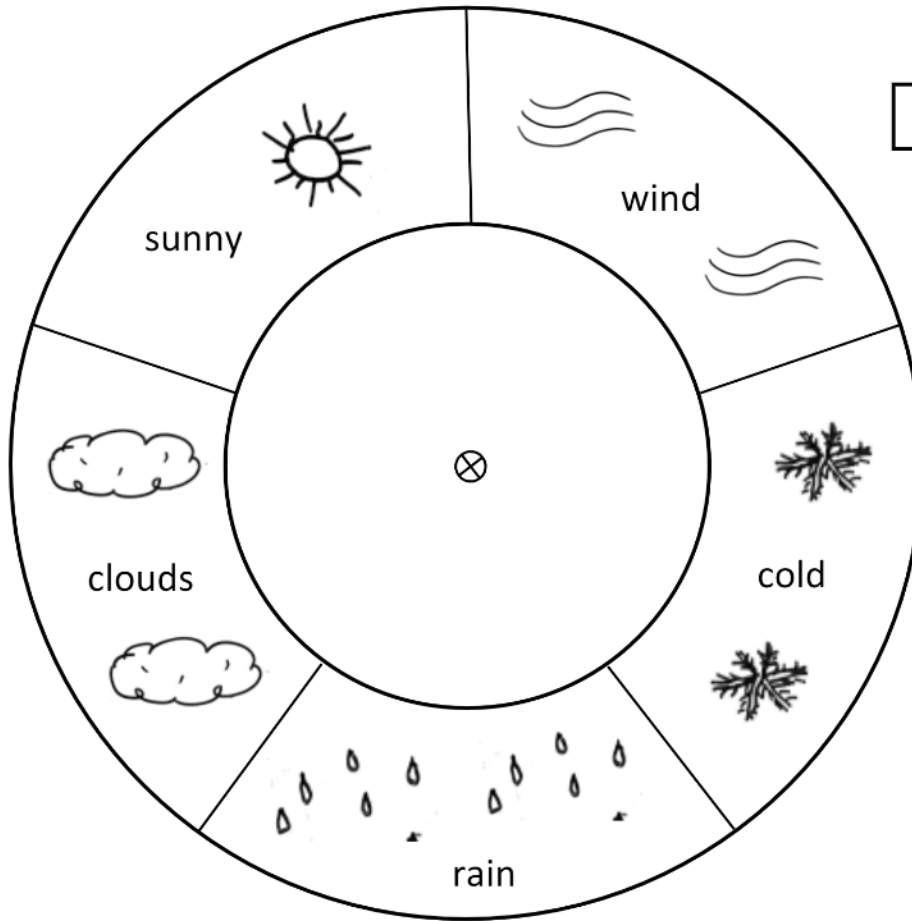
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Weather wheel


Follow the instructions to make the weather wheel

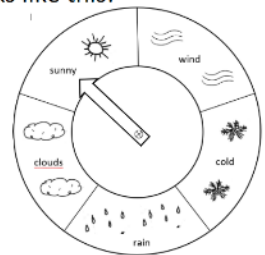


Instructions:

- Cut out the weather wheel
- Cut out the arrow

Push a paperclip ()

through the centres () of the arrow and the weather wheel to it looks like this:

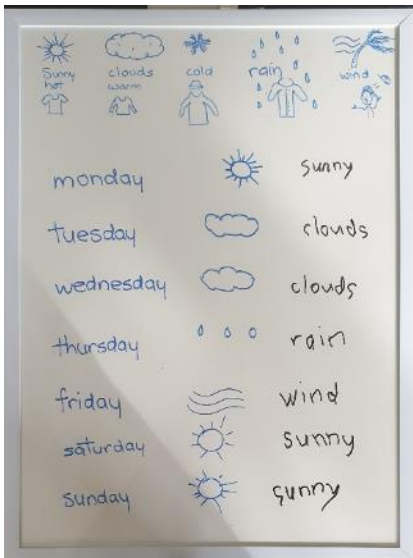


Science and Technology - Activity 2 - a week of weather

Let's be scientists and observe the weather for a week. We will record the weather on a chart. We will record a picture of the weather for each day of the week.

If you can, scan the QR code to watch the video and learn how record your weather observations.

Create your weather chart like this one:



What did you notice? Did the weather change or stay the same?

Alternative: Use the weather symbols each day to describe the weather outside. Decide which symbol matches the outside weather.

Optional: Use the printable version to chart the weather. Indicate the weather each day with a magnet or by colouring in the picture.

This picture shows the weather for Monday:




































Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday

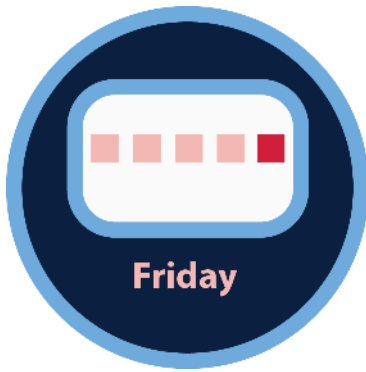
Your task is to show the weather for the rest of the week.

Weather chart















Use the chart below to record the weather every day for one week.

My weather chart

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
						
						
						
						
						



Things you need

Activity	You will need
Most activities	 workbook  paper  lead pencil and coloured pencils
Maths activities	 One game-board  2 different coloured markers or pens  dice or  spinner
STEM	 water  straws  clingwrap  tape  string  plastic cup  container filled with water, such as a sink or bucket

During the day make sure you take time to

- do a care and connect
- take a brain break
- do some physical activity

Care and connect - Mirror, mirror

Find a mirror and look at your reflection.

Say 3 nice things to yourself. Maybe something nice about your hair, how you make people laugh or something that you're good at, like swimming.

How did you feel when you said kind things to yourself?

Now find someone to say 3 nice things to.

How did it feel when you said kind things to someone else?

How did it make them feel?

Remember it's important to be kind to ourselves and others.



Image: (see below) Attribute: Teacher created using images from Canva Alt text: A mirror with compliments written on it

Brain break - Shadow animals

Find a wall space that has sunlight or use a lamp.

Using your hands, make shapes that look like animals.

Is it a bird or butterfly or bat?



English – Handwriting lesson 3 – il, IL



Scan the QR code to watch the video if you can.



You will need pencils and

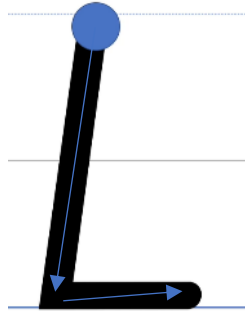
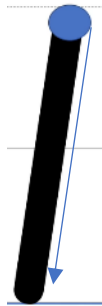


a workbook or paper.

Today we are practising writing the letter 'L'. Don't forget to do a little warm up by shaking and stretching your hands.



Remember to sit upright with both feet flat on the ground.



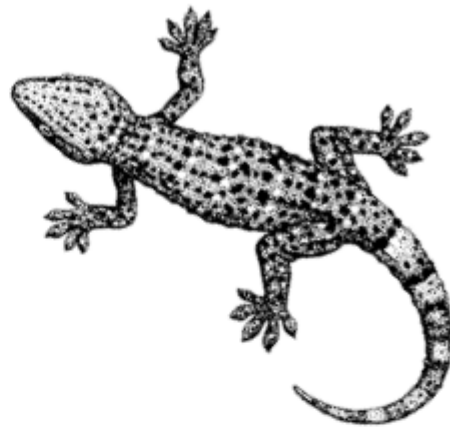
You can practice writing upper-case 'L' and lower-case 'l' in your workbook or on the worksheet.

Handwriting in the early years

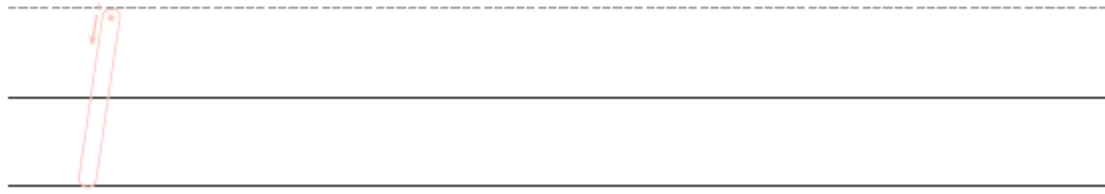
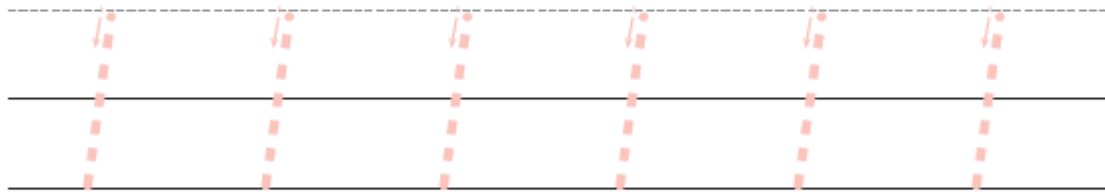
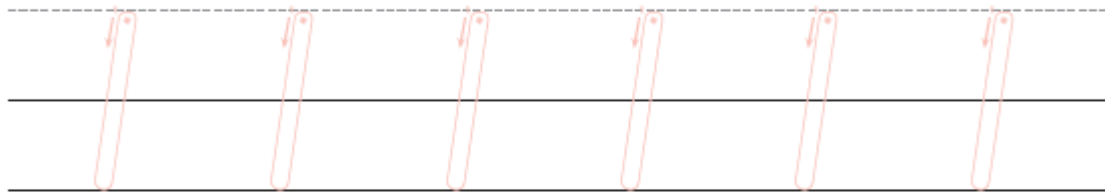
Lower case l

The lower case 'l' is a tall letter.
We make the letter 'l' with one movement.
Make a line going down from the top dotted line to the bottom solid line.

Example mnemonic: Top to bottom!



LI



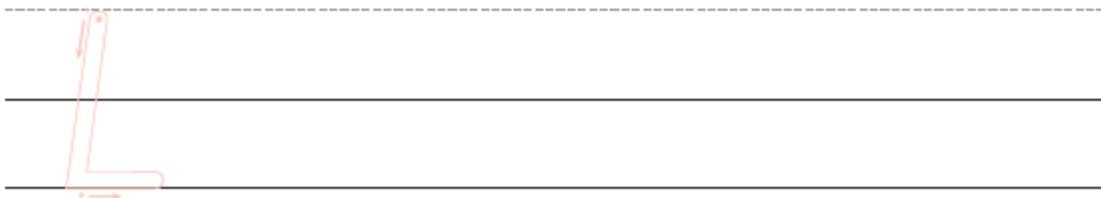
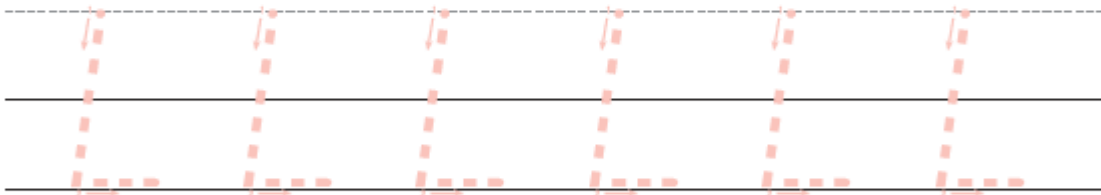
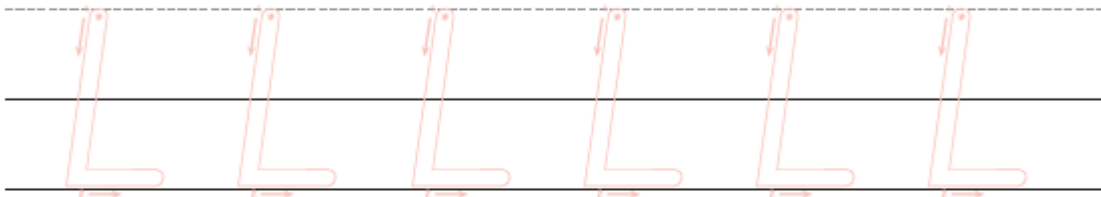
Upper case L

The upper case 'L' is a tall letter.
It is a different shape to the lower case 'l'.
We make the letter 'L' with one movement.
We make a tall line heading downwards.
Leaving our pencil on the page, we make a
small line moving out from the bottom along
the solid line.



L

Example mnemonic: Down and out!



Maths – Activity 1 – Dice pattern 1 – 4



Watch the video and join in the activity.




You will need



pencils a workbook or paper.

You are going to draw the dot dice patterns these numbers:

Number	 Draw the dot pattern
1	
2	
3	
4	

Too easy? Can you write the number and word next to your drawing?

Too hard? Can you draw dots to match the number?






Maths –Activity 2 – Ten frame filler

Adapted from Dianne Siemon and Paul Tabart

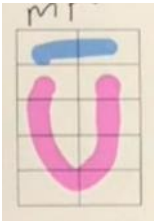


Watch the video and join in the activity.

You will need:

-  Another player (or team of players)
-  One game-board
-  2 different coloured markers or pens
-  dice or  spinner

Take turns rolling the dice. Draw a line through the 10 frame to match the number on the dice. You need to fill the 10 frames by adding to the line. You have to record the whole amount on the dice in one 10 frame but you can add to a frame that is not filled.



In this 10 frame, one player filled it with 8, then the other player filled it with 2 to make 10. The player who added the 2 wins the frame.

Use the game sheet to play.

10-Frame Filler Game

STEM – Watercraft (boat) challenge



Scan the QR code to watch the video if you can.



Design and build a boat that can hold the weight of $\frac{1}{4}$ cup of water for at least 10 seconds without sinking.

You will need:

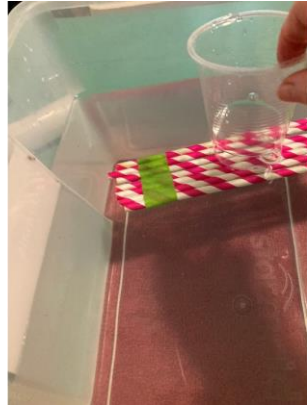
- straws
- cling wrap
- tape
- string
- plastic cup
- a container filled with water, such as a sink or bucket



- Build your boat
- Make your design and test it
- Does it float? Can it hold the weight of $\frac{1}{4}$ cup of water?
- Draw or take a photo of your design
- Why do you think it did/did not work?
- What else could you try?

If your boat sinks easily, try changing the width of the boat or the height of its sides

If your boat tips easily, try moving the cup of water to another position



Did you meet the challenge?