

Kearns PS Early Stage 1 - Week 2 Term 3 (Non-digital)

You will need access to your working from home pack and help from a parent/carer to complete the following activities.

	Monday	Tuesday	Thursday	Friday	
Task					
Morning	<p>English</p> <p>Refer to the work booklet. Make a rhyme string with an adult.</p> <p>Practice your phonemes with an adult (s, a, t, p).</p> <p>Practice reading and writing your high frequency sight words.</p> <p>Complete an activity on Reading Eggs.</p> <p>Read a story with an adult. They will ask you questions about the story.</p>	<p>English</p> <p>Refer to the work booklet. Play syllable clap with an adult.</p> <p>Practice quickly recalling and writing your phonemes (s, a, t, p).</p> <p>Practice reading and writing your high frequency sight words.</p> <p>Complete an activity on Reading Eggs.</p> <p>An adult will tell you a real personal story. Draw the complication (problem) of that story.</p>	<p>English</p> <p>Refer to the work booklet. Make a rhyme string with an adult.</p> <p>Practice quickly recalling and writing your phonemes (s, a, t, p).</p> <p>Play snap or memory with your high frequency sight words.</p> <p>Complete an activity on Reading Eggs.</p> <p>Read a story with an adult. They will ask you questions about the story.</p>	<p>English</p> <p>Refer to the work booklet. Manipulate sounds in words with an adult.</p> <p>Practice quickly recalling and writing your phonemes (s, a, t, p).</p> <p>Practice quickly recalling your sight words with an adult.</p> <p>Complete an activity on Reading Eggs.</p> <p>An adult will tell you a real personal story. Draw the resolution (fix) of that story.</p>	<p>English</p> <p>Refer to the work booklet. Look at the picture of the fish. An adult will ask you questions. Fill in the speech bubble with what you think the fish is saying.</p> <p>Practice quickly recalling and writing your phonemes (s, a, t, p).</p> <p>Recall your sight words as quickly as you can. If you can say them all instantly, you can move to the next level.</p>

	Draw a different ending to the story.		Draw what happened in the beginning, middle and end of the story.		<p>Complete an activity on Reading Eggs.</p> <p>Read a story with an adult. They will ask you questions about the story.</p> <p>Draw the characters from the story. Label them with information about their appearance and personality.</p>
Break	Break - do something fun for 30 minutes!	Break - do something fun for 30 minutes!	Break - do something fun for 30 minutes!	Break - do something fun for 30 minutes!	Break - do something fun for 30 minutes!
Middle	<p>Mathematics Refer to your work booklet. You will be exploring smaller numbers that 'live inside' larger numbers.</p> <p>Play 10 or Bust or the Counting Game.</p> <p>Ask an adult to help you complete the reflection activity.</p>	<p>Mathematics Refer to your work booklet. You will be following the instructions to complete activities for collecting data.</p> <p>Play basketball Toss and draw a picture of your chart in your mathematics workbook.</p> <p>Ask an adult to help you complete the reflection activity.</p>	<p>Mathematics Refer to your work booklet. You will be exploring measurement by making and using your very own creatures.</p> <p>Order your creatures from shortest to tallest and draw your creatures in your mathematics workbook.</p> <p>Ask an adult to help you complete the reflection activity.</p>	<p>Mathematics Refer to your work booklet. You will be playing the game 'Pinch a Ten' and answering the question 'how many?' by looking and thinking.</p> <p>Try and use different strategies and different objects for determining how many objects you have. Make a chart as shown in your workbook to record your estimates as you play the game.</p>	<p>Mathematics Refer to your work booklet. You will be exploring the smaller numbers that sit inside larger numbers.</p> <p>Play the Building Towers game with a partner.</p> <p>Ask an adult to help you complete the reflection activity.</p>

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Break	Have a break and play 'Simon Says'.	Have a break. Put on your favourite music and dance.	Have a run around outside.	Make an obstacle course for your family to follow.	Have a break. Do 10 hops forwards and 10 jumps backwards.
Afternoon	<p>Science What do living things need to survive?</p> <p>Go into your backyard or for a walk to the local park with your parent or carer.</p> <p>Think about all the living things you can see. What things do they need to stay alive?</p> <p>Choose a living thing and draw what you think they need to stay alive in your workbook. (examples could be water, air, sun, shelter)</p>	<p>Geography Animals have very different places where they like to live. This could be because of what they eat, if they can fly or swim or if they are big or small.</p> <p>Complete the habitat matching activity in your student workbook.</p> <p>Can you think of an animal that may live in two different places? For example some animals live on land and in the water.</p> <p>Draw a picture of an animal that can live in two places in your student workbook.</p>	<p>CAPA Listen or think about a piece of music that does not contain words. It could be a television advertisement, something heard at home or at a concert or even from a video game.</p> <p>Discuss what the music could be about?</p> <p>Create an artwork to reflect the story in the music. You can use pencils, paints, crayons or even make a collage.</p> <p>Write one-sentence about your picture. You can complete this in your student workbook.</p>	<p>STEM Refer to the booklet. Using and modifying the designs in the booklet, make a paper airplane. Challenge a family member to see whose plane can travel the furthest.</p>	<p>PDHPE <u>Using different throws</u> Think of different ways you could throw your object. Have 5 attempts at throwing your object overarm, underarm (with one-hand) or underarm (with two-hands).</p> <p>Choose a target and create 5 different 'starting points' for you to throw from. Make sure they vary in distance.</p> <p>Attempt to hit the target using each type of throw 5 times. Record the number of throws to hit the target from each 'starting point'. Extension: What other ways can you throw your object. Can you hit the target?</p>

