

Work at Home — Stage 2

This work pack can be completed at home.

Any reusable tracing/writing pages can be placed inside a plastic sleeve and then used as write/wipe with highlighters or whiteboard markers.

Edgeworth Public School has two online resources included in your child's book pack which they can access at home. These are levelled and classroom teachers set different learning activities for each child.

https://readingeggs.com.au/

https://www.mathletics.com/au/

Here are some other free online websites/programs your child may like to visit

All KLA's

https://www.studyladder.com.au/ http://wonderopolis.org/ https://www.abc.net.au/btn/

Mathematics

https://www.coolmathgames.com/ https://www.topmarks.co.uk/maths-games/ https:// jennycottle.wixsite.com/ jennysmathslinks

English

https://www.starfall.com/h/ https://classroommagazines.scholastic.com/support/learnathome.html?caching http://www.pobble365.com/

Online Stories

https://www.welcometocountry.org/aboriginal-dreamtime-stories/ https://www.storylineonline.net/

http://www.astorybeforebed.com/storytime

Physical Education

https://family.gonoodle.com/

Youtube — Cosmic Kids Yoqa, Just Dance

Technology

https://code.org/ https://www.freetypinggame.net/ NSW Department of Education

Some activities and ideas for home for parents of primary and early learners



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

pack from your teacher. You will not need access to a digital device to complete the following activities. You will need help from a parent/carer and the resource





@ NSW Department of Education, Mar-20

	Mi	Bri		
	Middle	Break		
Number busting: our number for today is 17. Draw and write everything you know about 17 (you can use any operation you like). Find a partner to play 'Strike it out'. You need a number line from 0-20. First person writes a number sentence, such as: 5+12=17. They cross out the 5 and 12 on the number line and draw a circle around 17. Next person uses 17 in their number sentence, such as 17-10=7. They cross out 17 and 10 and draw a circle around 7. The game continues till	Mathematics	Break		Monday
Play snakes and ladders with a family memberor another round of 'Strike it out'. What is in one of your cupboards at home? Ask your family which cupboard you can investigate. Group/classify objects into categories for example, tins and jars, plates and cups. How many objects in each group or category? Create a graph to represent what is in the cupboard. PDHPE Create a game that includes rules, a way to score and at least one	Mathematics	Break	Journal writing – write and draw how you're feeling today.	Tuesday
Our number for today is 64. Draw and write everything you know about 64 (you can use any operation). Design your dream bedroom using grid paper where 10cm = 1 metre. Your budget for new furniture is \$1000. Make a list of the items you would buy, where you are buying them from, and their cost. You will have time to finish this tomorrow. Ask for feedback on your design from a family member.	Mathematics	Break	resource pack) in your spelling book.	Wednesday
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? Complete the design of your dream bedroom. Calculate how much paint you will need for the dream room you designed this week. How many litres/cans of paint do you think you will need? You could estimate how much the paint would cost.	Mathematics	Break		Thursday
Play a barrier game with a partner. Sit back to back with a family member or a friend. Draw a design on your paper or whiteboard using shapes. Describe your picture so that the other person can recreate it. Describe your design by describe the shapes you used and their location (for example, next to, on top of, between). Check to see how they went. Questions to think about Do you need to rethink how you explain your drawing? Repeat the game a few times. Do the results improve?	Mathematics	Break		Friday

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	Monday	Tuesday	Wednesday	Thursday	Friday
	write a number sentence with the numbers left or there are no numbers available.	the game with a family member or friend. After playing the game discuss ways that you could change the game.			Measure how far the plane flies. Repeat the flight three more times and average the measurements. Try a new design to see if you can beat that distance.
Break	Break	Break	Break	Break	Break
Afternoon	Creative Arts Make up a dance to your favourite song or a play to perform to your family.	Science and technology Sketch an object from your home using pencils. Pay attention to shape, shading and tone. Show your sketch to a family member for feedback.	Geography On the map of Australia, from your resource pack, find, label and draw a picture of a natural landmark and a built landmark for each state and territory in the correct location. Describe why each of these landmarks are significant.	Science and technology Perform the science investigation in your resource pack. Write what you did and what you observed. Are there any questions you have after completing the investigation?	PDHPE Design a healthy menu for a day at home. Present the menu to your family in a creative way.

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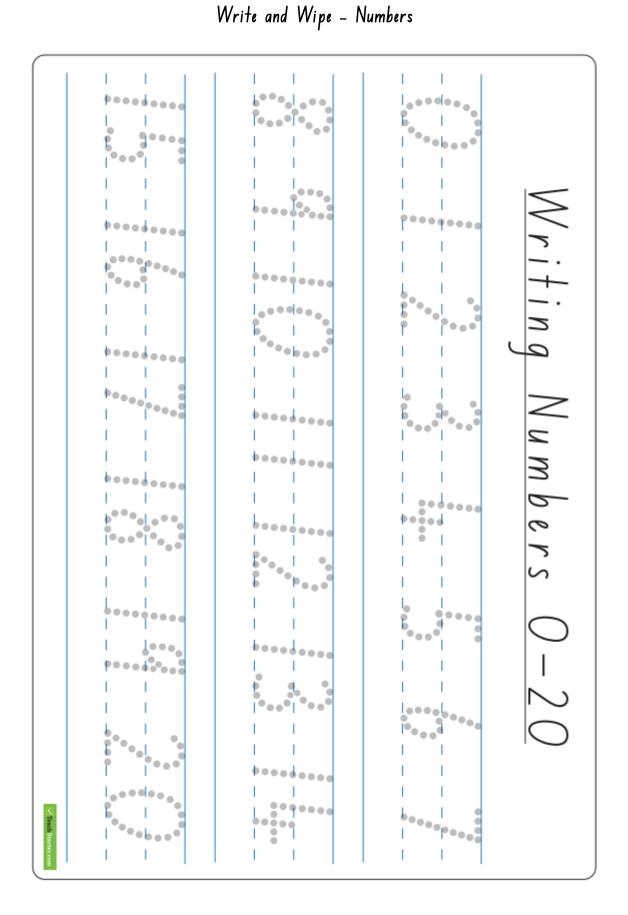
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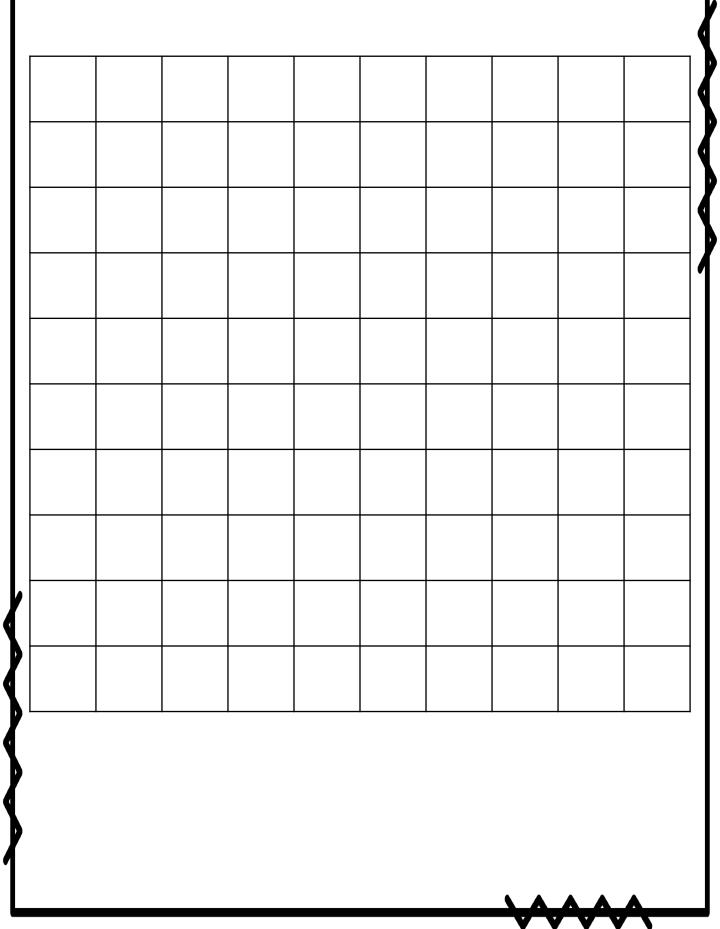
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Framework for teaching (non-digital) - Stage 2 sample





Write and Wipe — Hundreds Chart





Write and Wipe — Hundreds Chart

HUNDREDS CHART WITH MISSING NUMBERS

Fill in the missing numbers.

1	2					7			
11				15				19	
21					26				30
		33				37			
			44						
51									60
							68		
		73							80
								89	
91									100



Write and Wipe — Multiplication Chart

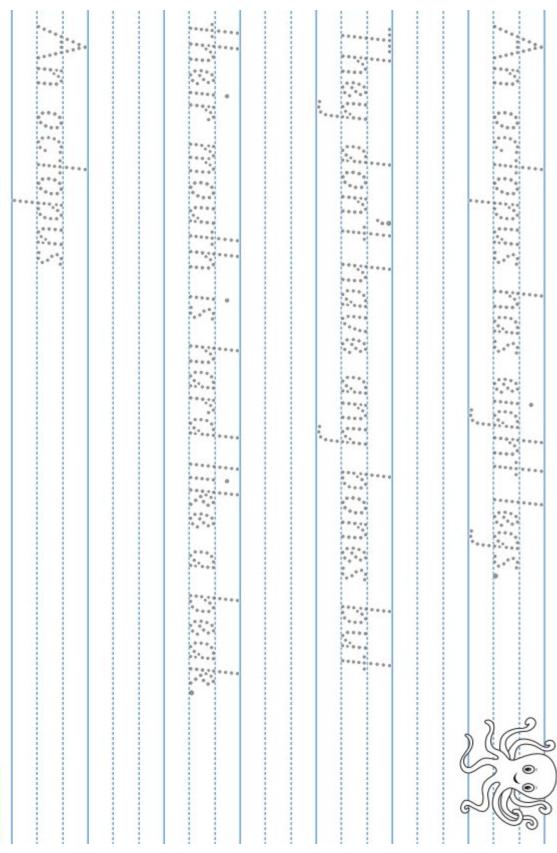
MULTIPLICATION TABLE

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Write and Wipe - Alphabet Writing the Alphabet 3. 1 28-0.2 0.2 61 1.64 Teach Starts



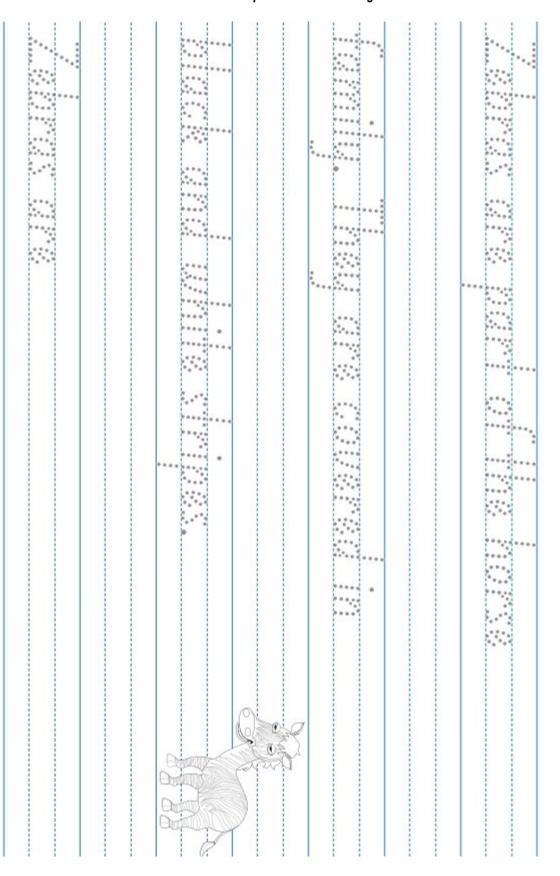
Write and Wipe - Handwriting



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Write and Wipe - Handwriting



Teach Starter.com



Handwriting:

Individual handwriting lessons in NSW print can be found: <u>https://www.youtube.com/playlist?list=PLnOzSJYwjmDbLoOQDEX_FloYm9_</u> <u>ljX_xj&fbclid=lwARlkXwWLsybiymsooR6bNxOIWQYB80xIpypmDJwH42sUZBaTROWkM</u> <u>4BAR7k</u>

Cincinnati Zoo — Home Safari Resources

Each day the zoo is completing a home safari video about their animals and includes an activity/quiz to complete following the video. <u>http://cincinnatizoo.org/home-safari-resources/?fbclid=lwAR3-</u> nJTo6L7Ri9CfFbDm5Ome8wGE28pOFBRwWHlehDa2bbaaXKQN_Jikxcw



Sounds

Listen to the Jolly Phonics sound songs here: https://www.youtube.com/watch?v=U2HYM9VXz9k

Magic 300 Words

Have your child write out two sets of the words on palm cards. Then practice reading and writing the words

Game ideas:

- ≻ Snap
- ≽ Memory
- ≽ Go fish

Spelling

There are some write and wipe spelling activities following the lists. The following lists are an example of what words your child can be learning, your child's list may not be the same as these.

		Extension					Theme			Vocabulary	_	Etymological					Morphemic				Phonological						Visual			WORD LISTS	
brain	black	begin	asleep	army	temperature	energy	source	transfer	heat	airport	transport	port	decimal	decade	scared	daring	dared	loving	loved	stay	clay	rain	braid	chain	activity	activities	active	across	about	Week 3	-
damper	crown	crack	cheeky	breed	plastic	water	wood	blanket	metal	biography	biology	octave	octopus	octagon	robber	fitter	winner	bigger	runner	trade	awake	place	shade	made	are	angry	and	along	after	Week 4	
fleet	flask	farmer	enjoy	doctor	melt	freeze	warm	flame	conductor	bicentenary	bicycle	universe	unicorn	unicycle	massage	shuffle	baffle	willing	follow	while	white	stripe	slice	time	bad	back	autumn	se	around	Week 5	
infant	heat	garden	fort	foil	matter	plasma	gas	liquid	solid	aquatic	aqua	photograph	telegraph	autograph	equalled	cancelled	robbing	referred	stopping	asleep	street	sweep	dream	teach	bird	big	between	beside	below	Week 6	
next	mood	lion	learn	label	measure	thermometer	fluids	conduction	convention	finite	finished	century	centimetre	centipede	squash	square	quack	queen	quick	float	roast	coach	toes	goes	Ьγ	but	broad	boys	black	Week 7	
radio	quite	polite	pesto	pancake	dark	cool	reflect	absorb	melting	maximum	maximise	minimise	minimal	minimum	shovelling	modelling	labelled	distilled	fulfilled	clue	argue	fewer	chew	threw	coming	comb	cold	circle	can	Week 8	
silent	shampoo	sari	royal	rook	boiling	electricity	power	soften	light	millipede	millilitre	millimetre	kilogram	kilometre	gases	wishes	buses	buzzes	boxes	stool	room	book	look	school	down	gob	does	different	dad	Week 9	
steel	stake	spine	sour	skim	thermal	radiate	sizzling	warmth	sun	tricycle	triangle	squad	quadrangle	quad	parties	copies	babies	tries	flies	fault	cause	pause	launch	sauce	finally	fiction	few	factual	duck	Week 10	

Spelling Activities

Year 3 Term 1 Spelling Lists

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WORD LISTS	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10
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	add	always	are	been	book	call	catch	crawl
Visual	afternoon	animal	ask	before	bread	came	cereal	custard
	again	another	Australia	behind	bring	can't	class	custom
	all	Aue	be	birthday	brown	cannot	clothing	dance
	mosaic	escape	realise	deaf	approach	review	kangaroo	sausage
	overpaid	beverage	revise	ahead	boast	curfew	balloon	haunting
	praise	carriage	collide	meant	coach	nephew	moose	because
Phonological	crayfish	desolate	awhile	breeze	quote	issue	lagoon	causeway
	birthday	generate	decide	greed	globe	rescue	ooqueq	vault
	writing	thinner	Massage	beginning	question	cancelling	beaches	hobbies
	having	fatter	Session	travelling	quarter	distilling	addresses	families
Morphemic	making	flipper	Coffee	grinning	quantity	equalling	coaches	lorries
	used	hotter	Buffet	hugged	quality	modelled	itches	marries
	changed	batter	Shallow	jogged	equal	shovelled	dresses	studies
	passport	octagonal	uniform	aquarium	finale	miniscule	kilobyte	quadrilateral
	portable	octet	unique	aquamarine	finally	minute	kilowatt	quadriplegic
Etymological	decagon	biologist	universal	photographic	finite	maximising	milligram	quadraphonic
_	decathlon	autobiography	bilingual	photographer	Centurion	minimising	millisecond	trimester
Vocabulary	decibel	biochemist	biodiversity	Aquarius	centennial	maximiser	millionaire	tripod
	heat	metal	conductor	solid	convention	melting	light	sun
	transfer	blanket	flame	liquid	conduction	absorb	soften	warmth
Theme	source	wood	warm	Seâ	fluids	reflect	power	sizzling
	energy	water	freeze	plasma	thermometer	cool	electricity	radiate
	temperature	plastic	melt	matter	measure	dark	boiling	thermal
	mullet	notion	octagon	panic	pirate	pyre	rissole	salami
	nation	numb	orchard	parcel	police	quart	robbery	scared
Extension	nervous	nuzzle	outback	pastor	probe	quirk	rough	scent
	nightmare	nylon	packet	peal	prow	rally	route	serious
	nostril	oblong	painful	peevish	puny	require	nye	sermon



Spelling Activities



Spelling Activities

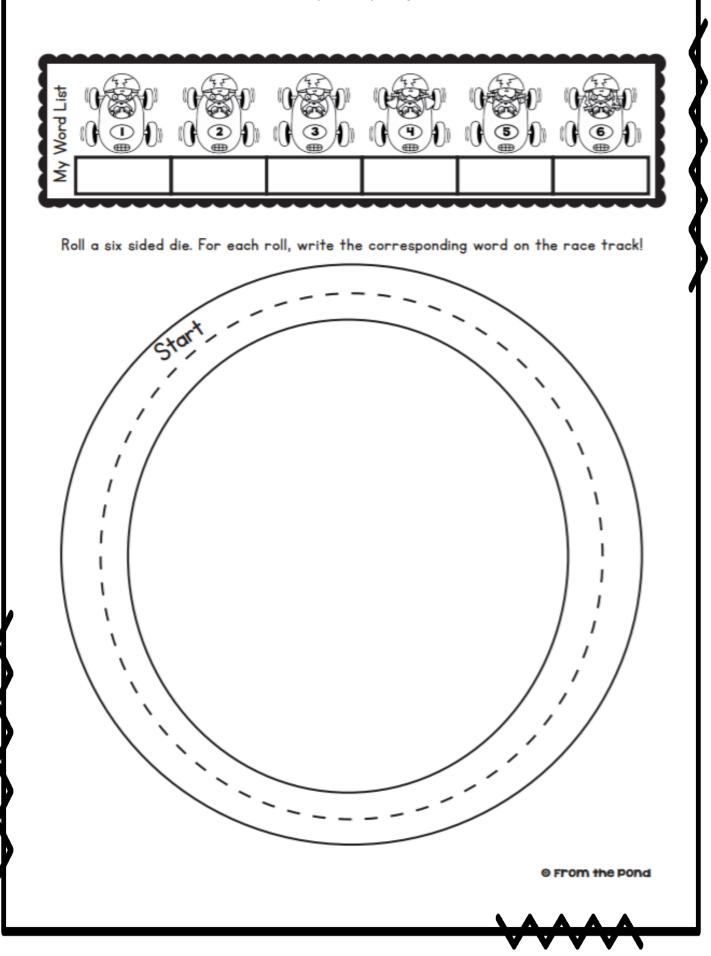
Spelling Roll-A-Word

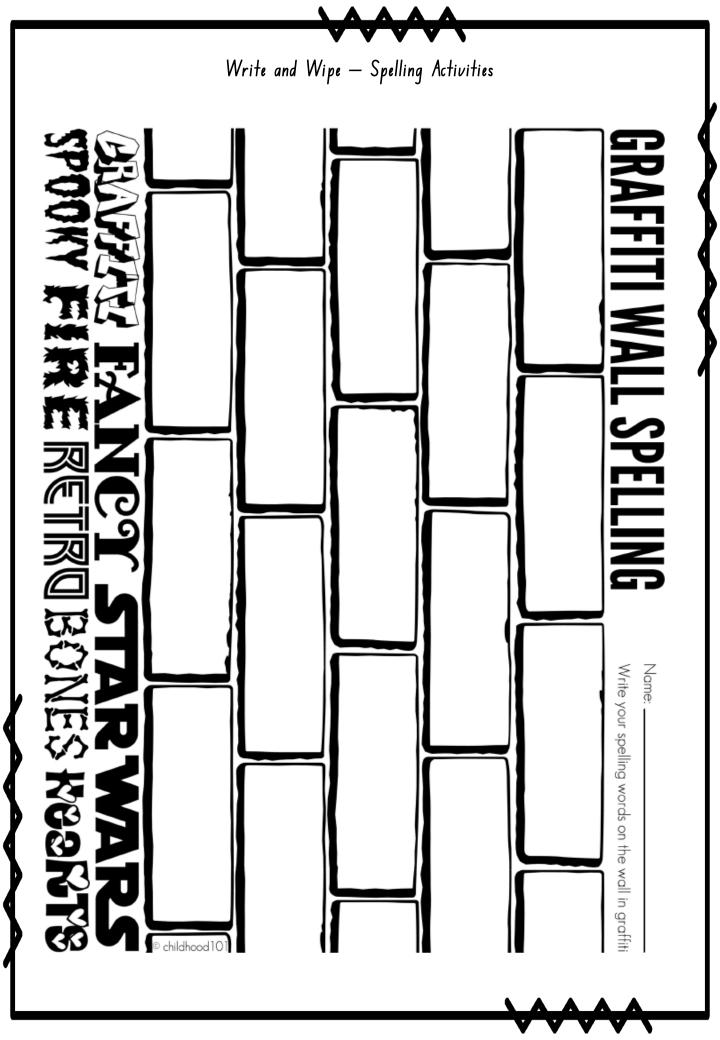
Start with the first word in your spelling list. Roll a die and complete the activity for the number you roll. Continue with the rest of your list.

•	Write your word in a sentence.
•	Draw a picture of your word.
••	Write a synonym of your word.
••	Write an antonym of your word.
	Write the definition for your word.
•••	Write your word three times.



Write and Wipe — Spelling Activities







Write and Wipe — Spelling Activities

Digging in the Dictionary

Write your spelling word in the first column, the definition from the dictionary in the second column and the word in a sentence in the third column.

Spelling Word	Definition	Sentence
		TeachStarter.com

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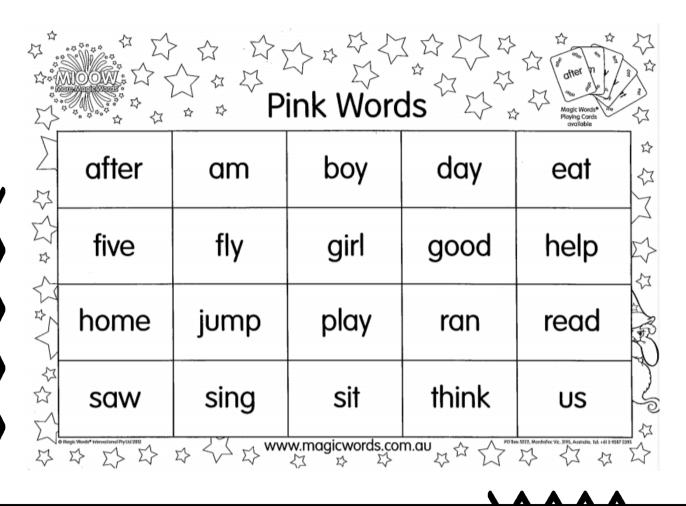
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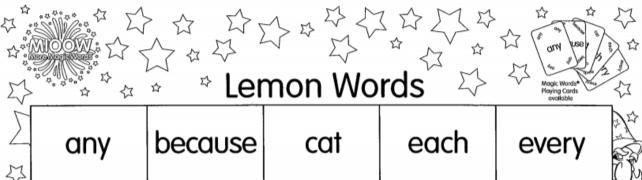
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FICTION READING PLANS

MONDAY Read a fiction story. Write a summary of the story.	TUESDAY Read a fiction story. Write three questions that you can answer	WEDNESDAY Read a fiction story. Describe the main character(s), the	THURSDAY Read a fiction story. Is the story written in 1 st person point of view	FRIDAY Read a fiction story. Write a possible theme for the story.
Write a summary of the story.	Write three questions that you can answer from the story. Write the answer for each question.	Describe the main character(s), the setting, and plot.	the story written in 1 st person point of view or 3 rd person point of view?	Write a possible theme for the story. What evidence supports the theme you wrote?
Choose	CHOI	CHOICE ACTIVITIES activities to complete with the stories.	ITIES.	

English Activities

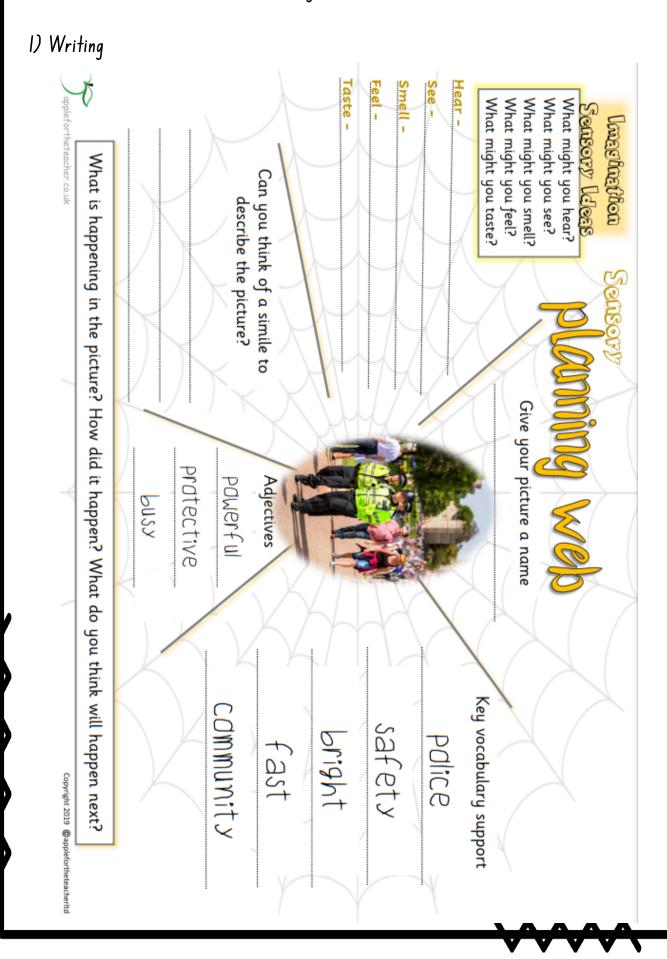
perspective trom another point of view or story? Explain the reason for most important event in that Choose a story to rewrite your choice Choose a story. What is the most important character in it matches the story. you chose that title and how stories you read. Explain why she is the most important. the story? Prove that he or Create a title for one of the Choose a story. Who is the Explain why you chose that of the stories you read the words stories. Use context clues to interesting from one of the know or that you found illustration and how it determine the meanings of Write five words you didn't Create an illustration for one Make a list of five nouns, five the stories you read two adverbs used in one of verbs, two adjectives, and you read into a short play. Change one of the stories

©Jennifer Findey

matches the story.



English Activities



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			Using your sensory planning web, you can now write a detailed report about what is happening in the picture. Remember to use exciting vocabulary and link to your senses.

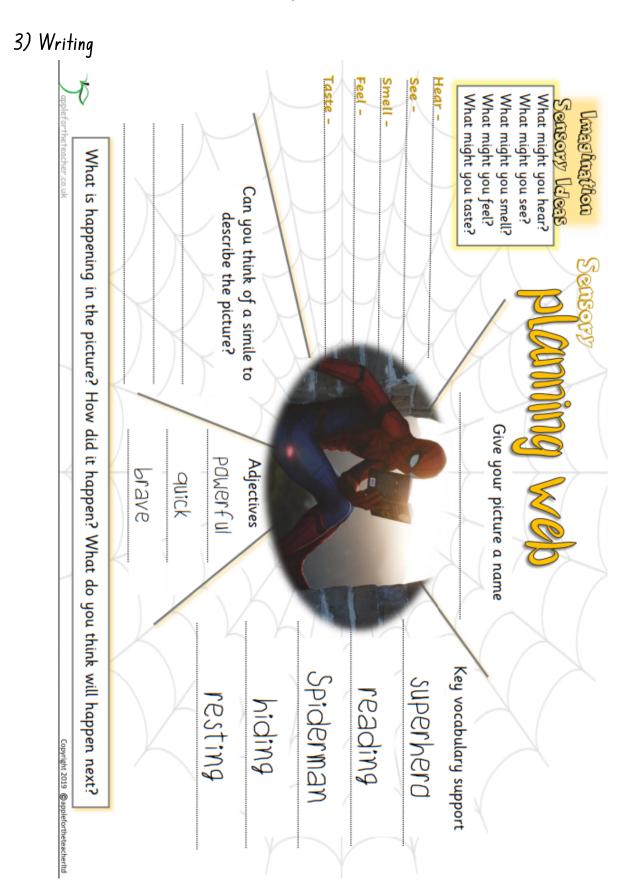


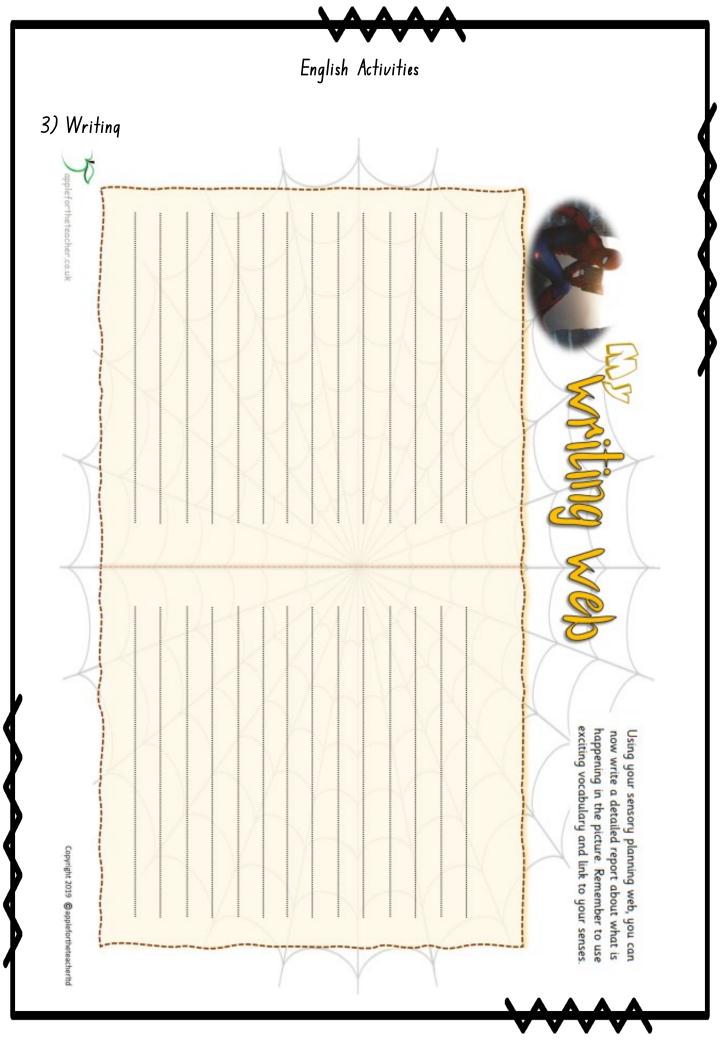
2) Writing Visit Wonderopolis — choose a wonder, read about it and take the quiz!

http://wonderopolis.org/





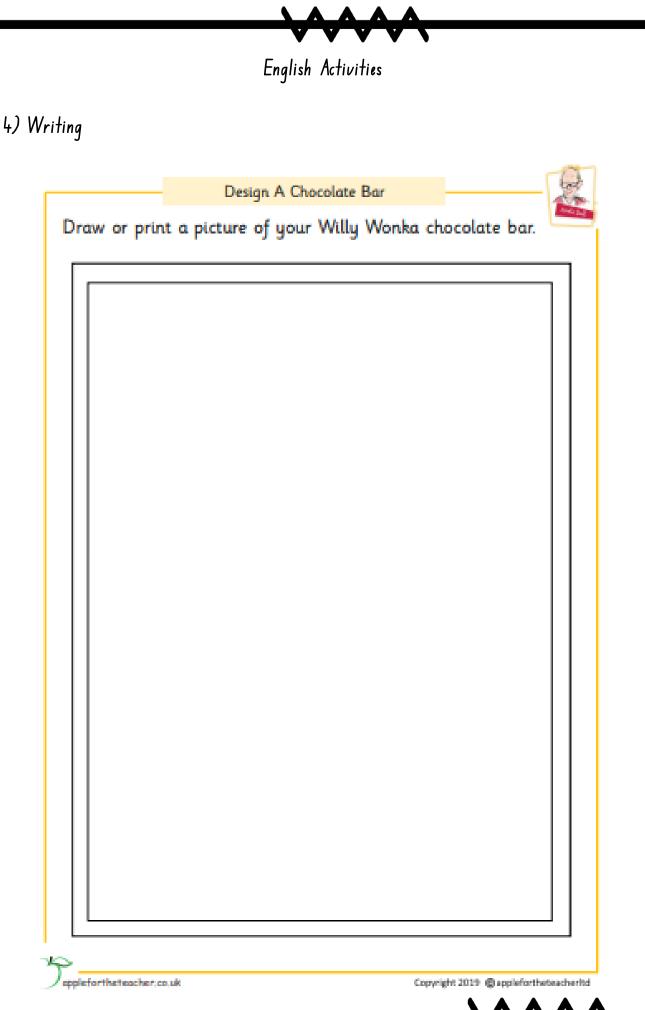


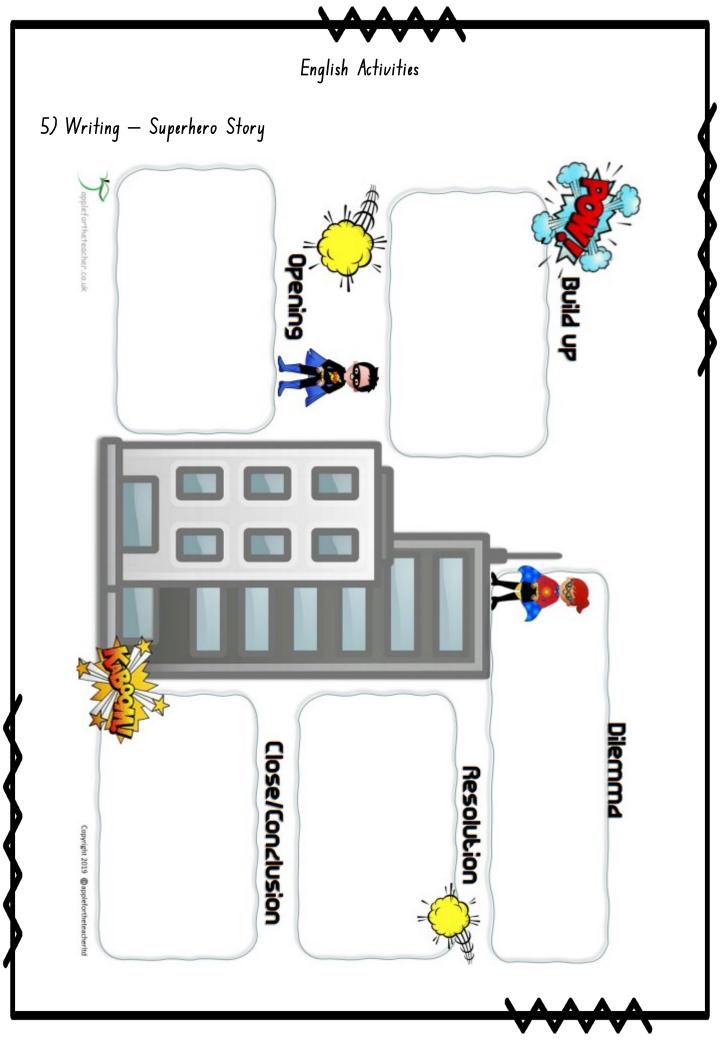




4) Writing

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		Circle one.		
Size:-	Small	Large		
Taste:-	Sweet	Sour Tangy	Creamy	Salty







English Activities

6) Writing — Pigeon Impossible

Watch the video here: https://www.literacyshed.com/pigeon-impossible.html

Task:

Write a persuasive argument giving an argument for why it was not the pigeon's fault.



Dear I strongly believe that I should be allowed to	As soon as my mother left the house, I rushed over to the phone to call	Cats and dogs are just fine pets for most people. If you ask me, would be the best pet ever. I know what you are thinking, but let me explain.
Write a story with this title: How to Make	Have you ever wondered what it would be like to fly an airplane? I will never forgot the day I flew an airplane. It was	Whizzl The ball barely avoided hitting me in the head. As I looked around, I noticed no one was around.
Write a story with this title: The Day that Surpassed All Others	There are many influential people who have made a difference in the world. is the most influential, in my opinion.	• • • • • • • • • • • • • •
By far, the worst thing that has ever happened to me was when It all started	Many people don't realize how easy it is to After reading this, I think you will be able to do this in your sleep!	If given the choice. I would definitely choose as the grossest food ever. By the time I am finished explaining why. I bet you will agree.
If I could only see one color for the rest of my life it would be	A week ago. something very weird happened while I was home done. It all started when	I couldn't believe when I saw my teacher transformed into an Egyptian mummy princess. What was going on?



7) Summer many



Math Activities



AT HOME

GENERAL NUMBER SENSE ACTIVITIES

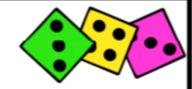
- Incidental counting e.g. how many buttons on your top, how many pegs to hang out the washing, how many animals in this book, how many red cars can we spot, how many houses can we count? Also getting children to count out groups of objects e.g. count out 5 apples for me.
- Counting forward and backwards as you walk or drive places. Begin
 with counting forward and backwards by Is. You could progress to
 counting forward and backwards by 2s, 5s or 10s.
- Counting books and songs on YouTube.
- Number hunts- spot them in your environment e.g. on letterboxes, at the post office, in the shops.
- Bingo games- numeral ID, number words, counting groups of objects.



- Board games- counting forward and backwards, recognising dot dice patterns.
- Grouping and sharing e.g. I have four jellybeans to share with you and your brother. How many will you both get?
- Use empty egg cartons to practise simple addition and subtraction.
- Building Numbers: use Lego, Duplo, blocks, rocks, beads, playdough or anything you like.
- Get Active- count the number of hops/skips/jumps, how many times can we throw the ball back and forth etc.



dice games



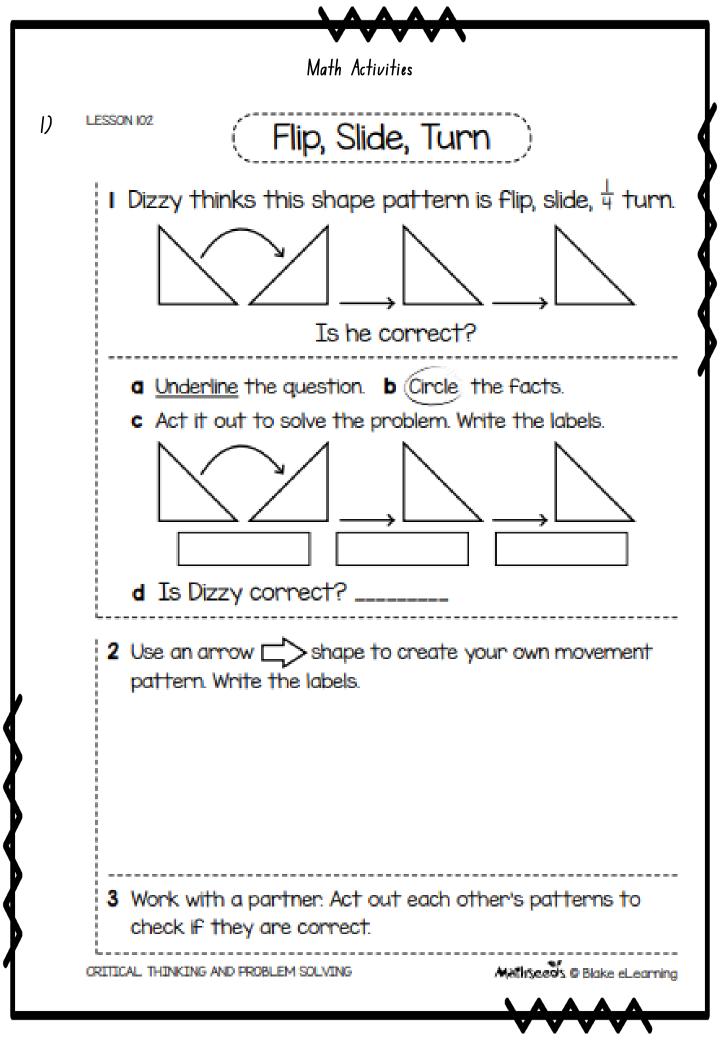
- Whoever rolls the highest number wins the counter
- Dice Addition:
 - Roll 2 dice and add together. Highest number wins a counter.
 - Roll 3 dice and add together. Encourage children to use the most effective strategy (e.g. doubles, friends of IO).
 - Roll 4 dice and turn into 2 sets of 2 digit numbers, then add together. Eg. if you roll a 3, 5, I and 2, then your problem is 35 + 12. Highest total wins the counter. Encourage the use of the most effective strategy.
- Race to Zero-Start with a certain number of points (e.g. 20, 50, 100). Take it in turn to roll the dice and subtract from your number. With larger totals, encourage children to use the most effective strategy.

CARD GAMES



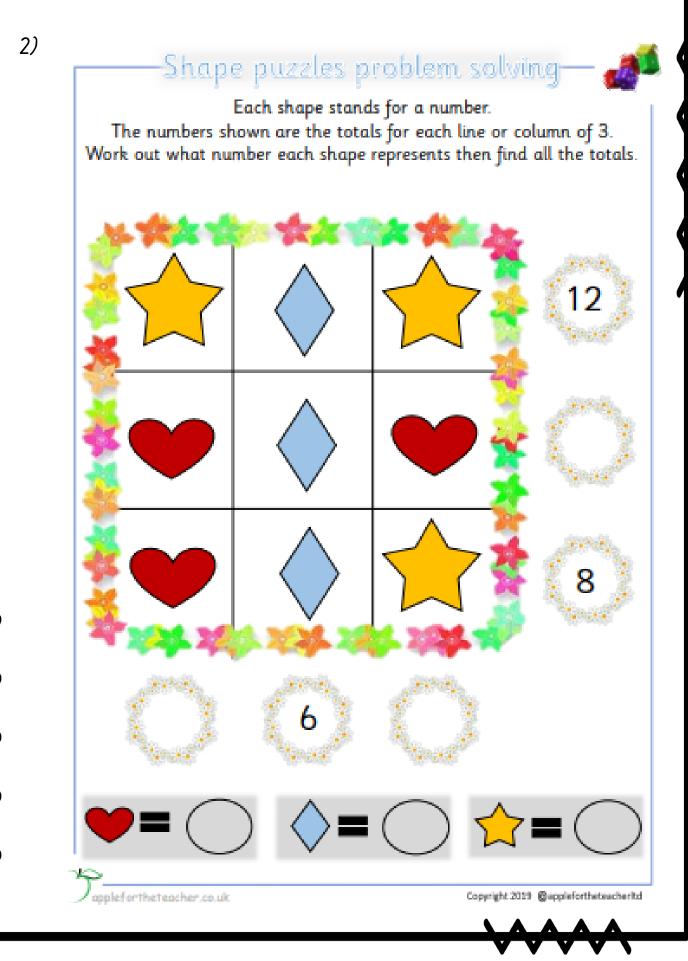
- UNO
- Games to practise numeral ID, number words and counting groups of objects. Use playing cards or write onto flash cards.
 - Snap
 - Go Fish
 - Memory
- Create Bingo boards with playing cards (e.g. 3 x 3 sets of cards)
- Card Flip- identify the number and highest number wins both cards.
- Card Flip Addition
 - 2 cards- highest total wins all four cards
 - 3 cards-highest total wins all six cards. Encourage the use of the most effective strategy.
 - 4 cards- turn into 2 sets of 2 digit numbers and then add together. E.g. if you turn over a 4, 5, 2 and 6, then your problem is 45 + 26. Highest total wins all 8 cards. Encourage the use of the most effective strategy.
 - Card Flip addition with 2 or 3 cards- highest total wins all the cards- encourage the use of the most effective strategy.
- Card Flip Subtraction
 - 2 cards- take away from the highest number. First to solve wins all the cards.
 - 3 cards- add the first two cards together and then take away the third. First to solve wins all the cards.
 - 4 cards- create two sets of 2 digit numbers and take the smaller number away. First to solve wins all the cards.

use Leeping Bo

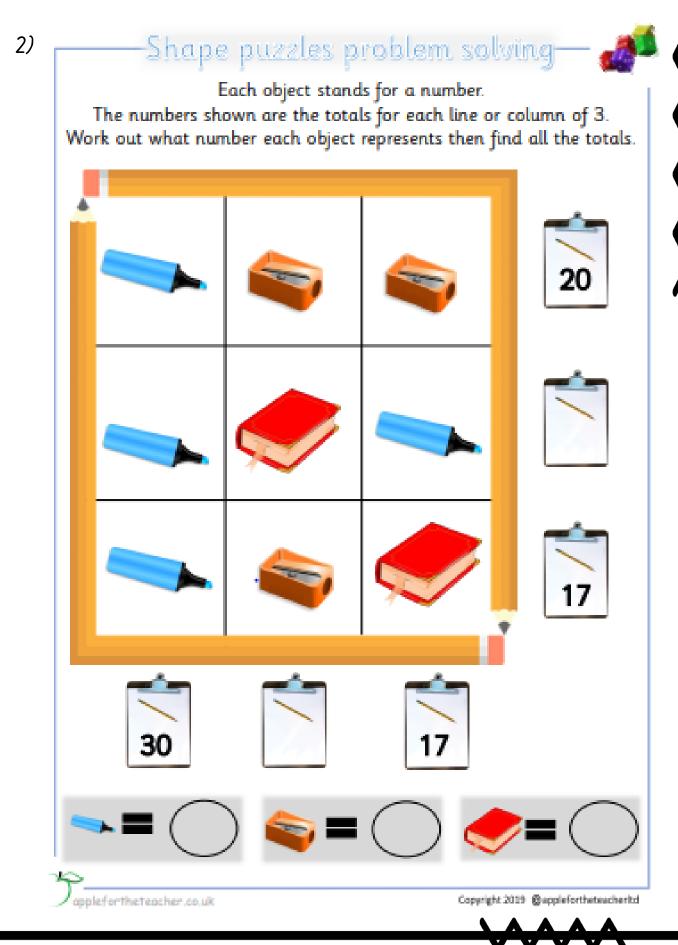


ISSON 169	(Wha	ťs M	y Shapei)
				oject. If your p ng its name, you	-
al	Name yo	ur a 3D c	bject		
	Draw it:			c Draw its n	et.
dl	List the Edges		of your	shape. Jumber and shape	Apex? Bases
2 1462			C	D abiant	
			of your 3		
3D	object?	mape ae: xnel You v		to a partner: C	an they name
	- rewrite arer? Tr		scription	. What could yo	ou add to make
•		other 3		Ane some sha	pes harder to
460					

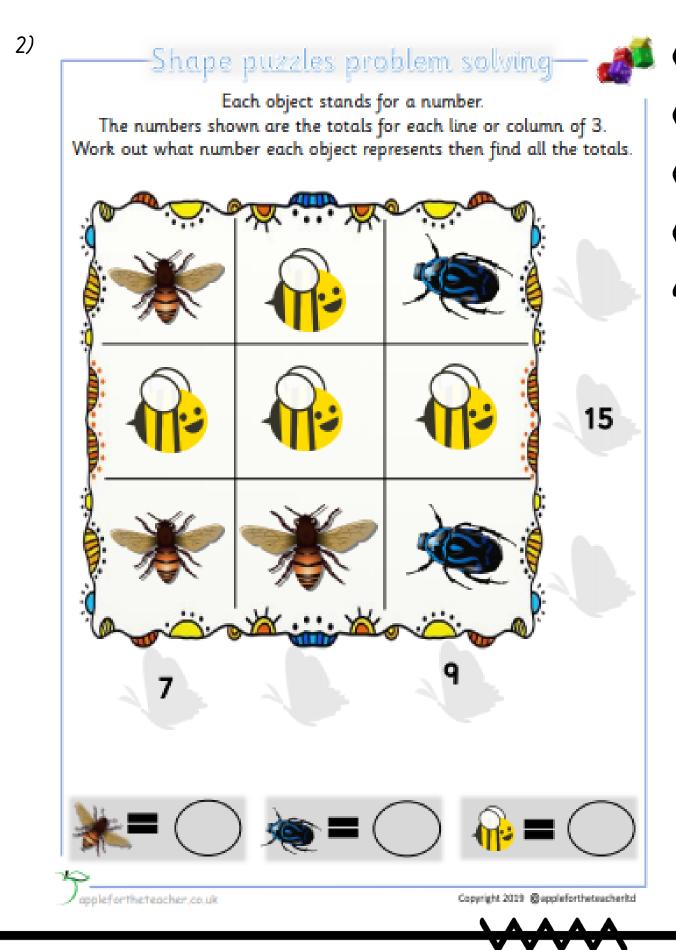


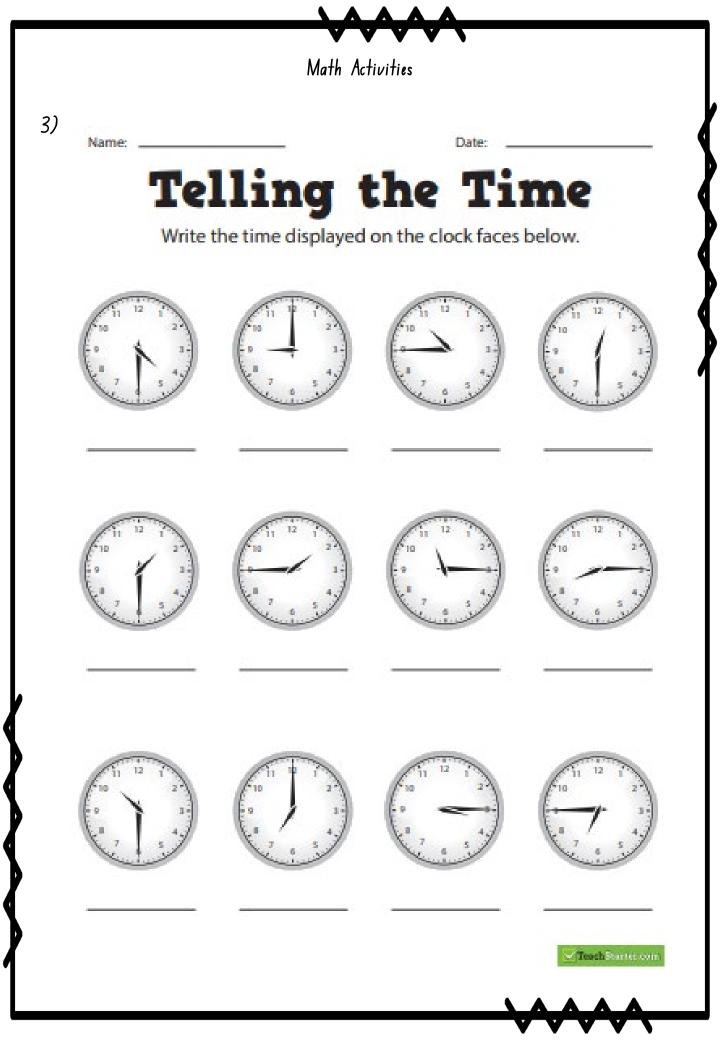


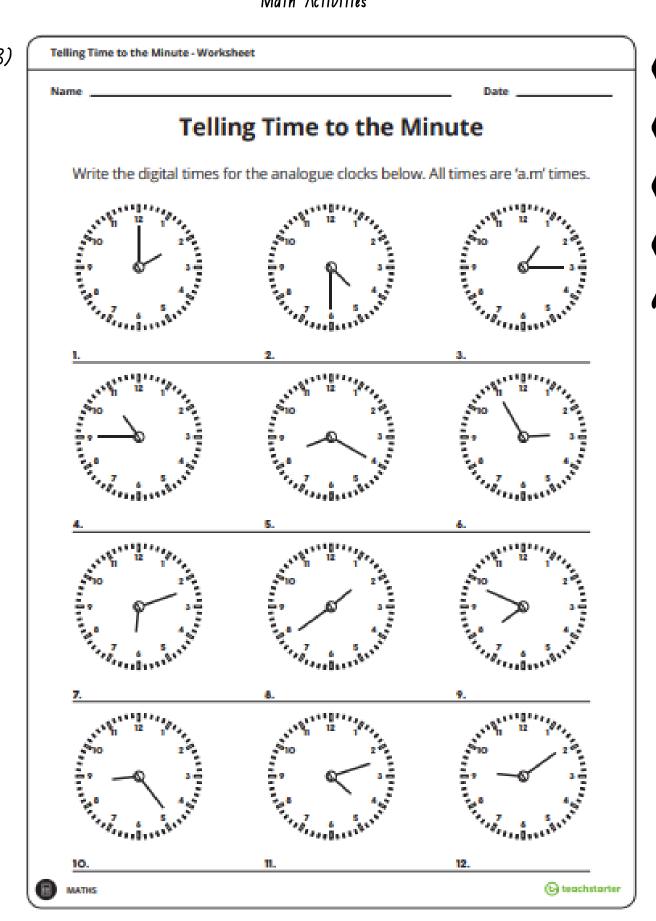




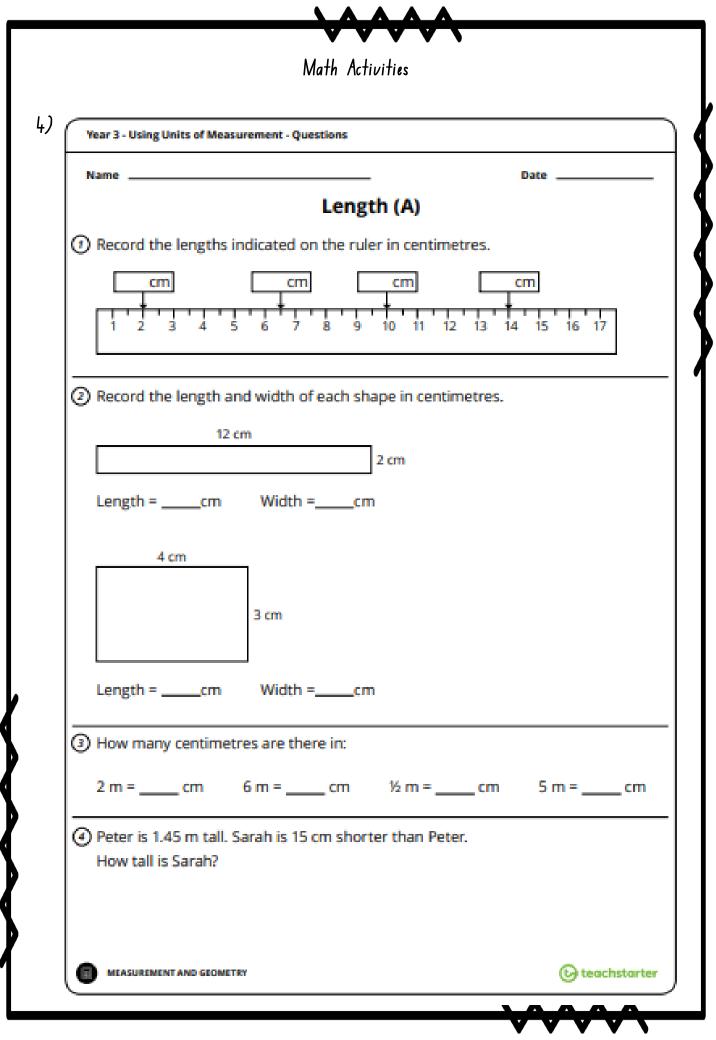


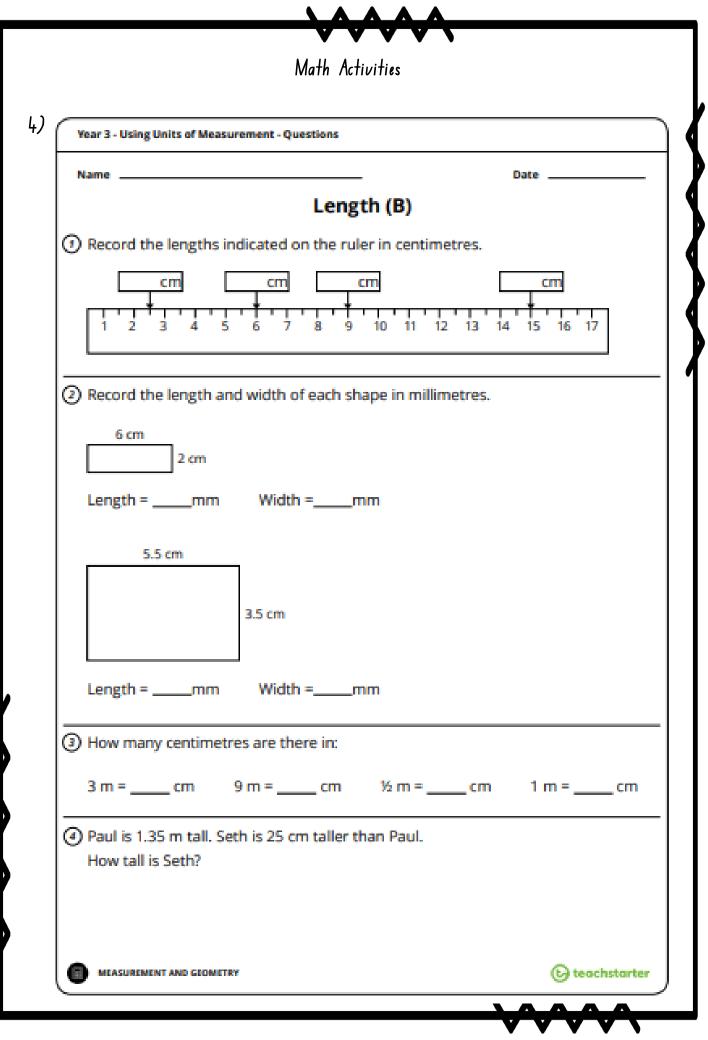






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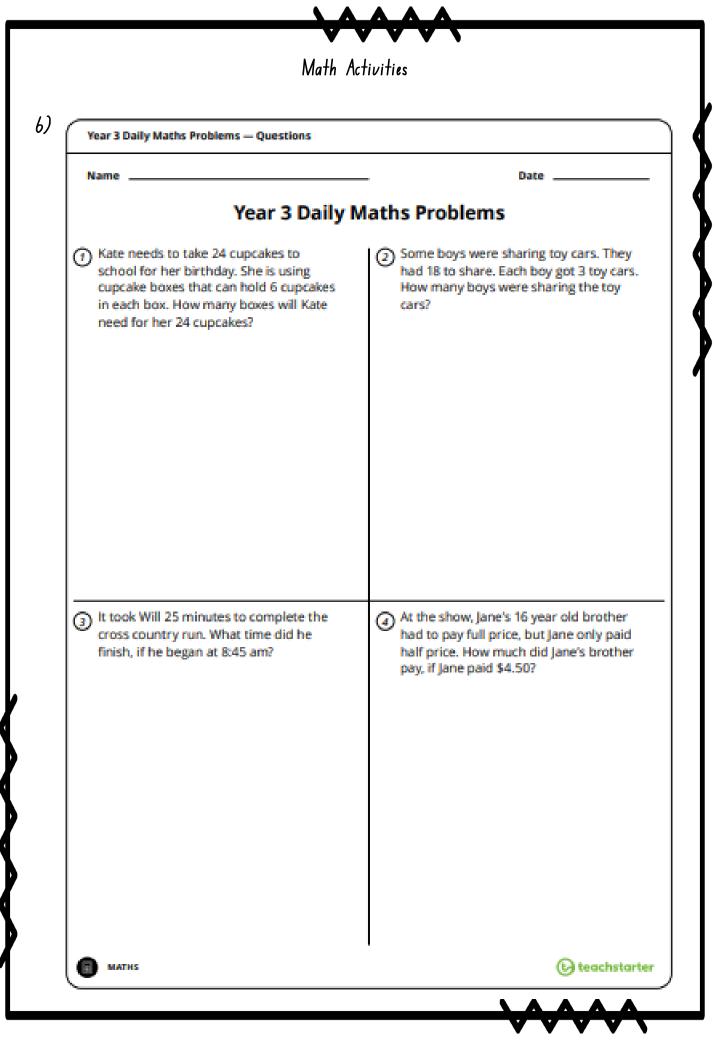


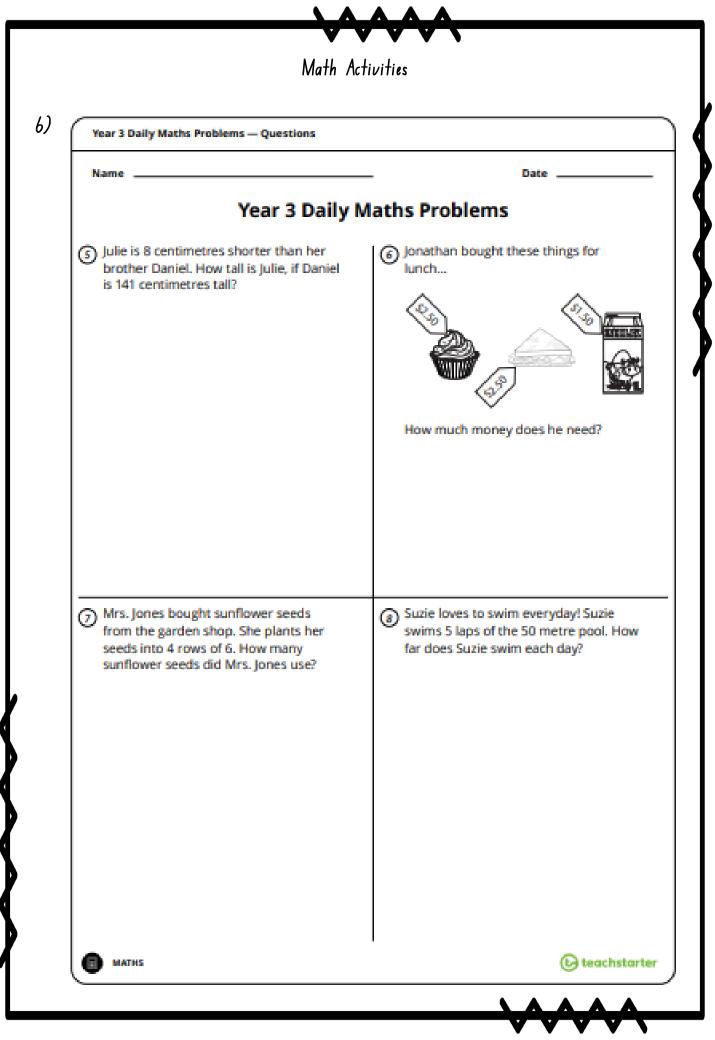


Data Representation an	d Interpretation - Questions		
Name			Date
	Categorisi	ng Data (A)	
		could fit into 4 differe ng an apple for each p	
		Fruits Vegetables	Image: Constraint of the second se
Group the follow name and list all	ing items into 4 catego its items in the same b	ories. Give each catego	ry a suitable
apple	fish	dress	blue
shark	dolphin	red	shirt
pants	whale	strawberries	yellow
blueberries	watermelon	green	hat
Name Name		Name Name	



Name	Data Representation	and interpretation - Quest	lions	
Sarah discovered that the following animals could fit into 4 different categories sort the animals into categories by colouring an elephant for each animal represented. Image: sort the animals into categories by colouring an elephant for each animal represented. Image: sort the animals into categories by colouring an elephant for each animal represented. Image: sort the animals into categories by colouring an elephant for each animal represented. Image: sort the animals into categories by colouring an elephant for each animal represented. Image: sort the animals into categories by colouring an elephant for each animal represented. Image: sort the animals into categories by colouring an elephant for each animal represented. Image: sort the animals into categories by colouring an elephant for each animal represented. Image: sort the animals into categories into a categories. Sive each category a suitable name and list all its items in the same box. Cheese pumpkin train Image: sort the animal represented in the same box. Cheese pumpkin train Image: sort the animal represented in the same box. Cheese pumpkin train Image: sort the animal represented in the same box. Mars Cheese pumpkin train Image: sort the animal represented in the same box. Earth Image: sort the animal	Name			Date
Sort the animals into categories by colouring an elephant for each animal represented. Image: sented.		Categor	ising Data (B)	
Group the following items into 4 categories. Give each category a suitable name and list all its items in the same box. cheese pumpkin train aeroplane broccoli yoghurt potato Mars car milk bike carrot Saturn Venus Earth ice cream Name	Sort the animal		colouring an elephant	
cheese pumpkin train aeroplane broccoli yoghurt potato Mars car milk bike carrot Saturn Venus Earth ice cream	Group the follo	wing items into 4 cat	egories. Give each ca	
broccoli yoghurt potato Mars car milk bike carrot Saturn Venus Earth ice cream				aeroplane
car milk bike carrot Saturn Venus Earth ice cream				
Name Name	car			carrot
	Saturn	Venus	Earth	ice cream
Name Name	Name		Name	





Year 3 Daily Maths Problems — Questions	
Name	Date
Year 3 Daily I	Maths Problems
Thomas went to the shops and found a toy dinosaur for \$5. He has \$3.45 in pocket money. How much more money does he need to earn to buy the dinosaur?	Julie has just done her grocery shopping. How heavy is her bag, if it contains 5 kilograms of potatoes, 3 kilograms of tomatoes and 1 ½ kilograms of bananas?
Joe was painting his house. It took 4 litres to paint 3 bedrooms. How many rooms could he paint with 12 litres of paint?	Alex's soccer team played 16 matches and won half of them. How many did his team lose?
MATHS	(teachstarte



Art Activities

Free art activities:

https://easypeasyartschool.com.au/portfolio/cactus_doodling/

How to draw a minion https://www.youtube.com/watch?v=Td_BpE4DDXA



STEM Activities

Treasure Island Rescue



Scan this QR card to watch a short video. It will give you the details of your challenge and explain the science behind it! You could type this url in instead of scanning the QR code: <u>https://goo.gl/YkPX2H</u>

Materials: Twigs (10) Popsicle Sticks (10) Straws (10) Pipe Cleaners (5) Pencils (5)

Dental Floss (1 container) Rubber Bands (10) Pennies (100) Small Cup (to put pennies in on the raft) Water Tight Bin (ocean) Optional: Blue Food Coloring (for testing)

*Note, if you don't have all of the materials, get creative and substitute them with what you do have!

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Roller Coaster Birthday Party

This is going to be an epic party...but your help is needed!



Scan this QR card to watch a short video. It will give you the details of your challenge and explain the science behind it!

You could type this url in instead of scanning the QR code: <u>https://goo.gl/vDCTP5</u>

Materials:

Straws (25) Pipe Cleaners (25) Masking Tape (1 roll) Play Dough (1 container)

Ping Pong Ball (1 or 2) Construction Paper for Base (optional) Note Cards (10) Rulers (2)

*Note, if you don't have all of the materials, get creative and substitute them with what you do have!

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Day 27 Duild your favorite	Day 20 Bulid an elephant using your favorite color LEGO.	Day 1.3 Build a cruise ship	Day 5 Build an Island to epend the summer anl			
Day 28 Nte Oreate a junges ten	Day 21 nt Greate a fruit rite ediad	Day 1.4 hip. Build your favorite landmark in your dty.	Day 6 to Create a treasure men map.		31 D	
Day 29 Build a beach bal	Day 22 Build your favorite eea.animdi	Day 15 Oreate a LEGO pizza	Day 7 Build the American Flag			
Day 30 Buld a mountain.	Day 23 A king hined you to build him a new castle.	Day 16 Bulid a nabot.	Day 8 Buld a playground.	Day 1 [You bought a private Island. Build your dream beach house.	GO	
Day 31 Build a bicycle.	Day 24 Your assignment its to build a waterpark.	Day 17 [Build an dinplane out] of blue and green LEGOS.	Day 9 Oneate a new LEGO Boulpture for your local ant museum.	Day 2 Build a helicopter out of only red LEGOS.	Chal	
	Day 25 Bulid a eundae	Day 18 Build two trees with a harmock hanging between them	Day 10 Construct a time machine.	Day 3 You were hired to build a new zool		
	Day 26 Build your favorite musical instrument:	Day 19 Chalenge another person to build the taleat tower	Day 12 You have been hined to build a new police etation in your town	Day 4 Build a new cinema with the langest screen in the city	(D	

IOI Fine Motor Ideas

- Use a hole punch to punch a certain number of holes in a piece of paper.
- 2. Use a pipette to transfer water from one container to another.
- 3. Stack small wooden blocks into the tallest tower you can make.
- 4. Stretch and place loom bands on jumbo craft sticks.
- 5. Pick up craft pom poms with jumbo child tweezers.
- 6. Peel small stickers up and fill up a pre-drawn shape with them.
- 7. Practice opening and closing pink foam hair curlers.
- Push pipe cleaners through the holes in a colander.
- 9. String pony beads on a crazy straw.
- Squeeze a turkey baster and try to blow a cotton ball across the table.
- II. Water plants with a squeeze water sprayer.
- 12. Braid yarn to make Rapunzel hair and then use scissors to cut the hair.
- 13. Peel a hard-boiled egg at snack time.
- H. Make a paper chain.
- 15. Roll strips of paper on a pencil to make them curly.
- 16. Hide dry beans in a pile of playdoh then search for them.
- Play with clay instead of playdoh.
- 18. Use nuts and bolts from the Hardware store in the building center.
- 19. Stack and build with small cups.
- 20. Button and unbutton clothes on a doll.
- 21. Use a geoboard to build shapes with rubber bands.
- 22. Use legos to make the letters of the alphabet.
- 23. Glue Velcro dots on the end of craft sticks. Build something with the sticks.
- 24. Sprinkle confetti onto a table. Use wide paintbrushes to sweep the confetti into a certain area.
- 25. Put magnetic letters inside Easter eggs. Open an egg, name the letter, and close the egg.
- 26. Write numerals on pieces of cardboard. Clip that many clothespins on the cardboard.
- 27. Turn over a sand timer and see how many paper clips you can clip to a sheet of paper before time is up.
- 28. Make a necklace using yarn and uncooked ziti noodles.
- 29. Stick a piece of uncooked spaghetti into a ball of playdoh so that it sticks up straight. Place pony beads on the spaghetti to make a pattern.
- 30. String large and small paper clips together to make a long chain.
- 31. Mix up a variety of padlocks and keys. See how quickly you can get each lock open by using the correct keys.
- 32. Set out an ice cube tray, child tweezers, and a bowl of pom poms. See how quickly you can pick up one pom pom at a time and place it in a section of the ice cube tray until the whole tray is full.
- Stick toothpicks in a styrofoam ball to make a porcupine.
- 34. Have a Matchbox car wash with small toothbrushes, soap, and water.
- 35. Tear paper and make a mosaic picture out of it.
- 36. Soak some sponges and wring them out seeing how dry you can get them.
- 37. Roll tissue paper into balls and glue each ball down on a page.

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IOI Fine Motor Ideas

- 38. Squeeze a lemon or orange and see how much juice you can get from it.
- 39. Make a mini book by stapling several pages together.
- 40. Use a push pin to poke holes around the outline of a picture.
- Pick up pennies one at a time and place them in a piggy bank.
- Pop bubbles on bubble wrap.
- 43. Use cookie cutters to cut playdoh.
- 44. Use a toy hammer to hammer golf tees into a piece of Styrofoam.
- 45. Cut up straws and string them on yarn to make a necklace.
- Make a Froot Loop necklace.
- Trace around your hand with a pencil.
- 48. Tear pieces of masking tape and then stick them to a large sheet of paper.
- 49. Sort a pile of small objects into groups (paper clips, rubber bands, and marbles)
- 50. Use yarn to sew a lacing card.
- Draw a monster on the window with a dry erase marker. Then, use a spray bottle to spray the monster with water and melt it.
- 52. Place lots of pennies face down on the table. Try to turn over one penny at a time by picking it up without sliding it to the edge of the table.
- 53. Cut pictures out a magazine.
- 54. Pick up pom poms with tweezers and drop them down a paper towel tube.
- 55. Wrap rubber bands around cut pool noodles.
- 56. Drop liquid watercolor paint onto coffee filters using eye droppers.
- 57. Peel masking tape off a table.
- Tie knots in a piece of yarn.
- 59. String your name using lacing alphabet beads.
- 60. Clip Barbie clothes onto a small clothesline using clothespins.
- 61. Build pictures out of snap cubes.
- 62. Make a picture out of stickers.
- 63. Push toothpicks through the holes in a parmesan cheese shaker.
- 64. Weave a placemat by weaving long strips of paper together.
- 65. Use toothpicks and marshmallows to build shapes.
- 66. Paint a picture using a-tips as paintbrushes.
- 67. Use a spoon to scoop up pony beads and transfer them to a different container.
- 68. Thread pony beads on a pipe cleaner to make a pattern.
- 69. Wrap yarn around and around a piece of cardboard cut into a shape.
- 70. Scoop soil into a pot. Pick up a few seeds and plant them.
- 71. Put together a 20-25 piece puzzle.
- 72. Use decorative scissors to cut paper into fancy pieces.
- Spread out contact paper sticky side up. Make a picture by sticking natural objects (leaves, twigs, acorns, etc.) to it.

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IOI Fine Motor Ideas

- 74. Make snakes and eggs by rolling playdoh into long snakes and egg-like balls.
- Peel and tear colorful washi tape and use it to make a picture.
- 76. Use chop sticks to eat with.
- 77. Make the letters of your name out of Wikki stix.
- 78. Use Bingo dabbers to paint a picture.
- 79. Drive a toy car along a giant letter or number cutout.
- 80. Use a rolling pin to roll out dough.
- 81. Use decorative hole punchers to punch out pictures. Then glue the cut outs onto a piece of paper.
- Build something with legos.
- 83. Peel star stickers up and then use them to make your own constellation on black paper.
- 84. Use a clothespin to pick up and transfer cotton balls from one bowl to another.
- 85. Practice opening and closing storage containers (plastic food bins, Ziploc bags, etc.)
- 86. Use a toothpick to draw a design in some playdoh.
- 87. Pick up a craft pom pom with a clothespin. Dip it in paint and dab paint on a piece of paper using the pom pom.
- 88. Cup your hands together to shake two dice. Roll them and add up the dots.
- 89. Make shadow puppets using your hands and a flashlight.
- 90. Use your index finger to pop bubbles.
- 91. Use only your thumb and index finger to pick up marbles and transfer them to a jar.
- Go outside and use scissors to give the grass a haircut.
- Stack pennies as high as you can to make a tower.
- 94. Put together a Mr. Potato Head toy.
- 95. Use a water gun to squirt liquid water colors on the sidewalk to paint a picture.
- 96. Try to trace the outline of a picture with liquid glue by squeezing the glue bottle and following the line.
- 97. Crumple paper and throw it like a snowball. Then unroll it and smooth it back out.
- 98. Use a computer keyboard to type the letters of the alphabet in order.
- 99. Blow up a balloon and then tie a knot in it.
- 100. Finger paint.
- IOI. Use a marker to connect dots on a piece of paper.

For more fine motor ideas, visit WWW.JUSTREEDBLOG.COM

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