## CVPS Learning from Home Framework - Stage One

You will not need access to a digital device to complete the following activities. You will need help from a parent/carer.

|  | Monday | Tuesday | Wednesday | Thursday | Friday |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Task | Have a go at tying up your shoes. | Can you help make dinner tonight? | Have you cleaned your teeth in the morning and night? | Could you help bring in the clothes? | Are you able to help fold the clothes? |
| Morning | English <br> Find some interesting words around the house. Write these words in a bubble. See if you can put these words into a short story. <br> Choose a non-fictional book to read aloud with a parent/carer. Before reading, what do you already know about the topic? <br> Read the book aloud together. Answer these questions. <br> - What was this book about? | English <br> Find 2 syllable words around the house. Write these into a drawing of a 2 storey house. <br> Choose a fictional book to read aloud with a parent/carer. Before reading the book, talk about what you think is going to happen by looking at the pictures? <br> - What do you think will happen at the end of the story? <br> - What do you think is going to | English <br> Find 3 syllable words around the house. Write each word in the shape of a triangle. <br> Choose a non-fictional book to read aloud with a parent/carer. Before reading, what do you already know about the topic? <br> Read the book aloud together. Answer these questions. <br> - What was this book about? <br> - What are three | English <br> Play bingo using some of your favourite words. <br> Play 'go fish' using your sight words. (write them onto some scrap paper) <br> Choose a fictional book to read aloud with a parent/carer. <br> - Read it aloud together. <br> - Does it have a good beginning and ending? <br> - Are the characters | English <br> Play fly swat with your favourite words. An adult says a word, you find the word and splat it with your hand. <br> Time how long it takes to write out five of your 2 syllable words. Try again. See if you can beat your first time. <br> Choose a non-fictional book to read aloud with a parent/carer. Read it aloud together. <br> - How does the title describe the content of the |

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|  | - What are three facts you have learnt from reading it? <br> Writing - what did you do on the weekend? Try and include who, when, where, why, what. <br> Write a narrative using this starter: <br> "What on earth are you doing up there?" mum exclaimed. | happen next in the story based on what you already know? <br> Writing - What can you see out your window or door? Use adjectives (describing words) when you write what you can see. | facts you have learnt from reading it? <br> Writing - Write a narrative using this starter: <br> Wow, it was so hairy. I cannot believe it was in my home... | interesting? <br> What makes them interesting? <br> - Which illustration in the story was your favourite? Why? <br> Writing - Write a letter to a friend using some of your interesting words. <br> Write a narrative using this starter: <br> What is this place? I looked around and didn't recognise a single thing. Was I in another universe? | book? <br> - Was the title a good one for this book? Why or why not? <br> Writing - Write a list of food you would like for a dinner. Think of a main dish and dessert. <br> Write a description of a person or animal in your home using adjectives (describing words). |
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| Break | Break | Break | Break | Break | Break |
| Middle | Mathematics <br> Get some counters (or sultanas or M\&Ms or Tiny Teddies or similar) <br> Take a handful of counters (or sultanas or M\&Ms or Tiny Teddies or similar) and, without looking, estimate how many you have in your hand. Write your estimates in your maths book. | Mathematics <br> Go on a shape hunt around your home! Can you find three of each shape in a different location? You need to find 3 quadrilaterals, 3 triangles, 3 circles, 3 hexagons and 3 octagons. Draw the different shapes you found in your maths book. You can make shapes using toothpicks, | Mathematics <br> Ask your family if you can use five containers, bottles, cups and bowls for an investigation. Estimate which container will hold the most rice (or pasta, dried beans, or water)? Order your containers from the most to the least. Draw the containers in order in your maths book. | Mathematics <br> Pattern hunt: What patterns can you find in and around your home? Draw the patterns you found in your maths book. Ask someone to help you describe your favourite pattern. <br> Use a pencil, pen, a block or paddle pop sticks to measure five of your favourite toys. | Mathematics <br> Play a game with a partner <br> Use a deck of playing cards (or make a set of cards from 0 to 10). Take out the jacks, queens, kings and jokers. An ace equals1. <br> Shuffle the cards. Lay them out in a grid with 4 rows and with 4 cards in each row. Put the left- |


|  | Organise your counters. Draw your counter arrangement in your maths book. Ask a partner to work out how many you have by looking and thinking (without counting). Ask questions like: What helps you know how many there are without having to count? Are there more or less counters than you estimated? How many more or less? | paddle pop sticks or sticks. Glue them into your book! | Test your idea. Pour things from one container to another one, or use a measuring cup, to check your estimate. Order the containers from the one that holds the most to the one that holds the least. Draw your observations in your maths book. Was your estimate correct? | Measure how tall your toys are. Order them from shortest to tallest. Draw your toys in order in your maths book. | over cards in a pile. Take it in turns to flip over two cards, looking for combinations that add to make 10. If you found a pair, take the two cards and record the combination you found in your notebook. Take 2 new cards from the pile. If unsuccessful, turn the cards face down. When as many cards have been matched as possible, work out your total score by adding up the value of all your cards. The person with the highest score is the winner. |
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| Break | Break | Break | Break | Break | Break |
| Afternoo <br> n | Geography <br> What is the weather like today? Describe it to a family member. <br> Predict what you think the weather will be like tomorrow. Tell your family member. <br> Observe the weather for the rest of the week. By drawing or writing about | Science and technology <br> Set up two plastic cups with the same number of ice cubes and place them in different places to see what happens. Tell a family member your prediction (what you think will happen). <br> What can you see (observe) happening? | Creative arts <br> Make a musical instrument. Think about the variety of instruments you could create using a wide variety of materials. Try to choose recycled materials to create your instrument. <br> Think about ways in which you could put | History <br> Technology has changed a lot over time. <br> Talk to your parents/grandparents about what the technology was like when they were children. <br> Identify similarities and differences between the | Mathematics <br> Ask each member of your family what their favourite colour is. Show their answers in a picture graph. <br> Make a paper airplane. Measure how many steps the plane flies. Try a new design to see if you can beat that distance. |



