








This booklet belongs to

Things you need

Activity	You will need
English and phonics	 Pencils  Workbook
Mathematics	 Number cards 1-10 (optional)  Lego or blocks
GetActive@Home	 Soccer ball, netball or similar sized ball  3 small items (socks or soft toys)
Creative Arts	 Pencils  Workbook

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MONDAY

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



Try to find a sunny spot in your house. Pretend you are a snowman. Close your eyes. How cold and still would you be? Scrunch your fingers and toes as tight as you can and feel your muscles tighten. Slowly begin to melt as you start to feel warm. Wiggle your fingers and toes. Let your body slowly melt into the floor.

Image by Please Don't sell My Artwork AS
IS from Pixabay

Brain break

Put as many small balls as you can find into a big bowl or container. Get some kitchen tongs and move the balls from one container to another. You can have your containers close together, or far away for a challenge. Time yourself. How many can you do in one minute? Now try it with chopsticks!



Physical activity

Check out the GetActive@Home activity in the pack.

English – Activity 1 – Ideal Pet

Choose your ideal pet.



Susan Schmitz | Shutterstock

My ideal pet would be a _____

Describe your ideal pet. Remember to use describing words.

We call these 'adjectives'. My ideal pet would have _____

It would also _____

Give three reasons why you want this pet.

I want this pet because... _____

English – Activity 2 – There's a hippopotamus on our roof eating cake

Listen to the book 'There's a Hippopotamus on our Roof Eating Cake' by scanning the QR code.

If you can't listen to the book, choose one of your favourite picture books.

Here is a drawing of the characters and the places from the book. Look at the labels.



Now think of your own story.

Draw and label the characters from the book.

Draw and label the places from the book.

Characters

Places

English – Activity – Dinosaur Party



This week we are going to write a story about a dinosaur party. Let's get started!



Look carefully at the picture. What clues tell you it is a party?

- They are wearing party hats.
- You can see a slice of cake.

Today's planning is to think about:

- Who will be in your story? Will there be other characters? Other animals? People?
- Where will it take place? A school, a cave? Will there be more than one setting? What time of day will the story take place?

In your workbook:

- Draw and label the people or animals that are going to be in your story. These are the characters.
- Draw and label all of the different places where the story is going to take place. This is the setting.

Literacy – Phonics – e

In this lesson you are going to learn the phonemes (sounds) **e** **u** **r**.



You are also going to learn how to blend the graphemes (letters) to make 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.

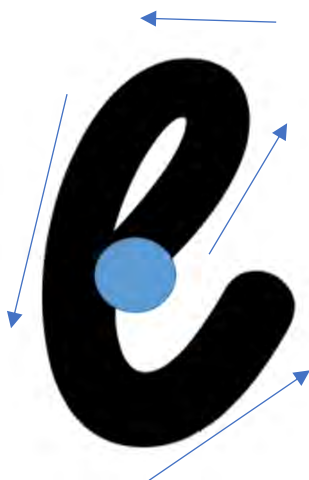


Watch the video if you can and join the activity.

We are learning how to match letters with the sound they make. Say the word out loud sounding out the letters and decide where you can hear it in the words below.

Word	Sound	Place a circle around the right answer		
egg	e	Beginning	Middle	End
red	e	Beginning	Middle	End
net	e	Beginning	Middle	End
deck	e	Beginning	Middle	End
men	e	Beginning	Middle	End
leg	e	Beginning	Middle	End
bed	e	Beginning	Middle	End

Draw the letter e in the air with your finger. Start in the middle of the letter at the dot then go up and around following the arrows.



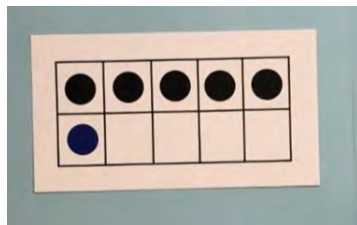
On a blank piece of paper. Practice the grapheme (letter drawing) 'e', saying the phoneme 'e' at the same time.

Mathematics – Activity 1 – Let's Talk 3

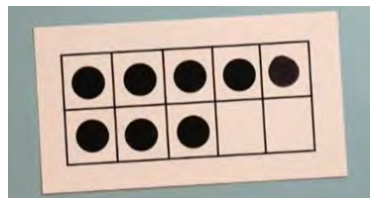


Watch the videos if you can.

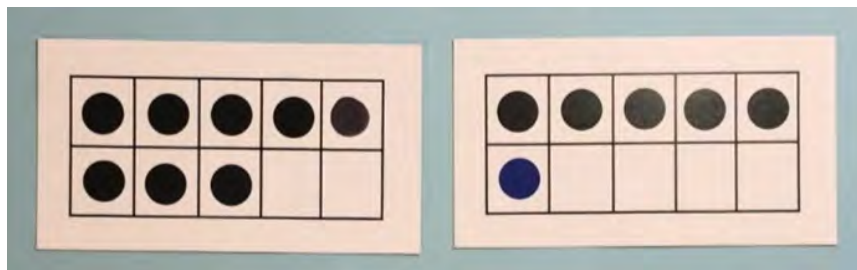
How many dots can you see on the card below? Using your fingers, how many different ways can you show this number with your fingers?



Let's try this number.



How could we work out how many dots we have all together?



Example

What's (some of) the mathematics?

** You can use numbers flexibly. Today we saw this when the pony and the pirate visualised dots moving from one ten-frame to another so they could use what they know to solve the problem.*

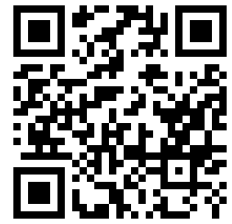


The pony thought about 8 and 6 as 10 and 4. She imagined 2 dots moving from the 6 so she could make 1 ten. She then knew that 1 ten and 4 more can be renamed as 14.

Maths – Activity 2 – Numberblocks – Stampolines

Scan the QR code for the instructions.


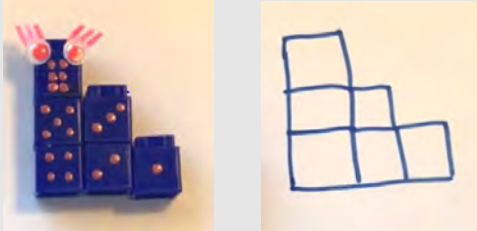
If you don't have a device, follow the steps (instructions) below to play the game



Stampolines is a game played by number block characters made out of the same number of blocks as their name, for example Two is made out of 2 blocks. They can rearrange themselves into different shapes.

You will need:

- 6 blocks
- pencils
- your workbook.

Instructions	Pictures
Here is Six and a shape it can make.	
Here is Six and a different shape it can make.	



After playing 'Numberblocks - Stampolines':

- What are all the different shapes Six could make playing Stampolines?
 - Can you come up with at least five different ways?
 - Record your thinking in your workbook
-
- What are all the different shapes Six could make playing Stampolines?
 - Can you come up with at least five different ways?
 - Record your thinking on paper and attach to this workbook.

GetActive@Home – Foot Skills and Dribbling

You will need:



3 small items (socks, shoes, soft toys)



Soccer ball, netball or similar sized ball



Are you ready to move? Watch the video and join in or try these activities.

1. Running on the spot, keep your knees high!

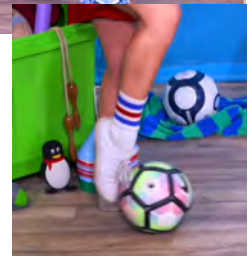


2. Sole tap.

Tap the top of the ball with the bottom of your foot. Swing your arms as you swap feet.



3. Practise dribbling the ball using the laces part of your shoe to tap the ball along. Use small taps for control.



4. Set up a course to weave your ball around using the socks, shoes or soft toys as markers.



Creative Arts – Activity 1 - Little Miss Muffet



Let's explore some nursery rhymes!

Do you know the words to Little Miss Muffet?



You may wish to watch the video using the QR code to join in.



Little Miss Muffet

Sat on a tuffet,

Eating her curds and whey;

Along came a spider,

Who sat down beside her,

And frightened Miss Muffet away.

This illustration by an unknown Author is licensed under [CC BY-SA](https://creativecommons.org/licenses/by-sa/4.0/)

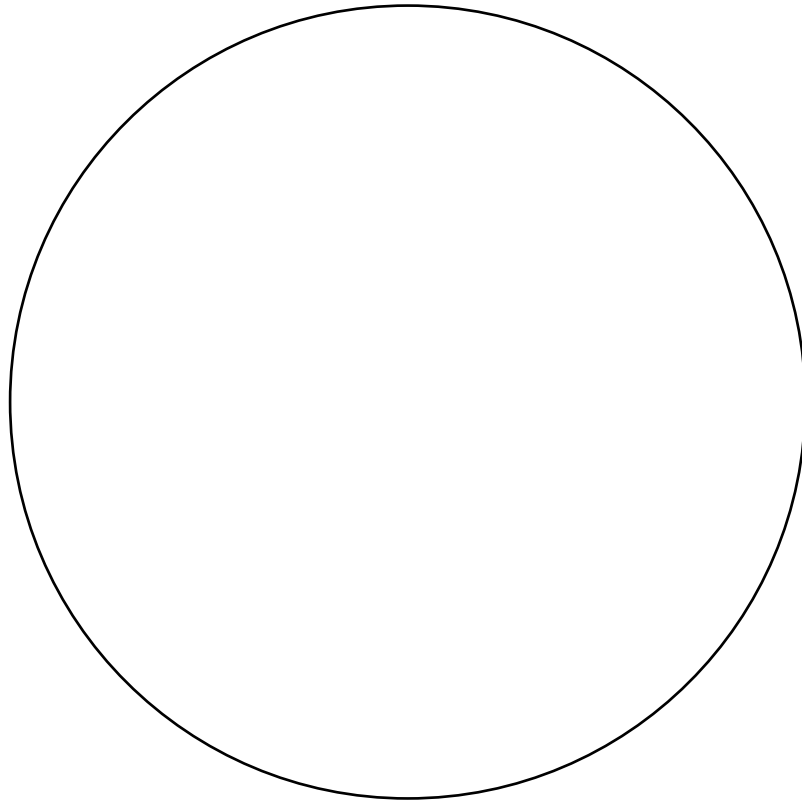
As you sing the nursery rhyme:

- keep the beat on your knees or by patting the floor
- find another way to play along with the song, such as repeating some spoken words like 'Little Miss Muffet'
- add some body movements or actions.

For those who like a challenge:











- Sing your nursery rhyme and move around the room at the same time. Can you change how quickly or slowly you do this?
- Was it easier or harder when you tried to move and sing at the same time?
- Was it easier or harder to sing and move quickly or slowly?

Do you know any other nursery rhymes?



This booklet belongs to

Things you need

Activity	You will need
English and phonics	 Pencils  Workbook
Mathematics	 Pencils  Workbook  24 items (e.g. pegs, pencils, pasta) 
GetActive@Home	 Soccer ball, netball or similar sized ball  3 small items (socks or soft toys)
Creative Arts	 Pencils  Workbook

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- take a brain break
- do some physical activity

Care and connect – Butterfly breathing



Close your eyes and picture a butterfly. The wings of the butterfly are like lungs.

Form a butterfly with your hands, hook your thumbs and curl your fingers into your palms

As you take a breath in stretch your fingers out

As you breathe out curl your fingers in towards your palm.

Repeat for 1 minute

Brain break

Look around your garden. There are lots of different types of interesting shadows. Choose a shadow and with paper and a pencil. Draw the shadow that your plant makes. You may need to shade some areas.

English – Activity 1 – Mr Fox



Yesterday we were learning about stories. Remember, we call these narratives. Let's learn some more!
Have a good look at Mr Fox.



OpenClipArt-Vectors from Pixabay



What type of character do you think Mr Fox is?

I think Mr Fox is...

Who do you think Mr Fox's friends are?

I think Mr Fox's friends are...

What do you think Mr Fox does in the story

In the story, I think Mr Fox

English – Activity 2 – There’s a hippopotamus on our roof eating cake



Listen to the book ‘There's a Hippopotamus on our Roof Eating Cake’ by scanning the QR code. If you can't listen to the book, choose one of your favourite picture books.



Watch the video to learn about the beginning, the middle and the end of the story.



Draw what happened in the story

- at the beginning
- in the middle
- at the end.

Beginning	Middle	End

Write sentences about what happened in the story

- at the beginning
- in the middle
- at the end.

English – Activity – Dinosaur Party

Yesterday we started to write a story. Today we are going to work on it some more!



Draw pictures for the following parts in your Dinosaur Party story:

- Who
- What
- When
- Where
- Why
- How



Who	What	When
Where	Why	How

Phonics – Phonemes and Graphemes – e, u, r



We are learning the graphemes that represent phonemes to help us read and spell words. Watch the video and join in the activity.



- How many sounds do you know?



Say these graphemes out loud

s	a	t	p
i	n	d	m
g	o	c	k
ck	e	u	r

Let's play a game!

Let's practise matching some phonemes and graphemes by playing the Memory Game. Use the letter cards (appendix B) to practise matching a phoneme to its corresponding grapheme. Working with a partner, students spread the cards out with the grapheme-side facing down. Each player then takes turns to turn two letter cards face up. They must say the corresponding phoneme for each of the letters. If a player turns over two matching letters they get to keep the two cards. When all the letter cards have been matched, each player counts their total number of cards and the winner is the player with the most cards.

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.

Memory game activity: Phoneme-grapheme correspondence

r	e	u
r	u	e
e	r	u
u	e	r

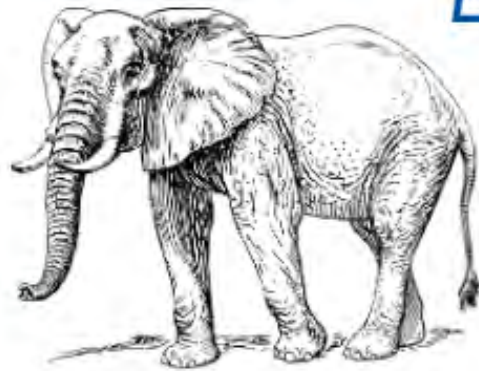
English - Handwriting – 'e'

Lower case e

Ee

The lower case 'e' is a short letter.
We make the letter 'e' with one movement.
We start inside the solid lines and move up
to touch the top solid line. We then make
a curve and make a small tail.

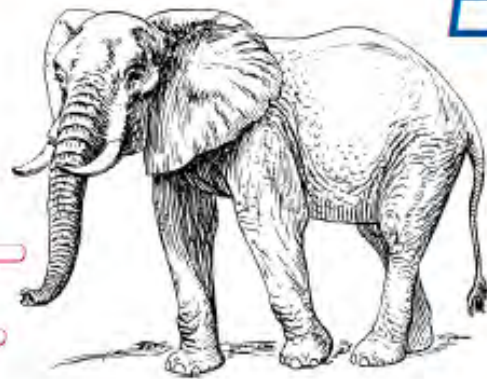
Example mnemonic: Up and around!



Upper case E

Ee

The upper case 'E' is a tall letter.
We make the letter 'E' with four movements.
We start at the top and make a tall, straight line.
We make a short line on the bottom, then
move to the top and draw one small line
outwards. Finally, we make the last little line
in the middle of the other two.



Example mnemonic: Down, bottom, top, middle!



Mathematics – Activity 1 – Exploring Measurement and Geometry



Watch the video 'MathsXplosion 7 feet Follow up'

and join in the activity

You will need:

- pencils
- paper
- scissors



Trace around your foot



Carefully cut out your foot.



Investigate:

- Find some things that are more than your 7 feet tall. Write or draw these in your workbook.
- Find some things that are less than your 7 feet tall. Write or draw these in your workbook.

Mathematics – Activity 2 – Counting Game 24

You will need:

- 24 items (e.g. pegs, pencils, pasta)
- pencils
- your workbook

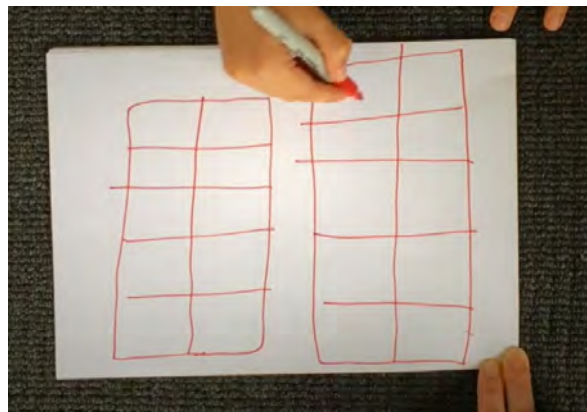


Watch the video and join in the activity or follow these instructions.

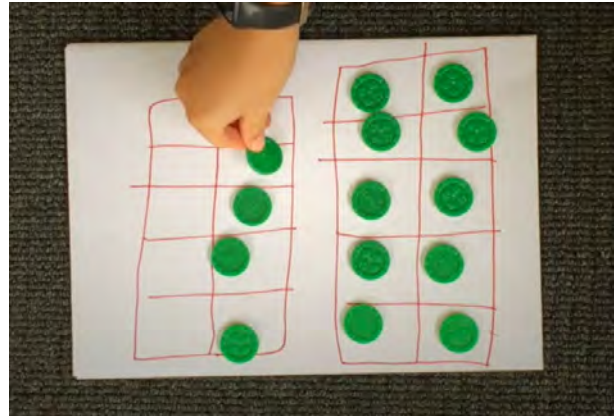
Pictures



Draw 2 ten frames



Take turns with a partner placing counters into the ten frame.



Are you able to:

- Organise and describe your collection?
- Reorganise and describe your collection as many times as you can in 5 minutes.
- Draw and record your thinking.

Geography – Weather Patterns



On a blank sheet of paper, draw everything you know about the weather.



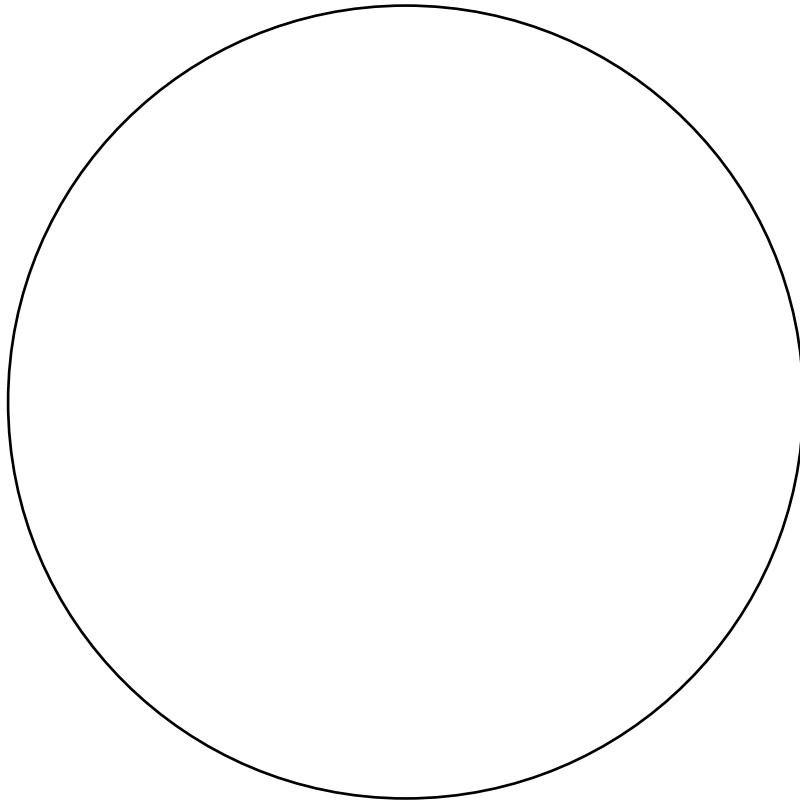
On a second page, draw a special place that you like to visit at the top of your page.



At the bottom of your special place page What can you do at this special place when it is warm and sunny? Draw or write all the things you can do.







What can you do at this special place when it is cold and rainy? Draw or write all the things you can do.

Do you like visiting this place when it is sunny or rainy? Why?



This booklet belongs to

Things you need

English and phonics	 Pencils  Workbook
Mathematics	 Pencils  Workbook  a collection of objects  Tiny Polka Dot cards

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During the day make sure you take time to

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- do some physical activity



Care and connect – Crossing the midline

Stand up nice and tall with your arms by your side. Imagine there is an invisible line down the middle of your body.

Try touching your right elbow to left knee .

Try touching your left elbow to right knee

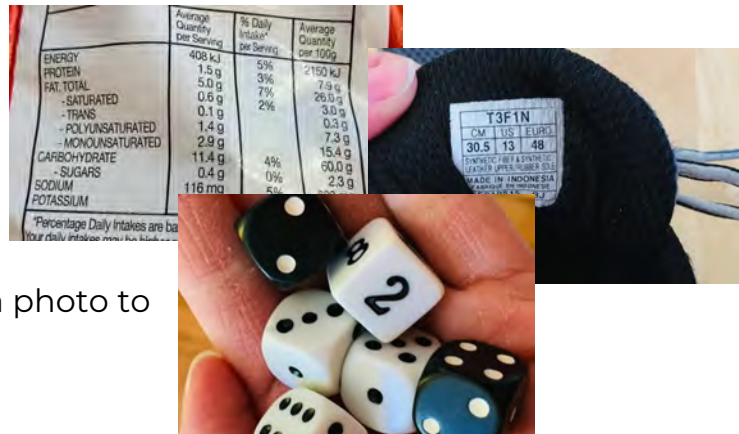
Do this until you've mastered it!

Jump and criss-cross your legs (see video for demonstration)

Brain break

Adventure at home

How many different things can you find around your house that have numbers written on them ? You may need to search high and low. Keep a tally or take a photo to show a partner.



Physical activity

Check out the GetActive@Home activity in the pack.

English – Activity 1 – Mr Fox

Yesterday we were learning about stories. Remember, we call these narratives.

Let's learn some more!



Today we are looking at the setting for Mr Fox's story.



OpenClipArt-Vectors from Pixabay



Yesterday we decided on the type of character Mr Fox plays. Today we are looking at the setting of the story.

The **Setting** is where a story takes place.

Show someone in your family the picture of Mr Fox and tell them where you think Mr Fox lives and why.



You might imagine Mr fox as being kind and friendly, you might think he lives in a lovely happy place with lots of other friendly animals. However, if you think Mr fox is cunning or greedy, you might think he lives in a drain because it is wet and dark and scary.

English – Activity 2 – There’s a hippopotamus on our roof eating cake



Listen to the book 'There's a Hippopotamus on our Roof Eating Cake' by scanning the QR code.



If you can't listen to the book, choose one of your favourite picture books. Re-read the one you read yesterday as each time you read a book you learn more about the character and the setting.



Imagine what 5 questions you would ask the characters.

- Write down five questions you would like to ask the main character.
- Remember to include punctuation with a capital letter at the start and a question mark at the end.



For example

Questions for hippopotamus

What cake are you eating on the roof?

Do you have any family members?

English – Activity – Dinosaur Party

Use your planning sheet (who, what, when, where, why, how) from yesterday to write the beginning of your story about the dinosaur party.

Beginning of my story

- Who – toy dinosaurs
- When – Billy's birthday party (Sunday)
- Where – Billy's house
- What – toys came to life



Use your plan to help write the beginning or **orientation** of the story. Here are three different ways I could start my story.

The toy dinosaurs came to life at Billy's party.

At Billy's party on Sunday the toy dinosaurs came to life.

On Sunday, Billy was having his birthday party at his house when all of the toy dinosaurs started moving.

English - Sight words – Big and Little



Watch the video if you can. Today we are learning the words big and little.



big little

- Say the word “big” 5 times
- Write the word “big” in the air with your pointy finger
- Now Write the word “big” on a piece of paper
- Repeat with the word little

Play a game of Simon Says using the words big and little. If big is called, make your body very big stretching your arms. If little is called, make your body little pulling your arms and legs into a ball.

Now that we know what the words big and little mean, let’s write out the words 5 more times each.

Next let’s play a game

-See, hear, find and circle

Ask a partner to cover the big and little words above with 2 hands. When they remove one hand, see the word, say the word find the word on the sheet on the next page and then circle the word. Keep going until all words have been circled.



little	big	little	big
big	little	big	big
big	big	big	little
little	big	big	little

Mathematics – Activity 1 – Counting to 20



Watch the video 'Counting with understanding - Up to 20' if you can, and join in the activity.

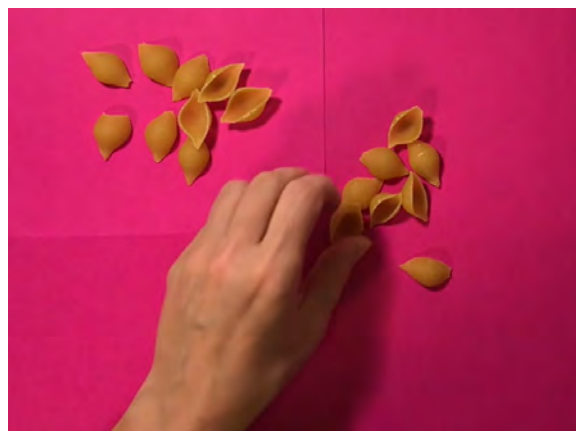


You will need: Pasta or small blocks

Take a small cup full of pasta or blocks

Tip them on to your paper, count the number of pieces up to 20.

Count the pieces left as you place them back into the cup. For example if I had a total of 20 pieces and have placed 5 in the cup then I will have 15 pieces left.



Investigate:

Could you count the number in a different way? Could you count them by 2?
For example 2,4,6, 8

Mathematics – Activity 2 – Game Time

Play your favourite maths game with a partner, if you have one.

PDHPE – Healthy foods - Water



Watch the video and join in or follow the instructions



Australian Guide to Healthy Eating

Enjoy a wide variety of nutritious foods from these five food groups every day. Drink plenty of water.



Can you find the tap on the poster?

Why is the tap turned on?

Why do you think there is a tap and full glass of water on the poster?



Now it's your turn to create a poster about water.

Draw a cup in the middle of your page. You can do this in your workbook or on a device if you have access to one.

Write words to describe water around your cup. For example cold, tasty, fresh, nice.

PDHPE – Challenge- Throwing a target



Watch the video and join in or follow the instructions



It's your turn!

You will need:

- socks, soft objects or soft toys to throw
- bucket, container or target
- a pencil and your workbook.



Examples of items to throw



Examples of items to use as a target

1. Find soft items that you can throw, such as socks or soft toys.
2. Create a target that you can safely throw a soft object towards, such as a bucket or basket.
3. Choose a 'starting point' where you will throw the object from.
4. Throw the object towards the target. You should aim to hit the target. Pick up the object from where it landed and throw it again until you hit the target.
5. Repeat the challenge 5 times. Try to hit the target in a fewer number of throws.
- 6.



In your workbook record:

How many throws it took to hit the target.

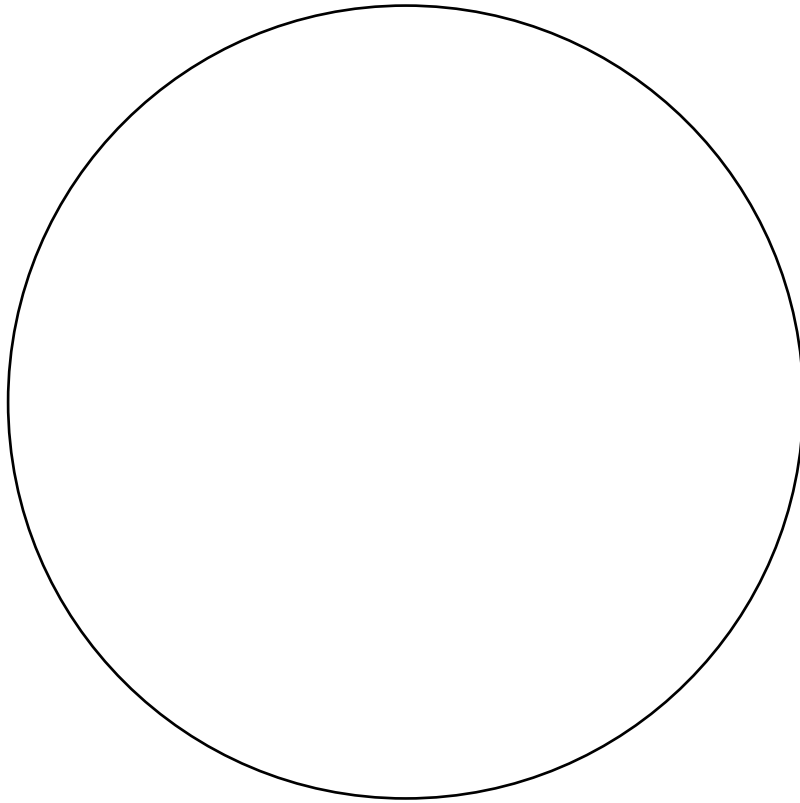
What type of throw you used

What type of throw was easier for you and why

For those who like a challenge!








Complete the challenge:

- using an underarm throw
- using an overarm throw
- using a two-handed throw.



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Creative Arts	 Pencils  Workbook

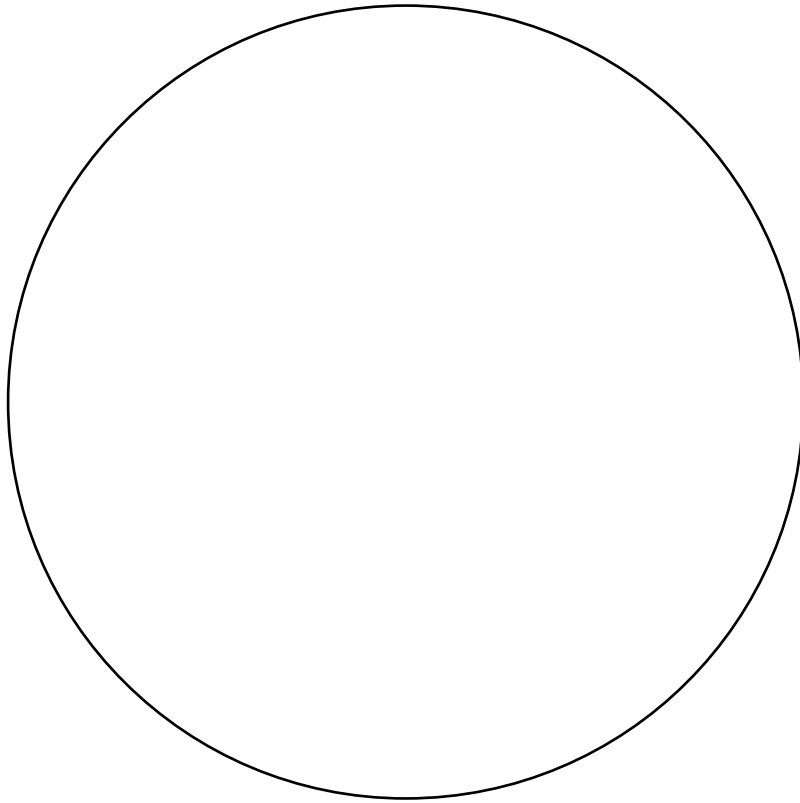
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<p>Mathematics</p>	 Pencils  Workbook  Lego or Blocks
<p>GetActive@Home</p>	 Soccerball, netball or similar sized ball  2 field markers or shoes.

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Care and connect – Sitting meditation



Focus on our Breathing

Sit with your feet on the floor.

Sit nice and straight.

Close your eyes.

Breathe in through your nose and out through your mouth.

Repeat and focus on your breath.

Brain break – Let's recharge!



Draw the bedroom of your favourite character, explain why you think their room would look the way you drew it.

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Physical activity

Check out the GetActive@Home section in the pack.

English – Activity 1 – Mr Fox



Let's learn some more about narratives.
Watch the video or follow the instructions.



OpenClipArt-Vectors from Pixabay

Think about what you decided Mr Fox looked like and where he lived and then describe what he does in your story.

For example:

If Mr Fox is selfish and greedy and he lives in a wet drain underneath the old bridge.

You might think that:

He comes out at night-time, in the dark and he goes around to everyone's bin to steal their food.

This matches up what he looks like, how he acts and where he lives.



What do you think Mr Fox does in the story?

- In the story, I think Mr Fox...

English – Activity 2 – There’s a hippopotamus on our roof eating cake



Listen to the book 'There's a Hippopotamus on our Roof Eating Cake' by scanning the QR code.



If you can't listen to the book, choose the same picture book you read yesterday. Every time you read the story you will notice something a bit different.

After listening to the story

What do you think the hippopotamus did when he went down the ladder at lunch time?



You may need to do think about the activities your character did in the story you read.



Draw or write about the adventures they had.



Divide your page into 4 boxes like this example.

English – Activity 3 – Dinosaur Party



Use your planning page (who, what, when, where, why, how) and the beginning of the story from yesterday to write the middle of your story.

Use the beginning that you have already started.

**On Sunday, Billy was having his birthday party at his house
when all of the toy dinosaurs started moving.**

Now you need to write the middle of the story.

The middle is the part of the story where you share what happens, what the problem is going to be. In this example, the toy dinosaurs are doing things that only humans can do. This is the problem or **complication**.

Here is an example.

**Billy thought he was seeing things. He saw
his toy dinosaurs walking, moving and eating.
They were eating the birthday cake, lollies
and chips.**

Reread what you have written to check it makes sense or if you need to include more information.

Today you will just focus on writing what happens in the middle.

Literacy – Phonics – e, u and r

In this lesson you are going to learn the graphemes that represent phonemes to help us read and spell words.



Watch the video if you can and join the activity.



Say the phonemes slowly. Blend through the word. What word is it? Draw a line to the matching picture.

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.

rat



sun



cut



net



red



duck



sock



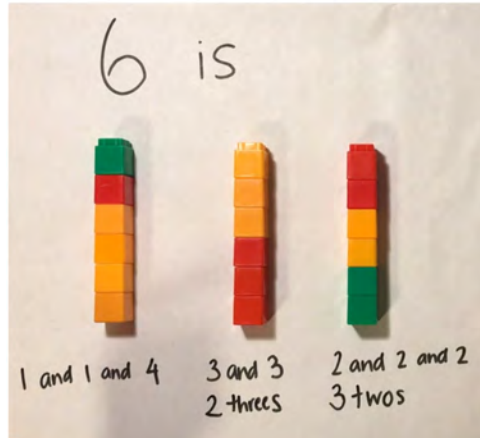
Mathematics – Activity 1 – 6 Is



Let's practice our number skills! Watch the video '6 is' and join in the activity.



Look at these 3 ways that make 6. Can you think of some other ways to make 6?



Use Lego or blocks to come up with some more ways to make 6.

- Draw how many ways you can make six using just one colour.
- Draw how many ways you can make six using two different colours.
- Draw how many ways you can make six using three different colours.

6 is

GetActive@Home – Foot Skills and Passing



Are you ready to move? Watch the video and join in or try these activities.



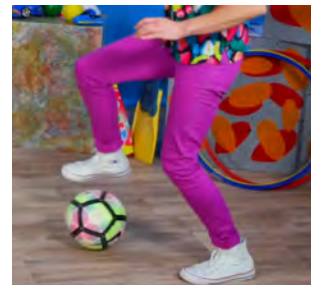
1. Start off by doing some stretches



2. Place your foot on the ball and roll it in small circles. Try rocking it from side to side. Switch feet.



3. With your foot on top of the ball, push it forward a bit, then stop it with your foot on top again. Then push it again, and stop it. Continue across the room.



4. Using the inside of your foot and a strong ankle, pass you ball. You can pass it to a target on a wall, or to a partner if you have one.



5. For a challenge, try a combination of rolls. You could try a side foot roll, and inside foot roll and the pass it toward your target.



Science and Technology – Algorithms

An algorithm is a set of instructions.



The algorithm for planting a seed looks like this:

1. Make a hole in your soil
2. Drop your seed into the soil
3. Cover it with more dirt
4. Water it
5. Make sure it gets plenty of sunshine

Can you write an algorithm for brushing your teeth? Draw some pictures in the boxes in the correct order from beginning to end, that show how you brushed your teeth this morning. Label your pictures with some words.

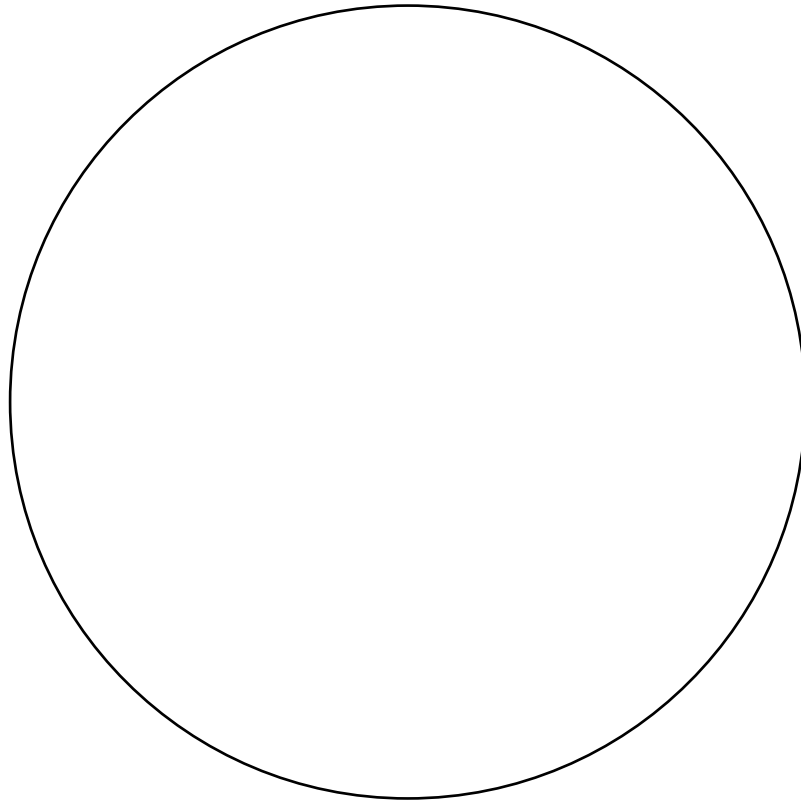
- A toothbrush
- Some toothpaste
- A cup for some water



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"Toothpaste" by wwarby is licensed under CC BY 2.0
"Empty water glass vector image" by OpenClipart is licensed under CC0 1.0














1	2	3	4	5

If you'd like a challenge, use your workbook to make an algorithm about how to make your favourite lunch. Remember to draw the steps in the correct order from beginning to end. Colour in your pictures and label them if you can.



This booklet belongs to

Things you need

English and phonics	 Pencils  Workbook
Mathematics	 Pencils  Workbook  small object
Other Activities	 tea towel  playing cards (Ace -10)  recycled material (piece of paper, sandwich bag)  string, dental floss or wool  sticky tape  toy that can be tied to string  scissors  timer (optional)

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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 – How to do a magic trick

Equipment required:

- Tea towel
- Any small object example- spoon, toy, pencil

Put your object on the table.

Place the tea towel over the top.

Wave your hands over the tea towel and say some magic words.

Grab the tea towel and object showing that the item has GONE!

Do a magic show for someone at home or a family member or friend online!



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Brain break – Let's recharge!

Using some coloured pencils try and match the colours found in nature with your coloured pencils. How many matches can you find?



English – Activity 1 – Mr Fox



We have been learning about narratives all week.
Let's learn some more!
Watch the video or follow the instructions.



OpenClipArt-Vectors from Pixabay

Look at the picture of Mr Fox and think about how your story may end.

Remember in my story

Mr Fox is selfish and greedy and he lives in a wet drain underneath the old bridge. He comes out at night-time, in the dark and he goes around to everyone's bin to steal their food.

I've decided that

Mr Fox gets caught by someone else while he is stealing the food, they get really angry with him because he isn't sharing the food with the other hungry foxes. Mr Fox starts to feel bad and starts to think that he shouldn't be stealing the food. He says sorry to all the other hungry foxes and he starts sharing all his food.



Describe how your story with Mr Fox ends.

- At the end of the story, Mr Fox...

English – Activity 2 – There’s a hippopotamus on our roof eating cake



Listen to the book 'There's a Hippopotamus on our Roof Eating Cake' by scanning the QR code.

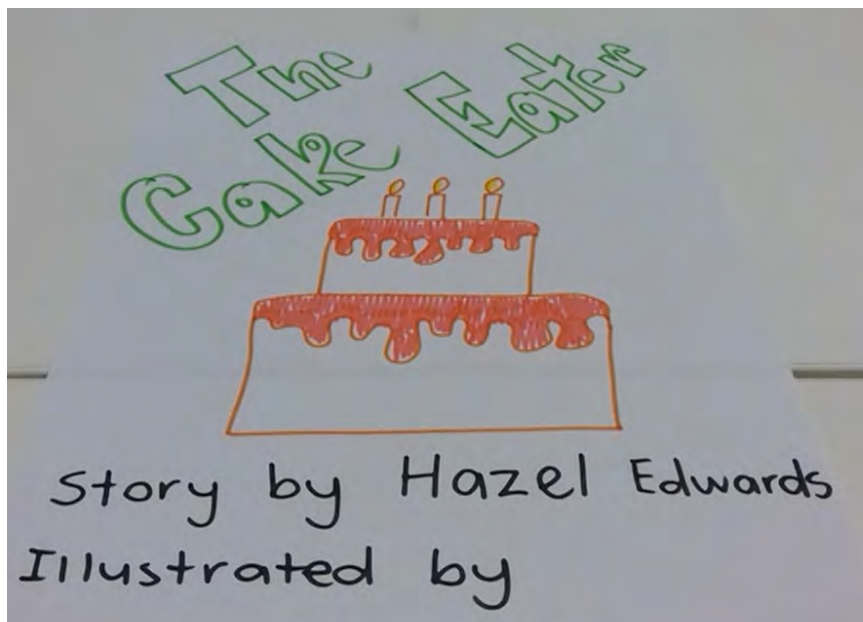


If you can't listen to the book, choose the same picture book you read yesterday. Every time you read the story you will notice something a bit different.

After listening to the story, think about what could be another name for this book?



Design a new cover for this book. Use a whole page. Here is an example.



Tips!

- Use large writing to help the reader to see what your book is called.
- Decide what pictures you will use
- We need to know who the story is by - The author
- Include 'Illustrated by _____' and put your name in that space.

English – Activity 3 – Dinosaur Party



We have been working on writing our story all week. Let's finish it off!

Use your planning page, beginning and middle of the story from yesterday to write the end of your story.

You need to write the end of your story; this is called the resolution.

Here is an example.

On Sunday, Billy was having his birthday party at his house when all of the toy dinosaurs started moving.

Billy thought he was seeing things. He saw his toy dinosaurs walking, moving and eating. They were eating the birthday cake, lollies and chips.

Billy picked up his dinosaur and the hat fell to the ground. His dinosaur stopped moving. Billy thought the hats must be magic. He was going to keep this a secret. This was the best birthday ever!

The ending of the story has to solve the problem. The problem was the dinosaurs were moving around. In the end, the hat fell off and that stopped the dinosaurs from moving.



You might notice the last sentence has an exclamation mark instead of a fullstop, this shows the reader that Billy is really excited because 'this is the best birthday ever!' and that is why there is an exclamation mark at the end of the sentence.



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Make sure you check the middle of your story and look at the problem. When you are writing the ending, you have to solve the problem.

- How will you fix the problem in your story?

English – Handwriting – ‘u’

Lower case u

Uu

The lower case ‘u’ is a short letter.
We make the letter ‘u’ with one movement.
We start at the top and stretch around and back up. We leave a wedge and make a straight line down to the bottom of the solid line.



Example mnemonic: Down, up, down!



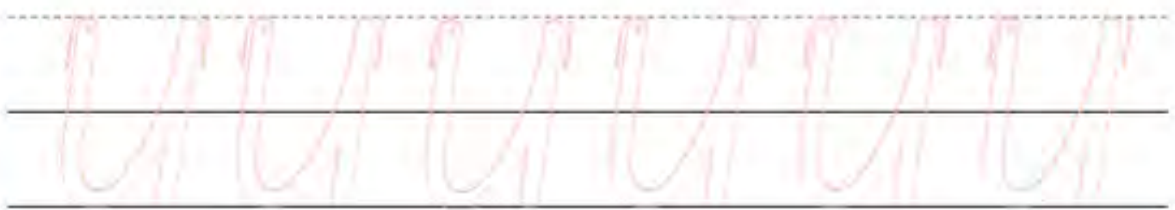
Upper case U

Uu

The upper case 'U' is a tall letter. It is the same as the lower case 'u' but is taller. We start at the top and stretch around and back up. We leave a wedge and make a straight line down to the bottom of the solid line.



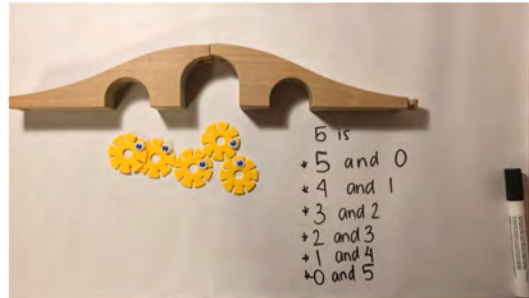
Example mnemonic: Down, up, down!



Mathematics – Activity 1 – Ducks Away



Watch the video 'Ducks Away – follow up' if you can.

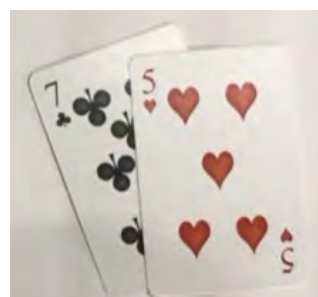


Mathematics – Activity 2 – Go Fish Relationships

Watch the video to learn how to play the game. That's okay if you can't watch it. The instructions are below.



- Each player gets 7 cards. The rest of the cards are placed in a pile in the middle.
- Players try to make pairs that are 1 more, 1 less, 2 more, or 2 less. For example:-



- Once they can't make any more pairs, they can take turns to ask their opponent
 - If their opponent has a card of that number they must give it to the asking player
 - If they don't, they say 'Go Fish' and the player gets a card from the central pile of cards.
- Play continues until one player has no more cards left in their hand. They are the winner!

For those that like a challenge!

- Play the game until there are no cards left.
- Play the game so that the player with the most pairs is the winner.

STEM – Parachute Challenge

You will need:



- recycled material for the canopy, such as a sandwich bag, piece of paper, scrap materials or a plastic bag
- string, dental floss or wool
- sticky tape
- a toy that can be tied to string
- scissors
- timer (optional)

Brainstorm and design your parachute



- Sketch some designs
- What materials could you use for the canopy of the parachute?
- How long should the string be?
- Does your design meet the challenge rules?
- Which solution are you going to trial? Why did you choose that solution?

Make your parachute



- Do a test run. Test the parachute by dropping it from your outstretched arm as high as you can reach.
- Time how long it takes to reach the ground (optional)
- Draw or take a photo of your design
- Why do you think it did/did not work?

For those who like a challenge:

- Change the size or shape of the toy being held by the parachute.
- How slow can you make the parachute go?
- Adjust the test height.
- Test the parachute indoors and outdoors and compare results.