

Framework for teaching online – Stage 2 Week 10

You will need access to a digital device and help from a parent/carer to complete the following activities.

	Monday	Tuesday	Wednesday	Thursday	Friday
Morning	<p>English</p> <p>Read one chapter of a novel you are reading at home and make some comments. Use these questions to guide your response.</p> <ul style="list-style-type: none"> • How are the characters and plot creating an interesting narrative? • How have the main character/s changed? What/who is responsible for this? • What do you think will happen next? <p>Any other comments or thoughts.</p>	<p>English</p> <p>Read another chapter of your novel and comment. Use the questions from Monday to guide your response.</p> <p>Writing – Write a description on what you can see out your door or window at your home.</p> <p>Spelling: write a paragraph using your list words.</p> <p>Journal writing – write and draw how you're feeling today.</p>	<p>English</p> <p>Read another chapter of your novel and comment. Use the questions from Monday to guide your response.</p> <p>Writing – Write a letter to a character from a text you are reading. Let them know what you like about their character, what you would like their character to do in the text.</p> <p>Watch BtN and choose your favourite story. Write briefly what it was about.</p>	<p>English</p> <p>Read another chapter of your novel and comment. Use the questions from Monday to guide your response.</p> <p>Writing – Write a detailed description of a person or animal in your home. Remember to describe their personality as well as their physical appearance.</p> <p>Write a Cinquain: Mrs Warner's 4th grade poetry</p>	<p>English</p> <p>Read another chapter of your novel and comment. Use the questions from Monday to guide your response.</p> <p>Journal writing – write and draw how you're feeling today.</p> <p>Write a story using one of these Scholastic story starters</p>

	Monday	Tuesday	Wednesday	Thursday	Friday
Middle	<p>Mathematics</p> <p>Number busting: our number for today is 17. Draw and write everything you know about 17 (you can use any operation you like).</p> <p>Find a partner to play Strike it Out</p> <p>Make a paper airplane. 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.</p>	<p>Mathematics</p> <p>Play snakes and ladders with a family member...or another round of 'Strike it out'.</p> <p>What is in one of your cupboards at home? Ask your family which cupboard you can investigate.</p> <p>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.</p> <p>PDHPE</p> <p>Create a game that includes rules, a way to score and at least one piece of equipment. Play the game with a family member or friend. After playing the game discuss ways that you could change the game.</p>	<p>Mathematics</p> <p>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.</p>	<p>Mathematics</p> <p>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?</p> <p>Complete the design of your dream room.</p> <p>Calculate how much paint you will need for the dream room you designed this week.</p> <p>How many litres/cans of paint do you think you will need? You could estimate how much the paint would cost.</p>	<p>Mathematics</p> <p>Play a barrier game with a partner.</p> <p>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 describing the shapes you used and their location (for example, next to, on top of, between). Check to see how they went.</p> <p>Questions to think about: Do you need to rethink how you explain your drawing? Repeat the game a few times. Do the results improve?</p>

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Afternoon	<p>Creative arts</p> <p>Make up a dance to your favourite song or a play to show your family. You can get some inspiration from Just Dance</p>	<p>Creative arts</p> <p>Sketch an object from your home using pencils. Pay attention to shape, shading and tone.</p>	<p>HSIE: geography</p> <p>Download the map of Australia from the internet, label and paste 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.</p>	<p>Science and technology</p> <p>Complete the experiment with a family member from this website (Fizzics education science experiments)</p> <p>Write what you did and what you observed.</p>	<p>PDHPE</p> <p>Design a healthy menu for a day at home using the healthy eating plate.</p>