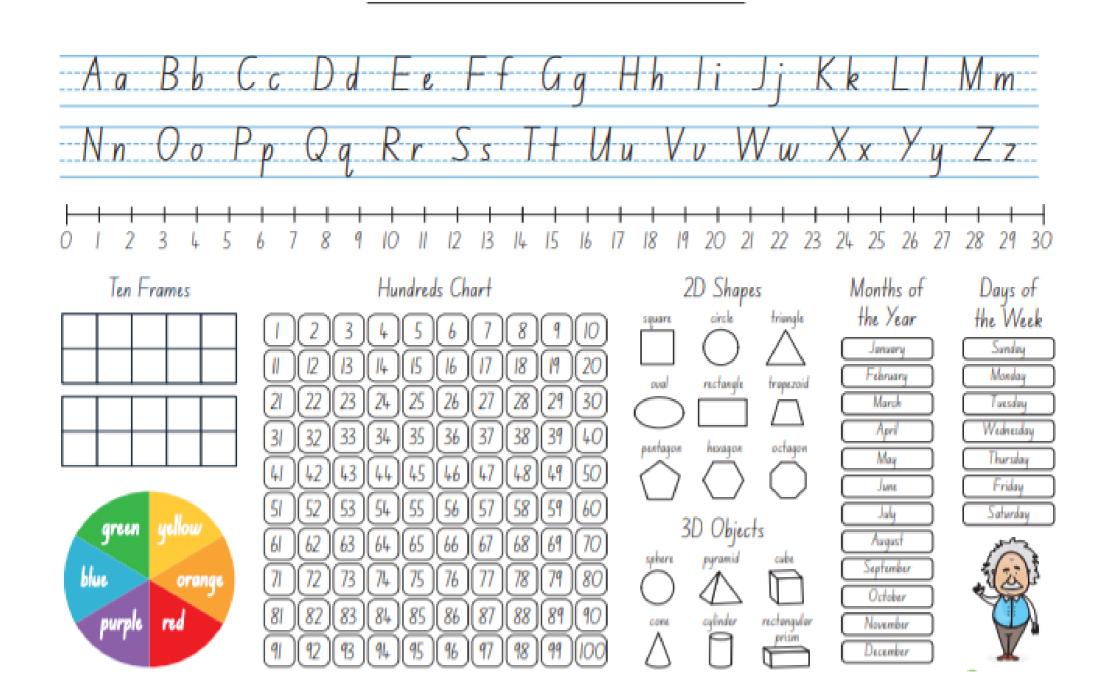
	Literacy Activities						
Play-Doh Letters: Use play-doh to make your sounds and sight words.	Rainbow writing: Use different coloured textas or pencils to write your sounds and sight words.	Cotton Bud Painting/ Finger Painting: Write your sounds and sight words with your finger or cotton buds.	Rice or Sprinkles: Put some rice or sprinkles into a container and use your fingers to draw your sounds and sight words.				
A B C S	Keep kind keep kind keep kind keep kind		one *				
Numeracy Activities and Games:							
Dice Counting:	Friends of 10 Memory:	Roll and Build Activity 2:	Numeracy Game:				
Use a die, objects for	You will need a deck of cards	Roll 1 or 2 dice and then use	Play one of the printed games				
e 1			attached to the choice board				
			with someone in your family.				
•							
TIFST.		and one tower of 2.					
	,	Extension: Write the number					
	· · · · · · · · · · · · · · · · · · ·						
	-						
	atch?v=y5KY5URIzkE		HAVEFUNIS				
Contraction of the second		<u><i>Note</i></u> : You can do this with toys or blocks or anything you have at home.					
	Use play-doh to make your sounds and sight words.	Play-Doh Letters: Rainbow writing: Use play-doh to make your Use different coloured textas or pencils to write your sounds and sight words. Image: State of the st	Play-Doh Letters: Use play-doh to make your sounds and sight words. Rainbow writing: Use different coloured textas or pencils to write your sounds and sight words. Cotton Bud Painting/ Finger Painting: Write your sounds and sight words with your finger or cotton buds. Image: Control Contrector Contrector Control Control Control Control Contr				

Other KLAs							
Technology: Check out these fun websites for learning games and typing practise. Image: Constrained of the second of the se	Creative Arts:Vv Volcano Art – see Creative Arts Worksheet <u>Equipment Needed:</u> Volcano coloured paints, paint brush 1. Paint the palm with the fire/lava colours or yellow, orange, and red. Paint the base of the hand yellow, the middle orange, and the fingers red. 2. Make a handprint near the top centre of the page, with fingers pointing upwards. This will be the lava coming out from the top of the volcano. 3.Use a paintbrush and brown or black paint to paint the main part of the volcano. <u>Note:</u> This can be made with crayons/pencil	Other Cooking: Jj for Jelly Cooking: Jel	Science: 1. Make a list of all the living /non-living things in your house. This can be with words or with pictures. Living Things - need air, water and food to survive. Living things grow and change. duck Change. Construction Change. Construction Con	PDHPE: 1 Minute Challenges: <u>Equipment needed:</u> Something to throw and catch, skipping rope. 1.Pass and Catch- how many times can you throw and catch a ball with a partner. 2.Jump with a skipping rope or just yourself. How many fruit can you say while you jump? 3.Balance on 1 leg, how long can you hold it? 4.Race with a family member for 1 minute- who won? Repeat the 1-minute challenges as many times as you can in 20 minutes.	Creative Arts: Jj is for Jelly Fish Equipment Needed: paint, scissors, googly eyes (optional) 1.Paint the jellyfish pattern. Leave to dry. After the jellyfish has dried, cut it out. 2.Cut and glue the letter J onto a piece of paper. Leave plenty of space at the top. 4. Cut out the jellyfish pieces. Glue the tentacles so that they hang down from the top of the J. 5.Glue down the jellyfish's head. 6. Put down two dots of glue for the eyes. Add two googly eyes (or draw them on).		
Picy level 1	brown or black paint to paint the main part of the volcano. <u>Note:</u> This can be made	Respertive to Make Jelly From to Make Jelly From to Make	- do not need air, food or water.		two googly eyes (or		



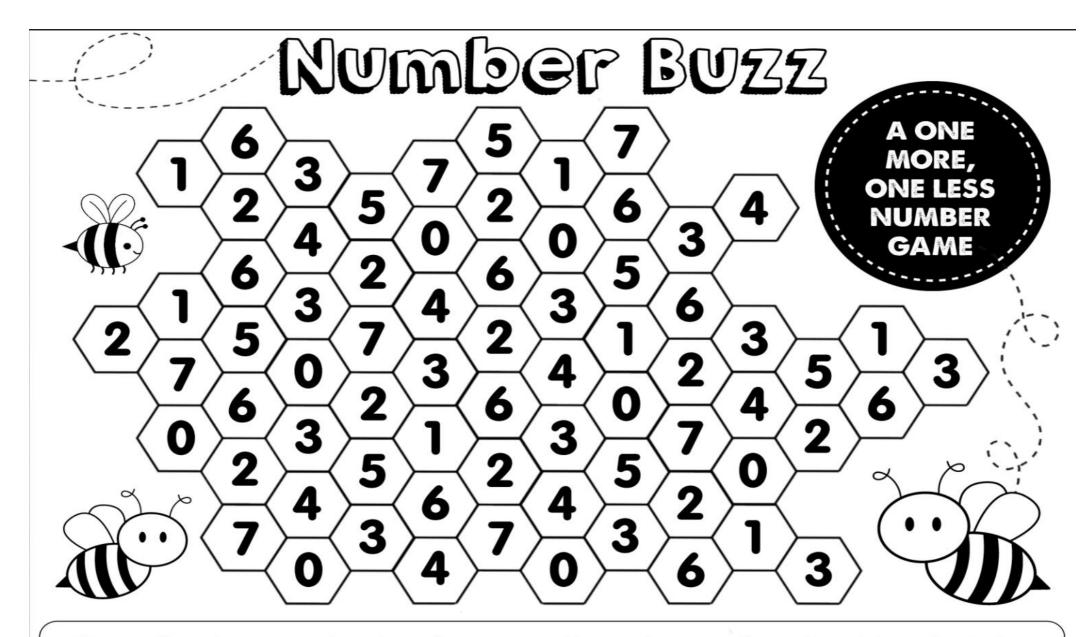
Roll 2 dice. Add them together. Place a counter on the correct answer. If an answer is already covered, place a counter on top. The winner is the first person to fill their board.

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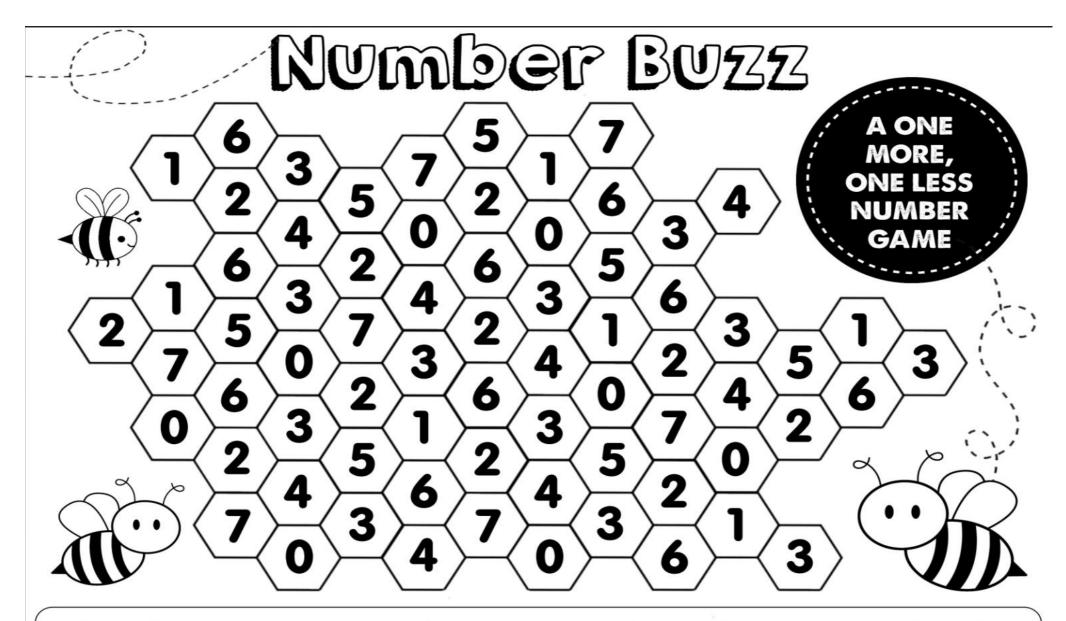
Teach This ...

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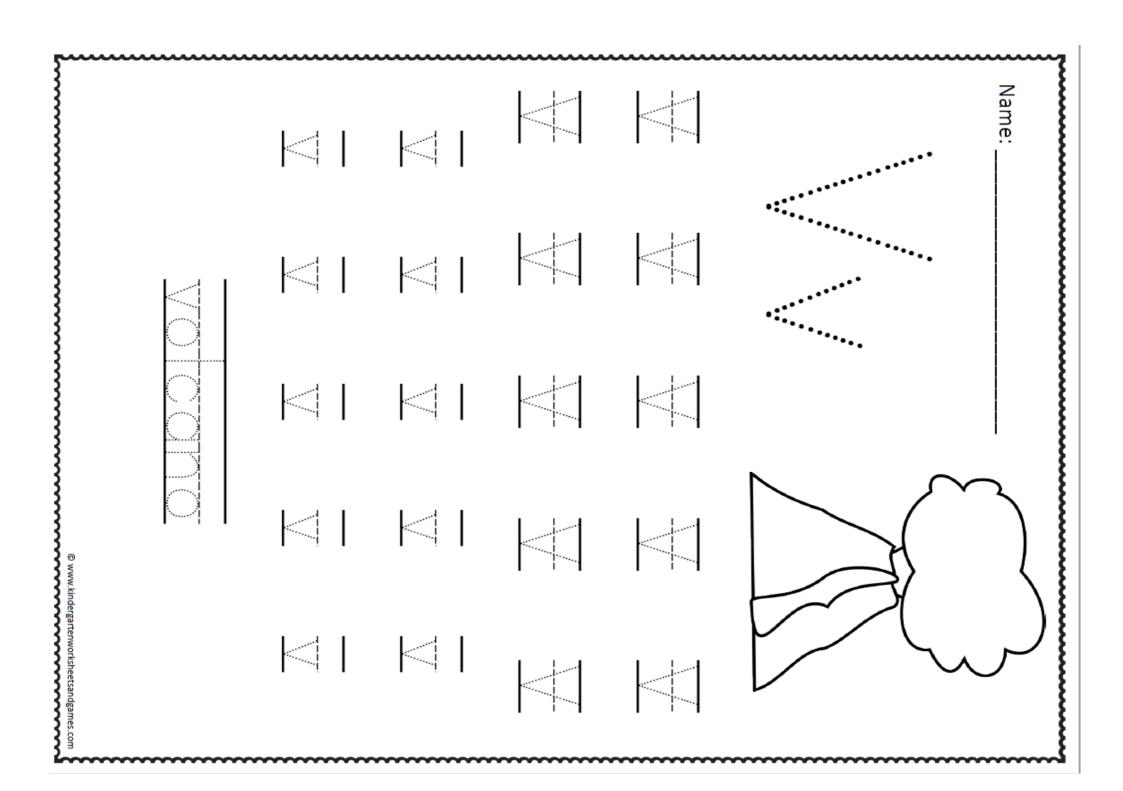
Players will need separate coloured pencils or counters. Players take turns rolling a die and then colouring in a hexagon that is one more, or one less than the number rolled. Players continue playing until all the pieces are coloured in. The student with the most pieces coloured at the end, wins!

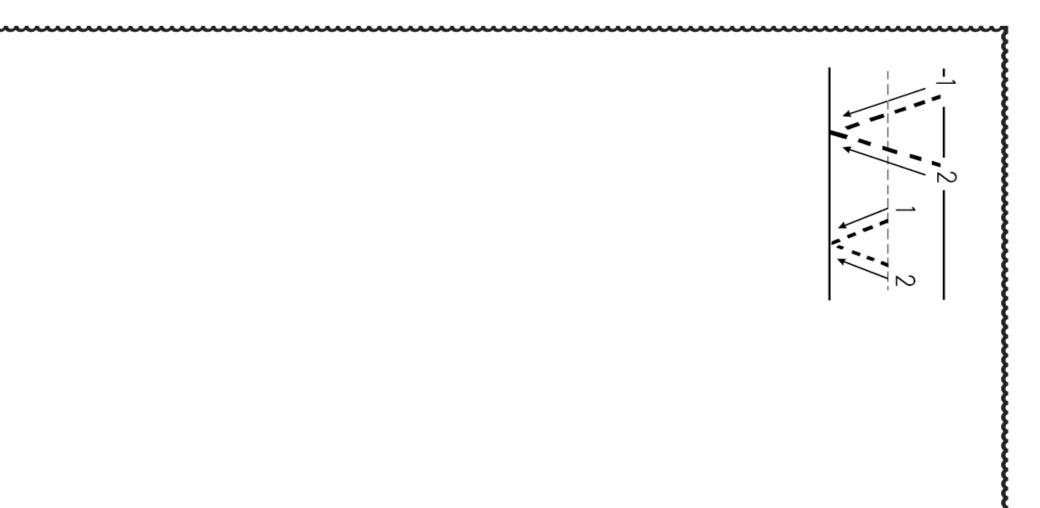
Teach THIS



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Teach THIS





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