

K20 - Term 3 Week 5 Choice Board: Choose 1 activity from each section, per day.

****Upload a picture of each activity to the Google Classroom****

Literacy Activities and Games

Sight Word Games:

Fish/Memory/Snap/Lucky-dip
Use the cut-up cards to play one of the games above.



hAVE
FUN

Play-Doh Words:

1. Say your sight word/sound
2. Make it with play-doh
3. Say your sight word in a sentence
4. Think of some things that begin with your sound.



Rainbow writing:

Use different coloured textas, crayons or pencils to write your sounds and sight words. Take care with the size and shape of each letter.



Pom-Pom/Button Words:

1. Say your sight word/sound
2. Make it with pom-poms/buttons (or you could use any small objects for this)
3. Write your sight word with a pencil. Focus on your pencil grip.



Sound Hunt:

Activity 1: Search your house for toys or objects that start with the following sounds.

s, a, t, p, i, n

Activity 2: Write 3 words and draw pictures to match for each letter.



***Remember that all letters start at the top, except for lower case 'e' and 'd'.**

Numeracy Activities and Games

Cross Out:

Option 1: Write the numbers 1-6 on two pieces of paper. Take turns to roll 1 dice and cross out that number. First to cross out all their numbers wins.
Option 2: Write the numbers 2-12 on two pieces of paper. Take turns to roll two dice and add them together. Cross out that number. First to cross out all their numbers wins.
Option 3: Write the numbers 3-18 on two pieces of paper, take turns to roll three dice and add them together. (Play as above)

Sand Gloves Addition:

This activity will practise our 'Friends of Ten'. Follow the instructions on the 'Sand Gloves' worksheet below to complete this activity. You will need disposable gloves, sand/dirt/flour, or a piece of coloured paper.



Friends of 10 Memory:

You will need a deck of cards (1-9 only) or Uno cards (1-9 only). Turn over 2 cards, if they add to 10 keep them. If not, turn them back over. Each player takes turns doing this until all cards are gone. **Here's a link of the game being played:**
<https://www.youtube.com/watch?v=y5KY5URlzkE>



Tower Building:

Make a tower with up to 20 blocks. How high is your tower? Gently knock your tower over.
Oh no! Part of your tower has fallen down. How many blocks fell off?
Draw your tower how it was at the beginning, cross out the number of blocks that fell off.
How many blocks are left in your tower?
Record it in a number sentence. Eg. If you started with 15 blocks and 5 fell off, you would write... $15 - 5 = 10$

Mosaic Pattern Making:

1. Cut coloured paper into squares. (you can colour it in yourself or use coloured paper)
2. Make a line of glue across the top of your paper.
3. Create a repeating pattern (eg. green, yellow, green, yellow) along the line.
4. Each time you start a new line, create a new pattern.



Other Key Learning Area Activities

Technology:

Logon to our class' Matific account:



Each student has the same password: **2021**

See usernames below:

Jaxon: jaxons706

Baxter: baxterf426

Marlee: marleek206

Izaih: izaihd123

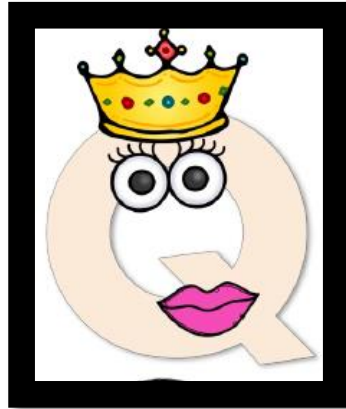
Kayleb: kaylebj977

Azra: azras773

Kayden: kaydenm285

Creative Arts:

Use the Qq Craft worksheet to make a Qq Queen



Fine Motor:

Paper-Mache Bowls/Face: You'll need 1 balloon, strips of scrap paper, flour and water to make a paste and paint to decorate it.

Follow this link for more instructions:

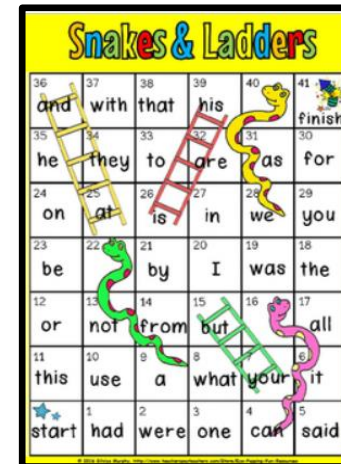
<https://teachingideas.ca/2020/03/24/paper-mache/>

TIP: Tear the strips of paper beforehand. This is a great fine motor activity.



Literacy Snakes & Ladders:

Use the snakes and ladders board below to revise some of the sight words and sounds that we learnt last term. Follow the same rules as regular snakes and ladders. Begin on the start box in the bottom left corner. Roll the dice to move that many spaces. If you land on a ladder, you may go up. If you land on a snake head, you must slide down. Say the name of the sight word/sound that you land on.



PDHPE:

Cut out the fitness cube and glue the sides of it together to make a dice. Roll the dice and complete the activity you land on. Make sure to drink water and have a little rest in between each exercise. It's a great idea to do a little bit of fitness every day.



****Remember to upload a picture of each activity to the Google Classroom****

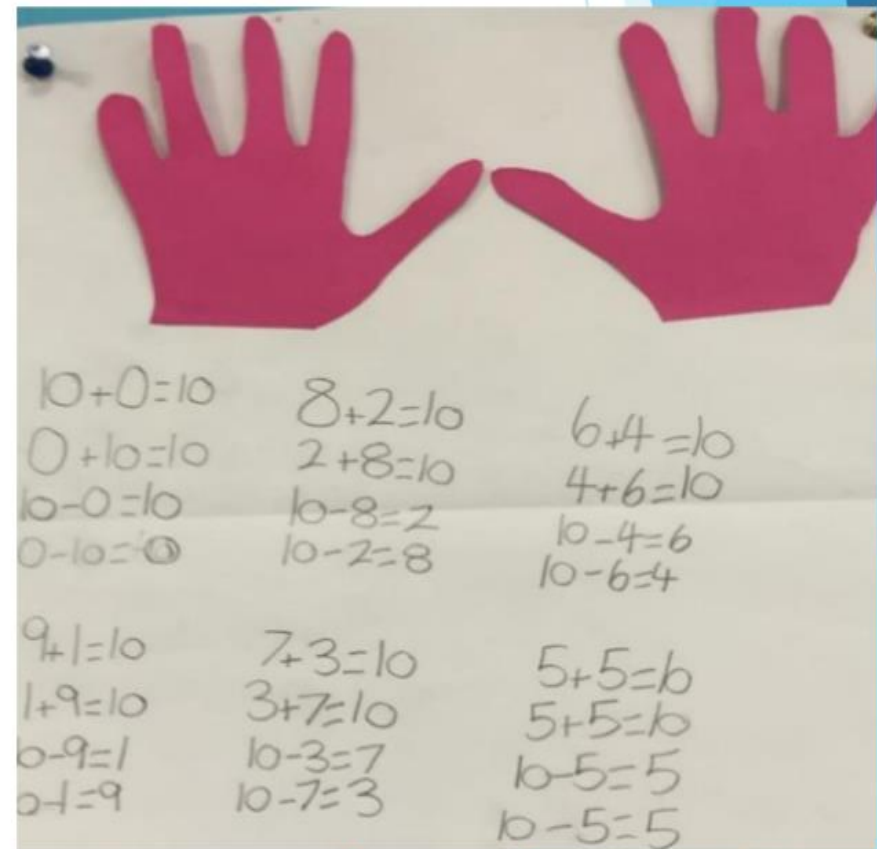
Sand Gloves Addition

You'll need:

- ▶ Disposable gloves.
- ▶ Access to sand, dirt, flour - anything that can be used to stuff the gloves full.
- ▶ Alternative material: Coloured paper to trace your hands.

1. If you are using gloves, fill each of your two gloves with sand/dirt/flour and tighten it with a rubber band or hairband. If you are using paper, trace around both of your hands, then cut them out.
2. Now you have 2 hands, or 10 fingers. Start folding down fingers to create combinations that make 10. For example, 8 down, 2 up makes 10, so $8 + 2 = 10$. Investigate the turnaround, put 2 down and 8 up, does it still total to 10? Record all the ways to make 10 using addition number sentences ($8 + 2 = 10$, $2 + 8 = 10$, and so on).

Extension option: Also record the subtraction fact family: 10 take away 2 leaves 8, $10 - 2 = 8$
10 take away 8 leaves 2, $10 - 8 = 2$ These are the backwards 10 facts.



Sand Gloves Recording Sheet:

Name _____ Date _____

All the ways to make a number:

— *and* — *makes* —

— *and* — *makes* —

— *and* — *makes* —

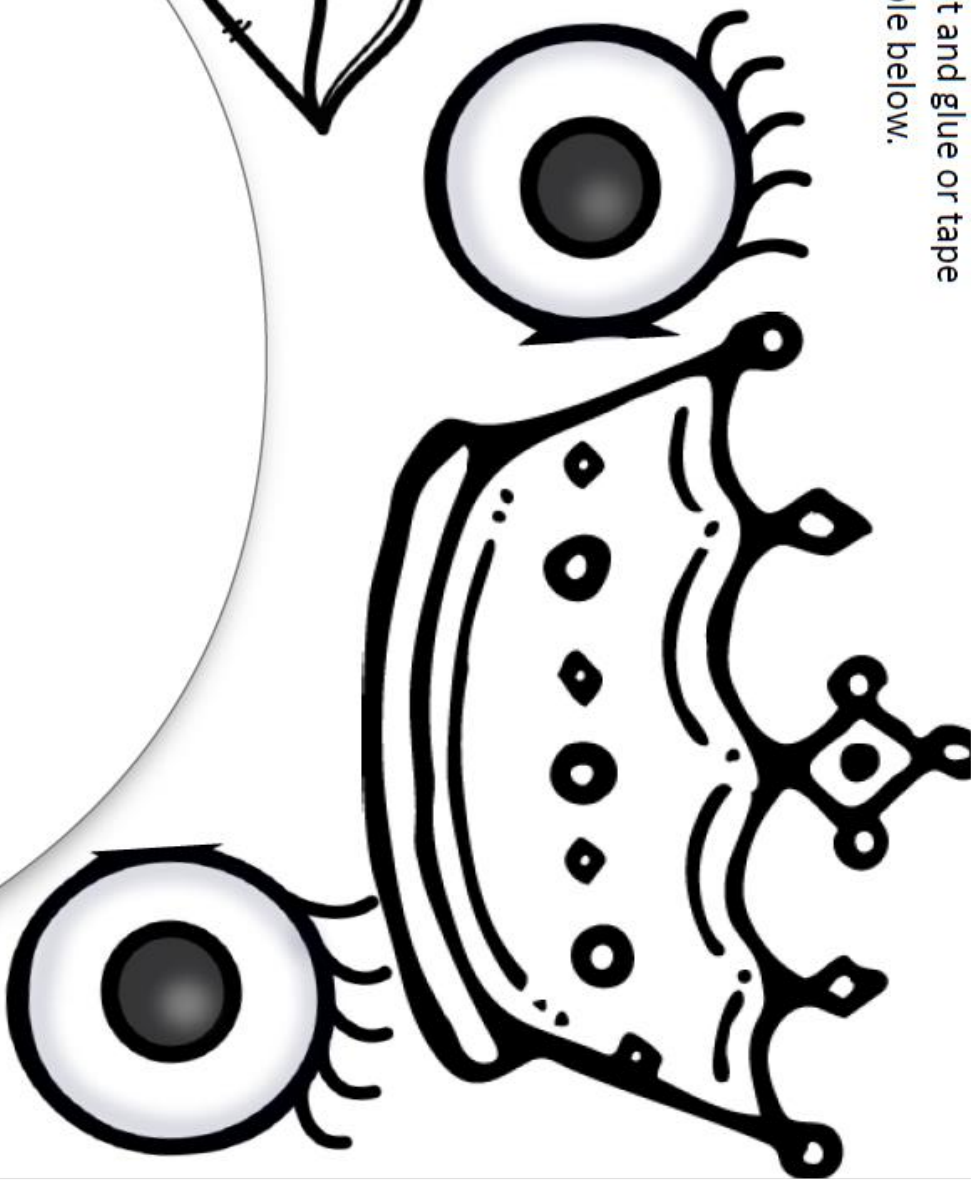
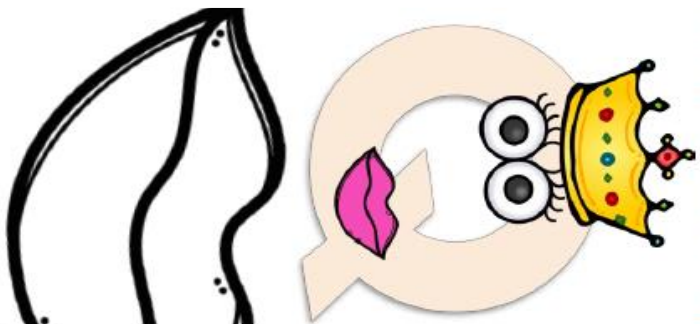
— *and* — *makes* —

— *and* — *makes* —

— *and* — *makes* —

— *and* — *makes* —

Color pieces, cut out and glue or tape together like example below.



Line Jumps

Face a line and jump forwards and backwards over the line for 1 minute.

Tiptoe Walking

Tiptoe around the circuit.



Crab Walk

Crab walk around the circuit.



Step Ups

Find a bench or step and do step ups – one leg at a time, for 1 minute.

Sprints

Sprint the length of the court, then walk back. Repeat this for 1 minute.



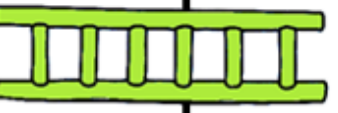
Arm Circles

Start with your arms out making small circles, slowly make your circles bigger, do 10 circles forwards and 10 circles backwards.

Snakes & Ladders

Game



Tt with 	Pp no	Mm she	Finish had
Ii as 	Nn the	is and	me had
Start Aa	on	Ss the	

Players: 2-6

Instructions: All players begin on the 'start' box at the bottom of the game.







Roll one die and move your object to the appropriate box. Read each word you move over as you go. If you don't read each word, you must go back to where you started and the next player takes their turn. If a player doesn't know a word he can use his reading strategies. Players can ask other players for help. Each player must find their way to the 'finish' box at the top of the game by reading the words correctly. Avoid landing on the snake heads and sliding down. Try to climb ahead by moving up the ladders.

Variation: When landing on a word, players can put that word into a sentence as well as reading it.

Snakes & Ladders

Game



Eg 	Ss	Aa	Finish
lots	of	his	into
Oo 	has	Ii	Tt 
Pp 	Dd 	and	me 
Start	Mm	on	the

Players: 2-6

Instructions: All players begin on the 'start' box at the bottom of the game.

Roll one die and move your object to the appropriate box. Read each word you move over as you go. If you don't read each word, you must go back to where you started and the next player takes their turn. If a player doesn't know a word he can use his reading strategies. Players can ask other players for help. Each player must find their way to the 'finish' box at the top of the game by reading the words correctly. Avoid landing on the snake heads and sliding down. Try to climb ahead by moving up the ladders.

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