

K20 - Term 3 Week 6 Choice Board: Choose 1 activity from each section, per day.

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

Literacy Activities and Games

Daily: Complete 10-20 minutes a day on Lexia (see Google Classroom/email for login details): <https://www.lexiacore5.com/register>

****This is new**** Your child will sit a placement test when they first login. This will provide personalised learning activities for them, assist as little as possible during this test.

Sight Word I-Spy

Lay all your words out in front of you. Get someone at home to test you, they might say, I spy a word that begins with w and ends in t.....you have to guess the word. If you guess correctly you get to pick the word up and keep it. Eg. What?



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.



Magic Words

Write your sounds and words and sight words with a white crayon. Then colour over your words with a marker to make your words magically appear.



Flour/Sand Writing

1. Say your sight word/sound
2. Draw as many copies of the word or sound in the flour or sand.
3. Shake the drawing away and repeat with each sound and sight word.



Cotton Bud Painting/ Finger Painting

1. Write your sounds and sight words with a pencil
2. Paint over your writing with your finger or a cotton bud.



Numeracy Activities and Games

Jumping Bean

Label pieces of construction paper from 1 to 20 (or 30 if you want to extend yourself) and lay them in a maze on the ground. Jump from paper to paper in numerical order, trying not to touch the ground as you go. If you complete the course, do it backwards! Have your parents call out a random number and then jump on the corresponding paper.

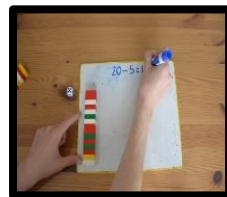


Subtraction Towers

Start with a tower of 20 or 30 connecting blocks. Take turns to flip numeral cards and take away the corresponding number of blocks from the tower. Play continues until all blocks have been taken.

Here's a link of the game being played:

<https://www.youtube.com/watch?v=llMCm6JcKEs>



Domino Trains:

This activity will help you quickly be able to see the numbers 1 to 6 when these are arranged on dominoes or dot dice (regular format).

Here's a video of the game in action:

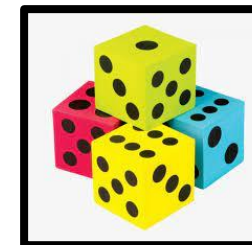
<https://www.youtube.com/watch?reload=9&v=i9sK94502cs>



Roll, Add and Colour

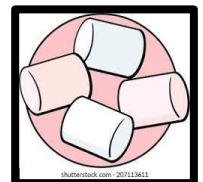
Use the Worksheet below to practice how quickly you can add up two dice.

3	6	4	9	8	10	2	12	8	11	4	7
4	7	11	3	11	6	9	4	5	2		
2	10	5	4	9	ROLL 2	8	3				
12	3	7	11	6	12	5	10	5			
10	6	2	9	10	3	8	5	12	6	9	2
8	7	3	12	2	7	4	10	11	8		
5	12	11	9	6	10	5	11	3	2	6	12
4	12	11	5	7	9	6	4	8	7	3	9



Addition: Grab and Add

Fill two containers with objects of your choice- For example; mini marshmallows (pink in one container, white in the other), small toys (two types), counters (two colours). Pick up a handful from the first container and count how many you have. Pick up a handful of items from the second container and count them. Add the two groups together. Draw your groups then write the number sentences. E.g., $5 + 4 = 9$.



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

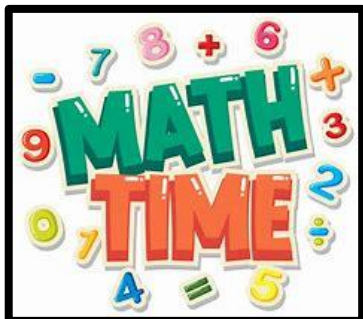
Marlee: marleek206

Izaih: izaih123

Kayleb: kaylebj977

Azra: azras773

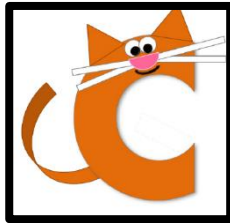
Kayden: kaydenm285



Creative Arts

Choose your sound for this week OR do both

Cc Cat Craft:



Ch Chain Craft:

Use the video below and create the *longest* chain possible!

https://www.youtube.com/watch?v=5_f484MQQx8

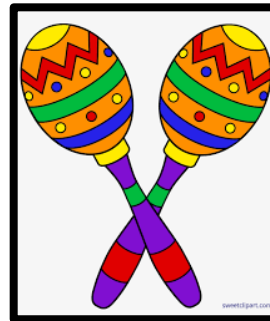


Fine Motor/Music

Use the instructions below to make your own maracas.

If you have stickers or coloured paper, stick these on to decorate your bottle.

When you're finished, make up a song for someone in your house using your new maracas!



Have you read *Alpacas with Maracas*?

<https://www.youtube.com/watch?v=mn36sa4nN1U>



Literacy Snakes & Ladders

Use the snakes and ladders board below to revise some of the sight words and sounds that we learnt last term.



PDHPE

Activity 1:

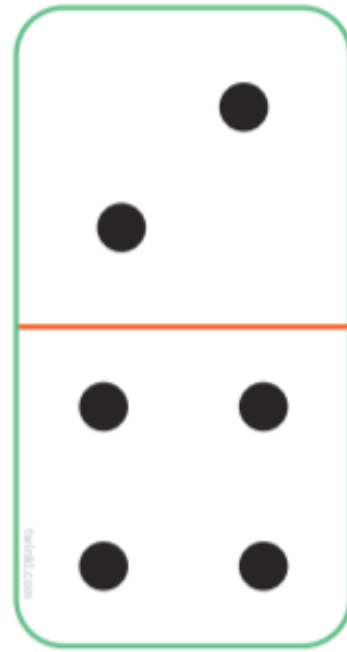
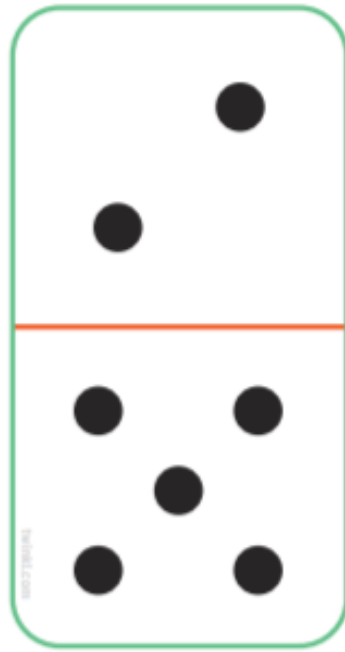
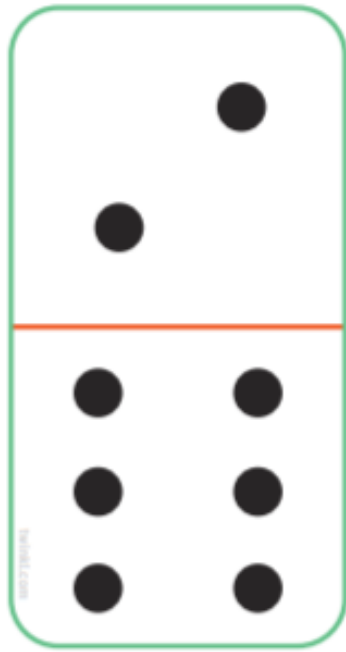
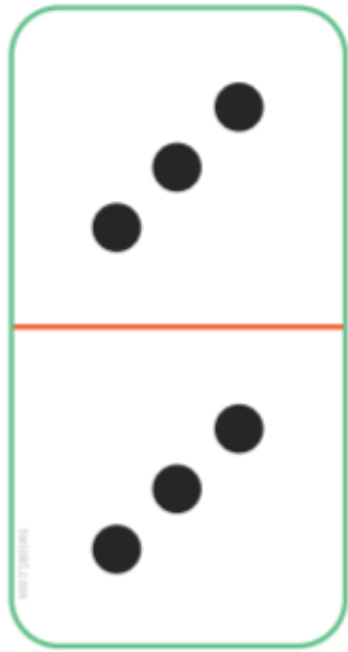
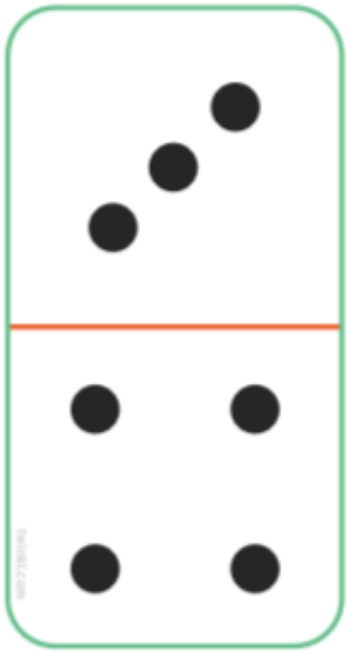
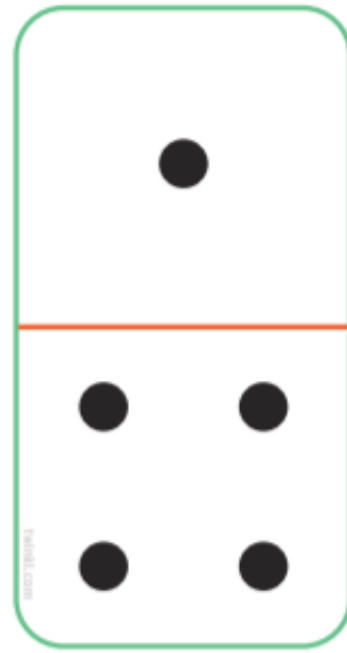
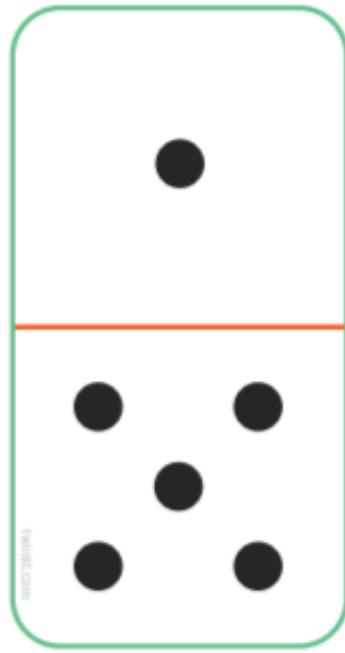
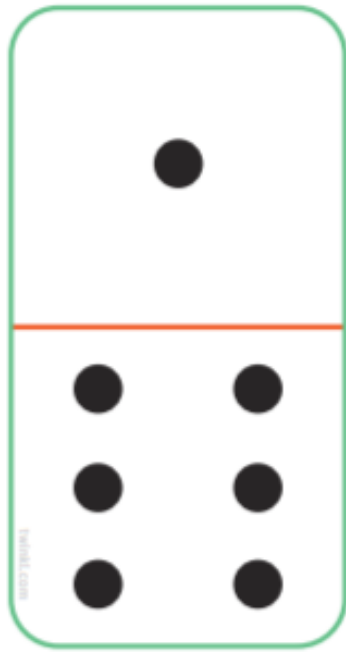
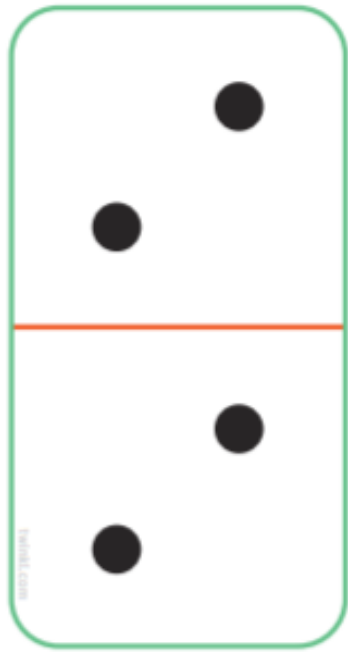
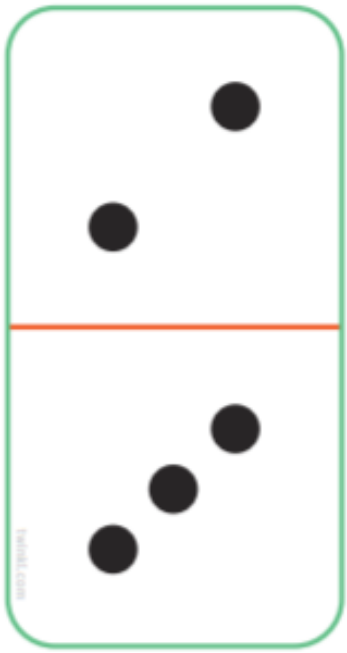
Play a game of balloon volleyball. If you have someone to play with that's great, otherwise you can practise this on your own against a wall. You can also use a lightweight ball instead.

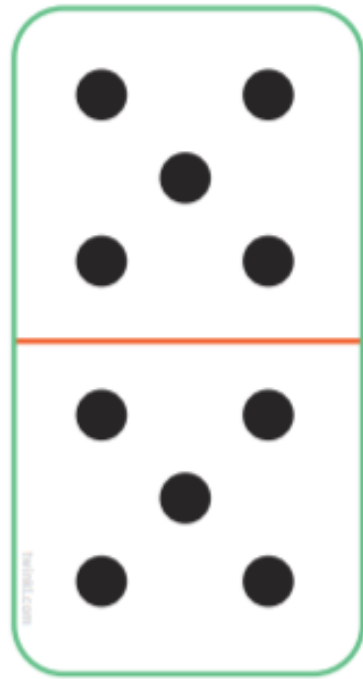
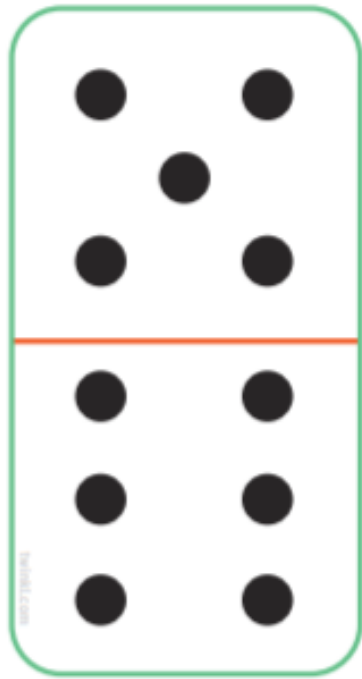
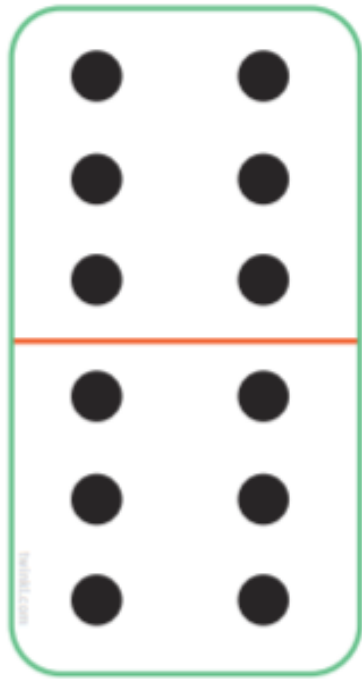
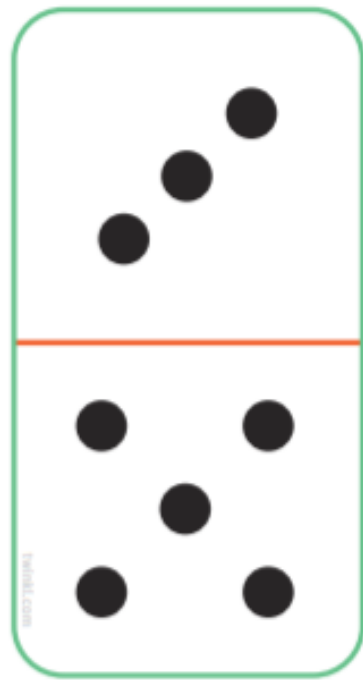
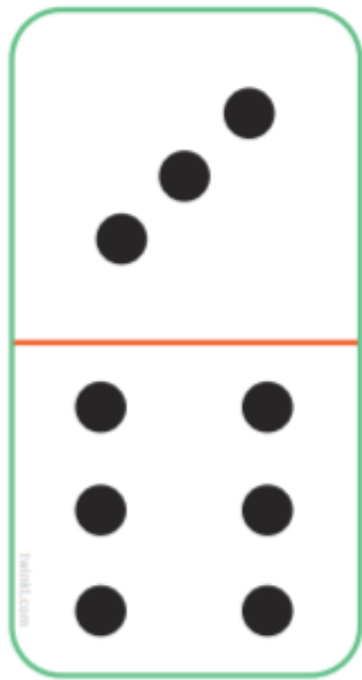
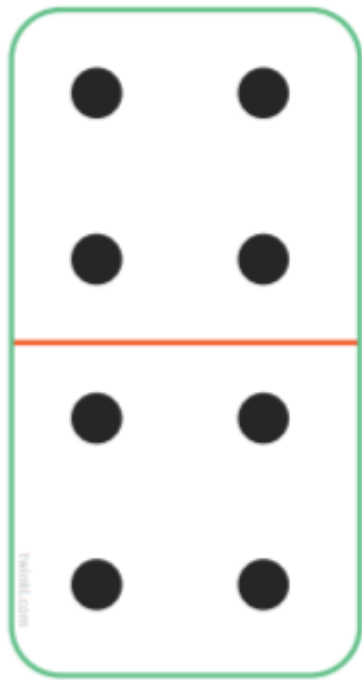
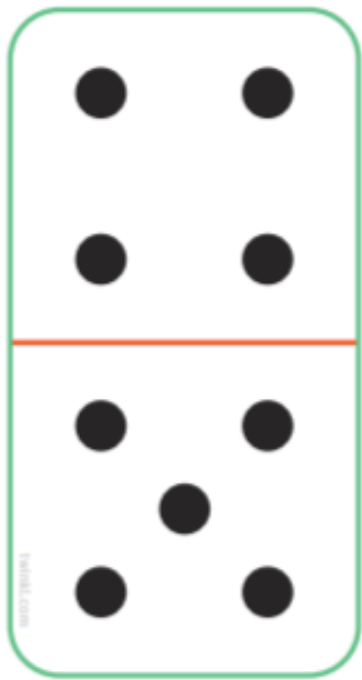
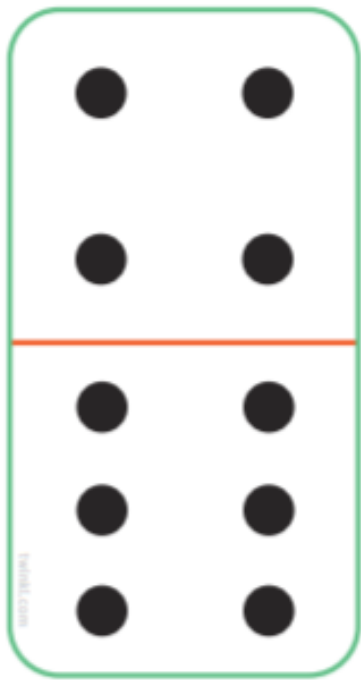
Activity 2:

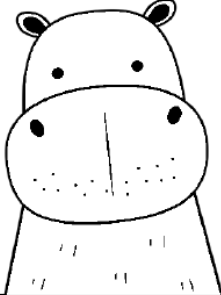
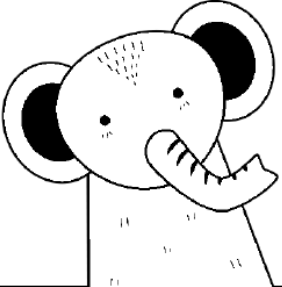
Pick three activities to complete from the animal movements below. Do each movement for 30 seconds.



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

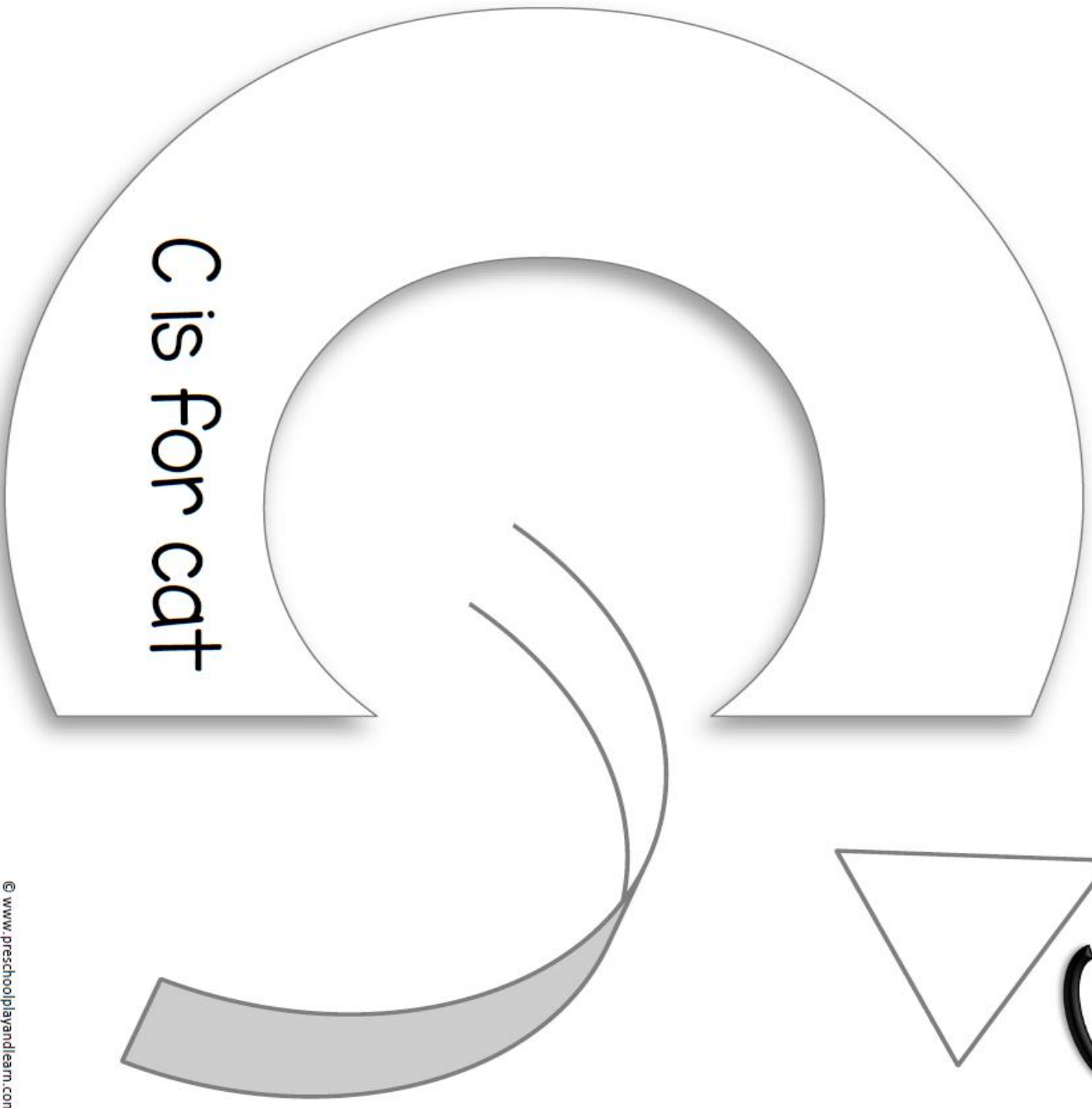
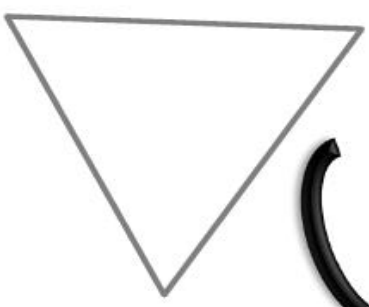
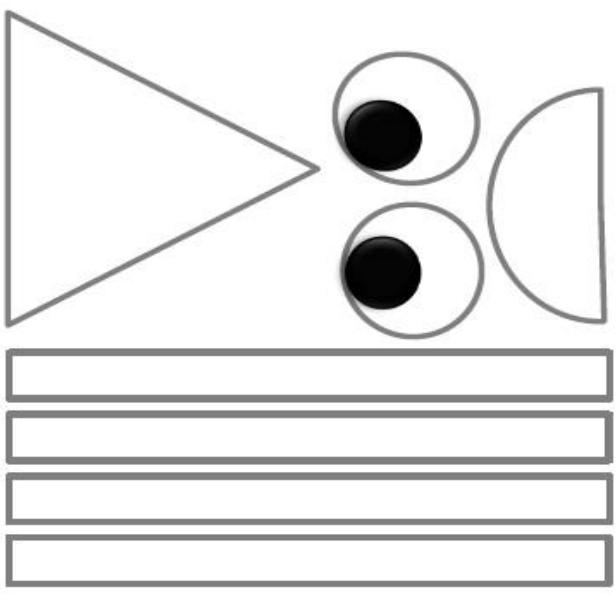
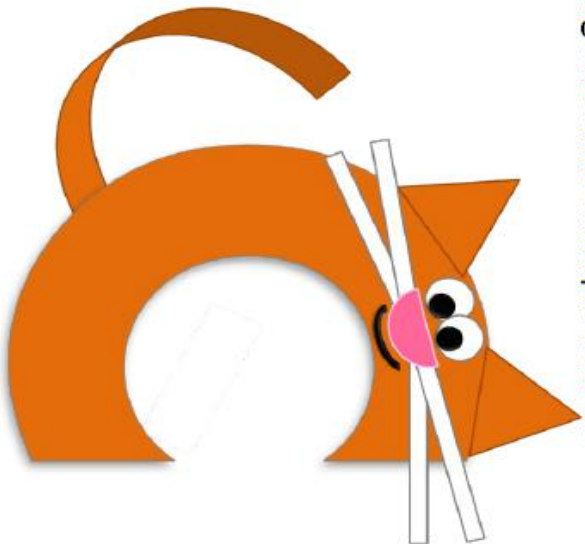




3	6	4	9	8	10	2	12	8	11	4	7
4	7	11		3	11	6	9	4	5	2	
2	10	5		4	9	ROLL 2 THEN Add & Colour	8	3			
12	3	7	11	6	12		5	10	5		
10	6	2	9	10	3	8	5	12	6	9	2
8		7	3	12	2	7	4	10	11	8	
5		9	6	10	5	11	3	2	6	12	
4	12	11	5	7	9	6	4	8	7	3	9

For 2 players. Roll 2 dice. Find the total. Find the number and colour it.

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



Bottle Maracas

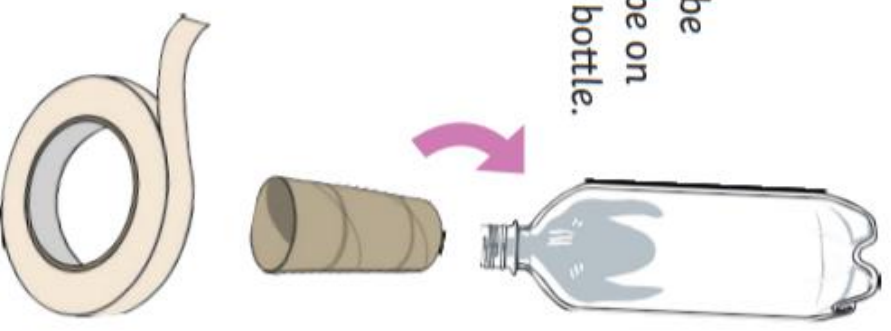
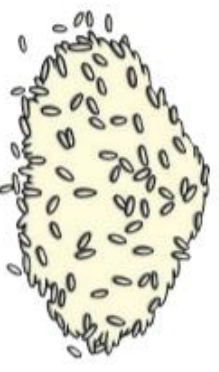
You will need:

- Small plastic bottles with lids
(about 250mls in size)
- Kitchen roll tube
- Scissors
- Sticky tape
- Dried beans or rice
- Items to decorate



Instructions

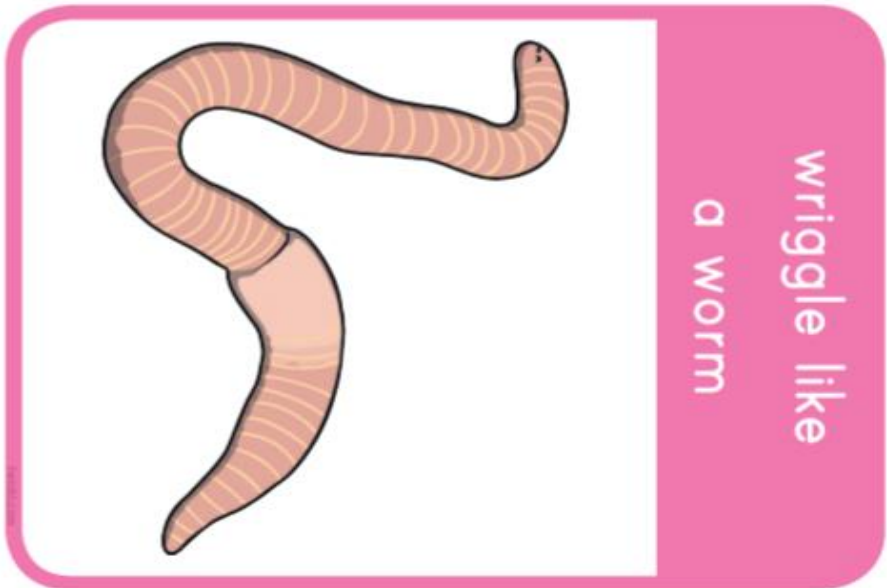
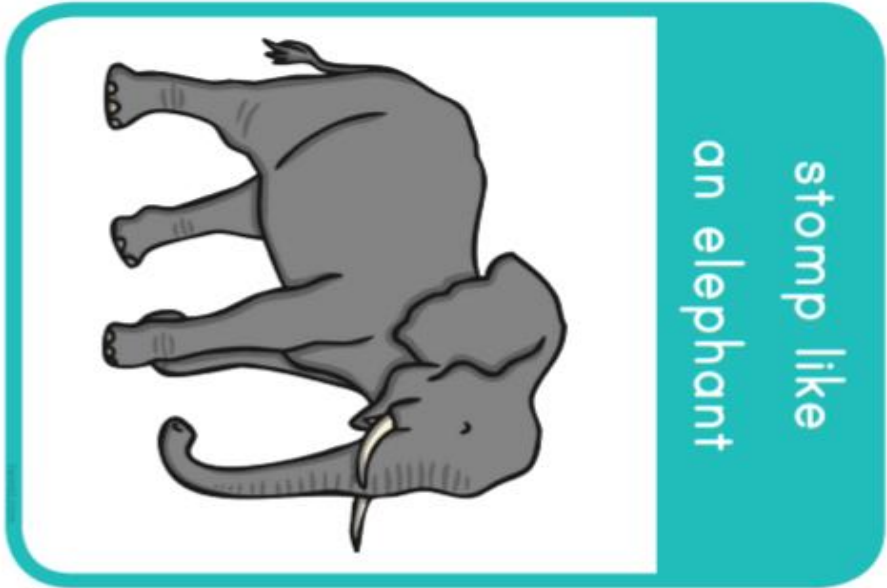
1. Put some dried beans or rice into the plastic bottle.
2. Screw the lid back onto the top of the bottle.
3. Use scissors to cut down the middle of the kitchen roll tube from one end to the other.
4. To make the handle, wrap one end of the kitchen roll tube around the top of the bottle. Overlap the kitchen roll tube on itself to make it fit tightly around the top and lid of the bottle.
5. Wrap some sticky tape around the join to keep the kitchen roll tube handle in place.
6. Repeat to make another maraca.
7. Decorate the maracas how you like.



Changes

- Fill with beads, pasta, sand, paperclips, salt, rocks or birdseed for different sounds.
- Use a funnel to make filling the bottles easier.









Animal Movement Cards:



Snakes & Ladders

Game



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

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



Cc	I	do	Finish
her	Kk	a	to
for	ck	her	to
Rr	Uu	it	he
Start	went	off	go

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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