



Here is a time guide for a day of learning.

- English- 60 minutes
- Mathematics- 30-45 minutes
- Other KLAs (creative arts, HSIE, PDHPE and science/technology)-30-60 minutes of activities across all
- Additional Activities- Other activities such as wellbeing, sport and physical activities

Below is a selection of activities you may use for Learning at Home *For online activities, it is advised to use Google Chrome to access sites.

For each day of home learning, select an English and Maths activity to upload to Seesaw or Google Classroom for the teacher to see.

English	Speaking and Listening	 Watch BTN then tell your family members about the topic you found most interesting - think of the 'w' prompts - who, where, when, why? Watch Kids News then discuss with a family member how this news is relevant to you Listen to Fierce girls podcast then tell a family member all about a fierce girl Listen to But Why: a podcast for curious kids then explain what you learnt to a family member
	Reading	 Read 20 minutes every day Reading Eggspress - complete the assigned task or spend 20 minutes completing activities Literacy Pro - complete the assigned task or spend 20 minutes reading from the library Read the newspaper (if you have access to it) - what articles do you find most interesting?
	Writing	 Write a letter to a friend (real or imagined) who lives overseas, explaining what your life is currently like for you Write 10 sentences including compound, complex and simple sentences; variety of sentence types - questions, statements and commands. After watching Kids News, write bullet points of the main aspects of the topic. Use these bullet points to write a summary of the topic in your own words. After listening to Fierce girls podcast, write a brief biography of your favourite 'fierce girl'. After listening to But Why: a podcast for curious kids, write an explanation on why something is the way it is!
	Grammar, Punctuation, Vocabulary	o Brainstorm 10 high-level vocabulary words o Recreate the punctuation pyramid by adding the punctuation markers o List 10 connectives o Create 5 different openers

	Spelling	o Uplevel your writing from the activities completed above, using each of the VCOP features: o High-level vocabulary o Include a connective o Use a variety of openers eg: start with an 'ly' word o Add level 5 punctuation eg: semi-colons, ellipses O Soundwaves online activities Password: like618 O Word usage activity: write sentences for their, they're and there to show the correct meaning of each O Word usage activity: write sentences for your and you're to show the correct meaning of each O Choose ten tricky words to spell from what you've been reading. O Look Say Cover Write Check O Put these words in alphabetical order O Create a crossword or find-a-word
Mathematics	Number	 o Practice your multiplication tables and division facts daily for speed - download from here or draw up your own grid o Maths Online - Set tasks o Multiplication challenge: Using a pair of dice or a deck of cards (taking out King, Queen, Jack, Ace and Joker cards), roll the dice (alternatively, roll one die twice) or pick out two cards and multiply the two numbers. Ext: Try it with three numbers! o Make a series of number patterns: starting at 0, 1, 2, 3, 4 and 5, write a series of twenty numbers with the following pattern: (1) Increase by 7 (e.g 21, 28, 35,) (2) Increase by 11 (e.g 45, 56, 67,) (3) Doubles
	Measurement & Geometry	o Maths Online - Set tasks o Time activity: You had lunch at 12:15pm and dinner at 6:30pm. How much time has elapsed between the two meals? Can you convert the times to 24 hour time? EXT: How many seconds is this? (Before calculating, write down a rough estimate first, then work out the answer, checking to see how close you were. Were you off by less than 100?) o Create four time problems that involve 24 hour and am and pm times for a parent or carer to solve. DAILY o Calculate: plan a day trip involving at least two stops. Create your own timetable for the day. Calculate the time to travel from each stop to the next. Convert timetable times from 24-hour to 12-hour time.
History	Australian Colonies	 Read pages 2-5 of <u>e-book e-book pdf</u> Complete question page Watch <u>video</u>
Science and Technology	Digital Technologies	O Typing Tournament O 10 Fast Fingers O Offline activities: Download this CS First booklet and try some of the activities.

		OR: Using pen and paper, create a mind map or Infographic that describes the different sorts of digital technologies you use (or see) at home, school and when you are out and about. o Coding (online) - choose between: a) Scratch. In this lesson code using Scratch to complete an assigned activity. To join the class, sign in to the CS First website: https://csfirst.withgoogle.com/s/en/home Click Sign in, then click I am a student. Select Sign in with Google then use your school email to login to your education account. Accept the invitation (click Join Class) when prompted after signing in. b) Code.org. Log into code.org using this link and your picture password (same since kindergarten). https://studio.code.org/sections/NPGXPR
PDHPE	Personal Development	o Wellbeing diaries https://learningcurve.com.au/login/ Username: Melrose Password: MPPS o Practice kindness. What can you do to make your family feel appreciated and loved? Do unexpected acts of kindness. Keep a journal of how they go, what evidence do you see of it making others feel good? How does it make you feel? o Smiling Mind
	Health	o Design a balanced, healthy mealo Keep a diary of your daily food intakeo Practice your mindfulness breathing
	Physical Education	 o 150 minutes of Physical Activity per week o Design a physical activity routine (eg: push ups, squats, lunges, short runs, jumps). Keep record of how many of each you can do in a set time. Can you increase your time or number of activities? o Practice throwing and catching with a partner or against a wall. Start with using both hands and work up to one hand. Make sure you alternate. Focus on accuracy, not speed
Creative Arts	Drama	Choose one of the <u>online activities from Art Bites.</u> Write a brief outline for a play, consider the two main characters, where it's set, etc. Video yourself acting a part of this play out and upload it to Seesaw
	Dance	o Choose one of the <u>online activities from Art Bites.</u> o Create a dance which could have a big following, eg gangnam style, nutbush, the floss
	Music	 o Choose one of the <u>online activities from Art Bites.</u> o Listen to your favourite song. Think about the words in the song - what is the message? o Rewrite a nursery rhyme to change the lyrics to a topic of your choice
	Visual Arts	o Choose one of the <u>online activities from Art Bites.</u> o Create a tessellating pattern