






Enrichment Learning Grids: Stage 2

Weeks 2 – 3

The Enrichment Learning Grids have been organised into topic areas and provide a range of activities for students to choose from. Students complete a variety of activities daily, with guided support from parents/carers. If you have access to a device, you can choose some of the online learning options. Parents/carers please supervise your child when working online. Additional support material can be found in the appendices, which are attached to this document.

PHONICS/SPELLING/GRAMMAR

Choose your activity below:

<p>Editing</p> <p>Rewrite the text 'Sharks', in your exercise book. Correct the errors!</p> <p>Appendix 1: Editing – Sharks</p> 	<p>Coordinating Conjunctions</p> <p>Write 5 sentences using your spelling words. Include some coordinating conjunctions to make them compound sentences!</p> 	<p>Dictionary Work</p> <p>Find the definition for some of your spelling words.</p>	<p>Phonics Focus!</p> <p>What is the phonics (sound) focus of the week?</p> <p>With your parent/carer, list as many words as you can that have the same sound.</p>
<p>How quick are you?</p> <p>How many times can you write your spelling list in 1 minute?</p> <p>See if you can improve!</p>	<p>Rhyming Time</p> <p>Choose 5 of your spelling words. See how many words you can think of that rhyme with them.</p> <p><i>pot – spot – trot</i></p>	<p>Spelling Word Art</p> <p>Represent your spelling words in a creative way. This could be including them in an artwork or writing your words out in a different font.</p> 	<p>The Snowman</p> <p>Write a story using the story map. Try to extend your story as much as you can by using different conjunctions.</p> <p>Appendix 2: The Snowman</p>
<p>Story Time</p> <p>Using as many spelling words as you can, write an interesting narrative. Include an illustration!</p> 	<p>Find-A-Word</p> <p>Create your own Find-A-Word using your spelling words. When done, ask a family member to complete it.</p> <p>Appendix 3: Find-A-Word</p>	<p>Dial a Word</p> <p>Copy out your spelling words and write them out using the phone keypad to text the word.</p> <p>Appendix 4: Dial a Word</p> 	<p>Alphabetical Order</p> <p>Write your spelling words in alphabetical order.</p>

READING

Choose your activity below:

Make a Bookmark!

On one side, illustrate the main characters, setting, problem and solution/resolution of a book you have read/are reading.

If it is a non-fiction text, then draw pictures to illustrate 5 new facts you've learned from the text.

Before Reading

What are you curious to find out about the book?



Higher Order 1

Imagine this story was going to be made into a movie. Design a poster to advertise it.



Be a Word Wizard!

Find 2-3 tricky or interesting words in a book you have read. For each word:

- Copy the sentence from the book that has the word in it.
- Look up the word in the dictionary or Google it to find the meaning.
- Write the meaning.
- Now write your own sentence using that word.

Non-Fiction

Write down 5 quiz questions about a book. Give them to a family member and see if they can answer the questions.

Character Traits

Write some words down to describe the main character's personality.



Character Work

What emotions did the main character feel throughout the story. How do you know?



Higher Order 2

Choose 3 new titles for the book and explain why you chose them.



Epic

Login to your class epic using your classcode and do some reading!

You can access your class code on Seesaw or via your teacher.

Book cover

Create a new book cover for one of your favourite books.



Ending change

Read one of your favourite books. Change the ending of the story and draw an illustration to match.

Noun Detective!

Choose a book you love to read and write down all the nouns that you can find.

[Appendix 5: What are nouns?](#)

WRITING

Choose your activity below:

Write a story

Write a story about anything you like. If you wish to do this on Book Creator, access this activity on Seesaw.



Write a comic

Design and write a comic about anything you like. If you wish to do this on Book Creator, access this activity on Seesaw.



Behind the News (BTN)

[Watch the latest episode of BTN.](#)

Watch the story and use your summarising skills to write down at least 5 important or interesting points from the video.

Appendix 6: Writing QR Codes

Human Coding

Write step by step instructions to complete a basic task e.g. brushing your teeth. Give these instructions to someone to see how precise your instructions were.

[Watch this video to see how important clear instructions are!](#)

Appendix 6: Writing QR Codes

Journal Writing

Keep a daily journal.



Thank you

Write a thank you letter to someone in your home who you are grateful for.

Newspaper Article

[Write a newspaper article about learning from home.](#)

Appendix 6: Writing QR Codes

Question time!

If you could ask anyone in the world 5 questions, what would they be? Record your questions on Seesaw.



Story Starters Scrambler

Use the [Scholastic Story Starters Scrambler](#) to get a random and silly story starter. Then, finish the story.

Appendix 6: Writing QR Codes

Game Instructions

Write instructions for a fun game to play at home.

Your instructions should include:

- A brief summary of the game
- The equipment and area you need to play
- Rules
- A picture



or



Persuasive writing

[Watch the reading of Gaston by Kelly DiPucchio:](#)

Should Gaston and Antoinette have traded places?

Please include:

- Introduction
- 2 or more arguments (reasons)
- Conclusion
- Correct punctuation and spelling

Appendix 6: Writing QR Codes

Thank you letter










[Watch the reading of Antoinette by Kelly DiPucchio:](#)








Write a letter from Ooh-La-La to Antoinette to thank her for saving you.

Appendix 6: Writing QR Codes

MATHEMATICS

Choose your activity below:

<p>Number Challenge</p> <p>The answer is 75!</p> <p><i>What could the question be?</i></p> <p>List as many questions as you can that equal that answer.</p> <p>Challenge: <i>Can you get 150?</i></p> 	<p>Ninja Maths</p> <p>Play Target, Number Racers or Cross Off. You will need your playing cards.</p> <p>Appendix 7: Ninja Maths – Target</p> <p>For more instructions, see this activity on Seesaw.</p>  	<p>Study<i>ladder</i></p> <p>Complete the 'Adding Number Blocks' task on Study ladder.</p> <p>https://www.studyladder.com.au/games/activity/adding-three-digit-numbers-using-blocks-28091?backUrl=/games/mathematics/au-year-three</p>	<p>Ascending Order</p> <p>Use the numbers in the appendix and write them in ascending order.</p> <p>Appendix 8: Ascending Order</p>
<p>Learn your 6 times tables and complete the activity:</p> <p>https://www.studyladder.com.au/games/activity/learning-6x-tables-40057?backUrl=/games/mathematics/au-year-four</p> <p>https://www.studyladder.com.au/games/activity/6x-tables-38996?backUrl=/games/mathematics/au-year-four</p>	<p>Place Value Colouring Activity</p> <p>Use the clues to colour in the numbers to create a picture of a dragon.</p> <p>Appendix 9: Place Value colouring in</p> 	 <p>Place Value Game (to the thousands)</p> <p>Play the 'Place Value Game' on Seesaw. Follow the instructions and watch the video to learn how to play.</p>	<p>Multiplication Wheels</p> <p>Use the multiplication wheels to practise your 6x tables.</p> <p>Appendix 10: Multiplication Wheels</p>
 <p>Seesaw Multiplication and Division Fact Families</p> <p>Complete the 'Multiplication and Division Fact Families' worksheet on Seesaw.</p>	<p>Place Value- Decimals</p> <p>Complete the worksheet 'Identifying Place Value with Decimals'</p> <p>Appendix 11: Place Value with Decimals</p> 	<p>Let's Go Shopping</p> <p>Use the items and their prices to complete a shopping list of things you would like to buy. Add the cost of the items and find the grand total.</p> <p>Appendix 12: Let's Go Shopping</p> 	<p>Guess My Number Puzzle</p> <p>Can you follow the clues and discover the secret numbers on the hundreds chart?</p> <p>Appendix 13: Guess My Number Puzzle</p> 

SCIENCE & TECHNOLOGY Choose your activity below:	HISTORY/GEOGRAPHY Choose your activity below:	CREATIVE ARTS Choose your activity below:	PDHPE Choose your activity below:
<p>Recycled Foil Boat Activity Read the science experiment for 'Recycled Foil Boat'. Complete the worksheets 'Design One' and 'Design 2'. Complete the experiment and upload a picture or video to Seesaw.</p> <p>Appendix 14 & 15: Recycled Foil Boat</p> 	<p>Convicts Read the information about: Patrick Riley Complete the research table.</p> <p>Appendix 16: Convict Information Appendix 17: Convict Research Sheet</p> 	<p>Directed Drawing Choose and complete a directed drawing of your choice.</p> <p>https://www.youtube.com/user/ArtforKidsHub/videos</p> 	<p>Safety Town! Click on the website and explore our next road safety lessons: <i>Rate the Risk</i> and <i>Board Game!</i></p> <p>https://www.safetytown.com.au/town/student/stage-2/#map</p>
<p>Sizes of the Sun, Moon and the Earth Before you watch the video, draw all 3 planets in your book, having a guess of how big they would be when compared to each other.</p> <p>Watch the video now to find out how close you were! https://youtu.be/OjWVtQGwrLU</p> <p>Now draw your planets again, at the correct size to each other. Make this picture detailed and upload a photo of a comparison to your first drawing!</p> 	<p>Bush Music Collect materials and construct your own bush instrument that can be played.</p>	<p>Favourite Movie Scene When watching a TV show, movie or even reading a book, choose a scene that is your favourite and draw a picture of it.</p> <div data-bbox="1182 1139 1541 1299">   </div> 	<p>Physical Education (PE) Focus Mrs Morison wants you to continue to develop your PE skills. Have fun!</p> <p>Appendix 18: PE Activity</p>











MINDFULNESS & POSITIVITY

Choose your activity below:

<p style="text-align: center;">Kindness</p> <p>Do an act of kindness and record it. <i>Will you write it, draw a picture or take a photo?</i></p>	<p style="text-align: center;">Bee Breath</p> <p>Practise your special breathing.</p> <p style="text-align: center;">Appendix 19: Breathing</p>	<p style="text-align: center;">Gratitude</p> <p><i>Have you started your Gratitude Jar?</i> Each day write or draw something you are grateful for and place it in your Gratitude Jar.</p>	<p style="text-align: center;">Lion Breath</p> <p>Practise your special breathing.</p> <p style="text-align: center;">Appendix 19: Breathing</p>
<p style="text-align: center;">Ahh Breath</p> <p>Practise your special breathing.</p> <p style="text-align: center;">Appendix 19: Breathing</p>	<p style="text-align: center;">Mindful Looking</p> <p>Choose an object, any object, to really look at. Notice the colours, shapes, patterns, lines etc. Focus your awareness on this object</p>	<p style="text-align: center;">Warm Breath/Cool Breath</p> <p>Practise your special breathing.</p> <p style="text-align: center;">Appendix 19: Breathing</p>	<p style="text-align: center;">Mindful Listening</p> <p>Close your eyes and sit very still. Focus your awareness on any sounds that you can hear within your body and around you.</p>
<p style="text-align: center;">Peaceful Kids</p> <p>Try a meditation. Draw or write how you are feeling <i>before</i> the meditation, then how you feel <i>after</i> the meditation. https://www.peacefulkids.com.au/meditations1.html</p>	<p style="text-align: center;">Happiness</p> <p>Close your eyes and think of a happy memory. Remember as much as you can: <i>Who was there?</i> <i>What were you doing?</i> <i>How did you feel?</i></p>	<p style="text-align: center;">Values</p> <p><i>Respect, Responsibility & Excellence</i> are our school values. <i>Are you practising our values at home?</i> Record it: write/draw/picture/video</p>	<p style="text-align: center;">Yoga</p> <p>Find a quiet space and choose a yoga session that's right for you. https://www.youtube.com/user/cosmicki_dsyoga</p>

HANDS ON LEARNING

Choose your activity below:

<p style="text-align: center;">Roll the Dice!</p> <p>Play a board game with a family member.</p> <p>If you don't have one, make one in your scrapbook.</p>	<p style="text-align: center;">Recycled Art</p> <p>Create something using items from your recycling.</p> 	<p style="text-align: center;">Cubby House</p> <p>Build a cubby house to fit you and your favourite toy.</p> 	<p style="text-align: center;">Cooking Fun</p> <p>With your parent/caregiver, cook something delicious.</p> 
<p style="text-align: center;">Mix It Up!</p> <p>Pick an item in your house. Add or change something about this item to make it even better.</p> <p>Draw it and explain what it is for.</p>	<p style="text-align: center;">Construction Time</p> <p>Construct something using Lego, blocks or something similar.</p> <p>Sketch your design.</p> 	<p style="text-align: center;">Scavenger Hunt</p> <p>Go on a nature scavenger hunt with your family.</p> <p><i>What things do you see?</i></p> <p>Draw a picture of what you find.</p>	<p style="text-align: center;">Making Music</p> <p>Find items around your yard and make a wind chime.</p> <p>Change a few bits and notice the difference it makes to the music your wind chime makes.</p>
<p>Making Art with Scissors</p> <p>Matisse is a famous artist known for not only painting but also making art from paper cuttings.</p>  <p>Use scraps of paper and glue to create a marvellous artwork.</p> 	<p style="text-align: center;">Construct a Lego Bridge</p> <p>Choose a gap between two objects of the same height (e.g. two chairs).</p> <p>Build a bridge that spans between them.</p>  	<p style="text-align: center;">Puppet Theatre</p> <p>Design and make two puppet characters using objects found around your home (e.g. socks).</p> <p>Write a script for a short play.</p> <p>Perform it for your family.</p> 	<p style="text-align: center;">Make a Calm Down Jar</p> <p>Research how to make a calm down jar using cooking oil, water and food colouring.</p>  <p>Make your jar and use it for a mindfulness activity</p>

BRAIN BREAKS

Choose your activity below:

Look for the Good.

Go for a walk - with someone else. Walk where it's safe. Walk for at least 10 minutes. As you are walking when you see something that is 'good' tell your walking buddy and tell them why you think it is good.

Some examples might be *funny animals, busy insects, lovely flowers, beautiful buildings, smiling people.*

A Note of Thanks

Think about someone you are thankful for. Write them a little note to say why you are thankful. Decorate it and present to the person.

Soak up some sunshine.

Go outside and just have some time for you while you enjoy a little sunshine!

Colouring In

Take some time to colour in a picture. If you can't find a picture to colour - draw your own picture and colour it.



Joking Around

Here's a couple of jokes to make you smile. Read them, giggle and share them. If you know some other jokes share them too!

*Why do fish live in saltwater?
Because pepper makes them sneeze!*

What did zero say to eight?

Nice belt!

Animal Walks

Can you move like an animal?
How many different animal walks can you do?

e.g. *a penguin, a snake, a frog...*

Jigsaw

Do a jigsaw with a family member.

What is the best way to start?
(straight pieces first)



Finger Spelling

Use the link below to learn how to fingerspell. Can you spell your name? Video yourself spelling hello to your teacher and share on Seesaw.

<https://www.signlanguageforum.com/auslan/fingerspelling/alphabet/>



Go Noodle!

<https://www.gonoodle.com>

Just Dance

Search 'Just Dance' on Youtube and select a suitable song/dance to move to.

Darebee

Do a workout that's suitable for you and a family member.

<https://darebee.com/>

Cosmic Kids Yoga

<https://www.youtube.com/user/CosmicKidsYoga>

Appendix 1

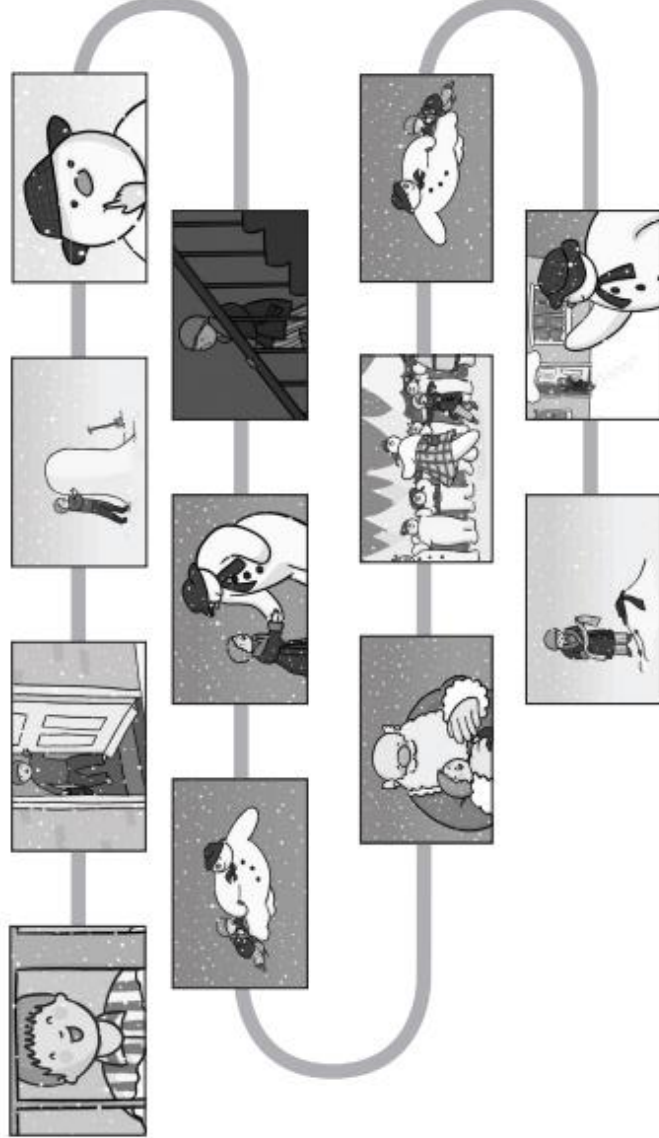
Editing – Sharks

sharks have a very streamlined shape This shape is good for swimming and helps keep shark buoyant or afloat. a sharks tail otherwise known as the caudal fin moves them forward and downward. the side or pectoral fins provide lift, much like the wings of an aeroplane sharks have many rows replacement teeth, which grow on inside of jaws and move forward when needed- they are a bit like a conveyor belt a sharks feeding depends on its species and location most sharks are carnivores so they eat fish and sometimes other sharks. Some large sharks eat dolphins sea lions and small whales smaller sharks eat molluscs clams crabs squid lobster and other small life

The Snowman

Now it's time to use a range of conjunctions in a story. Using the story map below, write a story about the Snowman coming to life and the adventure the young boy has with him. Try to extend your sentences using the conjunctions in the box provided at the top of the next page. You could tick each conjunction as you use it in a sentence to help you to see which ones you have used. For example:

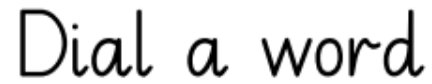
As the snow began to fall, a young boy looked out of the window with pure joy on his face.



<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
when	but	while	as	after	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
if	so	because	since	before	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
and	although	despite	until		

Create a word search using your own words list.

A full-page sheet of white graph paper with a light gray grid. The grid consists of 12 columns and 18 rows of squares. The corners of the page are rounded.

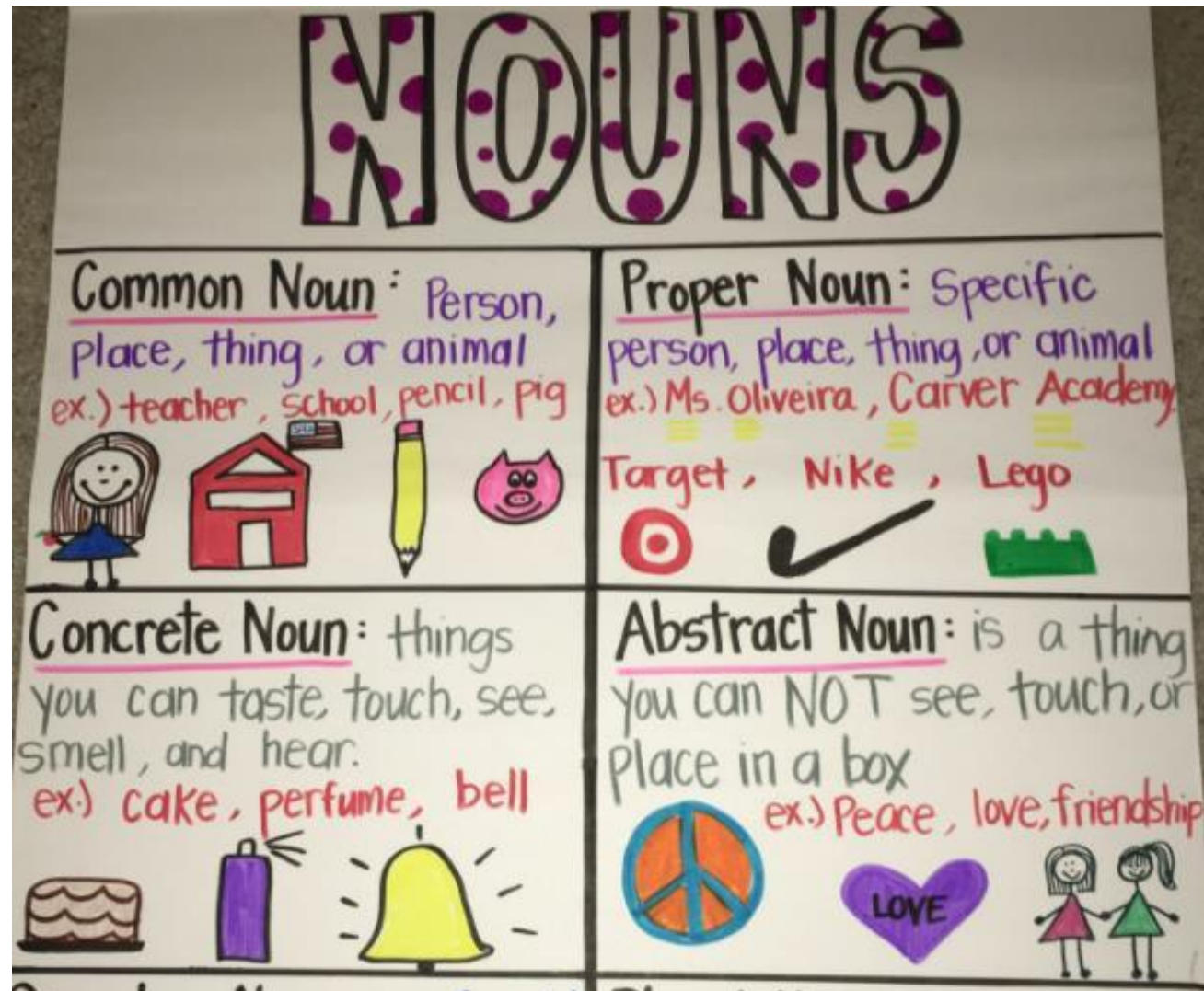


Dial a word

Happy Times

Appendix 5

What are nouns?



Appendix 6

Writing QR Codes

Behind the News (BTN)



SCAN ME

Human Coding



SCAN ME

Newspaper Article



SCAN ME

Story Starters Scrambler



SCAN ME

Gaston by Kelly DiPucchio



SCAN ME

Antoinette by Kelly DiPucchio



SCAN ME

Appendix 7

Ninja Maths



The aim of Target is to get as close as you can to your target number.

You can play against someone at home, or you can just challenge yourself. You must use the exact number of cards as described for each ninja belt. If you don't know your ninja belt colour, ask your teacher by posting on Seesaw.



The aim of Number Racers is to be the first to get to or past your finish line number. You can play against someone at home, or you can just challenge yourself. You will need your playing cards, your whiteboard and a marker or your maths grid book and a pencil.



The aim of Cross Off is to be the first player to cross off all your numbers. You can play against someone at home, or you can just challenge yourself by playing with a stopwatch. You will need your playing cards, your whiteboard and a marker or your maths grid book and a pencil.



Green belts: Target 10 Decimals

Place all the cards from 1 to 10 face down in a pile in front of you. Flip 6 cards and use the numbers to make two numbers with 2 decimal places. Use your knowledge of place value to add or subtract the numbers. Closest to 10 wins.

Purple belts: Target 500

Place all the cards from 1 to 10 face down in a pile in front of you. Flip 6 cards and use the numbers to make two 3-digit numbers. Add or subtract the numbers using the jump, split or compensation strategies. Closest to 500 wins.

Red belts: Target 50

Place all the cards from 1 to 10 face down in a pile in front of you. Flip 4 cards and use the numbers to make two 2-digit numbers. Add or subtract the numbers using the jump, split or compensation strategies. Closest to 50 wins.

Orange belts: Target 20

Place all the cards from 1 to 10 face down in a pile in front of you. Flip 4 cards, then add them together by looking for friends of ten, double and near-doubles. Closest to 20 wins.

Pink belts: Target 10 Subtraction

Place all the cards from 1 to 10 face down in a pile in front of you. Flip 2 cards, then subtract the smaller number from the bigger number by counting back. Closest to 10 wins.

Yellow belts: Target 10 Addition

Place all the cards from 1 to 10 face down in a pile in front of you. Flip 2 cards, then add the two numbers together by counting on. Closest to 10 wins.

Blue belts: Target 10

Place all the cards from 1 to 6 face down in a pile in front of you. Flip 2 cards, then cover them. Add the two numbers together. Closest to 10 wins.

Green belts: Race to 30 (use cards 1 - 10 (use the 10s as 0s))

Take turns to flip 3 cards and make a number with two decimal places. For example, if you flip a 3, 7 and 10 (0), you might make 7.30. On your next turn, flip another 3 cards, make another number with two decimal places and use your knowledge of place value to add the new number to 7.30. The first player to get to 30 or higher wins. When all players have reached the finish line, keep playing, but now it's a subtraction race to or past 0!

Purple belts: Race to 3000 (use cards 1 - 10 (use the 10s as 0s))

Take turns to flip 3 cards and make a 3-digit number. For example, if you flip a 3, 7 and 10 (0), you might make 730. On your next turn, flip another 3 cards, make another 3-digit number and use the jump, split or compensation strategies to add the new number to 730. The first player to get to 3000 or higher wins. When all players have reached the finish line, keep playing, but now it's a subtraction race to or past 0!

Red belts: Race to 300 (use cards 1 - 10 (use the 10s as 0s))

Take turns to flip 2 cards and make a 2-digit number. For example, if you flip a 10 (0) and a 7, you might make 70. On your next turn, flip another 2 cards, make another 2-digit number and use the jump, split or compensation strategies to add the new number to 70. The first player to get to 300 or higher wins. When all players have reached the finish line, keep playing, but now it's a subtraction race to or past 0!

Orange belts: Race to 100 (use all cards)

Take turns to flip a card and write down your number. On your next turn, add your new number to your score by using strategies such as bridging ten, partitioning, doubles and near doubles. The first player to get to 100 or higher wins. When all players have reached the finish line, keep playing, but now it's a subtraction race to or past 0! Jack = 11, Queen = 12, King = 13, Joker = 14

Pink belts: Race to 0 (use cards 1 - 10)

Every player starts by writing down 30. When you flip a card, subtract that number by counting back. The first player to or past 0 wins!

Yellow belts: Race to 30 (use cards 1 - 10)

Take turns to flip a card and write down your number. On your next turn, flip another card and add to your score by counting on. The first player to or past 30 wins!

Blue belts: Race to 20 (use cards 1 - 6)

Take turns to flip a card and write your number down. On your next turn, flip another card and add to your number by counting the two numbers. Write down your new number. The first player to or past 20 wins!

Green belts: Cross Off - Within 0.5 (use cards 1 - 10 (use the 10s as 0s))

Write down 5 decimal numbers ranging from 0 to 19.98. Then take turns to flip 3 cards. The first card is whole ones, the second is tenths and the third is hundredths. So, if you flipped a 4, then a 10, then a 6, your first number is 4.06. Write it down. Flip another 3 cards to make a second number in the same way. Let's say you got 9.32. Write it down. Can you use these two numbers in an addition or subtraction to get within 0.5 of one of the numbers you wrote down? If you can, cross it off.
 $4.06 + 9.32 = 13.38$ (you could cross off one number from 12.88 to 13.88)
 or
 $9.32 - 4.06 = 5.26$ (you could cross off one number from 4.76 to 5.76)

Purple belts: Cross Off - Within 50 (use cards 1 - 10 (use the 10s as 0s))

Write down 5 numbers ranging from 0 to 1998. Then take turns to flip 3 cards. The first card is hundreds, the second is tens and the third is ones. So, if you flipped a 4, then a 10, then a 6, your first number is 406. Write it down. Flip another 3 cards to make a second number in the same way. Let's say you got 932. Write it down. Can you use these two numbers in an addition or subtraction to get within 50 of one of the numbers you wrote down? If you can, cross it off.
 $406 + 932 = 1338$ (you could cross off one number from 1288 to 1388)
 or
 $932 - 406 = 526$ (you could cross off one number from 476 to 576)

Red belts: Cross Off - Within 5 (use cards 1 - 10 (use the 10s as 0s))

Write down 5 numbers ranging from 0 to 198. Then take turns to flip 2 cards. The first card is tens and the second is ones. So, if you flipped a 4, then a 10, your first number is 40. Write it down. Flip another 2 cards to make a second number in the same way. Let's say you got 93. Write it down. Can you use these two numbers in an addition or subtraction to get within 5 of one of the numbers you wrote down? If you can, cross it off.
 $40 + 93 = 133$ (you could cross off one number from 128 to 138)
 or
 $93 - 40 = 53$ (you could cross off one number from 48 to 58)

Orange belts: Cross Off - Exact number (use all cards. Jack = 11, Queen = 12, King = 13, Joker = 14)

Write down 5 numbers ranging from 0 - 28. Then take turns to flip 2 cards. Can you use these two numbers in an addition or subtraction to get one of the numbers you wrote down? If you can, cross it off.

Pink belts: Cross Off - Exact number - Subtraction (use all cards)

Write down 5 numbers ranging from 0 - 13. Then take turns to flip 2 cards. Can you use these two numbers in a subtraction to get one of the numbers you wrote down? If you can, cross it off.

Yellow belts: Cross Off - Exact number - Addition (use cards 1 - 10)

Write down 5 numbers ranging from 2 - 20. Then take turns to flip 2 cards. Can you use these two numbers in an addition to get one of the numbers you wrote down? If you can, cross it off.

Blue belts: Cross Off - Before or after (use all cards. Jack = 11, Queen = 12, King = 13, Joker = 14)

Write down 5 numbers ranging from 0 - 15. Then take turns to flip a card. Do you have any numbers that come just before or after this number? If you do, cross it off.
 If you flip an 8, you can cross off 7 or 9.

Ordering 6-Digit Numbers

A horizontal bar divided into 18 equal segments, with an arrow pointing to the right below it.

Smallest

Largest

Appendix 9

Place Value Colouring In

Mystery Picture 1

Use the clues to colour the numbers on this hundreds chart and make a picture.

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Mystery Picture 1

Black	Orange	Pink	Dark red
<ul style="list-style-type: none"> • 4 tens 5 ones • 50-3 ones 	<ul style="list-style-type: none"> • 6 ones • 5+5+5 ones to 1 tens 7 ones 	<ul style="list-style-type: none"> • 86 ones • 16 ones 8 tens 	<ul style="list-style-type: none"> • 7 tens 7 ones • 80-5 ones

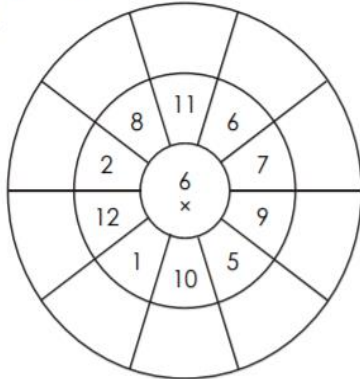
Brown	Red
<ul style="list-style-type: none"> • 3 ones • 2 tens 9 ones • 10-1 ones • 1 tens • 13 ones • 1 tens 4+5 ones • 2 ones • 3 ones 2 tens • 14 ones 1 tens • 30-2 ones 	<ul style="list-style-type: none"> • 50+20+6 ones • 34 ones to 38 ones • 4 tens 4 ones • 7 tens 15 ones • 50-4 ones • 3 tens 18 ones • 25 ones to 27 ones • 53 ones to 59 ones • 5 ones 6 tens to 68 ones • 90-3 ones

Appendix 10

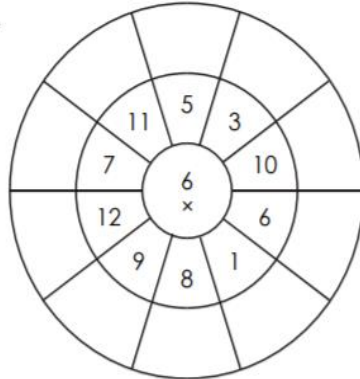
Multiplication Wheels

Multiply by the Center Number

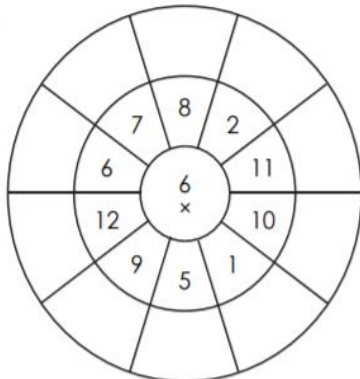
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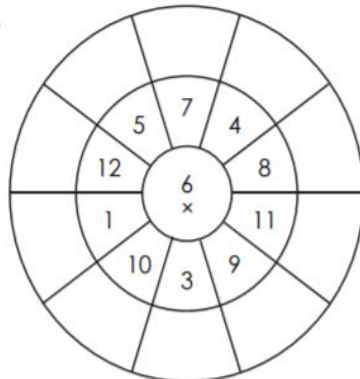
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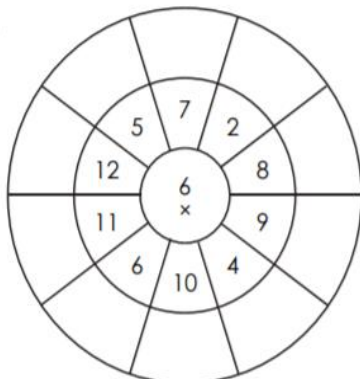
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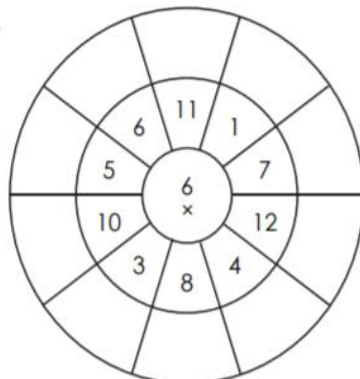
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5.

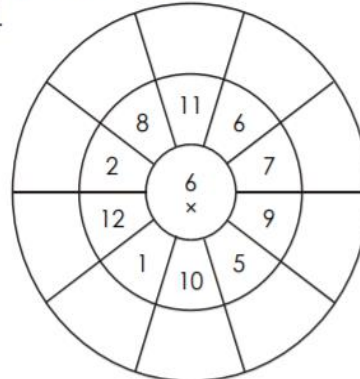


6.

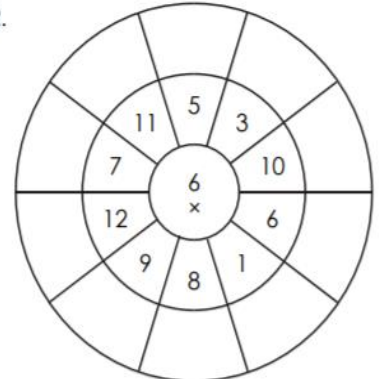


Multiply by the Center Number

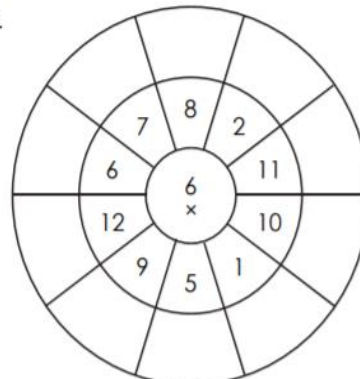
1.



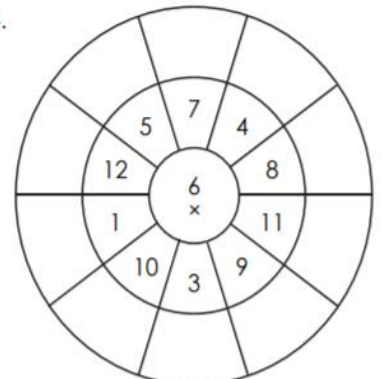
2.



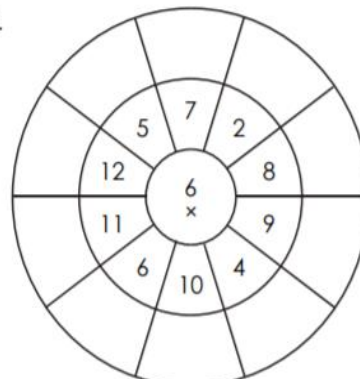
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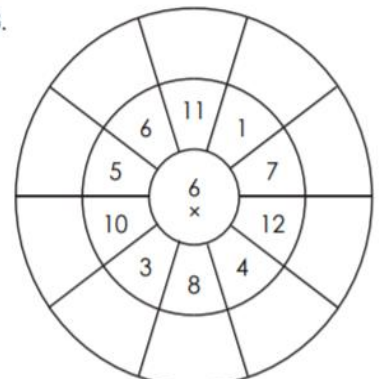
4.



5.



6.



Appendix 12

Let's Go Shopping

Let's Go Shopping!

 banana 0.50c	 cheese \$2.53	 butter \$1.80	 eggs \$3.12	 carrot 0.42c
 cream \$1.51	 chocolate \$4.59	 mayonnaise \$2.58	 biscuits \$3.99	 pineapple \$1.57
 tuna 0.99c	 tomatoes 0.33c	 spaghetti \$1.98	 pizza \$6.56	 mango \$1.23
 ham \$7.85	 toothpaste \$3.22	 ice cream \$4.55	 yoghurt \$1.75	 broccoli 0.87c
 jam \$2.33	 bread \$1.99	 juice \$2.22	 chips \$1.75	 cherry pie \$3.42
 pear 0.48c	 bacon \$5.00	 salmon \$5.43	 sugar \$2.85	 apple \$0.57

Let's Go Shopping!

Use the items on the next page and their prices to complete a shopping list of things you would like to buy.

Add the cost of the items and find the grand total amount. Follow the examples given.

Item	Price	Quantity	Total Price
Chocolate cake	\$4.50	1	\$4.50
Bread rolls	\$2.00	2	\$4.00
Grand Total:			

Challenge:

Imagine you only have \$30 to spend. What can you buy with your \$30?

Appendix 13

Guess My Number Puzzle

Guess My Number Puzzle

2 and 3-digit Numbers



Can you follow the clues and discover the secret numbers on the hundreds chart?

51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110
111	112	113	114	115	116	117	118	119	120
121	122	123	124	125	126	127	128	129	130
131	132	133	134	135	136	137	138	139	140
141	142	143	144	145	146	147	148	149	150

Clues

1. I am less than 130 and more than 75.
2. If you skip count by 10s from 82 you will say me.
3. I am an even number.
4. I am a two-digit number.
5. I have a 9 in the tens column.

The secret number is

1. I am an odd number.
2. I do not have a 3 or a 5 in the ones column.
3. I have a 1 in the hundreds column.
4. I am more than 133 and less than 140.
5. If you add 2 to 137 you will find me.

The secret number is

1. I am an even number.
2. If you skip count by 3s starting at 50 and stopping at 80 you will say me.
3. If you skip count backwards by 2 starting at 94 you will say me.
4. I have a 7 in the tens column.
5. I am 5 less than 79.

The secret number is

1. I am a 3-digit number.
2. If you skip count by 5s backwards from 150 you will say me.
3. If you added two to my number I would have a 7 in the one's column.
4. I am more than 120 and less than 130.

The secret number is

Appendix 14

Recycled Foil Boat

Recycled Foil Boat STEM Activity

You Will Need:

- tinfoil
- scissors
- bowl of water
- paperclips or coins
- Boat Design Analysis Sheet



Instructions:

1. Use scissors to carefully cut the tinfoil into two rectangle shapes.
2. With the first piece of foil, form a boat that can hold paperclips and not sink.
3. Predict how many paperclips your boat will hold.
4. Place the foil boat in the bowl of water.
5. Place two paperclip at a time in the boat. Keep adding paperclips until the boat sinks. Make sure you count them as you go!
6. Use the second piece of foil to make a new boat, based on what you observed from your previous design.
7. Estimate how many paperclips the new design will hold.
8. Place the new boat in water, and carefully place one paperclip at a time in the boat until it sinks.
9. Complete the Boat Design Analysis sheet.

Science Behind the Experiment:

There are two forces acting on the boat design:

1. Gravity – Gravity is pulling the tinfoil and paperclips downward.
2. Buoyancy – Buoyancy is pushing the boat toward the surface.

As long as the force of buoyancy is greater than the force of gravity, the boat will continue to float. The force of buoyancy will be greater than the force of gravity when the weight of the foil and paperclips is spread across more surface area of the water, creating more buoyance, or force, pushing upward.

Foil Boat Design STEM Analysis

Design One	
Prediction	
Actual Number of Paperclips	

What changes will you make on design two?

Draw a diagram of your second boat design.

Appendix 15
Recycled Foil Boat

Design Two	
Prediction	
Actual Number of Paperclips	

Which design held more paperclips?

Why do you think that design held more paperclips?

If you were to create a third boat, what would you do differently?

Appendix 16

Convict Information

PATRICK RILEY

Patrick Riley was born in Dublin, Ireland in the 1790's and sentenced to transportation for life in a Limerick court in 1812. He arrived in Sydney in 1814 and transported to the Newcastle Penal colony in 1816.

In Newcastle Riley worked as a carpenter and had a good knowledge of local woods, their qualities and their uses. He worked on the construction of many buildings including government house, convict barracks, stone churches and the parsonage house making window sashes and doorframes and was encouraged by the commandant James Wallis to develop his craftsmanship skills constructing collectors chests from rosewood and red cedar.

In 1821 Patrick Riley was granted a pardon by Macquarie in 1821 and permitted to occupy a 30-acre farm at Wallis Plains. By 1823 his farm was all cleared except for stumps, with improvements such as a log and thatched barn, a log hut, a small garden and a peach orchard – all valued at £18 and had been enlarged to 60 acres. Riley's farm is not marked on the present Parish Map although his name is given to a street in East Maitland, off Melbourne Street.

In 1825 Riley was appointed chief constable at Wallis Plains and it is believed that he held this position until 1835 at least.

Patrick Riley died in December 1841.

Two of the chests he constructed are kept in the State Library in Sydney

This biography was adapted from the publication Bound for Wallis Plains-Maitland's Convict Settlers' by Cynthia Hunter. Additional information on Patrick Riley can be found on p34 of the publication.

Appendix 17

Convict Research Sheet

Convict Research		NAME:	
Name/s of convict:			
Male or female:			
When were they born?		When did they die?	
Where?		Where?	
Crime committed:			
Where:		When:	
Sentence:			
Date of arrival in Australia:			
Name of ship:			
Crimes committed in Australia: if any			
Family: Married? Children? Widowed?			
Occupation/s: Roles, positions, profession, trade			
Land Allocation:			
Where?			
Size?			
When?			
Crops/produce:			
Major events in their life and other information you find interesting			
Legacy: Is there any record of their life left in Maitland today i.e. buildings, street names, structures, bridges			

Appendix 18

PE Activity

PREMIER'S SPORTING CHALLENGE FITNESS

Using the exercises in the table, create your own fitness workout.

Select 3-5 from each column and perform 5 - 10 reps of each or hold the pose for 30 seconds to a minute.

Try to build up your routine by increasing the number of reps, or the time you hold each pose for.

If you have a skipping rope, you could also include skipping as part of your aerobic fitness component.

AEROBIC FITNESS	MUSCULAR FITNESS	CORE STABILITY
 JUMPING JACKS	 SQUATS	 TREE
 PLANK JACK	 LUNGE	 SUPERMAN
 MOUNTAIN CLIMBER	 SIDEWAYS JUMP	 V SIT
 HIGH KNEE RUNNING	 PUSH UP	 PILATES ROLL UP
 BEAR CRAWL	 SQUAT	 HIGH PLANK

GET OUT AND PLAY

Is there a skill you want to improve? Is there an activity you enjoy? Is there someone you can play with, or are you going to play on your own? What equipment do you have that you can use? Just take the time to go outside and have some fun!

Have a look at some of the ideas below to get you started.

- Jump Rope
- Hula hooping
- Obstacle Course
- Bike Ride
- Soccer dribble and shoot
- Basketball skills
- Throw & catch
- Handball game
- Walk your dog
- Juggling
- Hide and seek
- Tag games

Maybe you could try a game of **SLAM BALL**

The object of the game is to successfully catch the ball after it bounces in the hoop or chalk circle.

To start the game, the 1st player throws the ball into the hoop. The 2nd player attempts to catch it.

Scoring:

- Ball does not hit inside the hoop (point for receiving player)
- Ball hits inside the hoop, but does not bounce at least 1 step away from hoop (point for receiving player)
- Ball hits inside the hoop and bounces over the head of the receiver (point for receiving player)
- Ball is not successfully caught by receiving player (point for serving player)

Start with a cooperative version of Slam Ball. How many throws and catches can you make in a row?

Ready for competition? Get an edge by throwing the ball so that it bounces out of the hoop with different trajectories but remember it must bounce at least 1 step away from the hoop/chalk circle AND it cannot bounce over the receiver's head.

Change the way you play to make sure the game is fair!

SAFETY - MAKE SURE THE AREA AROUND THE HOOP/CIRCLE IS CLEAR OF ANY OBSTACLES

Appendix 19

Breathing

Bee Breath

Take a deep breath in then place your fingers tightly over your ears and make a 'buzzzz' sound as your breath out.



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Lion Breath

Take a deep breath in and as you breathe out you can roar like a lion (breath to bring energy/let go of energy - follow with a calm breath)



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Ahh Breath

As you breathe in, lift your shoulders up. As you breathe out, say 'aaahhh' while you drop your shoulders and relax your whole body.



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Warm Breath/Cool Breath

For a warm breath, take a deep breath in and as you breathe out make your mouth wide and blow onto your hand to feel the warm air. For a cool breath, take a deep breath in and as you breathe out move your lips very close together and blow onto your hand to feel the cool air.



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