






Enrichment Learning Grids: Stage 3








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.

SPELLING Choose your activity below:			
Tongue Twister Create a tongue twister using your spelling words. Record yourself saying it slowly so your teacher can try and then 5 times fast. 	Suffix Focus What is the suffix focus this week? Create a poster for the suffix rule. Use words, drawings, etc. 	Water Words Using your water colour paints and a paintbrush, go outside and write your spelling words on the concrete. Watch them disappear when washed off with water. 	Something's Missing Have a family member write out your words with some of the letters missing. Try to fill in the missing letters without looking at your list. e.g. s _ o _ f _ _ e
Buddy Words Write two spelling words that share a letter and criss-cross them. Do this for all your spelling words. E.g. S U R F E A 	Find-A-Word Create your own Find-A-Word using your spelling words. Use a page from your maths grid book. When done, ask a family member to complete it.	It's Time to Rhyme! Using your spelling list, write as many rhyming words as you can. Remember they have to be actual words.	Acrostic Poems Choose 5 of your spelling words and create an acrostic poem for each. 
Back Writing Use your finger to spell your words on someone else's back. Then they have to guess the word.	Snowman Play a game of 'Snowman' with a family member using your spelling words. See Appendix 1 for instructions.	Font-astic Write your spelling words in your book using as many different fonts as you can. e.g. FUN, fun, fun , fun	Words Within Words Make other words using the letters from each of your spelling words. How many can you find for each word?

READING

Choose your activity below:

<p>Read Aloud</p> <p>Grab your favourite book and video yourself reading some of it.</p> <p>Post it on Seesaw for your teacher to watch. Remember to find a quiet spot to record it.</p> 	<p>Behind the News (BtN) 'Threatened Species Day'</p> <p>https://www.abc.net.au/btn/classroom/threatened-species-day/13524114</p> <p>Watch the story and use your summarising skills to write down at least 5 important or interesting points from the video.</p>	<p>Radio Announcement</p> <p>Make a radio announcement to recommend your favourite book.</p> 	<p>Bug Club</p> <p>www.activelearnprimary.com.au</p> <p>Log in to Bug Club using your login details you received.</p> <p>Read one of the books your teacher has assigned to you.</p> <p>Draw a picture to summarise what happened in the story.</p>
<p>Design Time!</p> <p>Think of your favourite movie and design a front and back cover with a blurb, as if you were turning it into a book.</p>	<p>Setting Swap!</p> <p>Use the main characters from a book you've read to write a new story using a different setting.</p> <p>For example, Harry Potter and Ron Weasley in Space.</p>	<p>Listen and Respond</p> <p>Listen to the story your teacher posted on Seesaw this week and comment your favourite part including why.</p> 	<p>Studyladder</p> <p>Click on the link below and complete the activity on similes.</p> <p>https://www.studyladder.com.au/games/activity/similes-22773?backUrl=/games/literacy/au-year-five/english-grammar-1743?q=similes</p>
<p>Picture Book</p> <p>Create a short story picture book for a Kindergarten student.</p> <p>Don't forget to use lots of colour in your pictures.</p> 	<p>Character Dress up!</p> <p>Dress up as your favourite book character and record yourself explaining why they are your favourite.</p> 	<p>Character Traits Booksnap</p> <p>Log into Seesaw and complete the "Character Traits Booksnap" activity assigned to you.</p> <p>Follow the instructions on</p> 	<p>Crossword</p> <p>Complete the School Magazine crossword in Appendix 2.</p> 

WRITING Choose your activity below:			
Literacy Shed 'The Legend of Tom Trueheart' Watch the story and write an introductory paragraph for this story. https://www.literacyshed.com/the-film-trailers-shed.html	Kindness Scavenger Hunt Complete the Kindness Scavenger Hunt activity assigned to you on Seesaw. 	Animal Writing If you could pick any animal to be for a week what would you choose? Why? Include a picture of you as the animal. 	Thank You Write a 'Thank you letter' to whoever has been helping you and keeping you company whilst learning from home. It might be your mum, dad, sister or even your pet rabbit.
Anywhere but Here Write a descriptive story about a magical land where you would like to travel to. 	Pobble365 - Story Starter 'The Golden Key' Read the 'Story Starter' in Appendix 3 and continue writing the story in your workbook.	The Witch Write a descriptive paragraph about the Witch using the adjectives and template in Appendix 3 . 	Be Persuasive! <i>All students should be allocated their own laptop for school purposes.</i> Write a letter to convince your teacher and/or Mrs Stackman! Be sure to include: <ul style="list-style-type: none"> • Introduction • 2 or more arguments (reasons) • Conclusion • Correct punctuation and spelling 
Kidz Type Improve your typing skills! This is a fun, educational platform to enhance typing abilities. https://www.kidztype.com	Space or Sea? If you had the ability to live and breathe in Space or live and breathe in the ocean, which would you choose? Why? Record your response. 	Pobble365 - Sick Sentences Read the sick sentences in Appendix 3 . Re-write them and improve them as you go. <i>Hint: You could use adjectives, adverbs, speech or elaborate on the key ideas.</i>	FREE CHOICE

MATHEMATICS

Choose your activity below:

Mathopoly - Game Time

Use the game board in **Appendix 4** to play addition monopoly (Mathopoly) with a family member.

You could even design a new game board with your own questions.

Design Time

Design a new analog clock which shows 24-hour time on the face.
Don't forget to add colour to it.



Greedy Pig

Play a game of Greedy Pig with a family member, or play by yourself and beat your previous score. This is a game of chance which also requires your addition skills.

See **Appendix 4** for instructions.



Day Trip!

Use the internet to find public transport timetables and plan a travel itinerary for a trip.

You must use 2 forms of public transport. For example, a bus and a train. Maybe you are going to Luna Park for the day!
Remember to include all the times.

Recording Time

What does your day look like?
Keep a record of your day and note the time you do things.
Record in 12-hour and 24-hour time.



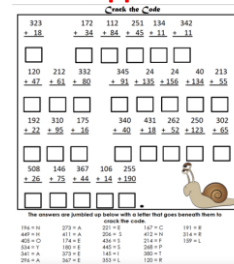
Matching Game

Use the probability spinners in **Appendix 4** to match them with the correct fraction.
Challenge yourself and play a game of memory to match up the pairs.

Crack the Code Addition

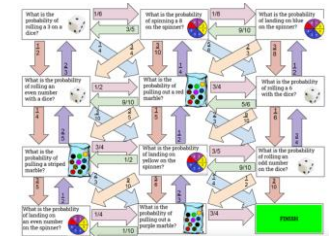
Use addition to crack the code.

See **Appendix 4**.



Probability Maze

Complete the maze in **Appendix 4**.



Target 1000

Use your pack of cards to play Target 1000 with a family member, or you can verse yourself.

See **Appendix 4** for instructions.



Studyladder

Chance and Probability

Complete the activity below on Studyladder.

<https://www.studyladder.com.au/games/activity/chance-and-probability-as-fractions--32961?backUrl=/games/mathematics/all-years/mathematics-chance-and-probability-615>

Studyladder

Adding 3 Numbers

Complete the activity below on Studyladder.









<https://www.studyladder.com.au/games/activity/adding-three-numbers-problem-solving--30313?backUrl=/games/mathematics>

Studyladder

Interpret Timetables

Complete the activity below on Studyladder.

<https://www.studyladder.com.au/games/activity/interpret-timetables-21374?backUrl=/games/mathematics/all-years/mathematics-time-623>

SCIENCE & TECHNOLOGY Choose your activity below:	HISTORY/GEOGRAPHY Choose your activity below:	CREATIVE ARTS Choose your activity below:	PDHPE Choose your activity below:
<p>Balloon Rocket</p> <p>Follow the instructions in Appendix 5 to create a balloon rocket. Don't forget to draw a face and name your balloon.</p> <p>https://www.youtube.com/watch?v=TfZsGy_q9zA</p> 	<p>Gold Miner Diary Entry</p> <p>Pretend you are a gold miner. Using the activity assigned to you by your teacher on Seesaw, write a diary entry about your experience on the goldfields.</p> 	<p>Minecraft Selfie</p> <p>Use the grid paper in Appendix 7 to create your own Minecraft selfie.</p> 	<p>Pool and Beach Safety</p> <p>As the weather warms up, lots of us visit pools and beaches more often.</p> <p>Complete the safety sentences in Appendix 8.</p>
<p>How Deep is the Ocean?</p> <p>Complete the Mystery Science Mini Lesson assigned to you by your teacher on Seesaw.</p> 	<p>Famous People of the Gold Rush</p> <p>Choose one of the people below and research their role in the Australian Gold Rush. Use the template in Appendix 6 to record your research findings.</p> <p><i>James Nash, Edward Hargraves, Henry Thom Sing, Raffaello Carboni, John Lister, William Tom.</i></p> 	<p>Just Dance</p> <p>Search for a Just Dance video on YouTube and follow the moves.</p>	<p>Being a Safe Pedestrian</p> <p>Design a poster or PowerPoint presentation aimed at teaching younger children how to be safe pedestrians.</p> 
<p>Marshmallow Catapult</p> <p>Watch the Guinness World Record video on how to make a marshmallow catapult. If you are missing some of the materials, try to design your own marshmallow catapult device.</p> <p>https://www.youtube.com/watch?v=rClWi4vphbY</p> 	<p>Eureka Stockade Word Search</p> <p>Complete the Eureka Stockade Word Search in Appendix 6.</p>	<p>Charades</p> <p>Play a game of charades with some of your family members.</p>	<p>Mrs Morison's PE Activity</p> <p>Complete Mrs Morison's PE activity in Appendix 8.</p> <p>Ask a family member to video record you participating in part of the activity.</p> 












MINDFULNESS & POSITIVITY

Choose your activity below:

<p>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>Bee Breath</p> <p>Practise your special breathing. Appendix 9: Breathing</p>	<p>Gratitude</p> <p><i>Have you started your Gratitude Jar?</i></p> <p>Each day write or draw something you are grateful for and place it in your Gratitude Jar.</p>	<p>Lion Breath</p> <p>Practise your special breathing. Appendix 9: Breathing</p>
<p>Ahh Breath</p> <p>Practise your special breathing. Appendix 9: Breathing</p>	<p>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>Warm Breath/Cool Breath</p> <p>Practise your special breathing. Appendix 9: Breathing</p>	<p>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>Peaceful Kids</p> <p>Try a meditation that you haven't tried before. 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>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>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>Special Classmate</p> <p>Think of someone in your class that is special to you. <i>Create a card or make a piece of artwork for them, showing them that you appreciate having them in your life.</i></p> 




HANDS ON LEARNING

Choose your activity below:

<p>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>Recycled Art</p> <p>Create something using items from your recycling.</p> 	<p>Cubby House</p> <p>Build a cubby house to fit you and your favourite toy.</p> 	<p>Cooking Fun</p> <p>With your parent/caregiver, cook something delicious.</p> 
<p>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>Construction Time</p> <p>Construct something using Lego, blocks or something similar.</p> <p>Sketch your design.</p> 	<p>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>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>Construct a Lego Bridge</p> <p>Choose a gap between two objects of the same height (eg. two chairs).</p> <p>Build a bridge that spans between them.</p>  	<p>Puppet Theatre</p> <p>Design and make two puppet characters using objects found around your home (eg. socks).</p> <p>Write a script for a short play.</p> <p>Perform it for your family.</p> 	<p>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:

<p>Look for the Good.</p> <p>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.</p> <p>Some examples might be <i>funny animals, busy insects, lovely flowers, beautiful buildings, smiling people.</i></p>	<p>A Note of Thanks</p> <p>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.</p>	<p>Soak up some sunshine.</p> <p>Go outside and just have some time for you while you enjoy a little sunshine!</p>	<p>Colouring In</p> <p>Take some time to colour in a picture. If you can't find a picture to colour - draw your own picture and colour it.</p> 
<p>Joking Around</p> <p>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!</p> <p><i>Why do fish live in saltwater? Because pepper makes them sneeze!</i></p> <p><i>What did zero say to eight? Nice belt!</i></p>	<p>Animal Walks</p> <p>Can you move like an animal? How many different animal walks can you do?</p> <p><i>e.g a penguin, a snake, a frog...</i></p>	<p>Jigsaw</p> <p>Do a jigsaw with a family member.</p> <p><i>What is the best way to start?</i> (straight pieces first)</p> 	<p>Finger Spelling</p> <p>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.</p> <p>https://www.signlanguageforum.com/uslan/fingerspelling/alphabet/</p> 
<p>Go Noodle!</p> <p>https://www.gonoodle.com</p>	<p>Just Dance</p> <p>Search 'Just Dance' on Youtube and select a suitable song/dance to move to.</p>	<p>Darebee</p> <p>Mr Grumpy or Cardio Fix</p> <p>https://darebee.com/</p>	<p>Cosmic Kids Yoga</p> <p>https://www.youtube.com/user/CosmicKidsYoga</p>

Appendix 1 Spelling

Snowman

The aim of the game is to guess the secret word.

1. One player is the host. This player picks one of the spelling words that player two needs to guess.

2. The host draws a blank line for each letter of the word they have chosen.

For example, if the secret word is snowman, they would draw _ _ _ _ _

3. Player two needs to guess which letters are in the word. For example, you might say "Is there an 'n' in the word?"

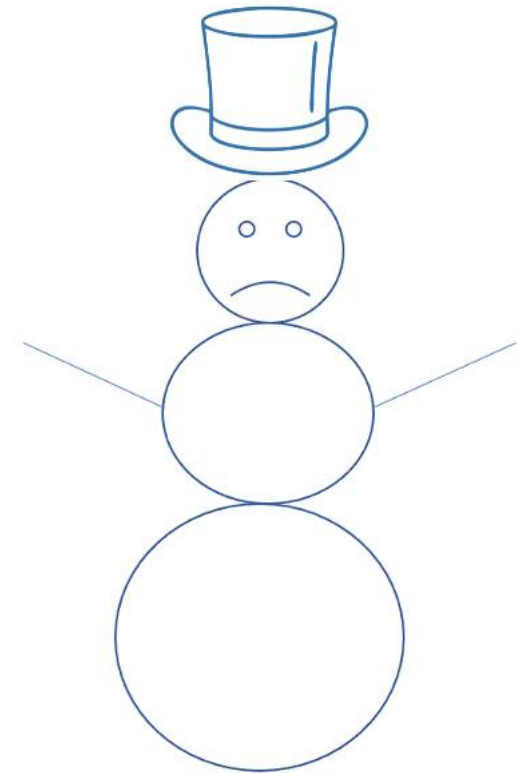
4. If a letter is guessed correctly, the host fills in that letter on the blank lines.

For example, _ n _ _ _ n

5. Each time player 2 guesses a letter which is not in the word, a part of the snowman is drawn:

- First wrong answer: A large snowball for the bottom of the snowman is drawn.
- Second: A second snowball is added to the middle of the snowman as his body.
- Third: A third snowball is added for the head of the snowman.
- Fourth: One arm is drawn.
- Fifth: A second arm is drawn.
- Sixth: A top hat is drawn.
- Seventh: One eye is drawn.
- Eighth: A second eye is drawn.
- Ninth: A sad face is drawn. Once this happens, player 2 has lost.

Guess all the letters in the word to win.



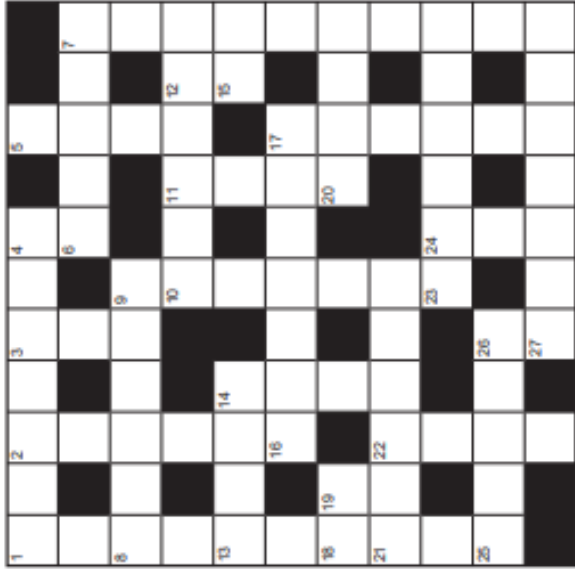
CROSSWORD 8

Across

- 1. The answer to a *why* question often starts with this word.
- 6. Someone might wear this around the neck or over the head.
- 8. Slender.
- 10. To wish that something hadn't happened.
- 13. This might be made of coral.
- 15. A satisfied exclamation.
- 16. When there are no tickets left, a concert is said to be _ _ _ _ _ (two words 4, 3).
- 18. A direction.
- 20. The animals in the tales of Uncle Remus call one another this—it's short for brother.
- 21. A male goose.
- 23. Worked very hard.
- 25. After you wash clothes, you need to _ _ _ _ _ out the soap.
- 27. This is useful in the supermarket.

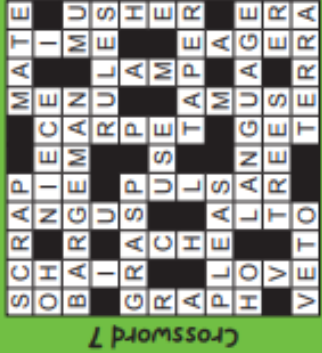
Down

- 1. An Australian highwayman or highwaywoman.
- 2. A herb.
- 3. A grunt is spelled this way in comics.
- 4. Extra Special (initials).
- 5. This grows on heads.
- 7. A special Sunday in September (two words 7, 3).
- 9. People who trade.
- 11. A soft, worm-like creature.
- 12. Snort for *each*.
- 14. Stuff you eat.
- 17. To journey.
- 19. Edwin Aardvark (initials).
- 22. A number.
- 24. A slang word for toilet.
- 26. Latin or French for *and*.



Solution next month!

SOLUTIONS



Pencils' Pertinent
Puzzler Page: Homeward
Bound (from page 15)

HE PULLED A MUSSELI

Appendix 3 Writing

Pobble 365 Storystarter – The Golden Key

Story starter!

She had been chasing it all day.
Now, the crow had it.

Time was ticking. Time was running out. She tiptoed towards the creature, seeing the precious key it held precariously in its sharp, cruel beak. It let out an irritating, throaty cackle, its soot-black wings ruffling gently as it manoeuvred itself on top of the clock; it was ready to take flight.

Knowing she might only have a few seconds before her opportunity disappeared, she took another cautious step forward. Time seemed to slow, her body tingled in excitement and her heart thudded in her chest. It was now or never...

Can you continue the story?



Sick sentences!

These sentences are 'sick' and need help to get better. Can you help?

- ▶ The crow sat on top of the clock.
- ▶ It had the key in its beak.

Witch

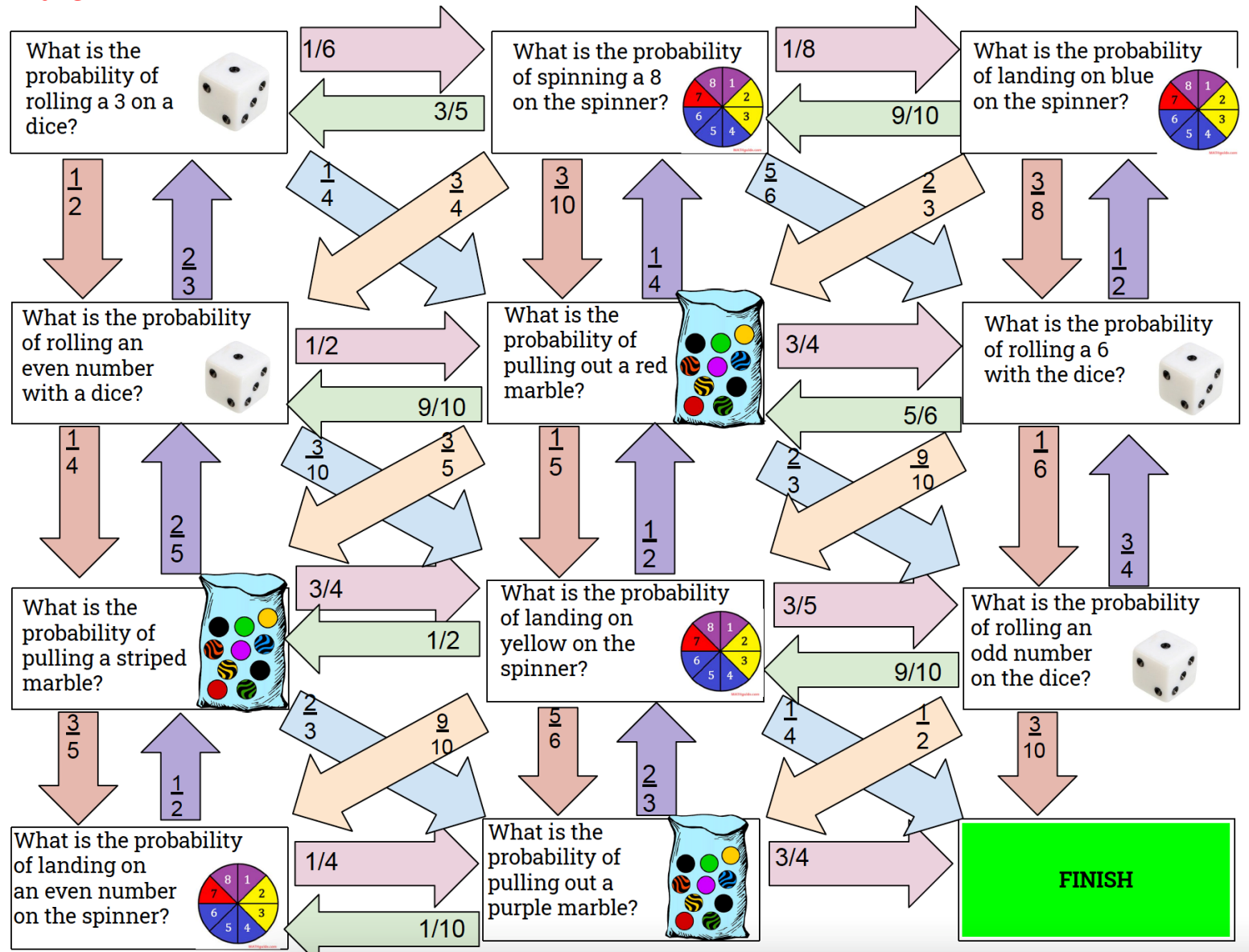


caring	rude	happy
beautiful	friendly	angry
ugly	sly	evil
handsome	kind	honest
nasty	gentle	pretty
	wicked	
cross	grumpy	horrible
brave	shy	mean
	noble	
polite	wise	calm
bold	helpful	scary
	smart	
furious	cunning	unkind
	cruel	charming

Can you write a paragraph about this character?

Appendix 4 Mathematics


Probability Maze



Crack the Code Addition

Crack the Code

$\begin{array}{r} 323 \\ + 18 \\ \hline \end{array}$	$\begin{array}{r} 172 \\ + 34 \\ \hline \end{array}$	$\begin{array}{r} 112 \\ + 84 \\ \hline \end{array}$	$\begin{array}{r} 251 \\ + 45 \\ \hline \end{array}$	$\begin{array}{r} 134 \\ + 11 \\ \hline \end{array}$	$\begin{array}{r} 342 \\ + 11 \\ \hline \end{array}$		
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		
$\begin{array}{r} 120 \\ + 47 \\ \hline \end{array}$	$\begin{array}{r} 212 \\ + 61 \\ \hline \end{array}$	$\begin{array}{r} 332 \\ + 80 \\ \hline \end{array}$	$\begin{array}{r} 345 \\ + 91 \\ \hline \end{array}$	$\begin{array}{r} 24 \\ + 135 \\ \hline \end{array}$	$\begin{array}{r} 24 \\ + 156 \\ \hline \end{array}$	$\begin{array}{r} 40 \\ + 134 \\ \hline \end{array}$	$\begin{array}{r} 213 \\ + 55 \\ \hline \end{array}$
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
$\begin{array}{r} 192 \\ + 22 \\ \hline \end{array}$	$\begin{array}{r} 310 \\ + 95 \\ \hline \end{array}$	$\begin{array}{r} 175 \\ + 16 \\ \hline \end{array}$	$\begin{array}{r} 340 \\ + 40 \\ \hline \end{array}$	$\begin{array}{r} 431 \\ + 18 \\ \hline \end{array}$	$\begin{array}{r} 262 \\ + 52 \\ \hline \end{array}$	$\begin{array}{r} 250 \\ + 123 \\ \hline \end{array}$	$\begin{array}{r} 302 \\ + 65 \\ \hline \end{array}$
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
$\begin{array}{r} 508 \\ + 26 \\ \hline \end{array}$	$\begin{array}{r} 146 \\ + 75 \\ \hline \end{array}$	$\begin{array}{r} 367 \\ + 44 \\ \hline \end{array}$	$\begin{array}{r} 106 \\ + 14 \\ \hline \end{array}$	$\begin{array}{r} 255 \\ + 190 \\ \hline \end{array}$			
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>			




The answers are jumbled up below with a letter that goes beneath them to crack the code.

196 = N	273 = A	221 = E	167 = C	191 = R
449 = H	411 = A	206 = S	412 = N	314 = R
405 = O	174 = E	436 = S	214 = F	159 = L
534 = Y	180 = E	445 = S	268 = P	
341 = A	373 = E	145 = I	380 = T	
296 = A	367 = E	353 = L	120 = R	

Mathopoly

MATHOPOLY




- Place your counters on start and write your names on the score card.
- On your turn, roll the dice and move your counter around the board clockwise.
- If you land on a coloured space, answer the question correctly to score the points.

- If you land on a challenge space, pick up a challenge card and answer the problem correctly to score the points.
- If you land on a chance space, pick up a chance card for a trick or treat!
- The first player to reach 50 points wins!

Place your challenge cards here.

Place your chance cards here.

<p>Pick up a challenge card. Good luck!</p> 	124 + 238	+ 4 points	132 + 218	+ 4 points	112 + 129	+ 4 points	573 + 139	+ 5 points	424 + 228	+ 5 points	334 + 617	+ 5 points	
100 + 610	+ 2 points	250 + 100	+ 2 points	100 + 860	+ 2 points	700 + 120	+ 3 points	330 + 240	+ 3 points	300 + 140	+ 3 points	565 + 376	+ 5 points
100 + 100	+ 2 points	250 + 100	+ 2 points	100 + 860	+ 2 points	700 + 120	+ 3 points	330 + 240	+ 3 points	300 + 140	+ 3 points	469 + 457	+ 5 points
100 + 100	+ 2 points	250 + 100	+ 2 points	100 + 860	+ 2 points	700 + 120	+ 3 points	330 + 240	+ 3 points	300 + 140	+ 3 points	638 + 393	+ 5 points
100 + 100	+ 2 points	250 + 100	+ 2 points	100 + 860	+ 2 points	700 + 120	+ 3 points	330 + 240	+ 3 points	300 + 140	+ 3 points	111 + 239	+ 4 points
100 + 100	+ 2 points	250 + 100	+ 2 points	100 + 860	+ 2 points	700 + 120	+ 3 points	330 + 240	+ 3 points	300 + 140	+ 3 points	327 + 343	+ 4 points
100 + 100	+ 2 points	250 + 100	+ 2 points	100 + 860	+ 2 points	700 + 120	+ 3 points	330 + 240	+ 3 points	300 + 140	+ 3 points	516 + 436	+ 4 points
100 + 100	+ 2 points	250 + 100	+ 2 points	100 + 860	+ 2 points	700 + 120	+ 3 points	330 + 240	+ 3 points	300 + 140	+ 3 points	150 + 137	+ 3 points
100 + 100	+ 2 points	250 + 100	+ 2 points	100 + 860	+ 2 points	700 + 120	+ 3 points	330 + 240	+ 3 points	300 + 140	+ 3 points	180 + 220	+ 3 points
100 + 100	+ 2 points	250 + 100	+ 2 points	100 + 860	+ 2 points	700 + 120	+ 3 points	330 + 240	+ 3 points	300 + 140	+ 3 points	147 + 540	+ 3 points
100 + 100	+ 2 points	250 + 100	+ 2 points	100 + 860	+ 2 points	700 + 120	+ 3 points	330 + 240	+ 3 points	300 + 140	+ 3 points	100 + 160	+ 2 points
100 + 100	+ 2 points	250 + 100	+ 2 points	100 + 860	+ 2 points	700 + 120	+ 3 points	330 + 240	+ 3 points	300 + 140	+ 3 points	?	Chance
100 + 100	+ 2 points	250 + 100	+ 2 points	100 + 860	+ 2 points	700 + 120	+ 3 points	330 + 240	+ 3 points	300 + 140	+ 3 points	173 + 100	+ 2 points
100 + 100	+ 2 points	250 + 100	+ 2 points	100 + 860	+ 2 points	700 + 120	+ 3 points	330 + 240	+ 3 points	300 + 140	+ 3 points	100 + 135	+ 2 points
100 + 100	+ 2 points	250 + 100	+ 2 points	100 + 860	+ 2 points	700 + 120	+ 3 points	330 + 240	+ 3 points	300 + 140	+ 3 points	?	Chance
100 + 100	+ 2 points	250 + 100	+ 2 points	100 + 860	+ 2 points	700 + 120	+ 3 points	330 + 240	+ 3 points	300 + 140	+ 3 points	?	Chance
100 + 100	+ 2 points	250 + 100	+ 2 points	100 + 860	+ 2 points	700 + 120	+ 3 points	330 + 240	+ 3 points	300 + 140	+ 3 points	?	Chance
100 + 100	+ 2 points	250 + 100	+ 2 points	100 + 860	+ 2 points	700 + 120	+ 3 points	330 + 240	+ 3 points	300 + 140	+ 3 points	?	Chance
100 + 100	+ 2 points	250 + 100	+ 2 points	100 + 860	+ 2 points	700 + 120	+ 3 points	330 + 240	+ 3 points	300 + 140	+ 3 points	?	Chance
100 + 100	+ 2 points	250 + 100	+ 2 points	100 + 860	+ 2 points	700 + 120	+ 3 points	330 + 240	+ 3 points	300 + 140	+ 3 points	?	Chance
100 + 100	+ 2 points	250 + 100	+ 2 points	100 + 860	+ 2 points	700 + 120	+ 3 points	330 + 240	+ 3 points	300 + 140	+ 3 points	?	Chance
100 + 100	+ 2 points	250 + 100	+ 2 points	100 + 860	+ 2 points	700 + 120	+ 3 points	330 + 240	+ 3 points	300 + 140	+ 3 points	?	Chance
100 + 100	+ 2 points	250 + 100	+ 2 points	100 + 860	+ 2 points	700 + 120	+ 3 points	330 + 240	+ 3 points				

Mathopoly

Challenge

Draw a picture
to represent:

$$453 + 127$$

+ 5 points

twinkl.com

Challenge

Draw a picture
to represent:

$$424 + 222$$

+ 5 points

twinkl.com

Chance

Treat:

+ 10 points

twinkl.com

Chance

Treat:

+ 10 points

twinkl.com

Challenge

Write an addition fact
that equals 1000.

$$\square + \square = 1000$$

+ 6 points

twinkl.com

Challenge

Write a subtraction fact
that equals 500.

$$\square - \square = 500$$

+ 6 points

twinkl.com

Chance

Treat:

+ 10 points

twinkl.com

Chance

Treat:

+ 10 points

twinkl.com

Challenge

Spot the TRUE fact.

$$\begin{array}{l|l} 235 + 120 = 455 & 617 + 156 = 774 \\ 449 = 225 + 176 & 347 = 119 + 228 \end{array}$$

+ 7 points

twinkl.com

Challenge

Spot the TRUE fact.

$$\begin{array}{l|l} 570 + 128 = 696 & 700 + 166 = 886 \\ 759 = 220 + 549 & 504 = 304 + 200 \end{array}$$

+ 7 points

twinkl.com

Chance

Trick:

- 10 points

twinkl.com

Chance

Trick:

- 10 points

twinkl.com

Challenge

Which of these facts has the
greatest answer?

$$606 + 282 \quad 828 + 66$$

+ 8 points

twinkl.com

Challenge

Which of these facts has the
greatest answer?

$$222 + 333 \quad 111 + 555$$

+ 8 points

twinkl.com

Chance

Trick:

- 10 points

twinkl.com

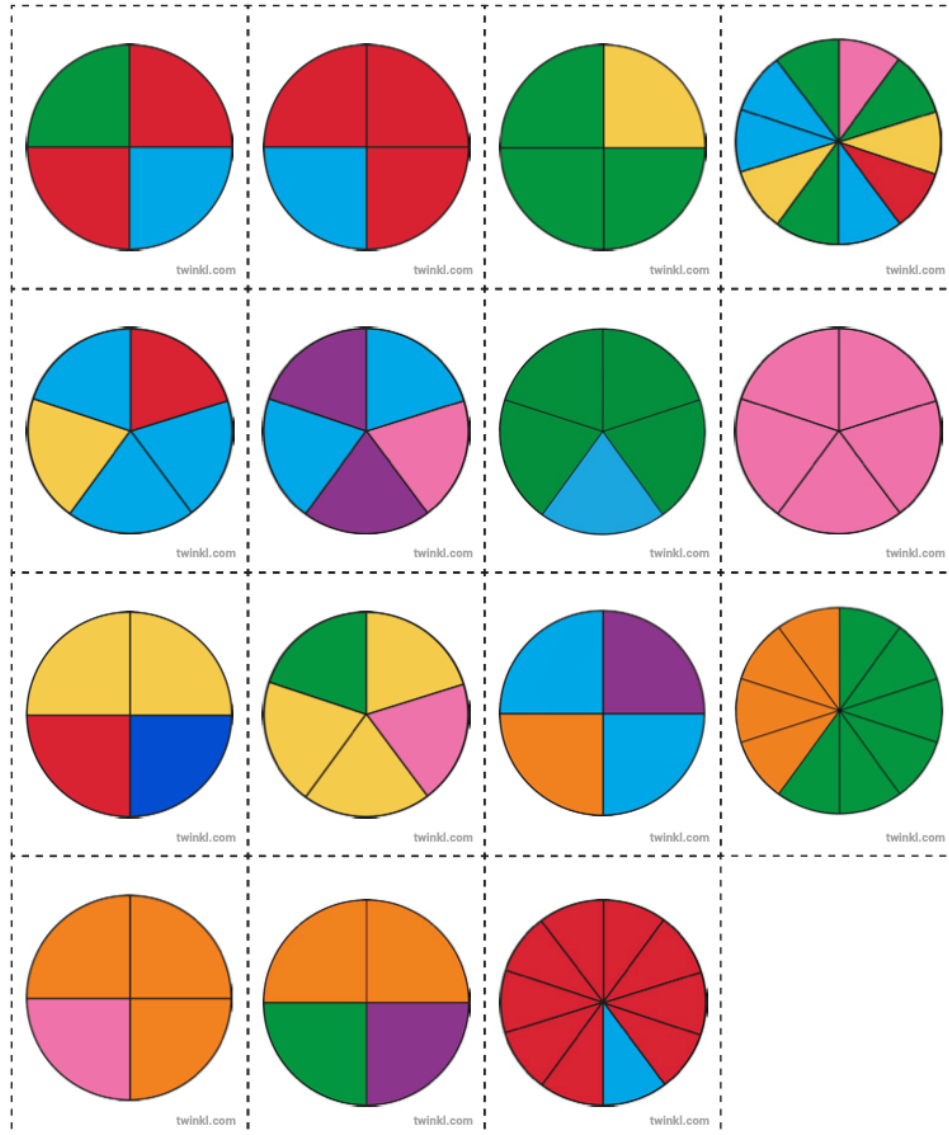
Chance

Trick:

- 10 points

twinkl.com

Probability Spinner Matching with Fractions Game



Probability Spinner Matching with Fractions Game

$\frac{1}{2}$ chance to land on red	$\frac{1}{4}$ chance to land on blue	$\frac{3}{4}$ chance to land on green	$\frac{1}{10}$ chance to land on pink
$\frac{1}{5}$ chance to land on red	$\frac{2}{5}$ chance to land on blue	$\frac{4}{5}$ chance to land on green	$\frac{5}{5}$ chance to land on pink
$\frac{1}{2}$ chance to land on yellow	$\frac{3}{5}$ chance to land on yellow	$\frac{1}{2}$ chance to land on blue	$\frac{6}{10}$ chance to land on green
$\frac{1}{4}$ chance to land on pink	$\frac{1}{2}$ chance to land on orange	$\frac{9}{10}$ chance to land on red	

Greedy Pig



The aim of the game is to have the highest total.

You will need:

- A 6-sided die
- Your maths book or a scrap piece of paper to record the results.

First, rule up a table for 10 rounds

	Miss Curtain	Miss Jordan
Round 1		
Round 2		
Round 3		
Round 4		
Round 5		
Round 6		
Round 7		
Round 8		
Round 9		
Round 10		
TOTAL		

How to play:

Round 1:

Roll the dice. Whatever number the dice lands on becomes your total. Keep rolling the dice and adding the new number rolled to your total. At any time, a player can decide to end their round 1 turn and the total of what they have becomes their round 1 score. However, if a player rolls a 6 (Greedy Pig Number), they lose their total and their score becomes 0 for that round.

Round 2:

This is played exactly the same as round 1. Both players start this round with a score of 0 and try to build their score as high as possible before a 6 is rolled.

Play all 10 rounds and add up your totals. The player with the highest score is the winner.

Variations:

- You could have two Greedy Pig numbers – such as 6 and 0.
- You could assign different numbers to the numbers on the dice – e.g 1= 11, 2 = 12, 3 = 13.
- You could play with more than one dice.

Target 1000

Aim of the game:

For each round, players choose 6 cards to make two 3-digit numbers that have a sum (a total when added) as close to 1,000 as possible. The score for each round is the difference between a player's sum and 1,000. For example, if your sum was 1035, your score would be 35. The player with the lower total score after 6 rounds wins the game.

If playing by yourself, try and get a lower score the second time playing.

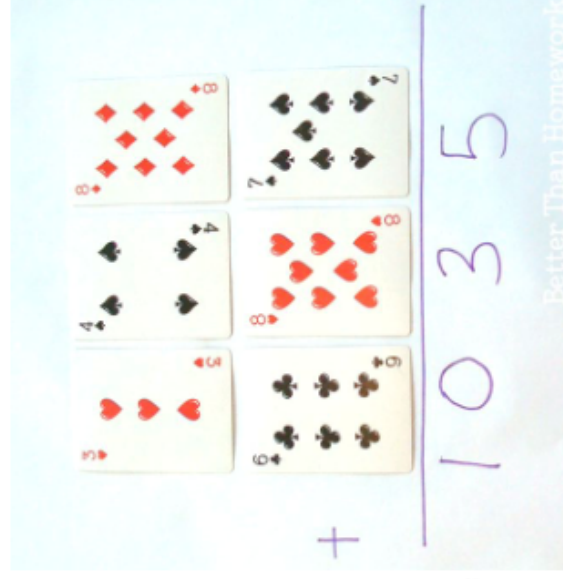
You will need:

- Deck of cards containing four each of the numbers 1 to 9
Use the 2–9 cards and aces as 1s from a deck of playing cards, or make your own cards.
- Pencil or pen
- Paper to keep track of the game as shown:

	Player 1 Sum	Score	Player 2	Score
Round 1	$348 + 687 = 1035$	35		
Round 2				
Round 3				
Round 4				
Round 5				
Round 6				
Total Score				

How to play:

1. Mix up the cards. Players take turns drawing cards until each has 8 cards.
2. Each player chooses 6 of their cards to make two 3-digit numbers. The goal is to make numbers that will have a sum (a total when added) as close to 1,000 (over or under) as possible.
3. Players add their numbers.
4. The difference between a player's total and 1,000 is their score for the first round.



Variations:

Challenge yourself by:

- Making two 4-digit numbers with a score as close as possible to 10 000.
- Using 9 cards to make three lots of 3-digit numbers to add.

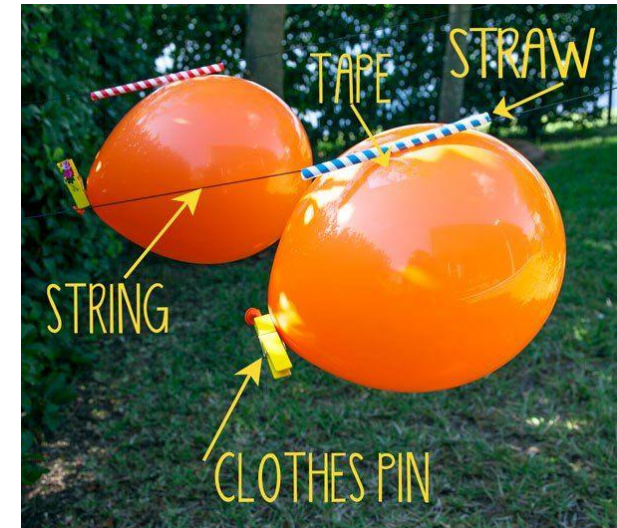
Appendix 5 Science & Technology – Balloon Rocket

Materials: Balloon, string, straw, peg, black marker and two solid/heavy objects.

Steps:

1. Place one straw on a long piece of string.
2. Attach both ends of the string to two objects placed a few metres apart.
3. Inflate one balloon and seal it off with a peg.
4. Draw a funny face on your balloon and give it a name.
5. Tape the inflated balloon to the straw on the string. Make sure the balloon opening is facing the closest object your string is tied to.
6. Remove the peg and watch your balloon rocket travel along the string as it deflates.

Video tutorial if needed: https://www.youtube.com/watch?v=TfZsGy_q9zA



Appendix 6 History

Insert or draw picture

Name:

Date of Birth:

Country of Birth:

Job:

Job Description

Early Life

Accomplishments

Impact on Australia

Eureka Stockade

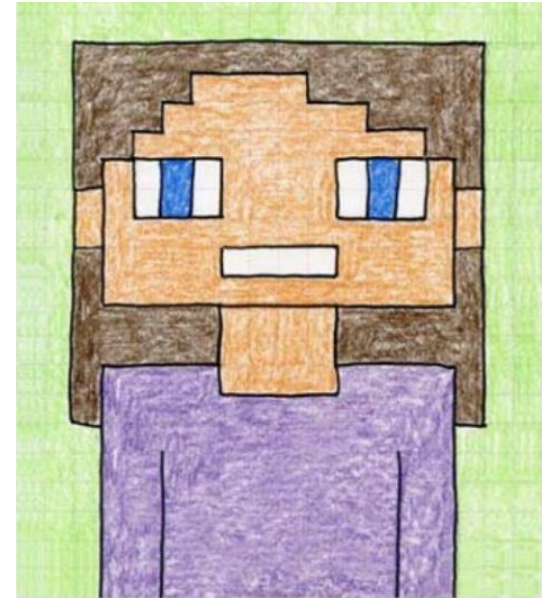
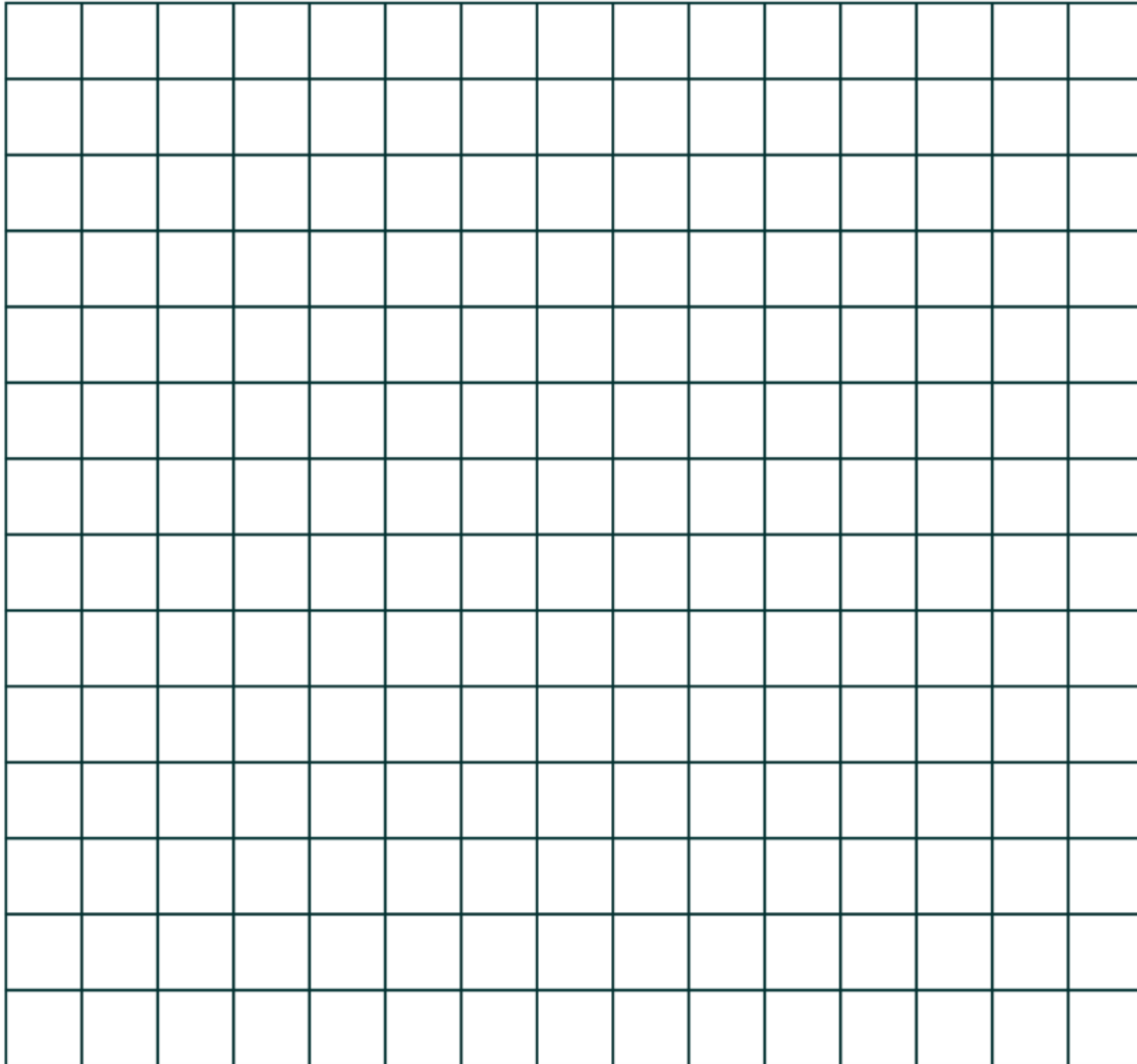
g g d r s d i g g e r s
t o r e e f g v u i p t
y l v d q b e g h o o
m d t e z a e s x p d c
i s a m r d f l g o h k
n o x o l n l k l j a
e p a c s i m h a i v d
r r t r r e a e m c o e
s q i a e a s i n e v n
q a o c g g e d i t c k
x g n y f l i c e n c e
i v d g m i l i t a r y

diggers
gold
miners
rebellion

stockade
licence
taxation
government

military
police
democracy

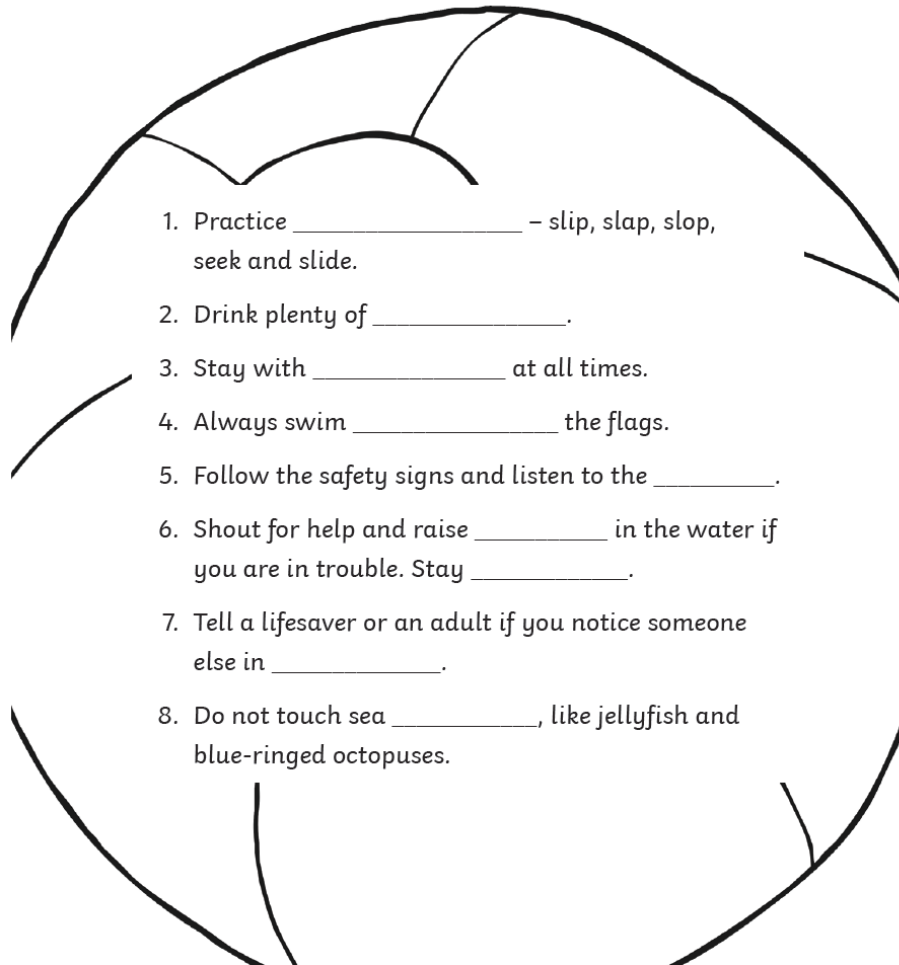
Appendix 7 Creative Arts – Minecraft Selfie



Appendix 8 PDHPE

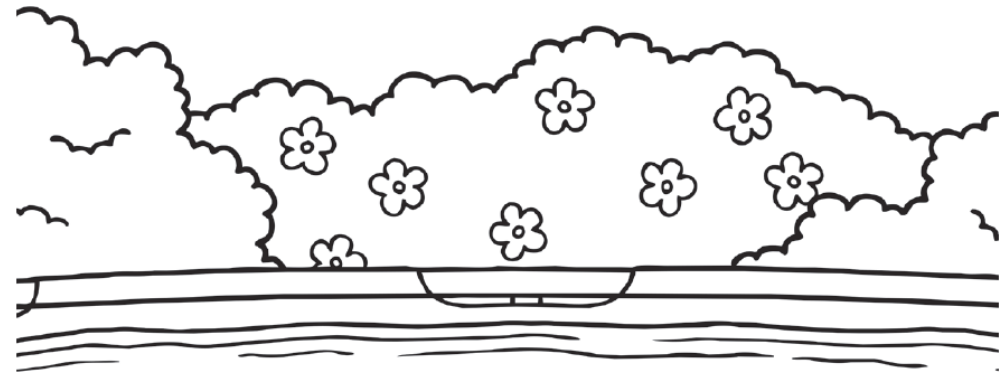
Beach Safety

between	lifesavers	water
creatures	sun safety	an arm
an adult	calm	trouble



Pool Safety

slowly	jump on	push
flotation	gate	shallow
lifeguard's	choke	adult



Mrs Morison's 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 9 Mindfulness and Positivity

Bee Breath

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



www.headandheartmindfulness.com.au

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)



www.headandheartmindfulness.com.au

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.



www.headandheartmindfulness.com.au

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.



www.headandheartmindfulness.com.au