### **Supporting Students at home K6S & K6M (Week 10)**

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heets.
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	Monday 30/3/2020	Tuesday 31/3/2020	Wednesday 1/4/2020	Thursday 2/4/2020	Friday 3/4/2020
Afternoon	Visual Arts  Make a bushland scene by smudging pastels/colour pencils together in various colours on white paper. Draw a small figure of a child, wallaby, possum or owl in the bush.	Science Read the magazine article Earth Watch: Protecting Native Plants and Animals and complete the comprehension worksheet.	PDHPE Play the Fitness Bingo game with someone and your family and see how well you can perform challenges like star-jumps, crunches, and jumping forwards and backwards.	Science  Reread the magazine article Earth Watch: Protecting Native Plants and Animals and design a poster about what you can do to help reduce the risk to the native environment?	PDHPE Complete the Healthy Foods Word search.  Play the Fitness Bingo game with someone and your family and see how well you can perform challenges like star- jumps, crunches, and jumping forwards and backwards.

Week Term 1	Mondau	g gg girl	Week - Term 1	Thursday
Words	Monday	Tuesday	Wednesday	Thursday
big				
bag				
leg				
rug				
get				
egg				
hug				
girl				
hugged				
hugging				
grab				
grin				

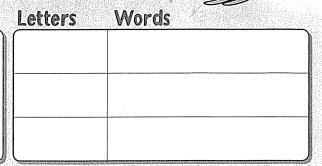
Words	glad	glue	good	
Monday				
Tuesday				
Wednesday				
Thursday				

Unit 10



**இ** girl ♀egg

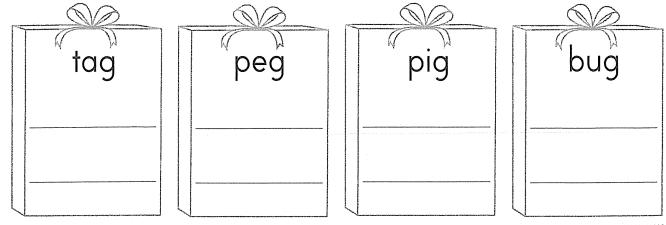
List Wo	'ds		
big	get	grab	good
bag	egg	grin	going
leg	hug	glad	hugged
rug	girl	glue	hugging



- 1 Underline the letter or letters for \*999 in each List Word. If any of these are not in the sound box, write them with a word example in the box above.
- 2 Colour the gift if you hear \*ggg in the picture name. Write a stroke below the picture for each sound in the gift name, like this: dog |d|o|g| !!!.



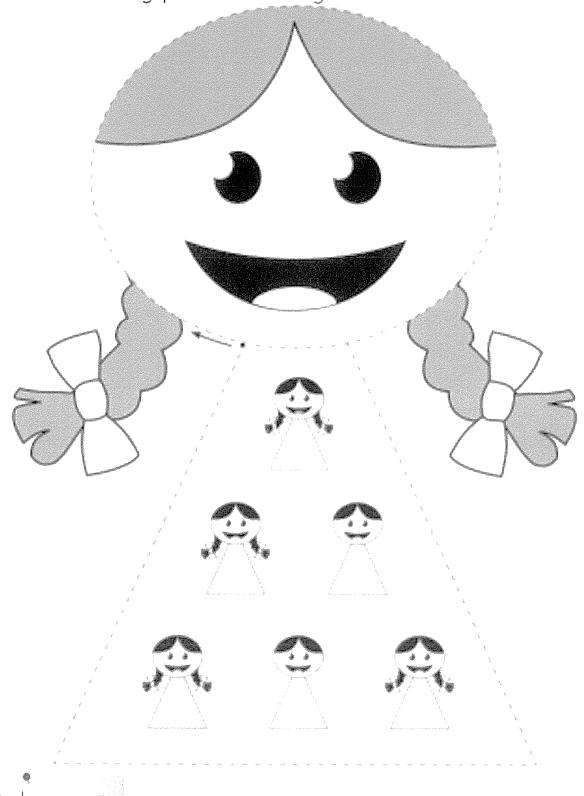
3 Write words to rhyme in the boxes.



4	₩ We us	ually write <b>g</b> for 🔏	n the words. <b>Read</b> (1999). Sometimes we will be names of people and	rite <b>gg</b> in the middle	,
	C	ibby is a $\_$	irl.		
	She i	soing	to her do_	•	
	She i	s hui	ng her do_		
5	Colour t	he gift if you hear	gr at the start of	the gift name.	
6	Colour the	ne gift if you hear	gl at the start of	the gift name.	
7	Write gr	or <b>gl</b> to finish the	words. <b>Write</b> one o	f your words for e	ach picture.
	gr	ab	ad	in _	ue
	gl	ass	ass	ub _	eet
••••	•			Glue	



Trace the dotted lines. Start at the dot. Follow the arrow. Draw the missing parts on two girls.



g gg Find A Word Level I

E	G	G	K	И	0	Н	Z	G	М
В	L	R	G	Н	R	И	G	F	S
Н	И	G	0	И	G	Н	R	G	М
В	Е	С	1	G	Е	И	А	G	D
I	N	J	N	G	Т	G	В	R	W
G	У	G	G	1	0	G	Q	1	Е
Е	J	L	Т	N	L	Е	G	N	G
S	В	А	G	G	0	D	Н	Z	0
0	Q	D	G	I	R	L	Е	Т	0
X	Е	Х	R	D	0	V	В	D	D

BIG	GLUE	GLAD
GOING	HUGGING	GET
HUGGED	GRAB	GRIN
GOOD	EGG	RUG
HUG	LEG	BAG
GIRL		

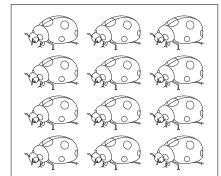
Name \_\_\_\_\_

Date

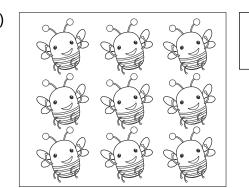
### **Counting Collections to 20**

Count the small collections in each box then record the total.

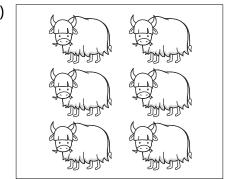
a)



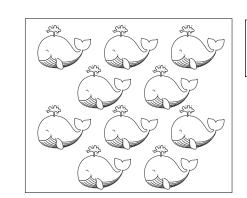
e)



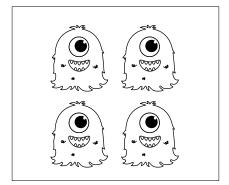
b)



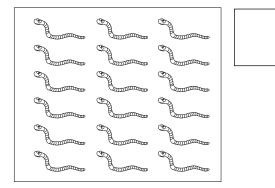
f)



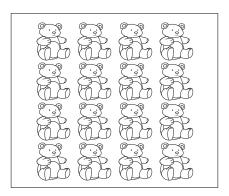
c)



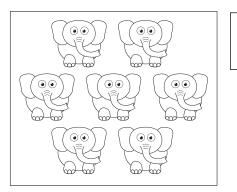
g)



d)



h)





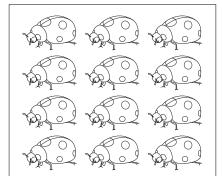
Name \_\_\_\_\_

Date

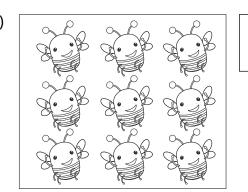
### **Counting Collections to 20 (Answers)**

Count the small collections in each box then record the total.

a)

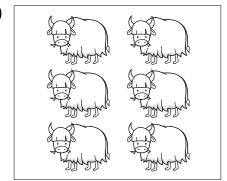


e)



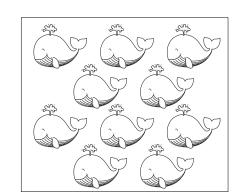
9

b)



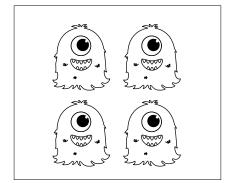
6

f)

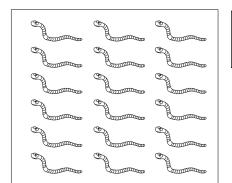


10

c)

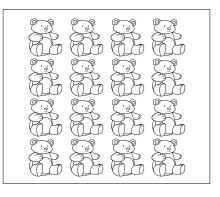


g)



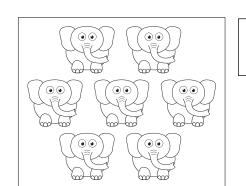
18

d)



16

h)



7

ame		Date
C	Counting Collect	ions to 20
Draw small colle	ctions of different objects in each	box then record the total amount.
	e)	
	f)	
	g)	
	h)	

Name:\_\_\_\_\_

Time \_\_\_\_\_

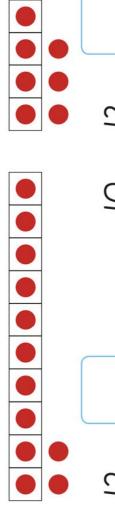
Number Correct \_\_\_\_\_/36

### Addition: +1



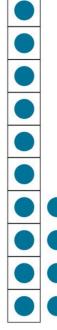
## a base Ten as

Write a number to complete the sentences.

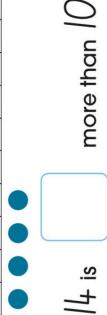


$$1/2$$
 is more than  $1/0$ 

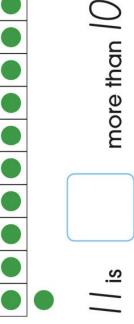




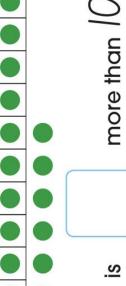












Finish counting to help the animals find their food.

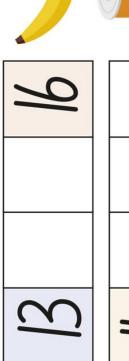








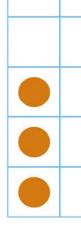




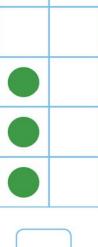


Draw extra circles on the ten frame to add these numbers.

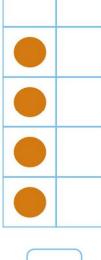
plus 2 makes 3



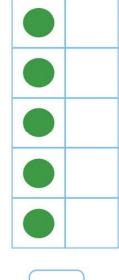
plus 4 makes 3



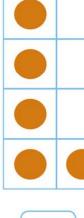
makes 3 t blus



5 plus 4 makes



3 makes snId 9



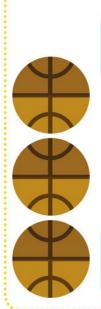
4 plus 5 makes



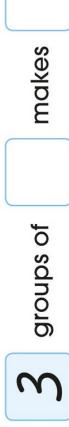


# Equal groups

Complete the labels of the equal groups.















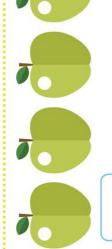












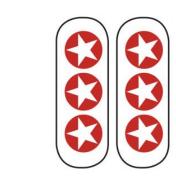
### 24 Z

Complete the number sentences to describe the groups.

4



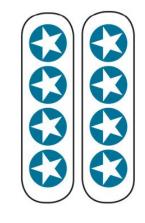














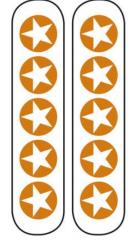




















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6
1
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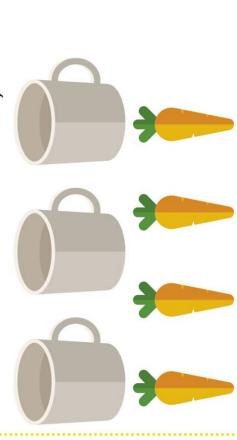
ednals

rows of





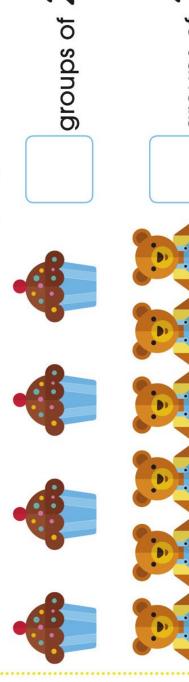
Draw circles to divide the objects into groups of

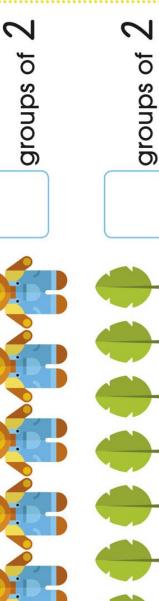


groups of



Draw circles to divide the objects into groups of





3 circles to divide the objects into groups of Draw



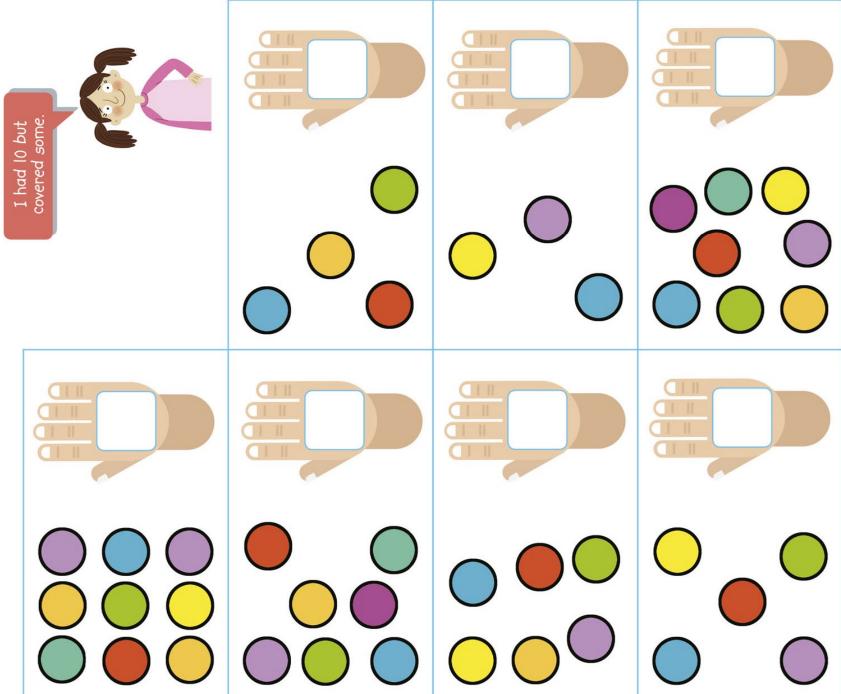
CFUE STICK



3

# Adding to ten

Beth has 10 counters. Write how many she has hidden with her hand each time.



### Earth Watch

### PROTECTING NATIVE PLANTS AND ANIMALS



Animals come in all shapes, sizes and types. Most are very cute, but some harm the environment when they move to places they do not belong. When animals go to a new place, some of them spread too fast or hurt the other animals that live there.

### WHAT ARE PESTS?

Animals that belong in a country are called *native animals*. New species that cause trouble are called *pests*. Some pests are farm animals or pets gone wild (or *feral*). Others were taken to new areas by accident or on purpose as people explored the world.

Cane toads are from South America, but they were brought to Australia to eat beetles that were destroying sugar cane crops. They look like frogs, but their poison kills frog-eating native animals. Stoats (or weasels) from America cause problems in New Zealand. They eat the chicks of native kiwi birds, which are

endangered. Some pests travel by accident. Rats and mice come on ships. Bats, birds and insects fly. Mites and ticks arrive in the fur of other animals





Flowers, plants and fruits like blackberry bushes can spread to take over wild places.



Sniffer dogs are good at smelling for pests at airports. They sit down next to luggage if they sniff pests.

### **HOW DO PESTS SPREAD?**

In the past, people did not know the dangers of bringing plants or animals to new countries.

Boats were not checked, so pests got a free ride around the world. Cats, dogs, birds and rabbits got loose or were set free. Pigs, goats, cows and horses also went feral. Their hooves can damage habitats, and they compete with native animals for food and water.

Customs and border control agents now carefully check planes and ships for pests. These days, pests mostly travel through careless packing of goods or by hitching a ride with humans when they travel to new places.

Now that you know how to stop the spread of pests, you can help protect Australia's native plants and animals.

### **5 WAYS TO STOP PESTS**

- 1. Be careful not to order plant or animal products from overseas or post them from Australia.
- 2. After hiking, wash your boots clean of mud before you travel home.
- 3. Don't take any fruit, vegetables or plants with when you visit other states or countries.
- 4. Never remove native animals from their homes or release insects, pets, fish or farm animals into the wild where they don't belong.
- 5. Protect national parks by telling rangers about any pests that you see.

ne	Earth Watch: Protecting Native Plants and Animals
ue	estions
1.	What native animals and plants are found near your home?
2.	Do you know of any introduced pests that are in your area?
3.	How do pests in your area threaten the native environment?
4.	What can you do to help reduce the risk to the native environment?
5.	Draw the habitat of a native animal in your area.

### **Fitness Bingo**

Health/P.E. > Physical Education > Sport

Disclaimer: This Starter Sheet should be regarded as a guide only. Teachers should make adjustments in accordance with the individual learning needs of their students.

PREP DURATION

10 min 30 min

### **Equipment**

bingo grids, fitness cards, counters

### **Preparing**

Familiarise yourself with the activity and ensure that your students will be able to complete the physical actions.

Print, cut out and prepare the bingo grids and fitness cards.

### **CURRICULUM CODES**

### **Australian Curriculum**

ACPMP025 Perform fundamental movement

skills in a variety of movement sequences and situations.

ACPMP061 Practise specialised movement

skills and apply them in a variety of movement sequences and

situations.

ACPMP043 Practise and refine fundamental

movement skills in a variety of movement sequences and

situations.

### THE PURPOSE OF THIS RESOURCE IS:

to perform a range of fundamental movement skills and challenges.

### STUDENTS WILL KNOW THEY ARE SUCCESSFUL WHEN THEY:

omplete each movement challenge.

### **PRIOR LEARNING**

Students should be familiar with:

performing each action that is part of the game.



Play some energetic music while students are performing the actions. Encourage them to complete the movements in time with the beat of the music. Experiment with different tempos and music genres.

### **DIFFERENTIATION**

### **Supporting Students**

time they have to perform the action.

### **Extending Students**

② Increase the amount of time/repetitions more-capable students need to perform an action to successfully complete the task.

### MONITORING STUDENT UNDERSTANDING

- ② Ensure that students know how to perform the actions during the game. Demonstrate as necessary.
- Monitor how students are performing as the game progresses, and reduce the difficulty of the tasks to ensure students continue to succeed.

### **SUSTAINABILITY**

② Adhere the bingo grids and fitness cards to thick cardboard for added durability.

### **21ST CENTURY SKILLS**



### Collaboration and Teamwork

Participate in the game and help others perform the movement skills.

### **MOTOR SKILLS**

**Fitness Bingo** Page 1 of 2



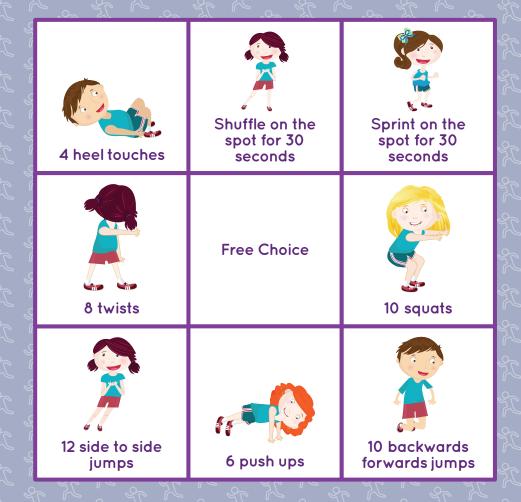
### Gross Motor

Perform the physical actions required to progress through the game.

Fitness Bingo Page 2 of 2

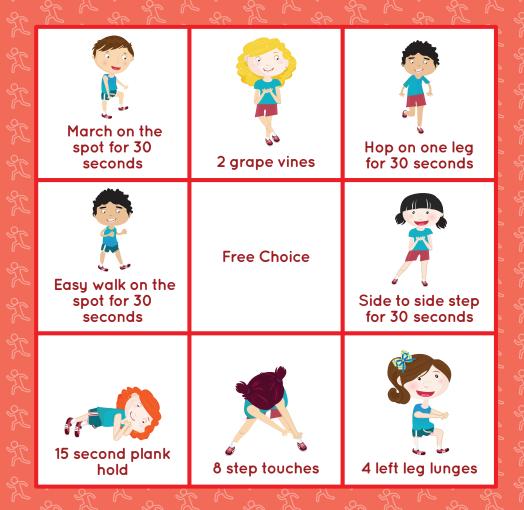




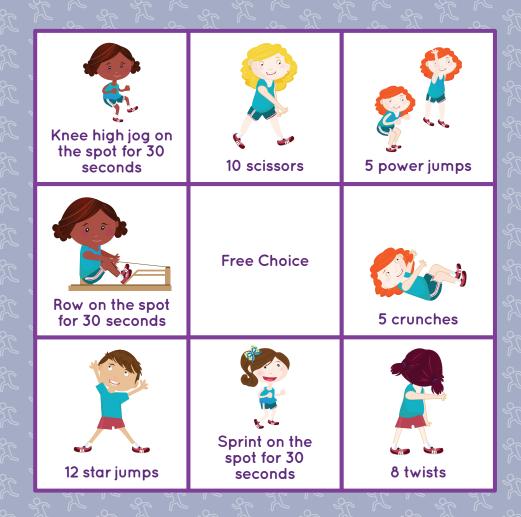




# FIGNESS











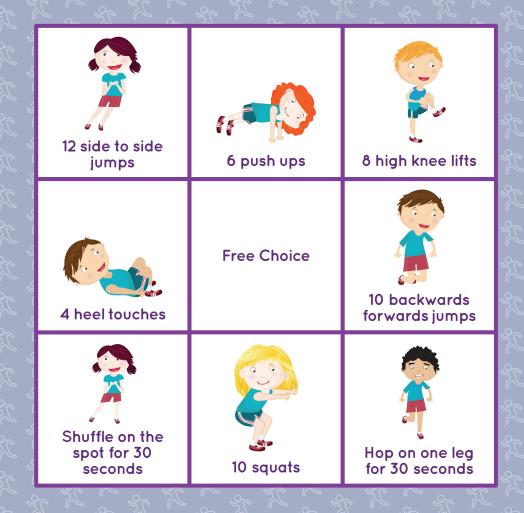


















Easy walk on the spot for 30 seconds



8 step touches



2 grape vines





10 backwards forwards jumps



15 second plank hold



4 left leg lunges



Hop on one leg for 30 seconds





Easy walk on the spot for 30 seconds











March on the spot for 30 seconds

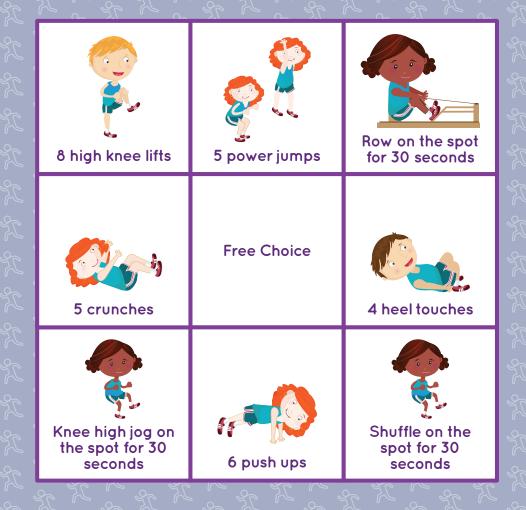


15 second plank hold



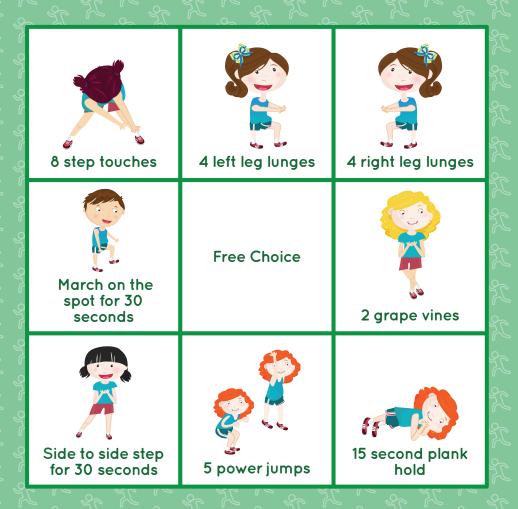
Side to side step for 30 seconds

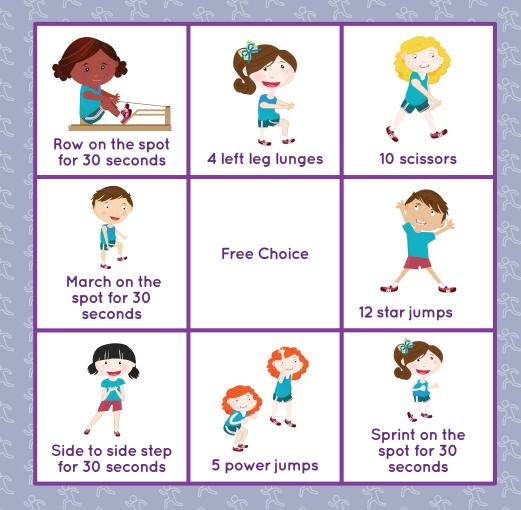














Row on the spot for 30 seconds



8 twists



10 scissors



5 crunches





12 star jumps



Knee high jog on the spot for 30 seconds



6 push ups



Sprint on the spot for 30 seconds

## Fichess BINGO



4 heel touches



8 twists



8 high knee lifts



5 crunches





Free Choice



Shuffle on the spot for 30 seconds



Knee high jog on the spot for 30 seconds



6 push ups



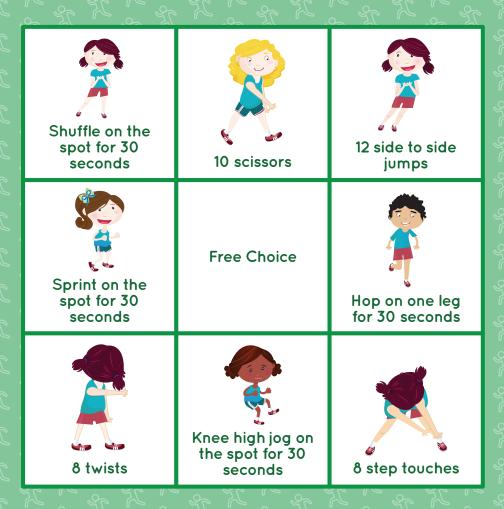
10 squats

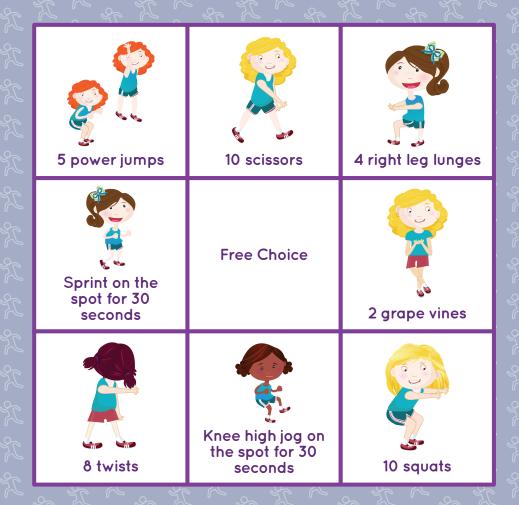


















4 right leg lunges



5 crunches





2 grape vines



March on the spot for 30 seconds





10 squats



Sprint on the spot for 30 seconds



12 side to side jumps



15 second plank hold



5 crunches





Free Choice



4 heel touches



March on the spot for 30 seconds



12 star jumps



Knee high jog on the spot for 30 seconds

10 Scissors	12 star jumps
5 crunches	Knee high jog on the spot for 30 seconds
Shuffle on the spot for 30 seconds	10 squats
Easy walk on the spot for 30 seconds	8 step touches
4 right leg lunges	March on the spot for 30 seconds

Sprint on the spot for 30 seconds

Free Choice

6 push ups

8 high knee lifts

12 side to side jumps

forwards jumps

15 second

plank hold

10 backwards

2 grape vines

or 5 power jumps

Side to side step for 30 seconds

8 twists	4 heel touches
Hop on one leg for 30 seconds	4 left leg lunges
Row on the spot for 30 seconds	