#### Set 2

#### Day 4

#### **MORNING MEETING VIDEO**

#### SeeSaw

#### **FAMILY MORNING FITNESS**

Family Dance Off (JustDance, Go Noodle, TikTok etc) and upload video/photo to SeeSaw

#### **LITERACY**

Daily Reading — Each morning have your child read a book to you of their choice. Remember to record this into your child's reading log.

#### Reading

#### Comprehension: Sharks - The Leaders of the Ocean

Yesterday you completed the questions. Today you are doing the Crazy Creative Challenge. You need to draw a shark that is large enough for you to label. The shark needs to be in its habitat (habitat = where it lives). Make sure when labelling that you draw a line before writing the label. Presentation is everything with this one!

#### Spelling

#### Look, Say, Cover, Write & Check

Look at the word, spell the word aloud, cover the word, write the word, check your spelling!

Sound is: 'i' as in igloo

Words are: still, swim, drink, think, visit, winter, which, different, minute, million

#### **BREAK**

#### **LITERACY**

#### Writing

#### **Journal Writing**

Students to complete 10 minutes of non-stop writing into their work book on the topic provided. They can then take a picture and upload to Seesaw. Then they can record audio and read what they have written aloud. *Topic*: Write about a time when you helped a friend or family member do something important.

#### Genre - Narrative

Using the planning students did yesterday they get an hour to write a narrative to the best of <u>their</u> ability. The prompt page has tips as well as recommending students go back and edit their work once completed. Writing should be timed and no more than an hour.

#### **Extension - Optional**

Khan Academy – Grammar Mastery - 20min max.

See Khan Academy info sheet for more information.

#### **BREAK**

MINDFULNESS CHOICES <u>www.smilingmind.com.au</u>

Journal Writing Colouring

#### **NUMERACY**

Basic Facts

#### **Addition Search**

Can you find the addition calculations?

Place Value Activity

Odd & Even Numbers <a href="https://www.youtube.com/watch?v=-kHtGbnYKGc">https://www.youtube.com/watch?v=-kHtGbnYKGc</a>

Identifying Odd & Even numbers. Odd numbers end with 1,3,5,7,9. Even numbers end with 2,4,6,8,0. See attached explanations in pack for further clarification. Complete the sheet provided.

Game Time

#### **Top Totals**

If you have a pack of cards this game will be fun!

I am sure you have worked hard this week so enjoy - Prodigy time!!!

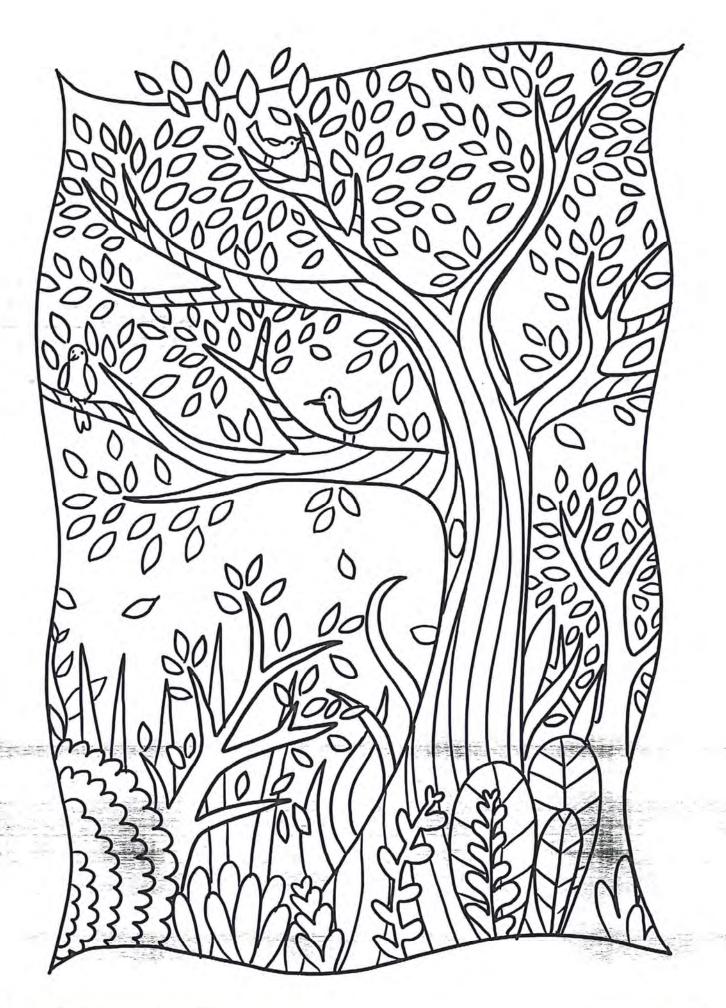
#### **BREAK**

#### **SCIENCE**

See the 'Ice Melting on Colours Experiment' worksheet. Follow the instructions shown to complete the experiment.

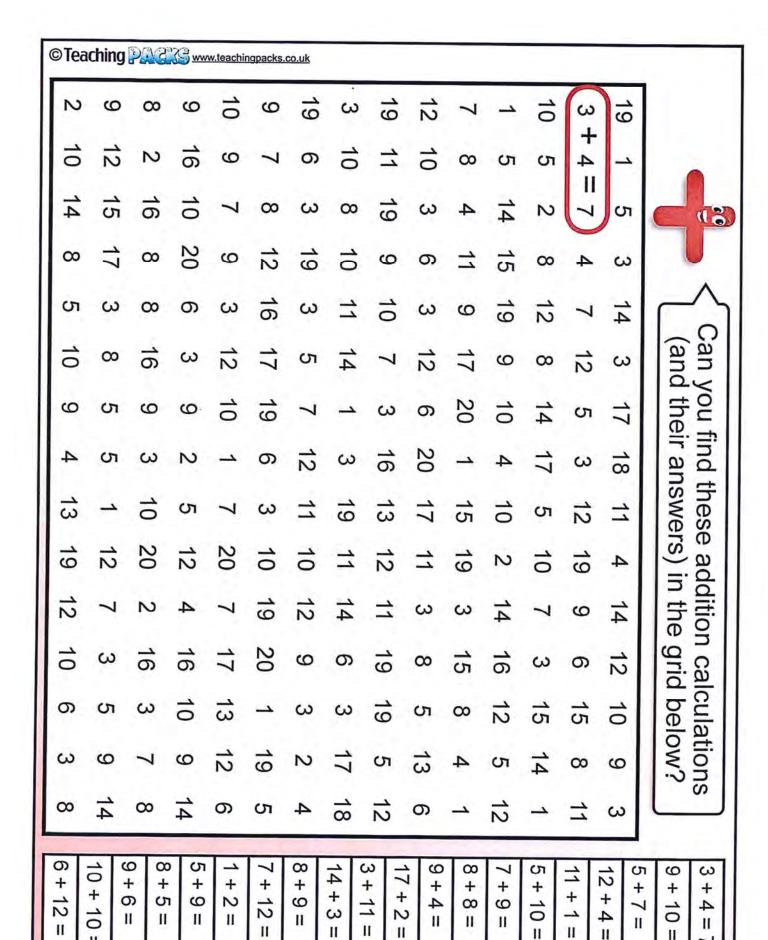
#### **BEDTIME STORY**

Choose a book you could read with your child and/or family before bed ☺





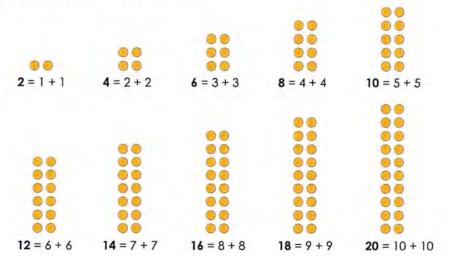




## Lesson 2: Identifying odd and even numbers

#### Let's Learn

a) Let us look at the even numbers.



Even numbers can be written as doubles facts.



b) Odd numbers

**Even numbers** 

1, 3, 5, 7, 9, 11, 13, 15, 17, 19

0, 2, 4, 6, 8, 10, 12, 14, 16, 18, 20

Look at the digits in the ones place. What pattern do you see? The digit in the ones place of an odd number is 1, 3, 5, 7 or 9. The digit in the ones place of an even number is

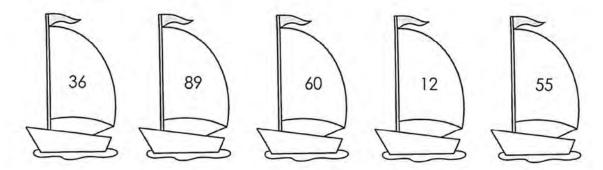
\_ or \_



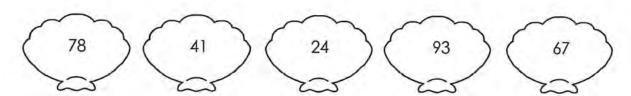
## Lesson 2: Identifying odd and even numbers

## More Practice

- 1. Fill in the blanks with odd or even.
  - a) The answer for 4 + 5 is an \_\_\_\_\_ number.
  - b) The answer for 7 + 7 is an \_\_\_\_\_ number.
  - c) The answer for 5 + 6 is an \_\_\_\_\_ number.
  - d) The answer for 2 + 2 is an \_\_\_\_\_ number.
  - e) The answer for 9 + 9 is an \_\_\_\_\_ number.
  - f) The answer for 8 + 7 is an \_\_\_\_\_ number.
- 2. Circle the even numbers.



3. Circle the odd numbers.



## Adding one digit numbers

# **Top Totals**

This is a game for two or more players and you will need a pack of cards.

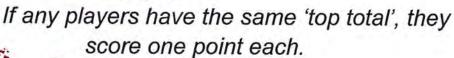


## In this game:

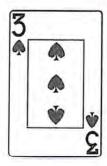
- · Aces count as one.
- Jacks, Queens and Kings are not needed and can be removed from the deck.

## How to play

- Place a pile of cards, face down, in the centre of the table.
- 2. Deal two cards to each player.
- 3. Players should add their two numbers and share the total with the other players, e.g. 9 + 3 = 12
- 4. The player with the highest total scores one point and the cards are returned to the bottom of the pile.









Repeat this process, dealing two cards to each player and finding the total.

The winner is the first person to score ten points.



## Ice Melting on Colours Experiment

For this experiment, we will lay some different coloured pieces of paper in the sun and measure the time it takes for ice cubes to melt on them.

Question: What are we trying to find out?

Do ice cubes melt at the same speed on different colours?

Hypothesis: What do you think will happen? Why?

### Variables:

We will change the colour of the paper, control the size of the ice cubes and where they go, and measure the time it takes for the ice cubes to melt.

## Materials:

- 4 ice cubes
- 4 pieces of paper (different colours)
- Stopwatch

## Method:

- Put 4 different coloured pieces of paper in the sun. Wait 5 minutes.
- 2. Put an ice cube on each piece of paper and start the timer.
- Watch the ice cubes melt and record the time when the ice cube has changed from a solid to a liquid.

## Results:

s match your	hypothesis? Why/	Why not?
	ube melt the	ube melt the fastest on? ube melt the slowest on?