

## Set 3

### Day 5

#### SeeSaw

#### FAMILY MORNING FITNESS

Scorcher Challenge Cards  
Please see provided attachment for instructions

#### LITERACY

**Daily Reading** – Each morning have your child read a book to you of their choice.

##### Reading

Please complete a Lexile Test on the iPad OR complete the Book Review worksheet that has been provided. Pick a book that you have been reading and identify the characteristics of the book as well as your favourite character, book summary and your favourite part.

**Spelling** - Test: Read out the spelling list for children and have them spell the words in their workbook.

#### BREAK

#### LITERACY

##### **Speaking and Listening- Making connections to your favourite book**

Record yourself reading a page from your favourite book using the camera on your iPad. Use your knowledge from the week about making connections to guide your responses to make 2 connections between your text and your life. For example, from the book, "Charlie and the Chocolate Factory", one connection I can identify with in my own life and the characters in the book is that I LOVE CHOCOLATE. Another example of a connection between my life and the characters in the book is that like Charlie and his grandfather, I also have a special relationship with my grandfather. If you have access to the internet, please upload your video of your reading and answering the 2 connection questions on to SeeSaw. If you are unable to do this, show your family your video.

##### **Handwriting- Capital letters Q-Z**

Complete the handwriting worksheet focusing on letters Q-Z. Please print this neatly with a finger spacing.

#### BREAK

#### MINDFULNESS CHOICES

[www.smilingmind.com.au](http://www.smilingmind.com.au)

Journal Writing and Colouring (Sheets have been provided).

#### NUMERACY

**Times Tables** - Please practise your 5 times tables. This can be done on paper or saying it out loud.

**Mental Maths** - Solve Friday of the Mental Maths. Answers have been provided.

##### **Place Value Activity - Lesson 2: Identifying values of digits and place values (continued)**

Today, you will continue learning to identify the values of digits and place values. An example for you has been provided below. Please read the information and complete the questions on the PR1ME page 12A provided.

Fill in the missing numerals.

a)  $20\ 000 + 3000 + 400 + 80 + 7 = \underline{23\ 487}$

b)  $70\ 000 + 5000 + 30 = \underline{75\ 030}$

c)  $43\ 819 = 40\ 000 + \underline{3000} + 800 + 10 + 9$

**iPad** - Once you have completed the worksheet, you may use Prodigy and/or Matific.

#### BREAK

#### SCIENCE

Follow the instructions on the 'Erosion' sheet to create a flipbook. Include information you have learned about erosion from the reading and questions you have answered.

#### BEDTIME STORY

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

# COMPLETE THE MASCOT CHALLENGE WEEK 1 CATCHING



Complete *EACH* activity before moving on!

ACTIVITY  
1

Throw the ball up with one hand and catch it with two hands.

ACTIVITY  
2

Throw the ball up with one hand and catch it with the opposite hand, then start with the ball in your other hand.

ACTIVITY  
3

Find a partner and stand with your toes touching theirs, now take two big steps backwards. Underarm the ball to each other, each time catching the ball with TWO hands.

ACTIVITY  
4

Find a partner and stand with your toes touching theirs, now take two big steps backwards. Underarm the ball to each other, this time catching the ball with ONE hand.



**CONGRATS**  
YOU HAVE NOW COMPLETED  
THE MASCOT CATCHING CHALLENGE!

# THE MASCOT CHALLENGE COACHING TIPS WEEK 1 CATCHING



TIP  
1

Make sure you watch the ball all the way into your hands.

TIP  
2

Try to make your hands into a big bowl for the ball to land in.

TIP  
3

Stand with your feet shoulder width apart.

TIP  
4

Catch the ball in your hands with your elbows in front of your body.

TIP  
5

Try to move your hands with the ball so the ball makes the least amount of noise as possible when you catch it. Relax your hands when you catch the ball.



FIND OUT MORE AT  
[PLAYCRICKET.COM.AU](http://PLAYCRICKET.COM.AU)

PROUDLY  
PRESENTED BY



# COMPLETE THE MASCOT CHALLENGE WEEK 2 THROWING



Complete *EACH* activity before moving on!

ACTIVITY  
1

Throw the ball into the ground and try and make it bounce above your head then catch it on its way down.

ACTIVITY  
2

Find a partner and stand with your toes touching theirs, now take four big steps backwards. Throw the ball into the ground so it bounces up and your partner can catch it without moving.

ACTIVITY  
3

Find a partner and stand with your toes touching theirs, now take four big steps backwards. One person stands with their feet apart, the other person tries to throw the ball between their legs.

ACTIVITY  
4

Find a partner and stand with your toes touching theirs, now take four big steps backwards. Throw the ball to your partner so they can catch it before the ball bounces.



**FANTASTIC**  
YOU HAVE NOW COMPLETED  
THE MASCOT THROWING CHALLENGE!

# THE MASCOT CHALLENGE COACHING TIPS WEEK 2 THROWING



TIP  
1

Try and stand side on to your target when throwing.

TIP  
2

Your arm should nearly straighten behind you before you throw it.

TIP  
3

Step towards your target with your front foot when you throw.

TIP  
4

Finish with your throwing arm down and across your body.

TIP  
5

Try to move your hands with the ball so the ball makes the least amount of noise as possible when you catch it. Relax your hands when you catch the ball.



FIND OUT MORE AT  
[PLAYCRICKET.COM.AU](http://PLAYCRICKET.COM.AU)

PROUDLY  
PRESENTED BY





# COMPLETE THE MASCOT CHALLENGE WEEK 3 BOUNCING



Complete *EACH* activity before moving on!

- ACTIVITY 1**  
Throw the ball into the ground and try and make it bounce above your head then catch it on its way back down with one hand.
- ACTIVITY 2**  
Throw the ball into the ground, make the ball bounce up and catch it with two hands with your palms facing down.
- ACTIVITY 3**  
Throw the ball into the ground and push the ball back down without catching it. Try to keep the ball bouncing by pushing it to the ground five times in a row.
- ACTIVITY 4**  
Throw the ball into the ground and push the ball back down without catching it. Now try to move around, keeping the ball bouncing and under control for 10 seconds.



**AWESOME**  
YOU HAVE NOW COMPLETED  
THE MASCOT BOUNCING CHALLENGE!

# THE MASCOT CHALLENGE COACHING TIPS WEEK 3 BOUNCING



- TIP 1**  
Make sure you watch the ball closely while you are bouncing the ball.
- TIP 2**  
Try and keep the ball bouncing up to the height of your hip.
- TIP 3**  
Try to use your fingers to control the ball.
- TIP 4**  
Use your wrist and elbows to push the ball.
- TIP 5**  
Bend your hips slightly to help you keep control of the ball and move around.
- TIP 6**  
Keep the ball in front and to the side of your body, this will make it easier to control.



FIND OUT MORE AT  
[PLAYCRICKET.COM.AU](http://PLAYCRICKET.COM.AU)

PROUDLY  
PRESENTED BY



# COMPLETE THE MASCOT CHALLENGE WEEK 4 GAMES



## GAME 1 PAIRS CATCH AND RELEASE



Points  
4 points for  
attempting  
this game

In Pairs, stand with your toes touching your partner's and take 2 big steps backwards, both should have a ball. Underarm the ball to each other at the same time and catch it with 2 hands.

For an extra challenge, try working with your partner to say the letters of the alphabet, names of countries or even names of animals each time you take a catch rather than counting.



## GAME 2 PAIRS BOUNCING CATCHING

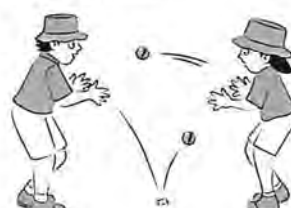


Points  
4 points for  
attempting  
this game

In Pairs, stand with your toes touching your partner's and take 2 big steps backwards, both should have a ball.

One person throws the ball overarm and bounces it to their partner. One person throws an underarm catch to their partner without the ball bouncing.

For an extra challenge, try swapping roles each time so that ball 1 is always bouncing and ball 2 is always catching.



## GAME 3 CROSS COUNTRY SKIING



Points  
4 points for  
attempting  
this game

In Pairs, stand with your toes touching your partner's and take 2 big steps backwards, both should have a ball. Underarm the ball to each other at the same time and catch it in one hand without the ball bouncing.

Ball 1 should remain on your right hand side and ball 2 on your left hand side. You will find yourself swinging your arms like a cross country skier.



## GAME 4 GOAL GETTER



Points  
4 points for  
attempting  
this game

In Pairs, stand with your toes touching your partner's and take 2 big steps backwards, both should have a ball and be standing with your feet shoulder width apart.

Each person tries to score a goal by under arm the ball through their partner's legs.



FIND OUT MORE AT  
[PLAYCRICKET.COM.AU](http://PLAYCRICKET.COM.AU)

PROUDLY  
PRESENTED BY



FIND OUT MORE AT  
[PLAYCRICKET.COM.AU](http://PLAYCRICKET.COM.AU)

PROUDLY  
PRESENTED BY





# BOOK REVIEW



TITLE: \_\_\_\_\_  
AUTHOR: \_\_\_\_\_  
GENRE: \_\_\_\_\_  
TIME ERA: \_\_\_\_\_  
LOCATION: \_\_\_\_\_  
MAIN CHARACTERS: \_\_\_\_\_

*Favourite Character:*

Gender: \_\_\_\_\_  
Age: \_\_\_\_\_  
Close Relationships: \_\_\_\_\_

Explain why this character is your favourite: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

*Book summary:*

*Favourite part:*

Q

R

S

T

U


V

W

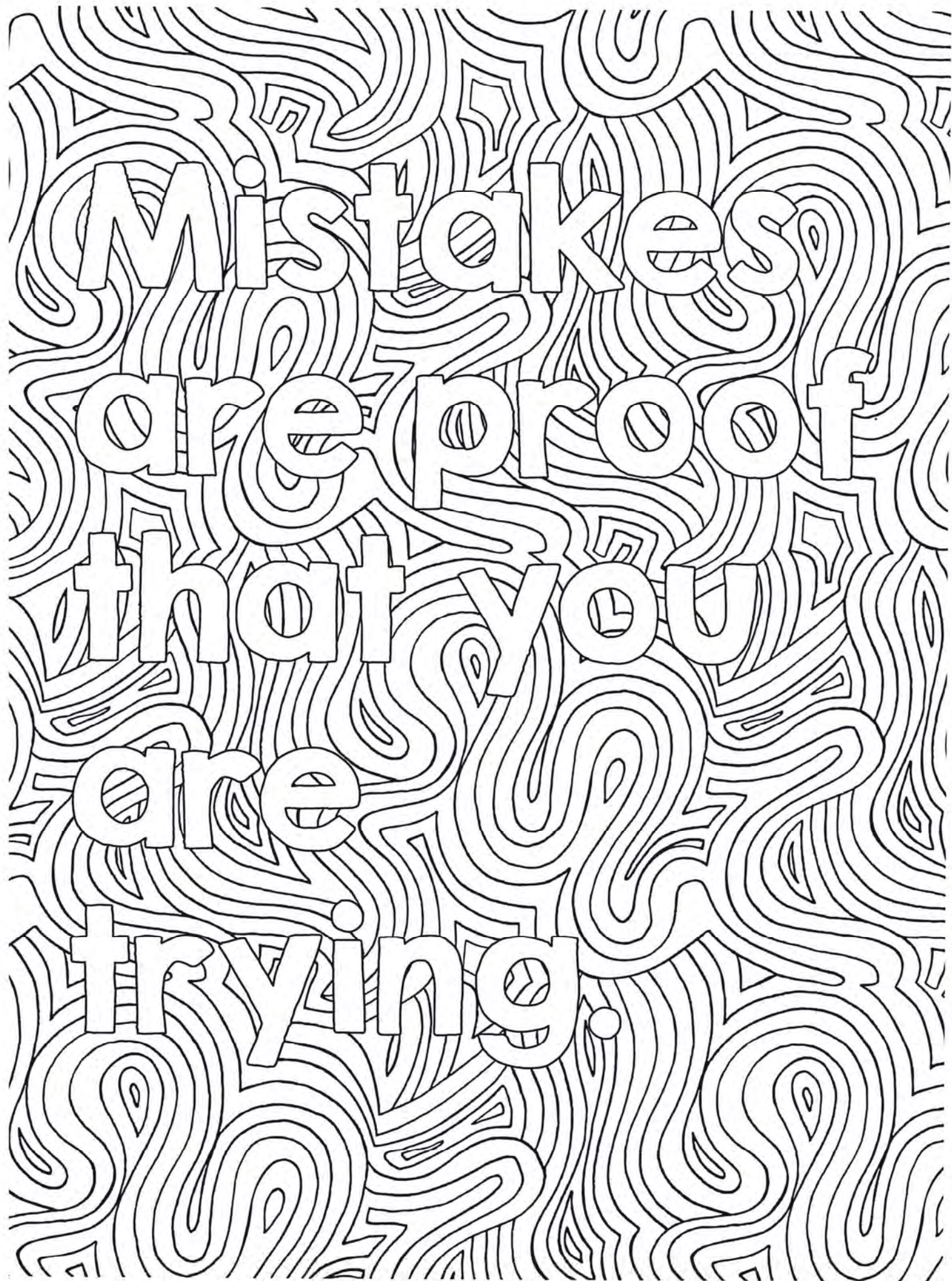
X

Y

Z

[illegible]

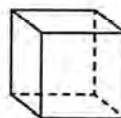






Friday

1.  $33 + 81 = \underline{\hspace{2cm}}$
2.  $24 - 5 = \underline{\hspace{2cm}}$
3.  $62 + 66 = \underline{\hspace{2cm}}$
4.  $7 \times 3 = \underline{\hspace{2cm}}$
5.  $72 \div 6 = \underline{\hspace{2cm}}$
6. Write the largest number you can using: 5, 2, 2, 6.  $\underline{\hspace{2cm}}$
7. Complete this counting pattern:  
5, 10, 15, 20,  $\underline{\hspace{1cm}}$ ,  $\underline{\hspace{1cm}}$ ,  $\underline{\hspace{1cm}}$
8. If there were 102 fans at a cricket game, 91 were wearing gold and the rest were wearing orange, how many were wearing orange?  $\underline{\hspace{2cm}}$
9. Divide 27 by 9.  $\underline{\hspace{2cm}}$
10. 50 cents + 20 cents + 5 cents =  $\underline{\hspace{2cm}}$
11. \$2.00 + 10 cents + \$1.00 =  $\underline{\hspace{2cm}}$
12. 3 hours =  $\underline{\hspace{2cm}}$  minutes
13. How many days are in September?  $\underline{\hspace{2cm}}$
14. A cube has  $\underline{\hspace{2cm}}$  corners.



15. Which circle has the lowest chance of being selected? Black or white?  $\underline{\hspace{2cm}}$



Friday

1. 114
2. 19
3. 128
4. 21
5. 12
6. 6522
7. 5, 10, 15, 20, 25, 30, 35
8. 11 fans were orange.
9. 3
10. 75 cents
11. \$3.10
12. 180 minutes.
13. 30 days
14. 8 corners
15. White







## Unit 1 Lesson 2: Identifying values of digits and place values

### More Practice

1. Fill in the missing numerals.

a)  $40\ 000 + 300 + 90 = \underline{\hspace{2cm}}$

b)  $75\ 869 = 70\ 000 + \underline{\hspace{2cm}} + 800 + 60 + 9$

c)  $52\ 037 = 50\ 000 + 2000 + \underline{\hspace{2cm}} + 7$

d)  $60\ 705 = \underline{\hspace{2cm}} + 700 + 5$

2. Look at the table. Then, fill in the blanks.

T Th	Th	H	T	O
8	0	4	5	7

In 80 457,

a) the digit \_\_\_\_\_ is in the ten thousands place.

b) the digit 5 stands for \_\_\_\_\_.

c) the digit \_\_\_\_\_ is in the hundreds place and its value is \_\_\_\_\_.

d) the digit \_\_\_\_\_ is in the \_\_\_\_\_ place and its value is 0.

3. Fill in the blanks.

a) In 47 325, the digit 4 is in the \_\_\_\_\_ place.

b) In 32 680, the value of the digit in the hundreds place is \_\_\_\_\_.

c) In 27 509, the digit \_\_\_\_\_ is in the thousands place and its value is \_\_\_\_\_.



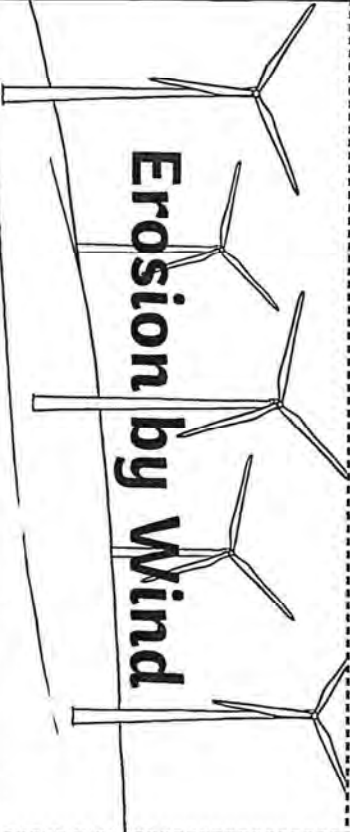
# Erosion

Erosion by Rivers

Erosion by Glaciers

Erosion by Waves

Erosion by Wind



Cut across the dotted lines to create flaps. Place glue only underneath the title section on the side. Paste into your exercise book. Write or draw about each subject under its flap.

--	--	--	--