Old Guildford Public School Learning at Home Grid – Stage 2 – Week 8

You will not need access to a digital device to complete the following activities. You will need help from a parent/carer.



WEEK 8	Monday 30/8	Tuesday 31/8	Wednesday 1/9	Thursday 2/9	Friday 3/9			
Before School	Eat breakfast, brush your teeth, dress in school uniform. Have your learning pack ready. Be ready to learn.							
Session 1	ENGLISH	ENGLISH	ENGLISH	ENGLISH	ENGLISH			
9am- 10.30am	Reading- Read a book for 15- 20 minutes.	English Unit – Read a book for 15-20 minutes.	Reading- Read a book for 15-20 minutes.	Reading- – Read a book for 15-20 minutes.	Reading- Read a book for 15-20 minutes.			
	Spelling Write 3-5 words for the beginning 's' blend: sc – eg scoop sn – eg snake sk – eg skill sm – eg small st – eg steer sp– eg spring Choose 5 of those words and put them into sentences.	Spelling Write 3-5 words for each prefix: bi – eg bicycle ex – eg extra ab – eg able col – eg column pro – eg project Choose 5 of those words and put them into sentences.	Spelling Write 3-5 words that have the rhyming sound: ack – eg track ick – eg brick ank – eg blank ink – eg shrink uck – eg struck Choose 5 of those words and put them into sentences.	Spelling Write 2-5 synonyms (similar meaning) for each word: happy – eg cheerful sad small large good Choose 5 of those words and put them into sentences.	Spelling Use the following letters to write as many words as you can: A C K D E R S B L G M O eg blockage eg dream Choose 5 of those words and put them into sentences.			
	Journal Writing What class rules would you have if you were the teacher? Write a list and explain why you have chosen each rule.	Journal Writing If you had three wishes, what would they be and how would you use them?	Journal Writing Would you rather be a pet dog or a pet cat? Why?	Journal Writing What would you do if you could be invisible for a day?	Journal Writing It is Father's Day on Sunday. Write a biography on your father, uncle or grandfather.			
Recess	Eat a healthy snack. Drink some water. Play a game. Get active!							
Session 2	MATHEMATICS If 90 is the	MATHEMATICS If your	MATHEMATICS If your answer is 18 , what could the	MATHEMATICS If your answer is 30 , what could	MATHEMATICS If your answer is 48, what could			
10.55- 11.55am	answer, what could the number sentence be? Use different symbols (+ - x ÷).	answer is 45 , what could the number sentence be? Use different symbols $(+ - x \div)$.	number sentence be? Use different symbols (+-x÷).	the number sentence be? Use different symbols (+- x÷).	the number sentence be? Use different symbols (+- x÷).			
	Challenge: Try with 390 or 6960.	Challenge: Try with 345 or 1845.	Challenge: Try with 176 or 8648.	Challenge: Try with 400 or 7000.	Challenge: Try with 504 or 2808.			

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Session 2 10.55- 11.55am 11:55- 12:25pm	MATHEMATICS Continued Estimating objects: Find 10 objects in your house and estimate if they are lighter or heavier than 1 kg. Check your answer by hefting, use a 1kg item (eg bag of flour). Record your answers. (Hefting – hold two hands out with a 1kg object in one hand and another object in the other hand.) SCIENCE: Find different types of gloves around the house. Draw a diagram of each and write what they are used for and what materials they are made of.	MATHEMATICS Cont. Ordering objects: Using yesterday's items order them from lightest to heaviest. Record your answer. If you have kitchen scales check your answers. SCIENCE: Find different types of bags around the house (plastic, cloth, leather). Draw pictures of the bags found and write what they are used for and what materials they are made of.	MATHEMATICS Cont. More than 1kg: Find objects around the house that are more than 1kg. Estimate their measurements in kg and g. If you have kitchen or floor scales check the weight of the objects and record your answer. SCIENCE: Help your family with the laundry today. Sort your laundry based on the materials that the clothes are made of and list in a table how many of each item you have. eg Cotton – 3, Fabric – 4, Leather – 3, Synthetic – 1 You can try look at the tag on the clothes to see what they are made of.	MATHEMATICS Cont. Adding measurements: Find items in your pantry with the weight on them. Create number sentences adding the weights together. Don't forget to use kg and g. SCIENCE Think of different materials you think will rot (decompose) or remain (stay the same) when thrown out. Draw a T- chart and list the materials under the headings 'Rot' or 'Remain'.	MATHEMATICS Cont. Fractions of a kilogram: 1000grams = 1kilogram. Record what ¼, ½, ¾ of 1kg is in grams. Challenge: Using items in your house measure them and record your answer in kg and g eg 2.35kg SCIENCE: Get two pieces of a fruit or vegetable from the kitchen/garden. Place one piece inside a plastic bag or container and seal it. Place the other piece on a plate. Leave them in the same spot for the next week (7 days). Write down what you think (predict) will happen to each piece.		
Lunch			h. Drink some water. Play a game				
Session 3	SCIENCE: Finish the task.	SCIENCE: Finish the task.	SCIENCE: Finish the task.	SCIENCE: Finish the task.	SCIENCE: Finish the task.		
Afternoon	GEOGRAPHY: Think about	GEOGRAPHY: Cut out	GEOGRAPHY: Think	GEOGRAPHY: Put 2	GEOGRAPHY: Collect		
12.50- 1.50pm	the different environments around the world that animals call home. Make a list of animals that might live in a grassland or forest environment.	different sized circles and colour them in shades of green. Glue them together to make a cactus plant design.	about the different environments around the world that animals call home. Make a list of the animals that might live in a tundra (icy, very cold environment).	pairs of gloves on one hand and none on the other. Hold both hands over some ice cubes. Can you explain in a few sentences which one stays the warmest and why?	objects from around your garden to create a small world forest or grassland .		
Fruito	Eat a healthy snack. Drink some water. Play a game. Get active!						
Session 4 2.15- 3.00pm	GEOGRAPHY: Draw a picture of one of the animals you have listed in its natural habitat eg a deer in its home environment.	GEOGRAPHY: Make a list of animals or plants that might live in a desert environment .	GEOGRAPHY: Draw a picture of one of the animals you have listed in its natural habitat eg a polar bear in its home environment.	GEOGRAPHY: Create a tundra/ice environment using materials at home such as cotton wool, white towels and paper.	GEOGRAPHY: Continue your small world by adding toys, drawings or objects of animals and plants.		