

## Stage 2 - Campbelltown Public School

Here is your 'Home Learning Plan' for Week 1. You will not need access to a digital device to complete the following activities, but feel free to complete some of these activities on a device if you like. Please keep your work neat and organised so that it is ready to hand in on Monday 19<sup>th</sup> July when we return to school. We can't wait to see all the amazing work from your week of learning at home.

Mrs Fryer, Miss Mackay, Mrs Churchill, Mr Brown & Miss Shanahan

	Tuesday	Wednesday	Thursday	Friday
Morning	<p><b>Activity 1 - Reading</b></p> <p>Choose a novel to read at home this week and read one chapter your chosen novel.</p> <p>Write a summary of what you have read so far</p> <ul style="list-style-type: none"> <li>- Where and when is this book set?</li> <li>- Who are the main characters?</li> <li>- What has happened so far?</li> </ul> <p><b>Activity 2 – Viewing &amp; Responding</b></p> <p>Watch 'Behind the News' at 10am on ABC Me. Choose your</p>	<p><b>Activity 1 - Reading</b></p> <p>Read the next chapter of your chosen novel.</p> <p>Write a letter to a character from a text you are reading. Let them know what you like about their character and what you would like their character to do next in the text.</p> <p>Can you replace three words in your letter with a more interesting synonym?</p> <p><b>Activity 2- Spelling &amp; vocabulary</b></p> <p>Make a list of 10 words from your</p>	<p><b>Activity 1 - Reading</b></p> <p>Read the next chapter of your chosen novel.</p> <p>Pretend you are a character from the book and write a diary entry about what you have done, how you are feeling and what you think you might do next.</p> <p><b>Activity 2- Spelling &amp; vocabulary</b></p> <p>Make a list of 5 words from your novel that you are reading that you find challenging to read and/ or don't understand.</p> <p>Use a dictionary or an online dictionary to find the meaning of these words.</p>	<p><b>Activity 1 - Reading</b></p> <p>Read the next chapter of your chosen novel.</p> <p>Design and create a new book cover for your novel.</p> <ul style="list-style-type: none"> <li>-What images, colours and text will you use?</li> <li>- What will the 'blurb' for your book cover say?</li> <li>- How realistic can you make it look?</li> </ul> <p><b>Activity 2- Spelling &amp; vocabulary</b></p>

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<p>favourite story. Write 5 dot points (Very Important Points) to retell the news story.</p> <p><b>Activity 3- Writing (Planning)</b></p> <p><i>This week you are going to write a narrative (story) about a 'surprise'.</i></p> <p>Plan your narrative on a piece of paper so that you can use it to compose later in the week.</p> <p><b>Orientation:</b></p> <p><i>Where is the story happening?</i></p> <p><i>When is the story happening?</i></p> <p><i>Who are the characters?</i></p> <p><i>What is going to happen?</i></p> <p><b>Complication:</b></p> <p><i>What is going to go wrong in your story?</i></p> <p><b>Resolution:</b></p> <p><i>Who is going to fix the problem?</i></p> <p><i>How will the problem be solved?</i></p>	<p>novel that you are reading that you find challenging to spell</p> <p>Rewrite the list of words changing colours for each sound you hear. (Be careful – not every letter needs its own colour)</p> <p>E.g. <b>S</b>creech, <b>f</b>lock</p> <p><b>Activity 3- Writing (Composing)</b></p> <p>Use your plan from yesterday to start writing your narrative (story).</p> <p>Remember to use</p> <ul style="list-style-type: none"> <li>- Tier 2 words</li> <li>- a range of sentences</li> <li>- adjectives and descriptive language</li> <li>- Literary devices (similes, metaphors, onomatopoea, alliteration)</li> </ul> <p>You can compose the first half of your story today.</p>	<p>Write the meaning of each word and then write that word in your own sentence to show that you understand the meaning.</p> <p>E.g. <b>Rigid</b></p> <p>Meaning – Unable to bend or be moved</p> <p>My sentence – Frozen with fear, the children stood rigid until the trouble had passed.</p> <p><b>Activity 3- Writing (Composing)</b></p> <p>Use your plan and your writing from yesterday to complete your story.</p> <p>Remember to use</p> <ul style="list-style-type: none"> <li>- Tier 2 words</li> <li>- a range of sentences</li> <li>- adjectives and descriptive language</li> <li>- Literary devices (similes, metaphors, onomatopoea, alliteration)</li> </ul> <p>You will edit and recraft tomorrow.</p>	<p>Using the 10 words from Wednesday and the 5 words from Thursday, create a find-a-word for a member of your family to solve.</p> <p>Extension: Create a crossword with clues for the meaning of each word.</p> <p><b>Activity 3- Writing (Recrafting)</b></p> <p>Edit and recraft your writing today.</p> <p>Use a red pen or pencil to</p> <ul style="list-style-type: none"> <li>- Identify and fix spelling mistakes</li> <li>- Edit your punctuation</li> <li>- Make sure the writing makes sense</li> </ul> <p>Use a green pen or pencil to</p> <ul style="list-style-type: none"> <li>- Change Tier 1 words to Tier 2 words</li> <li>- Add adjectives and descriptive language</li> <li>- Add Literary devices (similes, metaphors, onomatopoea, alliteration)</li> </ul>

Tuesday		Wednesday	Thursday	Friday
<b>Break</b>	Break	Break	Break	Break
<b>Middle</b>	<p><b>Mathematics</b></p> <p>Play snakes and ladders with a family member...or another board game.</p> <p>What is in one of your cupboards at home? Ask your family which cupboard you can investigate. Group/classify objects into categories for example, tins and jars, plates and cups. How many objects in each group or category? Create a graph to represent what is in the cupboard.</p> <p><b>PDHPE</b></p> <p>Create a game that includes rules, a way to score and at least one piece of equipment. Play the game with a family member or friend. After playing the game discuss ways that you could change the game.</p>	<p><b>Mathematics</b></p> <p>Our number for today is 64. Draw and write everything you know about 64 (you can use any operation).</p> <p>Design your dream bedroom using grid paper where 10cm = 1 metre.</p> <p>If you do not have grid paper, ask someone at home to help you rule some up.</p> <p>Your budget for new furniture is \$3000. Make a list of the items you would buy, where you are buying them from, and their cost.</p> <p>Ask for feedback on your design from a family member.</p>	<p><b>Mathematics</b></p> <p>Play ten questions with a member of your family to guess a number (up to 1,000). One player thinks of a number, the other player asks yes/no questions and tries to guess the number in 10 questions or less. Which questions are best to ask?</p> <p>Complete the design of your dream bedroom.</p> <p>Calculate how much carpet you would need for the floor of your dream bedroom, by calculating the area of the floor. (remember that 1 cm square on paper = 1 metre square in real life)</p> <p>Visit a carpet or flooring store website to find prices for carpet and calculate how much it would cost?</p> <p>Extension: How much would it cost for half the room with carpet and half the room with floorboards?</p>	<p><b>Mathematics</b></p> <p>Sit back to back with a family member or a friend. Draw a design on your paper or whiteboard using shapes. Describe your picture so that the other person can recreate it. Describe your design by describe the shapes you used and their location (for example, next to, on top of, between). Check to see how they went.</p> <p>Questions to think about: Do you need to rethink how you explain your drawing? Repeat the game a few times. Do the results improve?</p> <p>Make a paper airplane. Measure how far the plane flies. Repeat the flight three more times and average the measurements. Try a new design to see if you can beat that distance.</p>
<b>Break</b>	Break	Break	Break	Break

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Afternoon	<p><b>Creative Arts</b></p> <p>Sit outside and sketch your house using pencils.</p> <p>Pay attention to shape, size, shading and tone. Show your sketch to a family member for feedback. Try to make your sketch look as realistic as possible.</p>	<p><b>PDHPE</b></p> <p>Design a healthy menu for a day at home.</p> <p>Help someone at home prepare a healthy meal for dinner.</p>	<p><b>STEM</b></p> <p>Plan: a machine that moves a small object from one side of a room to the other without you touching it.</p> <p>Find: things around your house like a chair to start your machine from, for example, a tube from a lunch wrap to make a tunnel, some boxes to make a track.</p> <p>Review your design for success.</p>	<p><b>Catch Up</b></p> <p>Use this time to finish any activities from the week and organise your work ready to be handed to your class teacher on Monday 19<sup>th</sup> July, Week 2. We can't wait to see you!</p>