






Year 1 Learning Grid—Week 10

Reading

Read your library book or a book you have at home every day.

Monday	Tuesday	Wednesday	Thursday	Friday
				

Using your phoneme knowledge, read at least 10 words each day (word list provided.)

Choose a book and complete the Camera Word Search activity

Read a book and complete the Comic Strip Retell activity.

Read Tiddalick the Frog and answer the questions. Visit <https://blaxcellst-p.schools.nsw.gov.au/> for more reading resources

Phonics

Focus Phonemes

ee ea y e e_e (see attached word list)

Camera words

Read and write all of your camera words (see attached list)

Practise writing your camera words and words you can make with your phonemes. Use these words to write sentences.

Complete the Phonics activities attached.

Writing

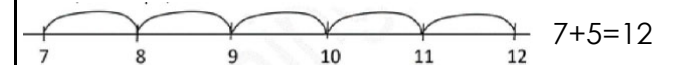
Monday: write a recount of your weekend.

Tuesday - Friday: Write a colour poem about yellow, orange, brown and pink.

Mathematics

Count to 100 and count backwards from 50 every day.

Practise your adding and subtracting on a number line at your level.



Using the ten frame template, practise your friends of 10 or 20. Find some small objects at home to use as counters e.g. buttons.

Complete the measurement investigation tasks.

Daily Routine

Write the days of the week, long and short date (Tuesday 24th March 2020, 24.3.20)

Talk about the weather and the seasons.

HSIE

Log in to Inquisitive and do the bookmarked lessons. The instructions are below:

Log in to : <http://inq.co/class/ha6>

Enter the code : 4997

Complete Lesson 2 - Days, Months & Seasons.

Complete Lesson 3- Different Seasons

Science

Log in to Inquisitive and complete the bookmarked lessons. The instructions are below:

Log in to: <http://inq.co/class/ha6>

Enter the code: 4997

Complete Lesson 2: Changing Landscapes

Handwriting






Complete the handwriting worksheets.

Creative Arts / Physical Education

Create an artwork with your family.

Go outside and play a game.

Do 30 minutes of physical activity each day.

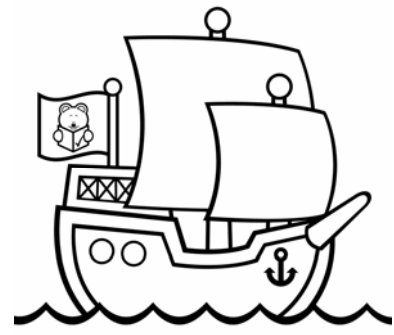
Monday	Tuesday	Wednesday	Thursday	Friday
				

Complete the Family Portrait art activity.

Complete the Fish drawing art activity.

Word Lists for Group

ee ea y e e_e



<i>e_e</i>	<i>ea</i>	<i>ee</i>	<i>y</i>
eve	leaf	bee	baby
Steve	heat	seen	funny
Pete	beak	cheek	carry
	easy	sheet	puppy
	bead	beet	windy
	lead	speed	cheeky
	bean	sheep	pony
	meat	tree	tiny
<i>e</i>	mean	peel	happy
me	cheap	sleep	merry
he	deal	keen	lady
she	east	steep	hurry
we	clean	queen	jelly
be	neat	wheel	body
ego	teach	street	very
emu	beach	cheer	silly
even	steam	creek	sunny
evil	weak	green	runny
legal	dream	free	creamy
equal	gleam	peer	fifty
behind	least	steel	sixty
	plea	between	lucky
Words in the shaded area are a little more difficult.	real		worry
	reach		cavity
	scream		melody
	speak		galaxy
	stream		tummy
	cream		plenty
			twenty

Camera Words

Unit 1	Unit 2	Unit 3
I the was to are she	day of a he today for	all is me no said they
Unit 4	Unit 5	Unit 6
you play this come my have	like do says what going give	away see look very once we
Unit 7	Unit 8	Unit 9
one some want many love has	people live brother sister house where	because two another more here our

Days of the Week

Monday

Tuesday

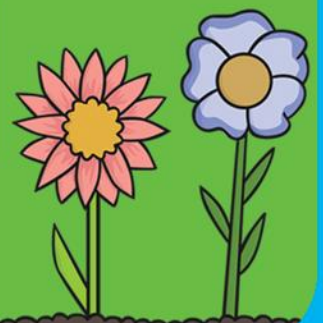
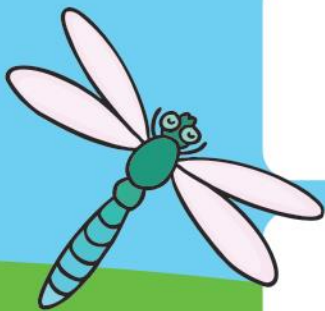
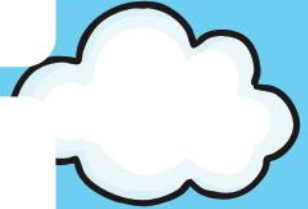
Wednesday

Thursday

Friday

Saturday

Sunday



twinkl

www.twinkl.co.uk

Months of the Year

January

February

March

April

May

June

July

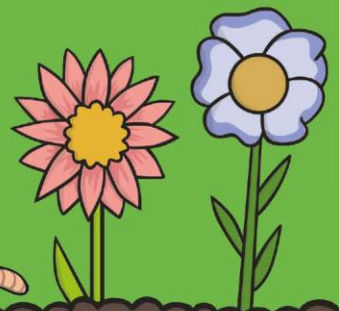
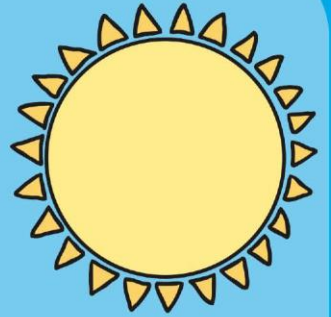
August

September

October

November

December



Camera Word Search



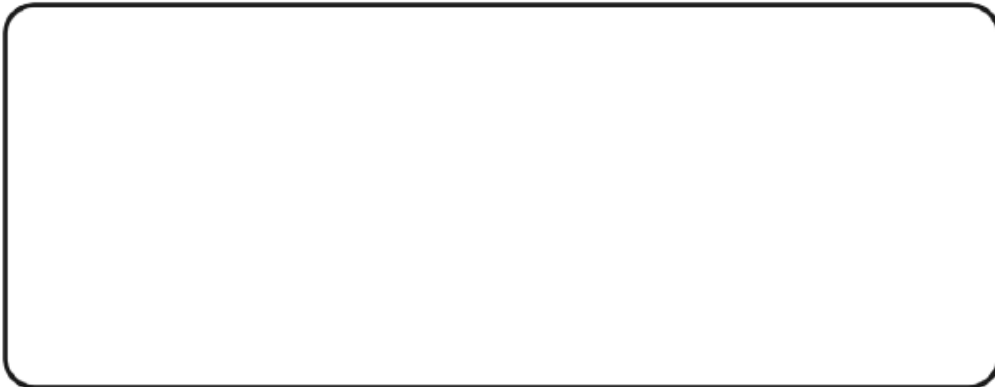
Today you are a camera word detective!

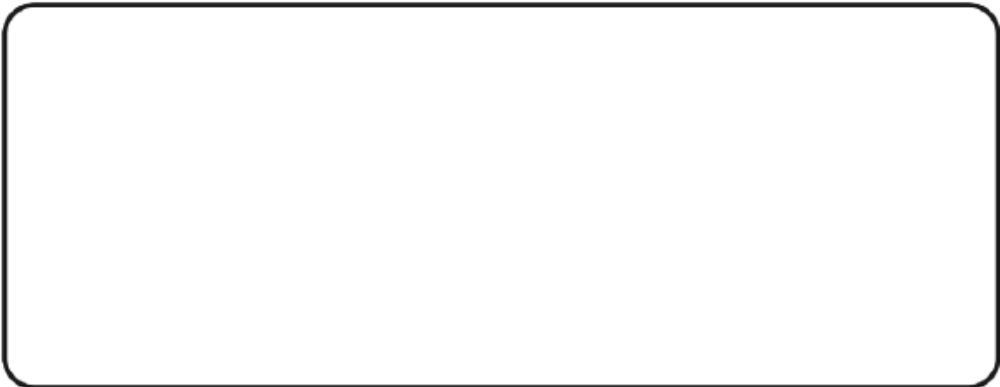
How many camera words can you spot in the books? Write down the camera words you find.

Comic Strip Retell









Tiddalick the Frog

The following story is based on a traditional Aboriginal Dreamtime story about a frog called Tiddalick.

Once upon a time in the Dreaming, there lived a frog called Tiddalick. Tiddalick lived in the Wollombi Valley in the Creation era. He was a greedy frog. He wanted to be the biggest frog in all the land. One very hot day, Tiddalick became very thirsty. He wandered down to the billabong, where there was plenty of water. Tiddalick was so thirsty that he began to drink and drink and drink until all the water in the billabong was gone.

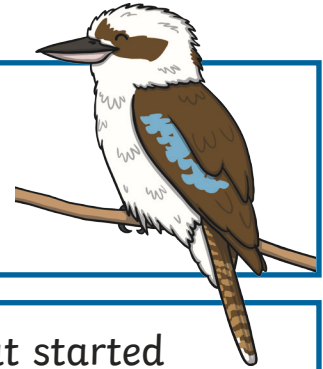


When all the other animals came to the billabong for a drink, they discovered that there wasn't any water left. They were so hot and thirsty too. They knew that it was the greedy frog, Tiddalick, who had drunk all the water. They became very angry at him. The animals knew that they had to get the water back somehow. If they wanted to get all the water out of Tiddalick and back onto the billabong, they would have to make him laugh. The wise owl suggested that if he laughed, all the water would come out.



First, the echidna tried to make him laugh. The echidna rolled down the hill into the dried up billabong. Tiddalick didn't laugh.

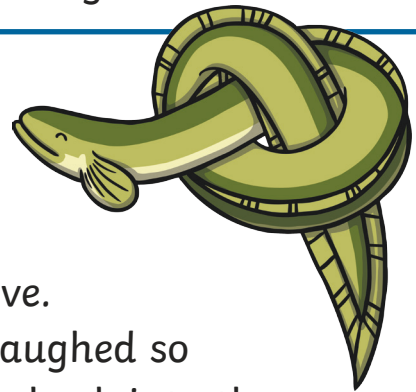
Next, the kookaburra, who was perched high up in the gum tree, pretended to fall out. Tiddalick still didn't laugh.



After that, the wombat started dancing some very funny moves. But still Tiddalick didn't laugh.

The animals were so confused that they didn't know what to do. They were still very thirsty.

Finally, the eel decided to give it a try. He danced and danced and danced until he tied himself into a big knot.



Suddenly, Tiddalick's mouth started to move. He could not stop laughing at the eel. He laughed so much that all the water came out, and ran back into the dried up billabong.

From that day, Tiddalick was never greedy again and he only drank what he needed.



Tiddalick the Frog

What is the setting?

Who are the characters?

What happens first?

What happens next?

What happens last?

What does the story teach us?

Write some new words that you learnt from the story.



Tiddalick the Frog

a d r u b d a f g o w l
b l a b o r i g i n a l
l r b r t e b j k e t k
a t i d d a l i c k e o
u h l f a m h l t c r o
g i l e n t a f r o g k
h r a e c i p k t w r a
r s b l e m p o s l j b
t t o n a e y o c s a u
k y n y b w o m b a t r
a n g r y t r o l n t r
n d f a s e c h i d n a

Aboriginal

Dreamtime

Tiddalick

billabong

water

angry

happy

thirsty

frog

owl

echidna

kookaburra

wombat























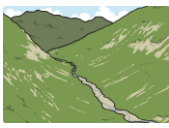

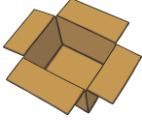



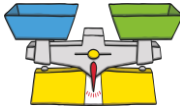











eel

laugh



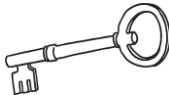





















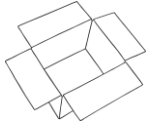



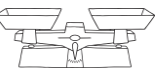











dance



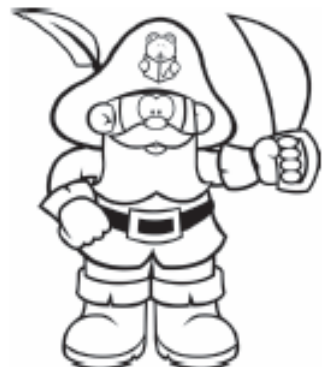
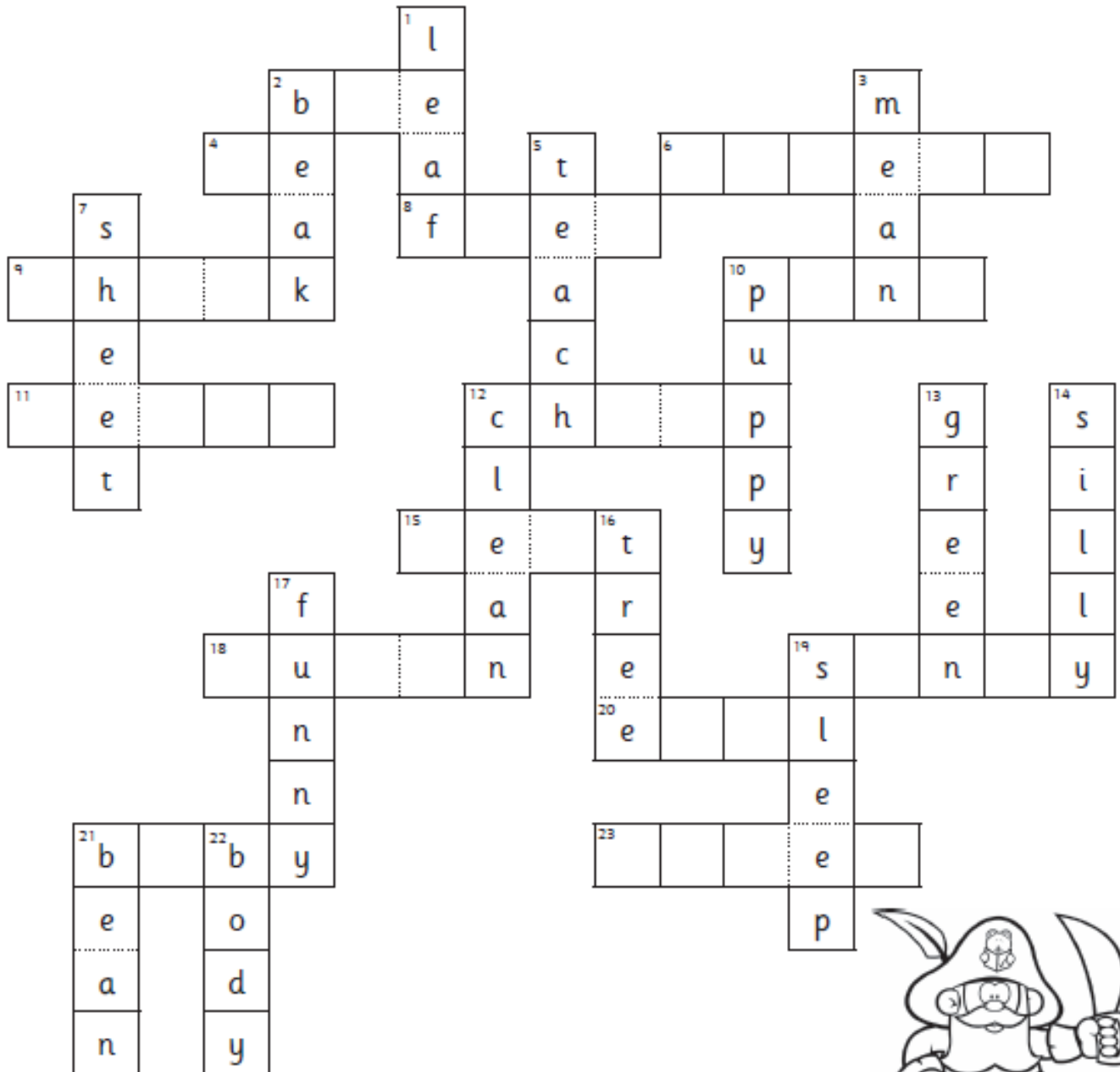
Phonics: Spelling with Long Vowels

ee		ea		ey		e-e		y	
									
									
									
									
									
									
									
									

Phonics: Spelling with Long Vowels

ee		ea		ey		e-e		y	
	leek		read		key		theme park		happy
	tree		beads		donkey		delete		spooky
	weed		seat		chimney		complete		baby
	cheek		speak		turkey		Chinese		berry
	bee		leaf		valley		concrete		empty
	feet		seal		journey		even		twenty
	sleep		speak		trolley		swede		family
	sheep		steak		monkey		evening		party

Unit 2 Cooperative Crossword Down



Names: _____ and _____



Recount Example

A Day at the Park

Yesterday, I went to the park with my beautiful mum, dad and sister.

First, we saw the exciting swing set.

Then, we played a game of stuck in the mud.

Next, we had a delicious barbeque with dips and salad.

After that, my sister and I had a hilarious staring competition.

Finally, we played football with another family.

It was a fabulous day!

You need to write your recount in your home learning book.

_____ (Title)

_____ I went to _____ with
my family.

First, _____.

Then, _____.

Next, _____.

After that, _____.

Finally, _____.

It was a _____ day!

Colour Poem Example

Yellow

Yellow

Yellow looks like a sweet and sour lemon.

Yellow tastes like heavenly and delicious cheese burgers.

Yellow smells like fresh and freezing mango ice-cream.

Yellow feels like the warm and beaming sunshine.

Yellow sounds like playful and cute chicks.

You need to write your colour poem in your home learning book.

_____ (Title)

_____ looks like _____.

_____ tastes like _____.

_____ smells like _____.

_____ feels like _____.

_____ sounds like _____.

Friends of 10

Friends of 20

Your Turn!

Investigate measuring length by completing the activities.

Length – Multiple and Single Informal Units.

Select an object or shape.

Select units of measurement, for example, a paperclip or craft stick.

Use the units to measure the length of one dimension of the shape or object (up and down or left to right or front to back).

Record the shape or object and the way you measured the length of 1 dimension.

Record the length and the unit of measurement.

Reflection: How can we measure length?

Length – Multiple and Single Informal Units.

Sit with a friend.

Each of you measure lengths on shapes and objects using a different unit of measurement, for example, a paper clip, a long craft stick and a short craft stick.

Compare the number of units you needed, and your friend needed.

Which unit did you need more of? Why?

Which unit did you need fewer of? Why?

Reflection: Why do we need more short units and fewer long units to measure the same length?

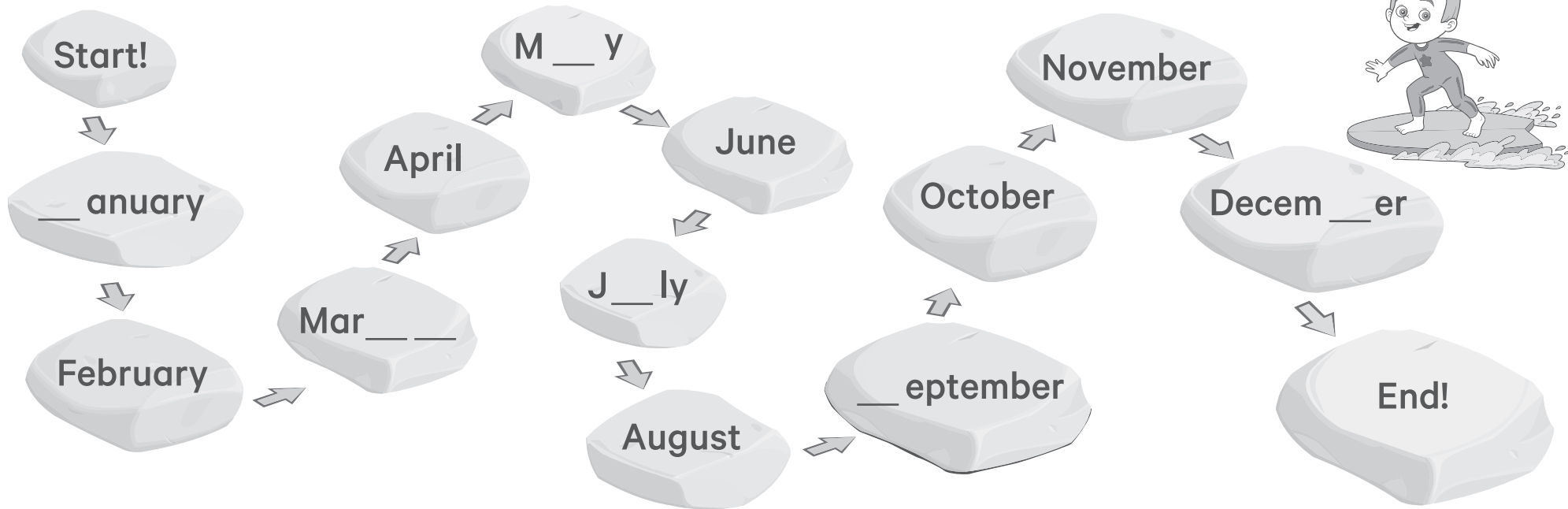


5

Hop through the *Months of the Year* board game.

Fill in the missing letters and decorate your game with pictures to match the months and seasons.

My birthday month is _____



Find a friend and play the game. You will need a and .



6 Create a timetable for you and one other person you know.
Draw or write the different weekly activities you have.



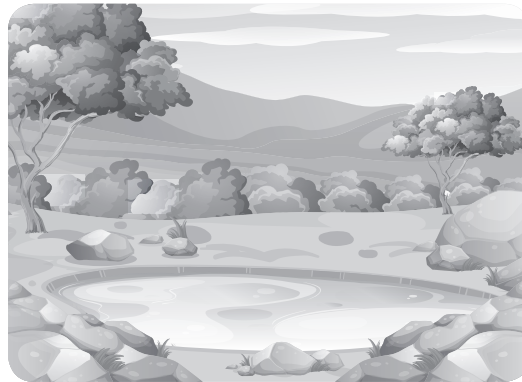
Days of the week	Me	
Monday		
Tuesday		
Wednesday		
Thursday		
Friday		
Saturday		
Sunday		



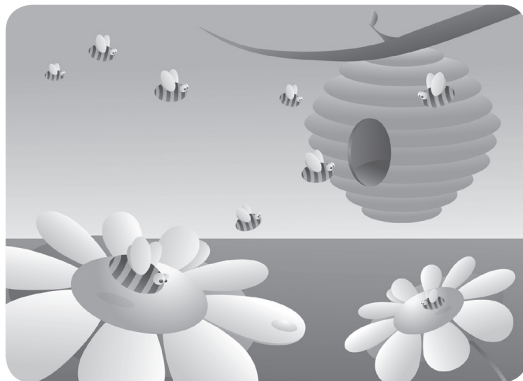


4 Follow the footsteps through the seasons and use the clues to draw pictures of some of the food the children of Gunbalanya eat.

The rain comes and we hunt for **snakes** by the billabongs.



The rivers are full, so the **fish** are fat.



The weather is dry and cool. The bees make their **honey**.



The clouds turn orange. It is time to find the goose **eggs**.





- 5** Go outside and look up and around. Draw and label what you can see on your landscape.

Time:





6 Draw any changes you might see on your landscape on a different time of day or night.

Time:



7

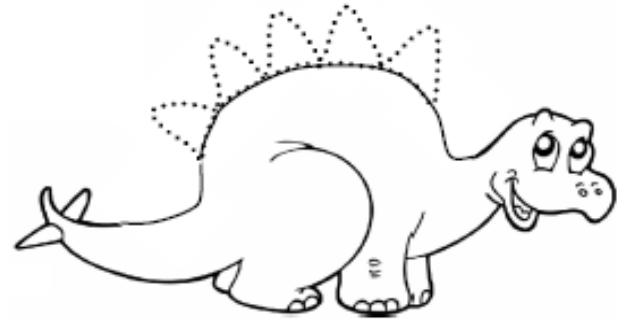
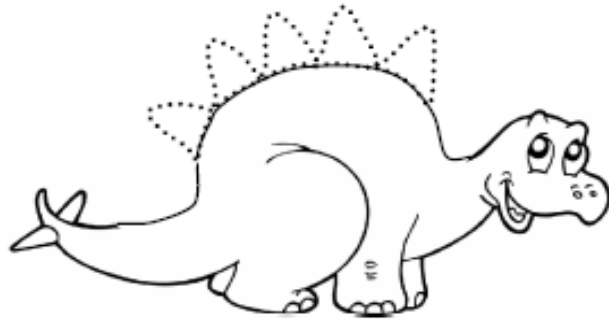
Draw and label a landscape of your choice.

Now draw and label it again from the view of one of these animals.

A large, empty rectangular box with rounded corners, intended for drawing a landscape.A large, empty rectangular box with rounded corners, intended for drawing a landscape from the perspective of one of the animals shown above.

Dd

for dinosaur



D

D

D



d

d

d



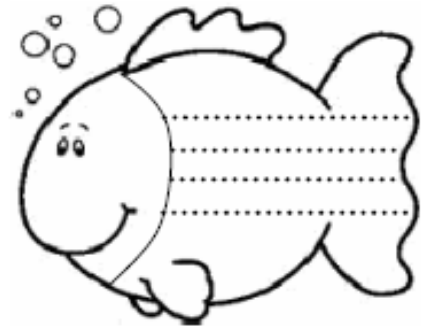
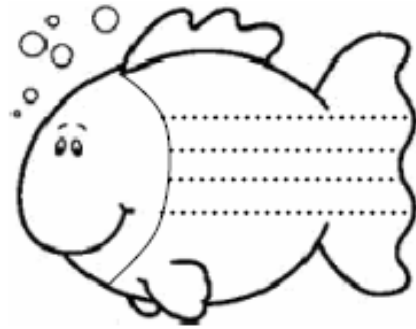
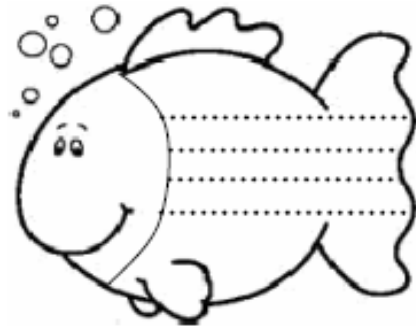
Dad

Dad



Ff

for fish



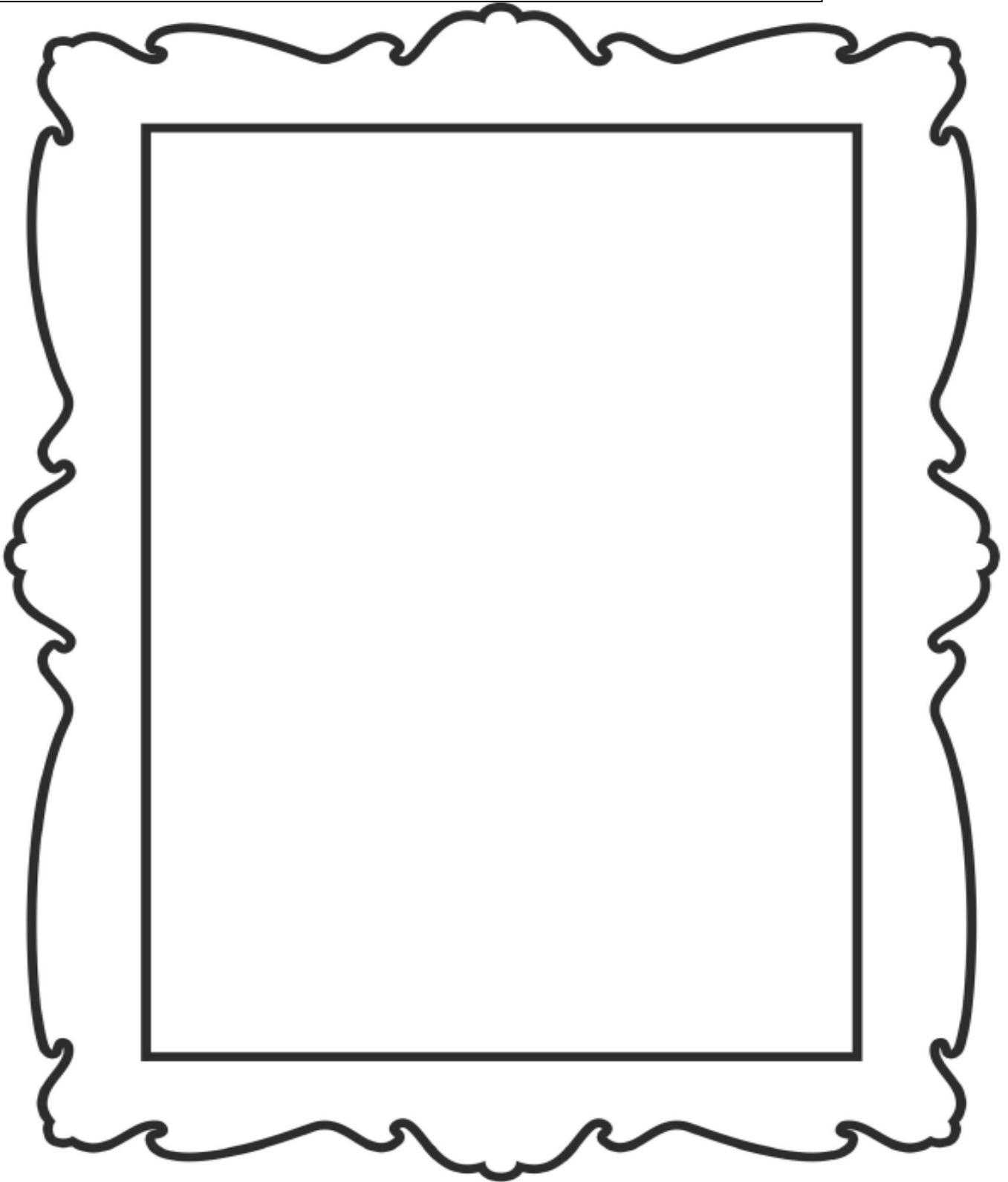
F F F

f f f

frog frog

Olden Day Family Portrait

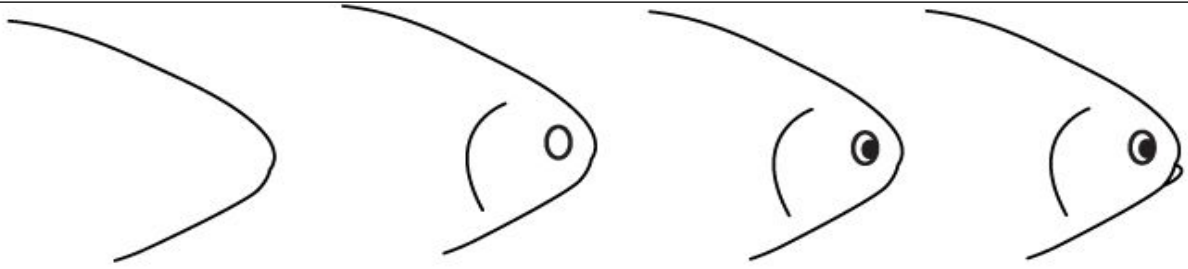
Draw a picture of your family in the frame. Using a wet tea bag, stain the portrait to make it look like it was a photo taken many years ago.



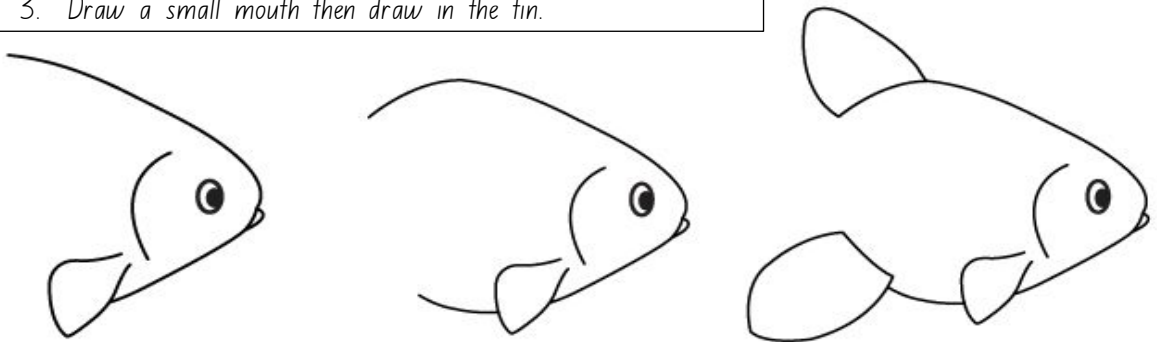
My Family

Fish Drawing

1. Make sure your fish drawing uses up the space on an A4 sheet of paper. Your drawing should be **big** not tiny.



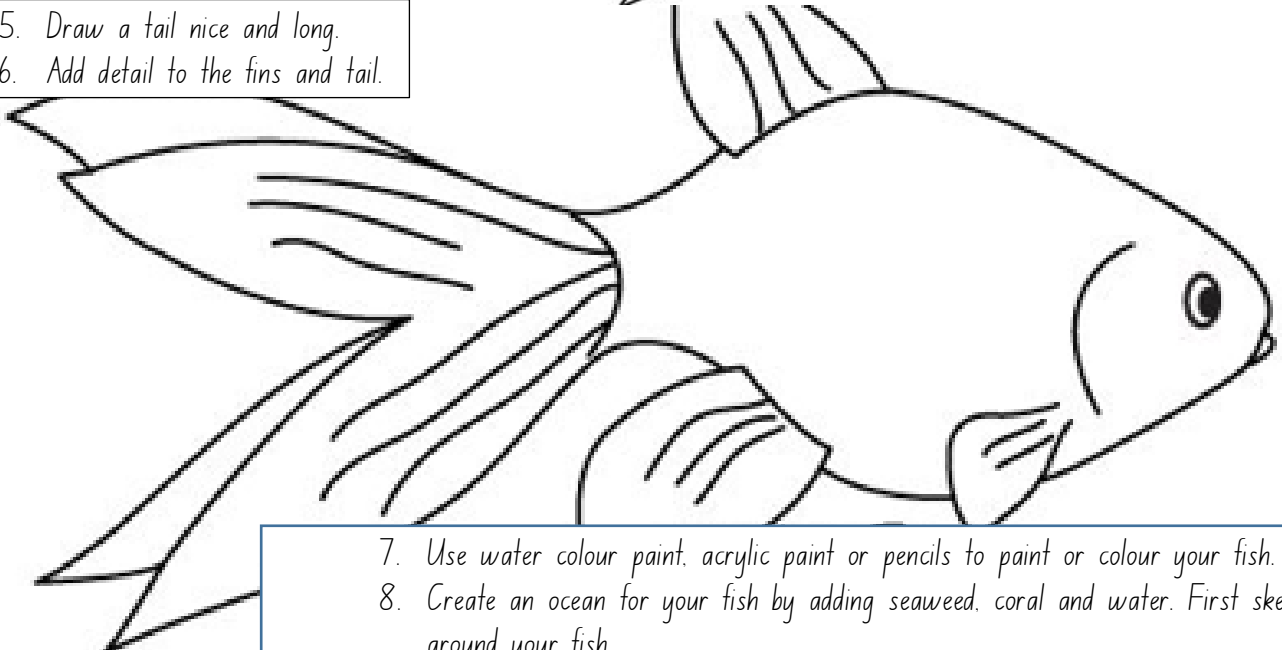
2. Start with drawing the head and add the eyes and gills.
3. Draw a small mouth then draw in the fin.



4. Continue to draw a bit more of the body and then add another fin.



5. Draw a tail nice and long.
6. Add detail to the fins and tail.



7. Use water colour paint, acrylic paint or pencils to paint or colour your fish.
8. Create an ocean for your fish by adding seaweed, coral and water. First sketch it around your fish.
9. Use watercolour paint, acrylic paint or pencils to colour this. Then Outline your artwork with a black marker, crayon or pencil. See examples of what you could include in your artwork.

The pictures below are some examples of what your artwork might include.



Catch the Dragon's Tail

The children stand in a line with their hands on the shoulders of the child in front.

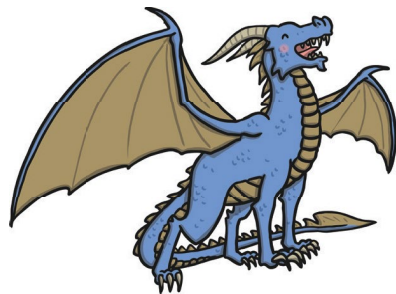
The first in line is the dragon's head and the last in line is the dragon's tail.

The dragon's head then tries to catch the tail by manoeuvring the line around so that he can tag the last player.

The players in the middle do their best to stop the dragon's head from catching the tail, without letting the line break.

When the head catches the tail, the tail player takes the front position and becomes the new dragon's head.

All the other players move back one position.



What's the Time, Mr Wolf?

A traditional game

One player is chosen to be Mr Wolf.

The other players stand in a line on the opposite end of the playground. This line is referred to as 'home'.

Mr Wolf stands with his/her back to them. The players chant, "What's the time, Mr Wolf?"

Mr Wolf replies with different 'o'clock' times, indicating the number of steps forward the players are allowed to travel. For example, if Mr Wolf says "four o'clock", the players must walk forward four steps.

The game carries on until Mr Wolf thinks the players are getting close enough to catch. When this happens, Mr Wolf replies, "Dinner time!" S/he then turns and chases the players.

The first child that Mr Wolf catches before they reach the 'home' line, becomes Mr Wolf. If Mr Wolf does not catch anyone, s/he has to be Mr Wolf again.

If a player reaches Mr Wolf before dinner time, they tap Mr Wolf on the shoulder and run for home. If Mr Wolf catches them, they have to take his/her place.

Freeze

One child is chosen to be 'it'.

Whenever they catch another child, that child must remain frozen in place, with their feet wide apart.

The frozen player can only be 'unfrozen' if another child crawls between his/her legs!

The last player to be frozen is 'it' for the next round.

Simon Says

A traditional playground game.

One person is Simon and starts by saying, "Simon says..." followed by an action.

Everyone then copies the action.

If Simon gives an instruction without saying "Simon says" beforehand, anyone who does that action is out.

The last person still playing becomes Simon for the next round.

Red Light, Green Light

One person stands at one end of the playground. They are the traffic light. The rest of the players are at the other end of the playground.

When the traffic light faces the group, s/he says, "Red light!" and everyone must freeze.

The traffic light then turns his or her back and says, "Green light!" while the group tries to get as close to the traffic light as possible.

The traffic light turns around quickly, again saying, "Red light!" and if anyone is spotted moving, they have to go back to the starting place.

The first person to tag the traffic light wins and gets to be the next traffic light.

