YEAR 1

FROM -



Week 1

ABOUT THIS PACK

About This Learning Continuity Pack

The Teach Starter team has handpicked these resources for children to complete at home over one week with the help of their parents or guardians.

The resources cover the key learning areas of English, Maths and Science, along with some craft and mindfulness activities – all for free!

In the event of a school closure, or if a pupil needs to work remotely, this pack can be printed and sent home with students, downloaded digitally via a link, or emailed to parents and guardians to allow students to work with minimal preparation and supervision.

Parents and guardians should be able to understand the tasks and activities and set them in the home environment without requiring materials or resources found in a classroom. Resources in the pack can be completed on a tablet/iPad or printed and completed with a pen or pencil.

How to Use This Pack

A timetable suggesting a day of the week and a time of the day for students to complete each resource is included. The pack also includes an editable version that you can adjust to suit your needs.

The amount of time you allow for a child to complete each task should be tailored to their needs. As a rule of thumb, give them as much time as they need, but watch for signs of fatigue that suggest they may need a break.

Whether following the suggested timetable or setting your own, be sure to include meal breaks and – most importantly – time to play! We recommend bundling this pack with your own home-learning activities, such as reading, outdoor play, fine motor skills games and craft activities.

Share This Pack with Parents, Students, and Other Teachers!

This pack has been created specifically to support teachers, guardians and parents with children who are learning remotely, so feel free to share it with others. You can share it by copying the URL in the address bar of your browser, or by clicking on the envelope icon above to send the link to an email address. You can also download the pack and email the PDF document itself.

Teach Starter's mission is to make every classroom buzz. We hope your children will be 'busy bees' working on these resources in their home or virtual classroom environment.

Weekly Timetable (Week 1)

Day 1	Day 2	Day 3	Day 4	Day 5
LITERACY	LITERACY	LITERACY	LITERACY	LITERACY
Reading (Comprehension)	Grammar	Reading (Comprehension)	Editing	Reading and Punctuation
Superfoods – What's for	Nouns, Verbs and	Search-a-Rooney	Editing Task Cards	Read Jack and the Beanstalk.
Lunch?	Adjectives Sort		Pick 2–5 editing task cards.	Go on a Capital Letter and Full
		Brain Break	Circle the errors and rewrite	Stop Scavenger Hunt!
Brain Break	Brain Break	Outside time	the sentence in a workbook.	
Joke Cards for Kids	The Bean Game			Brain Break
		Narrative Writing	Brain Break	The Bean Game
Spelling	Writing	Complete a story map	Play Cards	
Phonics Sound (r, rr, wr)	Nature Scavenger Hunt	about your favourite		Spelling
Select 2–3 activities off the	Go on a nature walk and	storybook.	Narrative Writing	Phonics Sound (j, g, ge, dge)
activities grid.	write about 2–3 objects		Story Map Template	Select 2–3 activities off the
	found.		Choose a narrative story	activities grid.
			prompt and use the image as	_
			inspiration for a story map.	
Morning Tea	Morning Tea	Morning Tea	Morning Tea	Morning Tea
NUMERACY	NUMERACY	NUMERACY	NUMERACY	NUMERACY
Word Problems	Operations	Word Problems	Word Problems	Numbers to 100
Addition and Subtraction	Positioning Worksheets x 2	Addition and Subtraction	Addition & Subtraction Task	Mystery Hundreds Boards
Task Cards		Task Cards	Cards	Complete 1 image.
Complete 1–3 task cards.	Maths Activity	Complete 4-6 task cards.	Complete 7–9 task cards.	
	Pandora's Party Palace			Finish Off Time
Maths Activity	-	Numbers to 100	Maths Investigation	Finish off any numeracy tasks
Pandora's Party Palace		Mystery Hundreds Boards	The Bands of Friendship	not completed during the
		Complete 1 image.	Knowledge of patterns.	week.
Lunch	Lunch	Lunch	Lunch	Lunch
SCIENCE	MINDFULNESS	DRAWING	SCIENCE	TECHNOLOGY
Animal Research Task	Stegosaurus Mindfulness	Roll to Create a Creature	Animal Research Task	Spacecraft Design Task
	Colouring	Game		



CONTENTS

Day 1

LITERACY

Reading (Comprehension)

Superfoods - What's for Lunch?

In this comic strip, children learn about the consequences of not eating their lunch and wasting food. Children read the comic and use the worksheet to answer comprehension questions – a great activity to check their understanding of the text.

Brain Break

Joke Cards for Kids

It's important that children are given the opportunity to reset their brains. Use the joke cards to have a laugh and reset your child's brain ready for the next task.

Phonics

Consonant Sound - 'r'

Use the spelling activity card to consolidate knowledge of the 'r,' 'rr' and 'wr' sound family. This helps children understand the different ways to spell this sound. Spend some time looking at the spelling words, and get your child to highlight the 'r' sound in each spelling word. They can then pick 2–3 of the activities from the grid to increase their knowledge of this sound.

NUMERACY

Word Problems

Addition and Subtraction Task Cards

These task cards focus on addition and subtraction word problems. Children need to learn how to use number sentences to solve word problems. Therefore, encourage your child to show their working and to explain how they got the answer to each word problem. Complete task cards 1–3 today. More task cards will be completed later this week.

Maths Activity

Pandora's Party Palace

This fun activity is a 'real-life' learning experience for your child. Spend some time reading over the catalogue together. Then, pick 2–4 tasks cards to complete. Your child will need to record their answers in a workbook. If they find one too tricky, that's okay – let them pick another. Additional time has been allocated throughout the week to complete more tasks from this activity.

SCIENCE

Animal Research Task

This activity will be done over the week. Get your child to choose their favourite animal to research. Work through the booklet to record facts about that animal, such as diet, habitat, interesting facts, etc.



LITERACY

Grammar

Nouns, Verbs and Adjectives Sort

Use the provided posters to revise what nouns, verbs and adjectives are. Next, brainstorm other nouns, verbs and adjectives. Then, children cut and sort the words, according to which type they are, under each heading in a workbook. If time permits, have you child use these words to write simple sentences too.

Brain Break

The Bean Game

This is a fun active game the whole family will enjoy! Each card explains a different type of bean: baked bean, runner bean, broad bean, refried bean, jelly bean, string bean and chilli bean. All beans are described with different active movements. One player picks up a task card that shows a type of bean, and everyone needs to suddenly stop and make that movement. Take this game outdoors for some fresh air!

Writing

Nature Scavenger Hunt

Go on a nature walk! Use the Nature Scavenger Hunt grid to record any of the things on the grid that you see on the nature walk. You may even like to take photos of the things you spot! When finished, come back inside and encourage your child to write a description of 2 or 3 of the objects you found.

NUMERACY

Operations

Positioning Worksheets

These worksheets help your child develop positioning skills and simple mapping language. Your child look at an image and picks the correct positioning word to match each sentence. Once they have finished the two worksheets, they could colour in the pictures.

Maths Activity

Pandora's Party Palace (Continued from Day 1)

Pandora's Party Palace activity is a fun 'real-life' learning experience for your child. Revisit the catalogue with your child, but choose different tasks and have your child record their answers in a workbook. If they find one too tricky, allow them to just pick another. Additional time has been allocated throughout the week to complete more tasks from this activity.

MINDFULNESS

Colouring

Stegosaurus Mindfulness Colouring

Use the Stegosaurus Mindful Colouring sheet to encourage your child to be mindful after a busy day. Talk about patterns or colours – let their creativity run wild.



LITERACY

Reading (Comprehension)

Search-A-Rooney

This fun visual activity encourages children to look at a visual stimulus and answer questions about the image. Once they have finished the comprehension worksheet, you may like to get them to try drawing their very own Search-a-Rooney.

Brain Break

Outside Time

Plan and set up an obstacle course, using items you have around the house. Alternatively, just spend some time outside, enjoying the fresh air!

Narrative Writing

Story Map Template

Pick a well-known storybook or a family favourite. Using the Story Map template, fill out the different sections using the information from the story. Children will need to identify the characters, setting, problem and solution of the story.

NUMFRACY

Word Problems

Addition and Subtraction Task Cards (Continued from Day 1)

This set of task cards focuses on addition and subtraction word problems. Children need to be able to use number sentences to solve word problems. Therefore, encourage your child to show their working and to explain how they got the answer to each word problem. Complete task cards 4–6 today; other task cards will be completed later this week.

Numbers to 100

Mystery Hundreds Boards

In this activity children colour in a hundred chart to reveal a mystery picture using their knowledge of numbers to 100. Children pick a task card and then use coloured pencils to colour the number squares revealing the picture. If you have time they can pick another to do.

DRAWING

Roll to Create a Creature Game

A fun, hands-on activity that uses a dice and a chart to encourage children to create a crazy creature. Use the instructions provided on the worksheet to set this creative activity.

LITERACY

Editing

Editing Task Cards

Have your child find spelling errors and missing punctuation in these Editing Task Cards. Encourage them to find and circle the spelling mistakes and add missing punctuation. Each task card tells you how many they should be looking for. Once they have completed this, they can rewrite the sentence correctly in their workbooks. Complete 2–5, depending on your child's level of focus.

Brain Break

Play Cards

Find a deck of cards and play a simple game of Snap or Go Fish.

Narrative Writing

Story Map Template (Continued from Day 3)

Use the Story Map template from yesterday, but this time, have your child plan their own story, using a visual stimulus. Your child can choose any of the 3 images provided, and then complete the story map for their very own narrative.

NUMERACY

Word Problems

Addition and Subtraction Task Cards (Continued from Day 1)

These task cards focus on addition and subtraction word problems. Children need to be able to use number sentences to solve word problems. Encourage your child to show their working and to explain how they got the answer to each word problem. Complete task cards 7–9 today.

Maths Investigation

The Bands of Friendship

This maths investigation deepens your child's understanding of patterns as they design a friendship band for a special friend. They must create a repeating pattern with coloured beads, using at least three colours. If possible, allow them to create three different friendship band designs before deciding which one they like the best.

SCIENCE

Animal Research Task (Continued from Day 1)

Continue working on this activity from Day 1.

LITERACY

Reading and Punctuation

Capital Letter and Full Stop Scavenger Hunt

Read *Jack and the Beanstalk* to your child. Then, use the reading passages and the 2 engaging worksheets to explore the importance of capital letters and full stops.

Brain Break

The Bean Game (Continued from Day 2)

The whole family will enjoy this fun active game! Each card explains a different type of bean: baked bean, runner bean, broad bean, refried bean, jelly bean, string bean and chilli bean. All beans are described using different active movements. One player picks up a task card that shows a type of bean and everyone else needs to suddenly stop and make that movement. Take this game outdoors for some fresh air!

Phonics

Consonant Sound - 'j'

Use the spelling activity card to consolidate knowledge of the 'j', 'g', 'ge', and 'dge' sound family. This helps children understand the different ways to spell this sound. Spend some time looking at the spelling words and get your child to highlight the 'j' sound spelling in each spelling word. They can then choose 2–3 of the fun activities from the grid to strengthen their knowledge of this sound.

NUMERACY

Numbers to 100

Mystery Hundreds Boards (Continued from Day 3)

In this activity, children use their knowledge of numbers 1–100 to colour in a hundreds chart and reveal a mystery picture. Have your child pick a task card and then use pencils to colour the numbered squares, revealing the picture. If you have time, let them choose more than one task card.

Finish Off Time

Use any leftover time to complete tasks that were not finished during the week. Otherwise, your child can continue with anther mystery hundreds image.

TECHNOLOGY

Design Task

Spacecraft Design Task

This design task encourages creative thinking and design engineering by tasking children with designing, planning and creating a spacecraft from craft materials found around the house. Refer to the resource for instructions and requirements.



SUPERFOODS

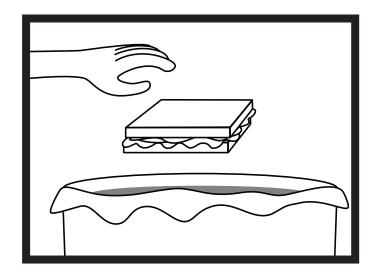
What's for Lunch?



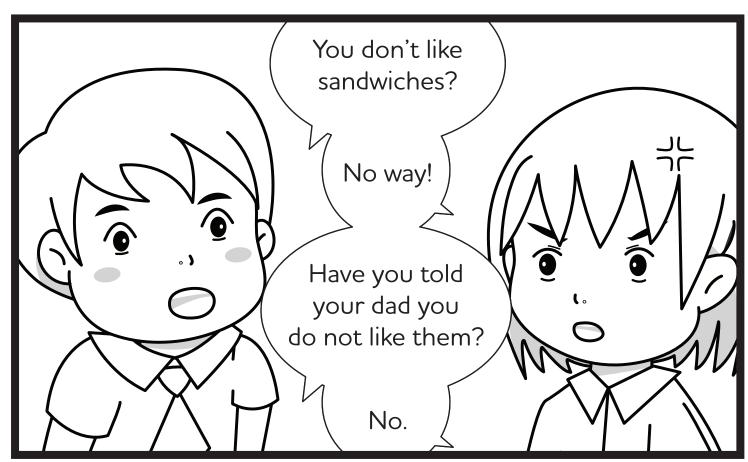


BELL RINGS FOR RECESS





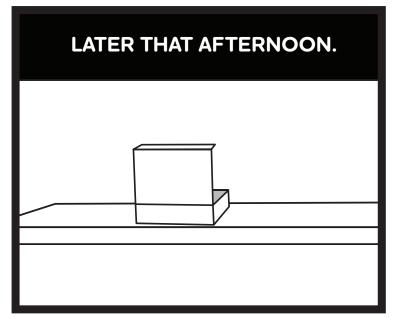


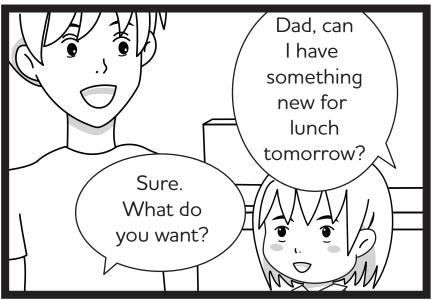














Superfoods: What's for Lunch? – Worksheet	
Name: Date: _	
Superfoods: What's for Lunch?	
Questions	
1. Why do you think the girl in the comic is not happy?	
2. What does the boy tell her to do?	
3. Has there been a time you were given a lunch you did When was that?	not like?
4. List some foods you know that are healthy.	
5. Suggest a lunch for the girl that is both delicious and h Draw it below.	nealthy.





Q: How does the ocean say hello?

(b) teachstarter



A: It waves.

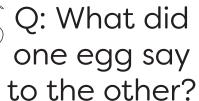
teachstarter



Q: Why couldn't the pony sing? A: Because she was a little hoarse.

(b) teachstarter

(b) teachstarter

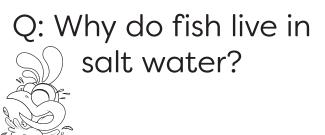


(b) teachstarter



A: "You crack me up!"

teachstarter



🖒 teachstarter



A: Because pepper makes them sneeze.

teachstarter



A: When it's full.

(b) teachstarter



A: A pair of jeans.

teachstarter



A: "I'll meet you in the corner!"

teachstarter

Q: How do you know when the moon has had enough to eat?



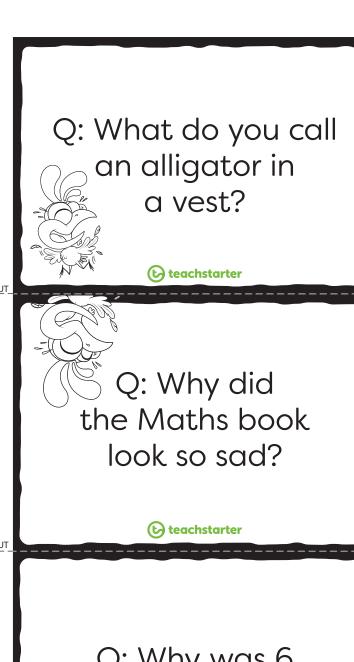


Q: What has two legs but cannot walk?



Q: What did one wall say to the other wall?







A: An investigator.

(b) teachstarter



A: Because it had so many problems.

(b) teachstarter



A: Because 7, 8, 9.

(b) teachstarter



A: Because they live in schools.

(b) teachstarter

Q: Why was 6 afraid of 7?

Q: Why are fish so smart?

(b) teachstarter



Q: What did zero say to eight?



Q: What do you call a cow on a trampoline?



Q: What do you call a dinosaur that is sleeping?

(b) teachstarter



(b) teachstarter



A: "Nice belt!"





A: A milkshake.





A: A dino-snore.





A: A rocket chip.

teachstarter

Q: What did the left eye say to the right eye?

teachstarter



A: "Something between us smells!"

(b) teachstarter



Q: How does a scientist freshen their breath?

teachstarter



A: With experi-mints.

teachstarter



A: Nothing. Bananas can't talk.

teachstarter



A: With ten tickles.

(b) teachstarter

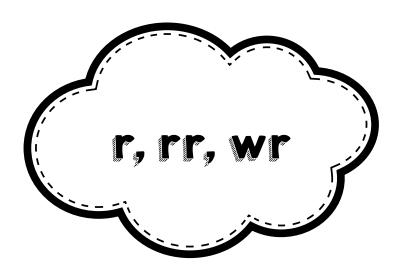
Q: What did the banana say to the dog?



Q: How do you make an octopus laugh?

(b) teachstarter





Spelling Words

- 1. room
- 2. read
- 3. rain
- 4. carry
- 5. sorry

- 6. carrot
- 7. write
- 8. wrap
- 9. wrist
- 10. river

Extension

- 1. afraid
- 2. frozen
- 3. wreck

- 4. wrong
- 5. during

Activity Grid

Sort your spelling words into their phoneme groups (r, rr, wr).	Put your spelling words in alphabetical order.
Type your spelling words on a computer.	Write as many words as you can that rhyme with each of your spelling words.
Write out your spelling words using a white crayon. Once all words have been written, use watercolours and paint to make hidden words appear.	Use pipe cleaners to write out your spelling words.
Using your spelling words, write the vowels in blue and the consonants in red.	Draw one shape for each word. Write your spelling words inside each of the shapes.
Using grid paper, write out your spelling words. Put each sound in one box. Like this: Ch-ee-se	Draw a picture and hide your spelling words in the picture.

Josh had 6 toy trucks and was given 6 more for his birthday. How many toy trucks does he have now?



Millie was growing corn in her garden. She picked 23 cobs of corn, but 13 were rotten and had to be thrown away. How many cobs of corn did she have to eat?



Debbie was baking cupcakes for the fete. On Saturday she baked 10 cupcakes, on Sunday she baked 5 cupcakes and on Monday she baked 2 cupcakes. How many cupcakes did she bake altogether?



Wendy had 16 coloured pencils in her pencil case. She gave 4 away to her friends. How many coloured pencils does she have left?

(b) teachstarter

On one side of the street there are 14 houses and on the other side there are 8 houses. How many houses are in the street?



(b) teachstarter

Lee has read 12 pages of her book. She still has 8 pages left to read. How many pages were in the book altogether?



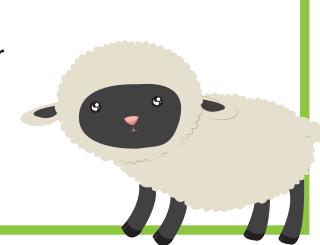
Peter sold 15 tickets to his family, 6 tickets to his friends and 3 tickets to his neighbours. How many tickets did he sell altogether?

(b) teachstarter

You have 25 students in your class. 6 are away today. How many students are in your class today?



There were 15 lambs in one paddock, 5 lambs in another and 10 lambs in the last paddock. How many lambs are there altogether?



Snacks



Potato Chips 10 packets per pack





Sultanas 6 boxes per pack





Popcorn
10 packets
per pack



Lunch Items



Chicken Nuggets 20 pieces per box



\$8.00

Mini Pizzas 6 pizzas per box





Sushi 20 rolls per pack



Sweet Treats



Chocolate Cupcakes
10 per box



\$6.00

Yoghurt Iceblocks 10 per box



\$2.00

Lollipops Pack of 12



Drinks



Water 6 x 250 mL bottles





Lemonade 10 x 375 mL bottles





Juice 6 x 250 mL boxes







Lucy bought 20 sweet treats for her party.

Make a list of the sweet treats Lucy bought.

PANDORA'S PARTY PALACE

Taylor's class was having an end-of-year party.

For the party, he bought 3 boxes of yoghurt ice blocks.

How much did he spend?



PANDORA'S PARTY PALACE

For his pizza party, Mario bought 2 boxes of mini pizzas.

How much did Mario spend on pizza?



PANDORA'S PARTY PALACE

Amy had some friends over for a movie night.

She bought 2 packs of popcorn to share with her friends.

How much did Amy spend on popcorn?



Mrs Small bought some decorations for a class party.

She got 2 packs of balloons and I pack of streamers.

How much did Mrs Small spend on decorations for the party?

PANDORA'S PARTY PALACE

Daniel needed some paper plates for a family picnic.

If 40 people are going to the picnic, how many packs of paper plates does Daniel need to buy?

(b) teachstarter



PANDORA'S PARTY PALACE

As a special treat, Mr Wright bought his class lollipops.

If there were 24 children in the class, how many packs did he buy?

PANDORA'S PARTY PALACE

Sam bought 5 boxes of chicken nuggets for his party.

How much did Sam spend on chicken nuggets?



Coach Carter bought 12 bottles of water – one for each soccer player at the gala day.

How much did Coach Carter spend on water?

PANDORA'S PARTY PALACE

Christine bought 3 boxes of cupcakes to take to school for her birthday.

How many cupcakes did Christine have to share with her friends?





PANDORA'S PARTY PALACE

Naomi bought 2 packs of party hats for her friends to wear at her birthday party.

How many party hats did Naomi have altogether?

PANDORA'S PARTY PALACE

Principal Jones bought yoghurt iceblocks for each class in the school.

If he bought 12 boxes, how much did Principal Jones spend on yoghurt iceblocks?



For a science experiment, Professor Paleo bought 4 boxes of straws.

How many straws did Professor Paleo have altogether?



PANDORA'S PARTY PALACE

To help celebrate New Year's Eve, Lilly bought some decorations from Pandora's Party Palace. Her budget for decorations was \$20.

What could Lilly buy for \$20?

PANDORA'S PARTY PALACE

On the weekend, Jenny had a party for her 8th birthday.

Jenny bought:

- 1 pack of balloons
- 2 packs of streamers
- 3 boxes of cupcakes.

How much did Jenny spend altogether?



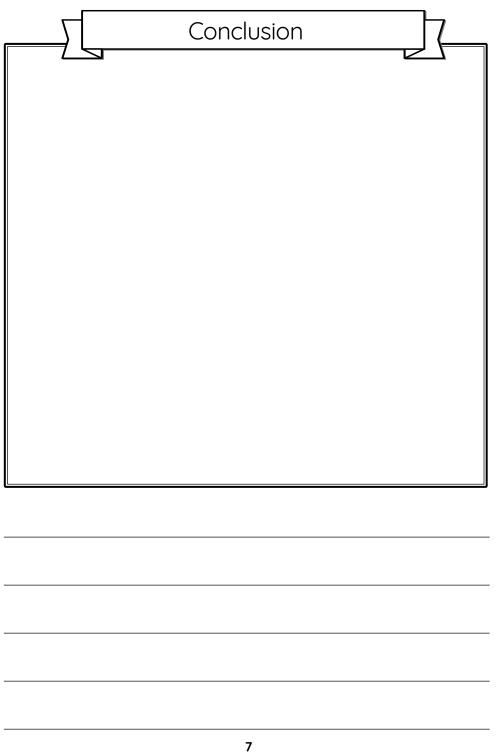
PANDORA'S PARTY PALACE

You have been given a budget of \$50 to organise your own party, using items from Pandora's Party Palace.

Make a list of the items you will buy.

Check that your items cost less than \$50.

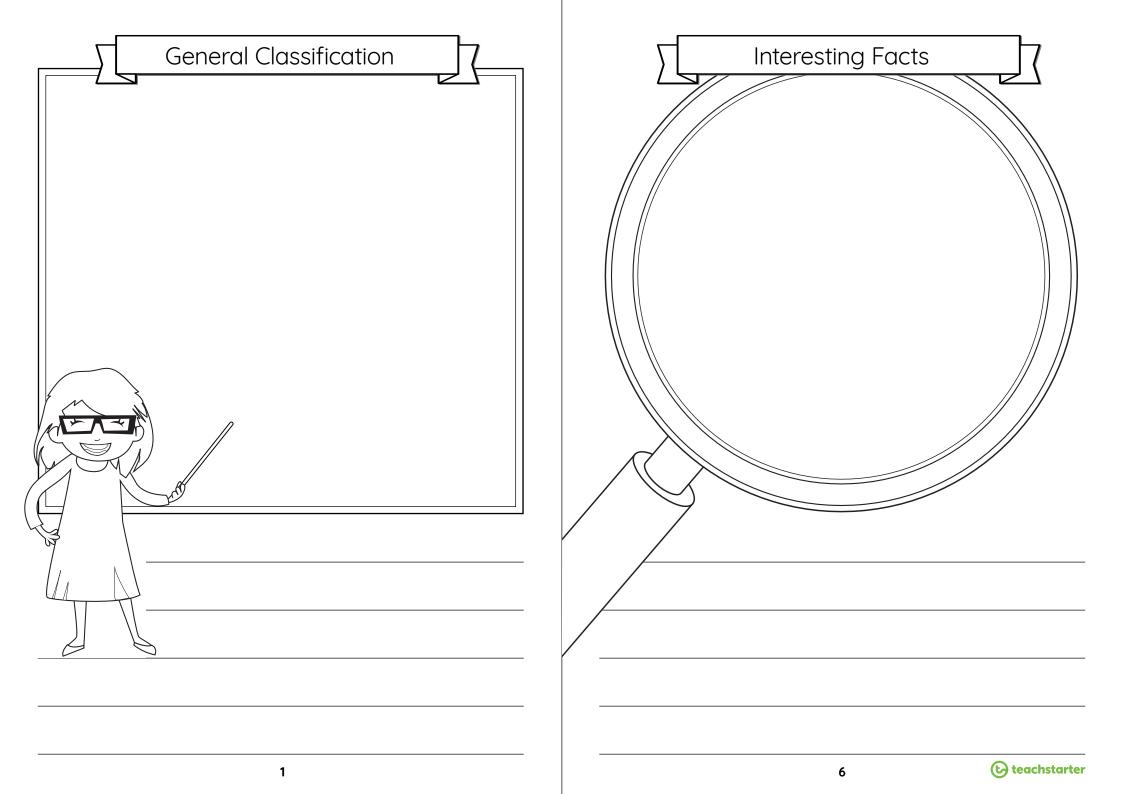


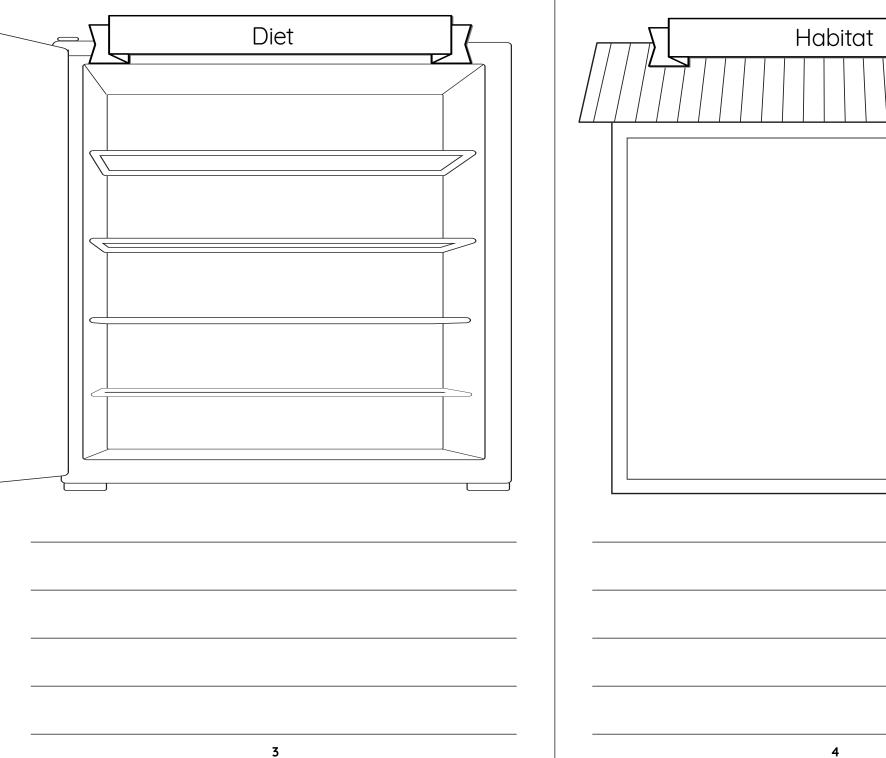


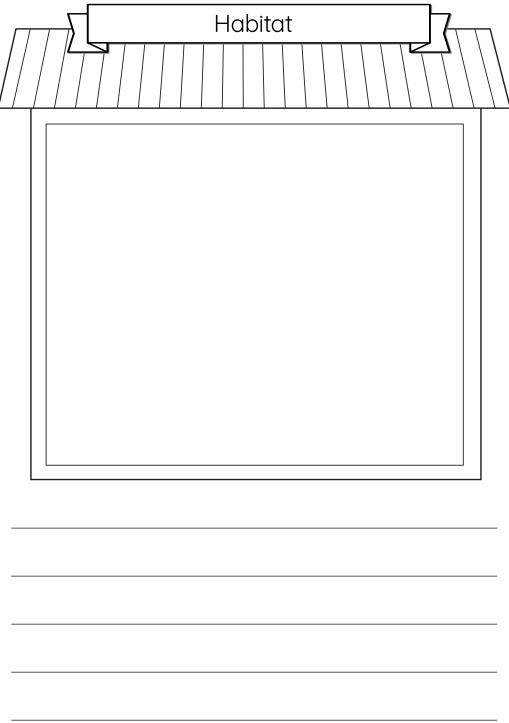
INFORMATIVE WRITING ANIMAL RESEARCH TASK

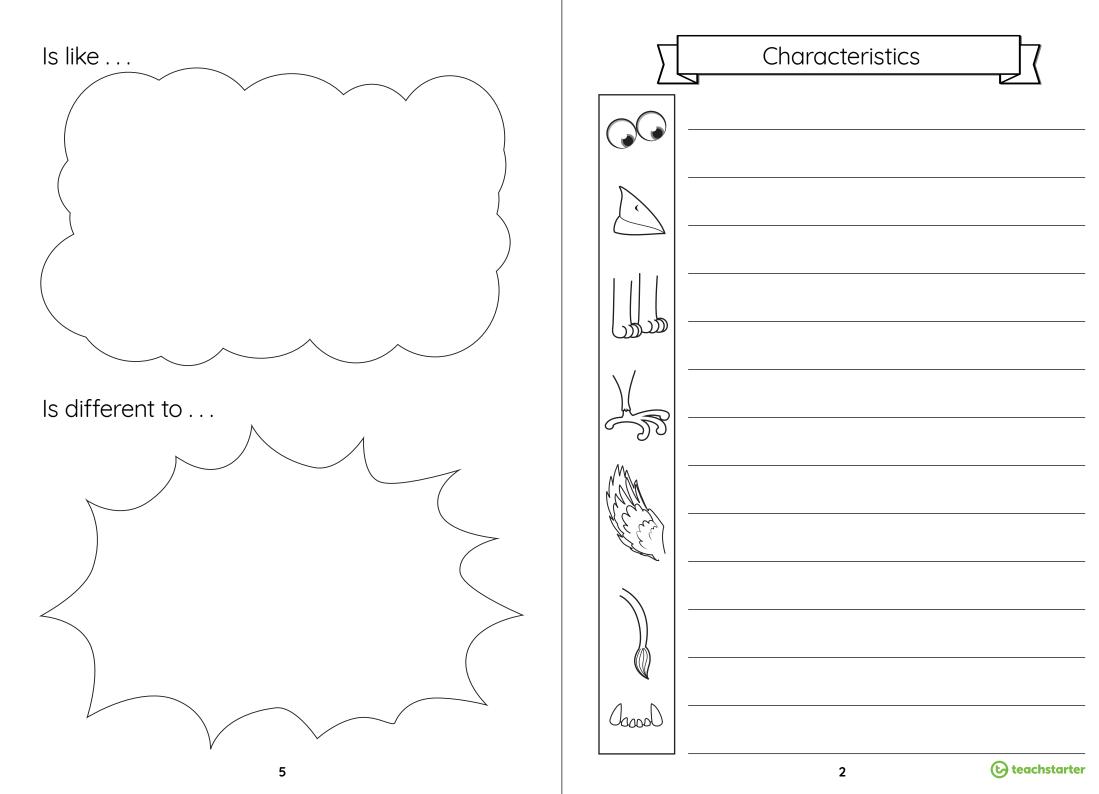
Facts About	 	
Du		

Date _____











object



I ate the **apple**.

We went to the **beach**.

ROUM\$
are naming words.



animal



The **cat** purred.



Harriet ate the tomato.



Daniel **swims** in the ocean.

VCPbs are action/doing words.



Jodie **bakes** a birthday cake.



Sally **sings** beautifully.



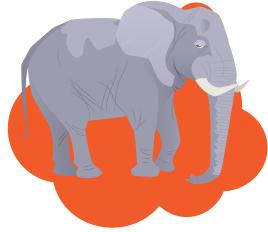


It was a **rainy** day.



We have a **spotty** dog.

Adjactive: are describing words.



The elephant is **huge**.



I found a **green** snail.



Nouns, Verbs and Adjectives Sort

Cut out the words and paste them into the table under their correct heading.

apple	read	large	ball
skateboard	kitten	cook	fastest
lonely	whisper	school	old
teacher	red	yell	run
cold	lazy	purple	fish
dinosaur	crazy	hop	hat

Date:

Nouns, Verbs and Adjectives Sort

Nouns	Verbs	Adjectives

The Bean Game

The Bean Game is a fun and active game that can be used at the beginning of any lesson or at any time when your class needs a brain break. This game encourages the development of listening skills, cognitive processing skills, physical activity and social skills.

Players

Whole class or small group

Equipment

A set of bean flashcards

Preparation

- Before starting the game, show and discuss each of the bean flashcards:
 - baked bean
 - runner bean
 - broad bean
- refried bean
- jelly bean
- string bean
- chilli bean.
- Model each bean shape or movement. Ask the students to copy and rehearse the different bean actions.
- When the students are familiar with each bean action, rehearse the game by calling out different bean types and encouraging the students to respond by making the bean shape or movement.

How to Play

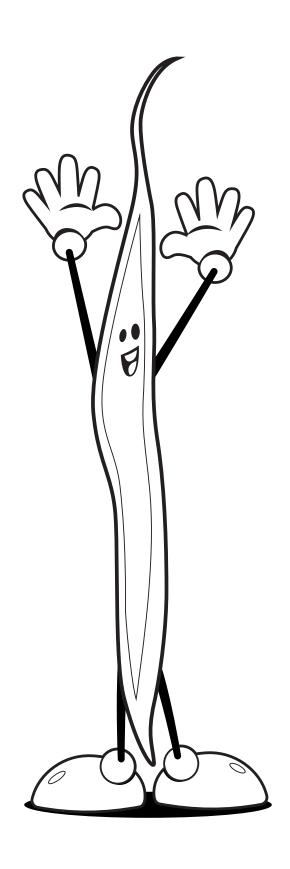
- 1. Ask the students to move carefully and silently around a safe, open space (walking or jogging) and to listen carefully for the 'bean call'.
- 2. As soon as they hear the 'bean call', ask the students to make the shape or movement of the corresponding bean as quickly as they can.
- 3. As students become more confident and more familiar with the different bean actions, increase the pace of the game.

Differentiation

- Support less confident students by holding up the bean flashcards when making the 'bean call'.
- Encourage less confident students to work with a partner.
- Encourage more confident students to experience being the 'bean caller'.

String Bean

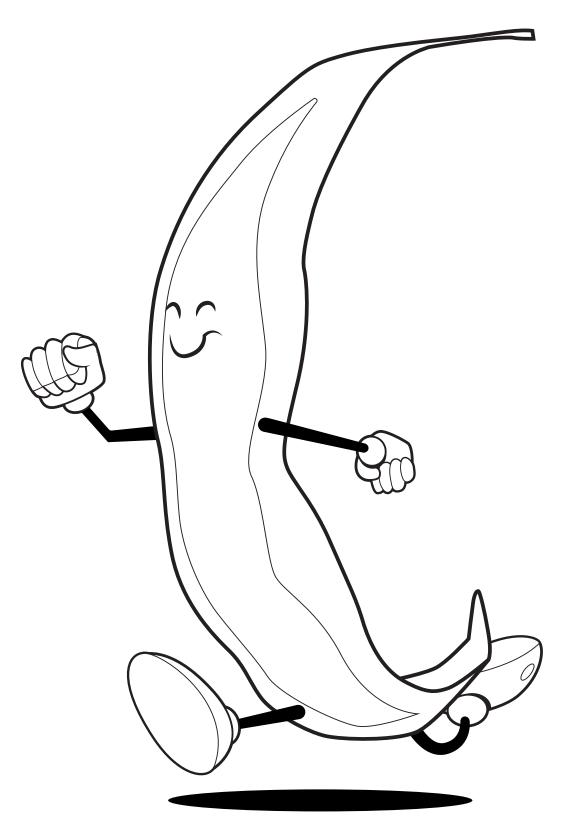
Stretch up and make a tall, thin shape with your body like a piece of string.





Runner Bean

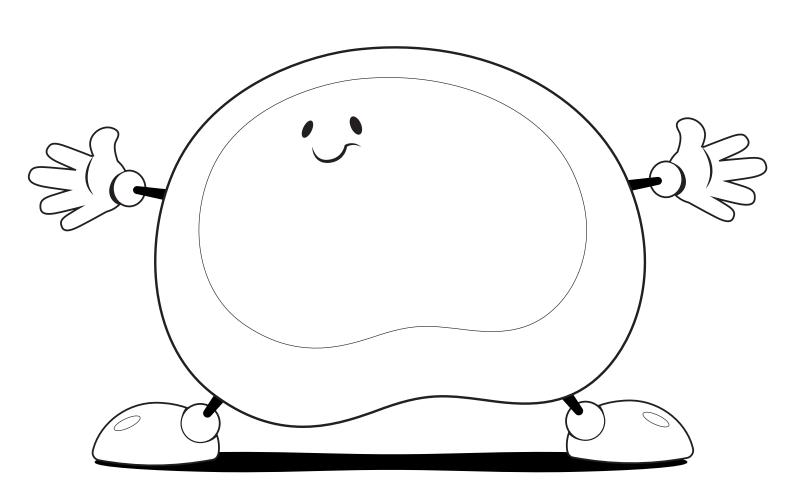
Run on the spot like a runner.





Broad Bean

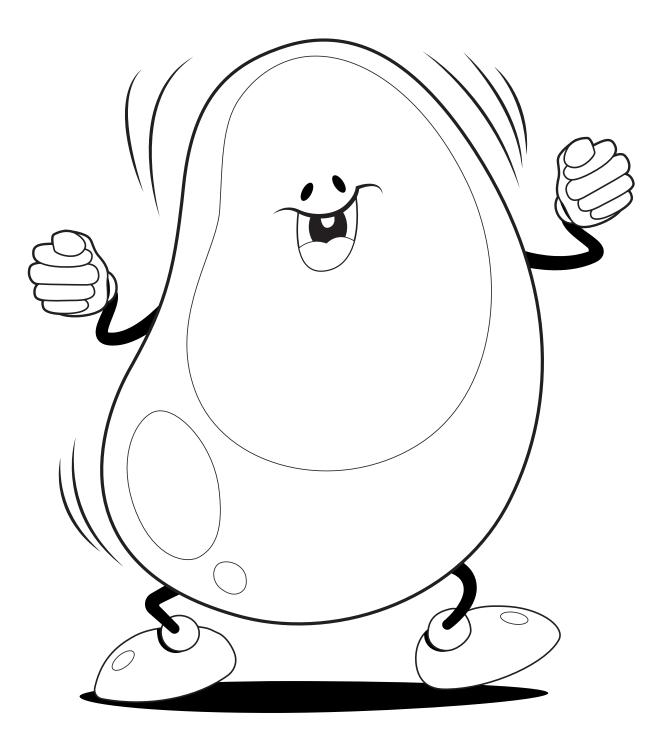
Spread out your arms and legs to make a broad and wide shape.





Jelly Bean

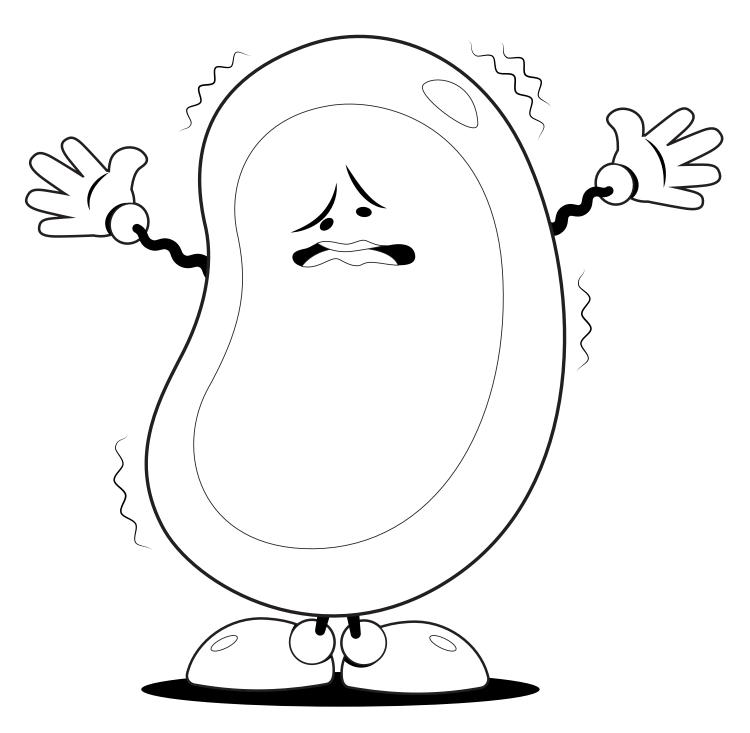
Wobble your body like wobbly jelly.





Refried Bean

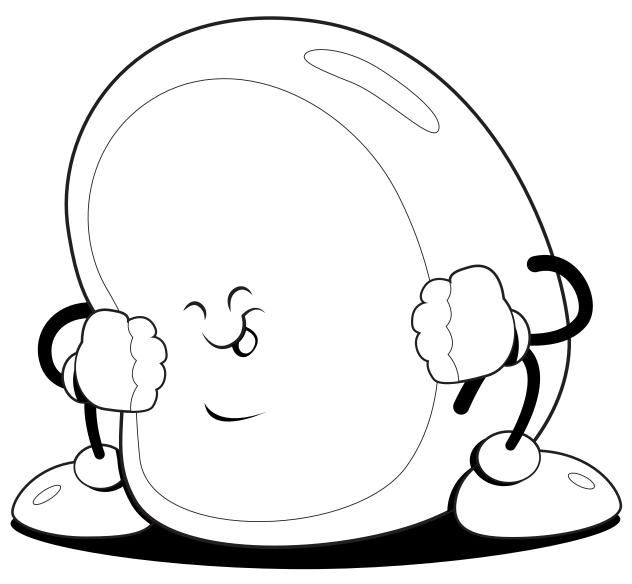
Move your hands, arms and legs quickly like you are being fried on a frying pan.





Baked Bean

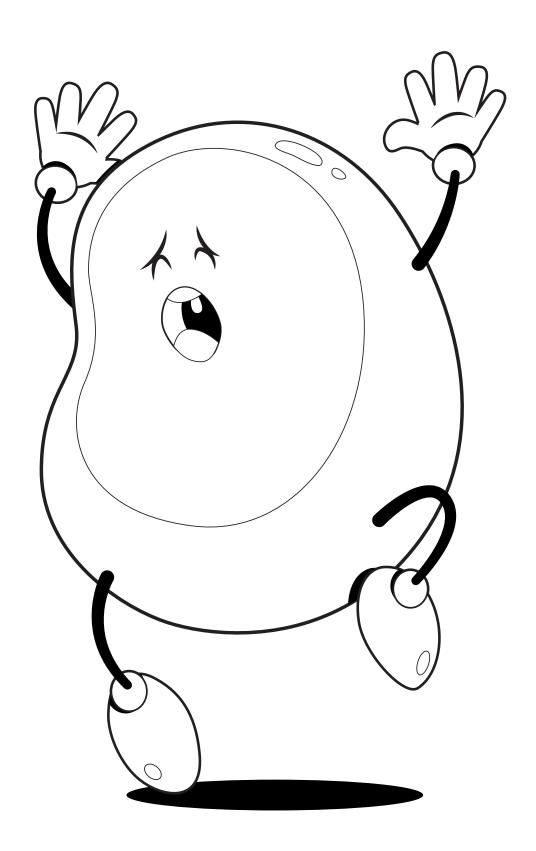
Curl up on the ground like a small baked bean.





Chilli Bean

Hop from one foot to the other like you are treading on hot coals.

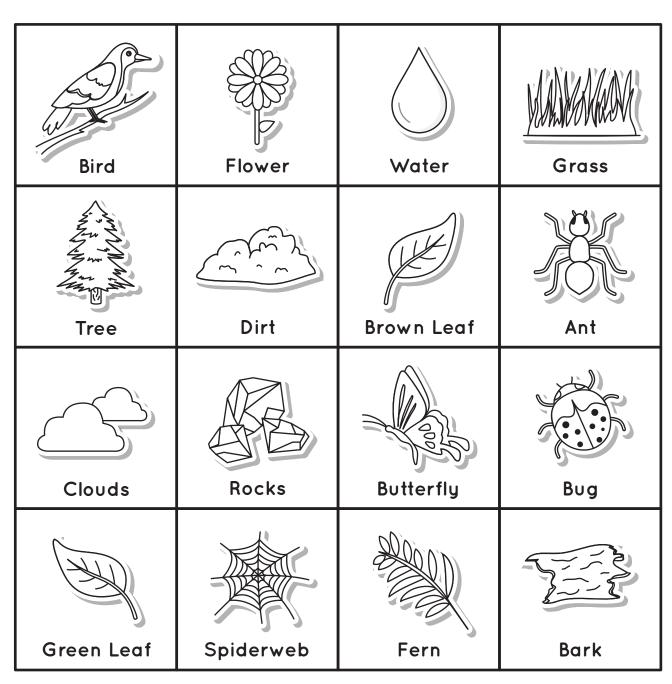




MATURE SCAVENGER NUNT



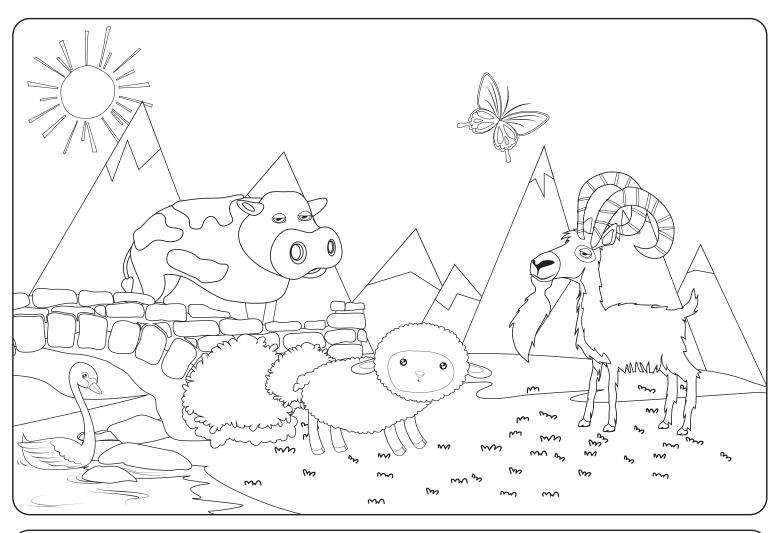
See if you can find all the items below.



Maran Maran



Date:



above	beneath	right	in front	left	below
next to	far	on	under	between	

The is of the is to the of the



The is the bridge. The areaway.



The is to the of the The is the





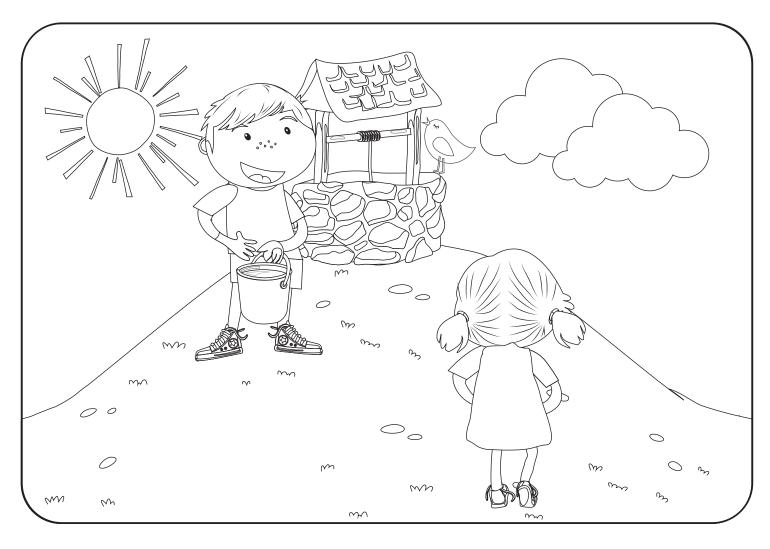


is the is the



isthe rocks.





top	down	behind	in front	far	
bottom	up	on	in	near	

Jill is going _____ the hill.

The well is _____ of Jill.

Jack is going _____the hill.

The bird is _____the well.

The well is at the _____of the hill.

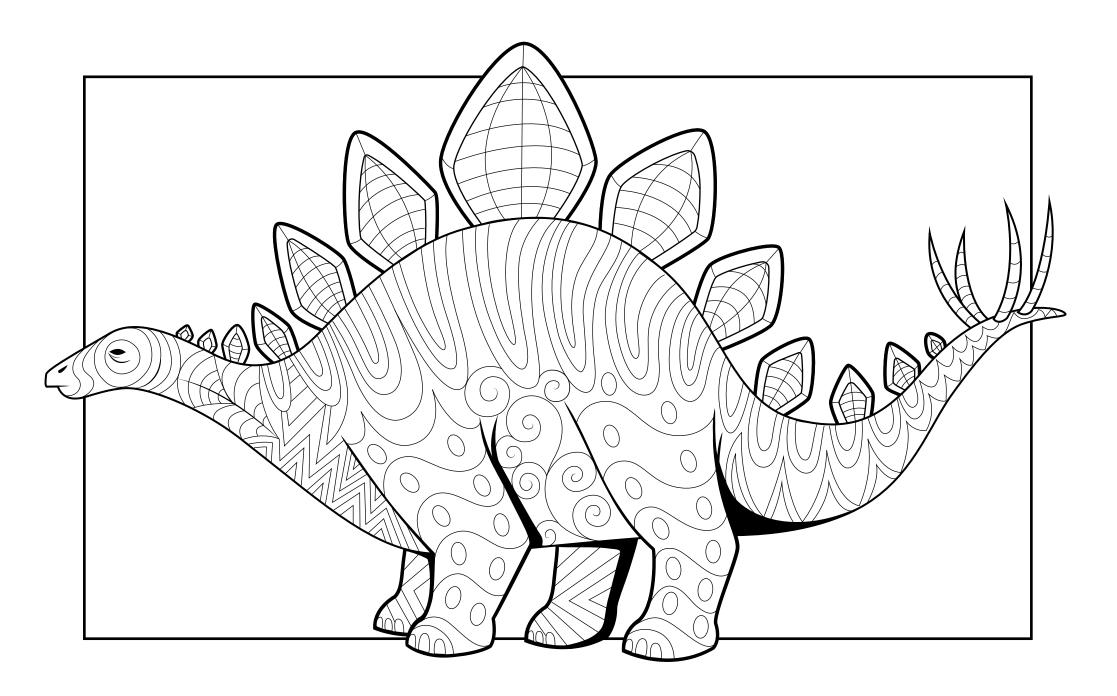
The water is _____ the bucket.

Jill is at the _____ of the hill.

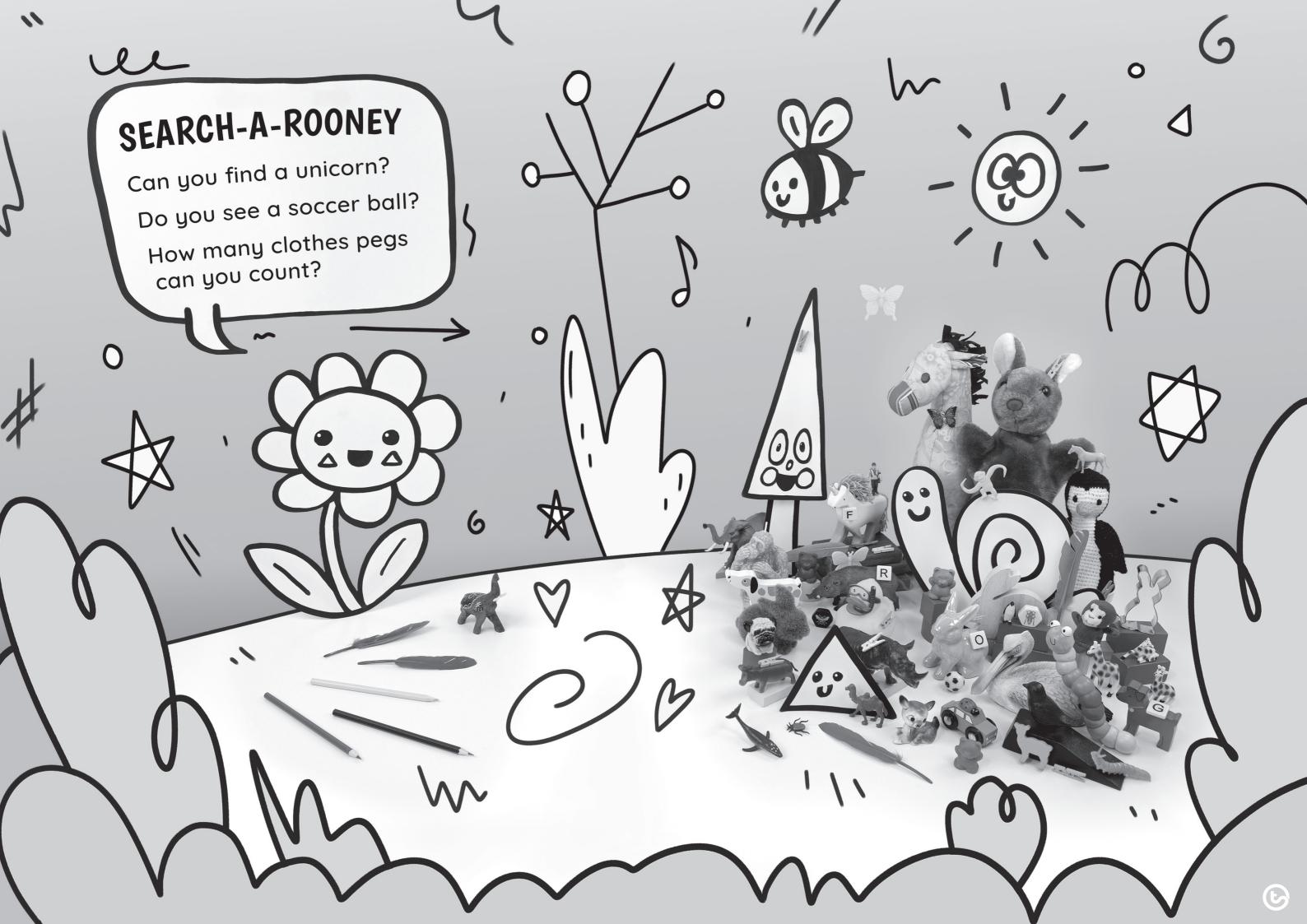
Jill is _____ from the well.

The well is _____ Jack.

Jack is _____ the well.







Search-a-Rooney #2 – Worksheet	
Name:	Date:
Search-a-Roone	y #2
Questions	
1. Name five animals you can see on this pag	ge. Can you name more?
2. Look at the picture and describe an anima seen before.	l that you have never
3. What animal did you describe?	
4. Which of the drawn characters would be a	leader? Why?
5. Choose a drawn character to write about. 'think they are.	Write about who you

Story Map

Title _____ Setting Characters Problem What else happened? Solution

Hundreds Board Mystery Picture No. ____

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Mystery Picture 1

Green: 65, 66, 73, 74, 75, 76, 77, 78, 84, 85, 86,

87, 95, 96

Yellow: 25, 26, 35, 36

Pink: 4, 5, 6, 7, 13, 14, 15, 16, 17, 18, 22, 23, 24, 27, 28, 29, 32, 33, 34, 37, 38, 39, 43, 44, 45, 46, 47,

48, 54, 55, 56, 57



(b) teachstarter

Mystery Picture 2

Purple: 65, 66, 75, 76

Orange: 33, 34, 35, 36, 37, 38, 42, 43, 48, 49, 52, 59,

62, 69, 72, 79, 82, 89

Blue: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 19, 20, 21, 30, 85,

86, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100

Green: 55, 56, 64, 67, 74, 77, 84, 87

Red: 13, 14, 15, 16, 17, 18, 22, 23, 24, 25, 26, 27, 28, 29, 31, 32, 39, 40, 41, 50, 51, 60, 61, 70, 71, 80, 81, 90

Yellow: 44, 45, 46, 47, 53, 54, 57, 58, 63, 68, 73, 78,

83,88



Mystery Picture 3

Black: 26, 27, 36, 37, 54, 55, 58, 59, 64, 65, 68, 69, 83,89

Green: 81, 82, 84, 85, 86, 87, 88, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100

Blue: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 19, 20, 21, 22, 23, 30, 31, 32, 71

Red: 15, 16, 17, 18, 24, 25, 28, 29, 33, 34, 35, 38, 39, 40, 44, 45, 46, 47, 48, 49, 50, 56, 57, 60, 66, 67, 70, 72, 73, 74, 75, 76, 77, 78, 79, 80

Add eyes, antennae and a smile to the picture.



(b) teachstarter

Mystery Picture 4

Red: 2, 9, 12, 14, 17, 19, 21, 22, 23, 28, 29, 30, 31, 40, 41, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 63, 64, 65, 66, 67, 68, 73, 74, 75, 76, 77, 78, 83, 84, 85, 86, 87, 88, 92, 94, 97, 99

Black: 44, 48

Blue: 1, 3, 4, 5, 6, 7, 8, 10, 11, 13, 15, 16, 18, 20, 24, 25, 26, 27, 32, 35, 36, 39, 42, 45, 46, 49, 61, 62, 69, 70, 71, 72, 79, 80, 81, 82, 89, 90, 91, 93, 95, 96, 98, 100

Add a smile to the picture.



Mystery Picture 5

Black: 24, 27

Blue: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 15, 16, 19, 20, 21, 22, 25, 26, 29, 30, 31, 32, 39, 40, 41, 50, 51, 52, 59, 60, 81, 90, 91, 92, 95, 96, 99, 100

Green: 33, 34, 35, 36, 37, 38, 42, 43, 44, 45, 46, 47, 48, 49, 53, 54, 55, 56, 57, 58, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 82, 83, 84, 85, 86, 87, 88, 89, 93, 94, 97, 98

Add a smile to the picture.



Mystery Picture 6

Black: 34, 37, 63, 68, 74, 75, 76, 77

Yellow: 4, 5, 6, 7, 13, 14, 15, 16, 17, 18, 22, 23, 24, 25, 26, 27, 28, 29, 31, 32, 33, 35, 36, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 64, 65, 66, 67, 69, 70, 72, 73, 78, 79, 83, 84, 85, 86, 87, 88, 94, 95, 96, 97



Mystery Picture 7

Brown: 75, 76, 85, 86, 95, 96

Red: 14, 18, 33, 37, 56

Green: 3, 4, 5, 6, 7, 8, 12, 13, 15, 16, 17, 19, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 34, 35, 36, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 52, 53, 54, 55, 57, 58, 59, 63, 64, 65, 66, 67, 68



(b) teachstarter

Mystery Picture 8

Yellow: 55, 56

Blue: 1, 2, 3, 8, 9, 10, 11, 12, 19, 20, 21, 30, 31, 34, 37,

40, 41, 50, 51, 60, 61, 62, 69, 70, 71,80

Black: 4, 5, 6, 7, 13, 14, 15, 16, 17, 18, 22, 25, 26, 29, 32, 35, 36, 39, 42, 43, 44, 45, 46, 47, 48, 49, 52, 53, 54, 57, 58, 59, 63, 64, 65, 66, 67, 68, 72, 73,

78, 79, 81, 82, 89, 90, 91, 100



Mystery Picture 9

Orange: 53, 54, 55, 56, 57, 58, 64, 65, 66, 67, 75, 76

Green: 1, 2, 3, 8, 9, 10, 11, 12, 19, 20, 21, 30, 62, 63, 68, 69, 71,

72, 73, 78, 79, 80, 81, 82, 89, 90, 91, 100

Blue: 74, 77, 83, 88, 92, 93, 98, 99

Yellow: 4, 5, 6, 7, 13, 14, 15, 16, 17, 18, 22, 29, 31, 32, 39, 40,

41, 42, 49, 50, 51, 52, 59, 60, 61, 70

Red: 84, 85, 86, 87, 94, 95, 96, 97

Black: 23, 24, 25, 26, 27, 28, 33, 35, 36, 38, 43, 44, 45, 46,

47, 48

Black circle: 34, 37

Add a smile to the picture.



(b) teachstarter

Mystery Picture 10

Black: 25, 26, 32, 35, 36, 39, 42, 45, 46, 49, 55, 56, 65, 66, 73, 75, 76, 78, 83, 85, 86, 88, 95, 96

Yellow: 33, 38, 43, 48, 72, 79, 82, 89

Light blue: 61, 62, 63, 64, 67, 68, 69, 70, 71, 74, 77,

80, 81, 84, 87, 90, 92, 93, 98, 99

Dark blue: 22, 23, 28, 29, 31, 34, 37, 40, 41, 44, 47,

50, 52, 53, 54, 57, 58, 59

Add black antennae to the picture.



Mystery Picture 11

Black: 33, 38

Pink: 54, 55, 56, 57, 65, 66, 93, 94, 97, 98

Purple: 2, 9, 12, 13, 14, 17, 18, 19, 21, 25, 26, 30, 31, 35, 36, 40, 41, 45, 46, 50, 51, 52, 53, 58, 59, 60, 62, 63, 64, 67, 68, 69, 73, 74, 75, 76, 77, 78, 84, 85, 86, 87

(b) teachstarter

Mystery Picture 12

Red: 11, 12, 21, 22, 23, 33, 34, 44 Blue: 41, 42, 51, 52, 61, 62, 71, 72

Yellow: 73

Green: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 13, 14, 15, 16, 17, 18, 19, 20, 24, 27, 28, 31, 32, 35, 40, 45, 50, 60, 70, 76, 77, 78, 79, 80, 82, 83, 84, 85, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100

Pink: 25, 26, 29, 30, 36, 37, 38, 39, 46, 49, 54, 55, 56, 57, 58, 59, 64, 65, 66, 67, 68, 69, 74, 75, 81, 86

Black: 43, 53, 63 Black circle: 47, 48



Mystery Picture 13

Orange: 1, 4, 7, 10, 12, 19, 31, 40, 61, 70, 82, 89, 91, 94, 97, 100

Black: 33, 34, 37, 38, 42, 43, 44, 45, 46, 47, 48, 49, 53, 54, 57, 58

Yellow: 14, 15, 16, 17, 23, 24, 25, 26, 27, 28, 32, 35, 36, 39, 52, 55, 56, 59, 62, 63, 64, 65, 66, 67, 68, 69, 73, 74, 75, 76, 77, 78, 84, 85, 86, 87

Add a smile to the picture.



(b) teachstarter

Mystery Picture 14

Red: 5, 16, 24, 25, 33, 37, 44, 48, 56, 83 **Brown:** 65, 66, 75, 76, 85, 86, 95, 96

Yellow: 15, 17, 23, 27, 32, 35, 38, 43, 46, 55, 71, 88

Green: 72, 73, 74, 77, 78, 80, 81, 82, 84, 87, 89, 90, 91,

92, 93, 94, 97, 98, 99, 100

Orange: 6, 14, 26, 28, 34, 36, 39, 45, 47, 54, 57, 79 **Blue:** 1, 2, 3, 4, 7, 8, 9, 10, 11, 12, 13, 18, 19, 20, 21, 22, 29, 30, 31, 40, 41, 42, 49, 50, 51, 52, 53, 58, 59, 60, 61, 62,

63, 64, 67, 68, 69, 70



Mystery Picture 15

Yellow: 8, 9, 10, 19, 20

Orange: 71, 72, 78, 81, 82, 84, 85, 87, 88, 91, 92, 95, 98, 99, 100 **Blue:** 1, 4, 5, 6, 7, 15, 16, 17, 18, 21, 23, 24, 25, 26, 27, 28, 29, 30, 31,

32, 33, 37, 38, 39, 40, 41, 42, 49, 50, 59, 60

Green: 44, 45, 46, 53, 54, 55, 56, 57, 58, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 73, 74, 75, 76, 77, 79, 80, 83, 86, 89, 90, 93, 94, 96,97

Red triangle (pointing upwards): 34, 35, 36, 43, 47, 48, 51, 52

Colour blue around the triangles. Add an eye and a mouth to the picture.



(b) teachstarter

Mystery Picture 16

Black: 44, 47

Green: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 19, 20, 21, 30, 31, 40, 41, 50, 51, 60, 61, 70, 71, 80, 81, 84, 87, 90, 91, 94, 97, 100

Pink: 13, 14, 15, 16, 17, 18, 22, 23, 24, 25, 26, 27, 28, 29, 32, 35, 36, 39, 42, 45, 46, 49, 52, 53, 54, 55, 56, 57, 58, 59, 62, 63, 64, 65, 66, 67, 68, 69, 72, 73, 74, 75, 76, 77, 78, 79, 82, 83, 85, 86, 88, 89, 92, 93, 95, 96, 98, 99



Mystery Picture 17

Yellow: 4 (triangle pointing upwards), 14, 24, 34, 42, 43, 44, 45, 46, 47, 48, 49, 52, 53, 54, 55, 56, 57, 58, 59, 63, 64, 65, 66, 67, 68, 74, 75, 76, 77, 85, 86

Purple: 7 (triangle pointing upwards), 17, 27, 37 **Blue:** 6 (triangle pointing upwards), 16, 26, 36 Black: 9 (triangle pointing upwards), 19, 29, 39 Red: 2 (triangle pointing upwards), 12, 22, 32

Green: 5 (triangle pointing upwards), 15, 25, 35, 62, 69, 72, 73, 78, 79, 82, 83, 84, 87, 88, 89, 92, 93, 94, 95, 96, 97, 98, 99

Orange: 3 (triangle pointing upwards), 13, 23, 33 Brown: 8 (triangle pointing upwards), 18, 28, 38



Mystery Picture 18

Green: 71, 72, 74, 76, 78, 80, 81, 82, 84, 86, 88, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100

Blue: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 16, 17, 18, 19, 26, 27, 28, 29, 50, 60, 61, 62, 70

Yellow: 11, 15, 23, 30, 32, 34, 36, 37, 38, 39, 40, 42, 43, 44, 46, 47, 48, 49, 56, 57, 58, 59, 63, 64, 65, 66, 67, 67, 68, 69, 73, 75, 77, 79, 83, 85, 87, 89

Black: 33

Orange: 12, 13, 14, 20, 21, 25, 31, 35, 41, 45, 51, 52, 53, 54, 55

Black circle: 22, 24



ROLL TO CREATE A CREATURE (

Instructions:

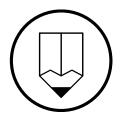
- 1. Roll the dice and match the number on the dice with a row on the chart.
- 2. See which body shape is on that row (in the "1st Roll" column).
- 3. Draw that body shape onto a piece of paper.
- 4. Roll again, match the number to a row on the chart and see which eyes are on that row (in the "2nd Roll" column).
- 5. Draw those eyes onto the body of your creature.
- 6. Continue until you have each of the parts you need for your creature.
- 7. Decorate your creature, create a background around it and choose a crazy creature name!

	Ist Roll	2nd Roll	3rd Roll	4th Roll	5th Roll	6th Roll
	BODY	EYES	MOUTH	ARMS	LEGS	EXTRAS
•						O O O DOTS
•		••				SPIKES
•				\b		TAIL
• •		\odot				A A HORNS
		⊙ ©⊙			600	W W FUR
• • • •		⊙ ⊙	(Anna)	2	EV EV	ANTENNA



Tom's Broken Leg

my brother tom broke his leg playing soccer He haz a red crutch to help hiim walk.

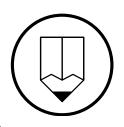


Find 2 spelling mistakes. Add 2 capital letters and 1 full stop.



Windy Day

it was a really windy day on Sonday. kate and ben tok their kite to the park to fly it

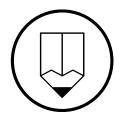






A Rainy Day

the sky started to tern grey. Rain started to fall on my head. i poot up my favourite umbrella



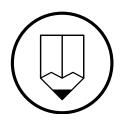
Find 2 spelling mistakes. Add 2 capital letters and 1 full stop.





Show and Tell

for show and tell tooday
Bill bought his cat. his
name is called Snowflake.
Snowflake likes big huggs

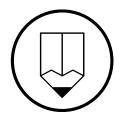






Rob the Robot

rob the robot lieks the colour green. He has long slinky blu arms. he has a red button on his head



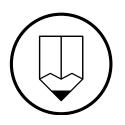
Find 2 spelling mistakes. Add 2 capital letters and 1 full stop.





Map of the World

jane was looking at a map of teh world. she culd see all the water and land

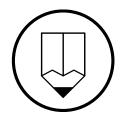






Jumping in Puddles

jill wore her raine boots today. there wer lots of muddy puddles to jump in

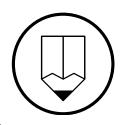


Find 2 spelling mistakes. Add 2 capital letters and 1 full stop.



8 Slimy Frogs

frogs do not drink water like we do. They get watar through their skin. this is whyy frog skin feels slimy

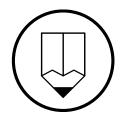






Wags the Dog

wags the dog has run awaye. Do you know where wags has goen



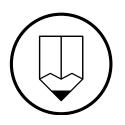
Find 2 spelling mistakes. Add 2 capital letters and 1 question mark.



(10)

Hot, Hot, Hot!

the sun is really hott.
What do i need to stay
sayfe from the sun



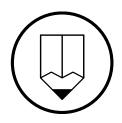
Find 2 spelling mistakes. Add 2 capital letters and 1 question mark.





(11) What's Hiding?

there is somthing hiding under that rock. Do you know wat it is

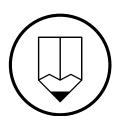


Find 2 spelling mistakes. Add 1 capital letter and 1 question mark.



12) **What Am I?**

i have a really loong neck and i like to eat leaves. What do you thinnk I might be

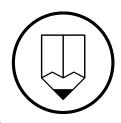


Find 2 spelling mistakes. Add 2 capital letters and 1 question mark.





i crossd the finish line. i was so happi! I came first

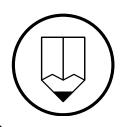


Find 2 spelling mistakes. Add 2 capital letters and 1 exclamation mark.



(14) My Hairbrush

my sister was using mi hairbrush. i was sow angry

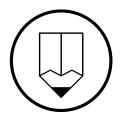


Find 2 spelling mistakes. Add 2 capital letters and 1 exclamation mark.





bang! i popped thee balloon using my finger. It gave my Mam a fright

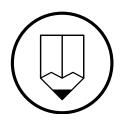


Find 2 spelling mistakes. Add 2 capital letters and 1 exclamation mark.



(16) Bouncy Ball

help! My bal has bounced away and i can't finde it. Can you help me



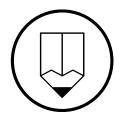
Find 2 spelling mistakes. Add 2 capital letters and 1 question mark.





The Cat and the Rat

the cat was sleeping on the mat. a fat rat caem and sat next to the seeping cat



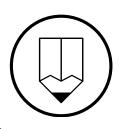
Find 2 spelling mistakes. Add 2 capital letters and 1 full stop.





The Vet

we took my pet to the vet. My vett has not met my pet yet. i hoep my pet likes the vet

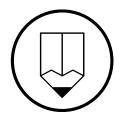




(19)

Fun in the Sun

on the weekand we had some fun in the sun. We went for a run and aet a yummy bun



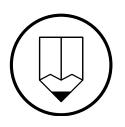
Find 2 spelling mistakes. Add 1 capital letter and 1 full stop.





20) Ted the Dog

ted the dog was reddy to be fed. His food bowle was next to his bed in the red shed





Story Map

Title _____ Setting Characters Problem What else happened? Solution









The Scenario

Very soon, your class will be celebrating the International Day of Friendship. To help mark the occasion, your teacher is asking everyone in the class to design and make a friendship band for a special friend. You will need to use coloured, circular beads in a repeating pattern. You must use at least three colours in each design.

Your teacher would like you to create three different friendship band designs before deciding which one you like the best. You will also need to describe the pattern you have used in each design.

The Task

To create three friendship band designs using a repeating colour pattern.

The Materials

- · Coloured pencils or markers
- · String
- · Coloured Beads

The Procedure

- 1. Colour three different friendship band designs on the template provided.
- 2. Describe the colour pattern that you have used for each design.
- 3. Choose which friendship band design you like the best.
- 4. If the materials are available, make your design using string and coloured beads.



Patterns Investigation - Worksheet	
Name	Date
My Friendship Band Design	
Design 1	
The pattern I have used for this design is :	·
Design 2	
The pattern I have used for this design is :	·
Design 3	
The pattern I have used for this design is :	
My favourite design is number because	·
INVESTIGATION	teachstarter

Name	

Date

Reflection

Shade the face to describe how you feel about how you worked during the investigation.

I listened to my teacher's instructions.	• •	
I listened to the ideas of my classmates.		
I shared my ideas with my classmates.		
I tried to complete my work neatly.		
I tried to complete my work on time.		
I asked for my teacher's help when I needed it.		
I concentrated on the task I was doing.	••	
I did my best work on this task.	• •	

Gackand Ura Pennikalla

Once upon a time there was a boy called Jack. He lived with his mother. They were very poor. The only thing that they owned was a cow.

One morning, Jack's mother told Jack to take their cow to market and sell her for money. On the way to the market, Jack met a man. The man asked Jack if he would sell the cow for some magic beans. Jack took the beans for the cow and went back home. When Jack's mother saw the beans, she was very angry. She was so cross that she threw the beans out of the window.

The next morning, Jack looked out of the window. He saw a giant beanstalk. He went outside and started to climb the tall beanstalk. He climbed up and up to the sky and through the clouds. Above the clouds, Jack saw a beautiful castle. He went into the castle. Then, Jack heard a loud voice. It was the voice of an enormous giant. Jack felt scared.

"Fee, Fi, Fo, Fum!" said the giant.

Jack ran into a cupboard to hide. The big giant came into the room and sat down. On the table there was a hen and a golden harp.

"Lay!" said the giant. The hen laid an egg. It was made of gold.

"Sing!" said the giant. The harp began to sing.

After a little while, the giant fell asleep. Jack jumped out of the cupboard. He thought that his mother would like the magic hen and the magic harp. So, he took the hen and the harp.

Suddenly, the harp sang, "Help, master!" The giant woke up and shouted, "Fee, Fi, Fo, Fum!"

Jack ran and started climbing down the beanstalk. The giant came down after him.

"Mother, help!" Jack shouted.

Jack's mother took an axe and chopped down the beanstalk. The giant fell and crashed to the ground. With the golden eggs and the magic harp, Jack and his mother lived happily ever after.



Full Stop and Capital Letter Scavenger Hunt - Worksheet		
Name	Date	

Capital Letter and Full Stop Scavenger Hunt

As a class, read the following passage from the fairy tale, Jack and the Beanstalk.

Once upon a time there was a boy called \underline{J} ack $_{\odot}$ He lived with his mother. They were very poor. The only thing that they owned was a cow.

Jack's mother told Jack to take their cow to market and sell her for money. On the way to the market, Jack met a man. The man asked Jack if he would sell the cow for some magic beans. Jack took the beans for the cow and went back home. When Jack's mother saw the beans, she was very angry. She was so cross that she threw the beans out of the window.

When you have read the passage:

- hunt for capital letters and full stops
- underline the capital letters and put a circle around the full stops (the capital letters and full stops in the first sentence have been found for you)
- create a tally to show the number of capital letters and full stops that you have found.

	Capital Letters and Full Stops – Tally Marks	Total
full stops		
capital letters		

Full Stop and Capital Letter Scavenger Hunt – Worksheet
Name Date
Hunt It and Fix It!
Capital letters are used at the start of a sentence and for proper nouns.
Full stops are used at the end of a sentence.
The following sentences do not have capital letters and full stops.
Rewrite each sentence by adding capital letters and full stops in the correct places.
1. once upon a time there was a boy called jack
2. the big giant came into the room and sat down
3. the giant fell and crashed to the ground
4. the man asked jack if he would sell the cow for some magic beans
5. jack and his mother were very poor





Spelling Words

- 1. jelly
- 2. jump
- 3. cage
- 4. page
- 5. germ

- 6. large
- 7. orange
- 8. change
- 9. fridge
- 10. badge

Extension

- 1. giraffe
- 2. bridge
- 3. danger

- 4. juice
- 5. gigantic

Activity Grid

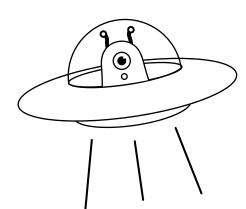
Sort your spelling words into their phoneme groups (j, g, ge, dge).	Use glue to write out each spelling words. Sprinkle glitter over the glue.	
Use magazines or newspapers to cut out the letters you need to spell your spelling words.	Write out your spelling words in rainbow colours.	
Find words in books that match your weekly phoneme.	Build your spelling words using Lego or blocks.	
Write out each of your spelling words using dots.	Use five of your spelling words in five sentences.	
Group your spelling words according to the number of syllables.	Using your spelling words, write the vowels in blue and the consonants in red.	

SPAGEGRAFT

DESIGN TASK

The Scenario:

Look up at the stars! An alien needs to get back to his home planet. He needs you to build him a spacecraft that will take him safely back to his home.



The Process:

Follow the Engineering Design Process to help you to complete this task.

- 1. Ask questions What is the problem? Are there any challenges?
- 2. Imagine it Brainstorm your ideas. Pick the best one!
- 3. Plan it Make a list of materials. Draw a labelled diagram.
- 4. Create it Follow your plan. Create a model if possible.
- 5. Improve it Did it work? Can you make it better? What could be done differently?
- 6. Share it What changes need to be made? What do others think?

Material Available:

- paper plates
- cardboard tubes
- sticky tabs

- paper bowls
- coloured paper
- tape

- paper cups
- coloured card
- aluminium foil

- paper straws
- egg cartons
- pipe cleaners
- glue



lame			Date	
S	pacecraft D	esign T	ask	
ı. I am designing a:				
2. I will need the followi	ng materials:			
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•		•		
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L	abelled Diagram o	f My Spaced	raft	

Open