

YEAR 1

LEARNING  
- FROM -

• HOME •



Week 2

# 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.

## Year 1 – Learning From Home – Week 2

Day 1	Day 2	Day 3	Day 4	Day 5
<b>LITERACY</b> <i>Reading</i> <b>Comprehension – Fascinating Facts About Animals</b> <i>Brain Break</i> <b>Traffic Lights Active Game</b> <i>Spelling</i> <b>Phonics Sound (ch, sh, th, wh)</b>	<b>LITERACY</b> <i>Grammar</i> <b>The Power of One Noun</b> <i>Brain Break</i> <b>What Are You Doing? Active Game</b> <i>Recount Writing</i> <b>Writing a Recount</b> Use the scaffold to write a recount of something that has happened recently.	<b>LITERACY</b> <i>Reading</i> <b>Comprehension – Species Snapshot: Honeybees</b> <i>Brain Break</i> Outside time <i>Writing</i> <b>Nature-Inspired Gratitude Writing Prompt Sheets</b> Choose 1 of these to complete.	<b>LITERACY</b> <i>Editing</i> <b>Editing Task Cards</b> Pick 2–5 editing task cards. Circle the errors and rewrite the sentence in a workbook. <i>Brain Break</i> Play Cards <i>Grammar</i> <b>Nouns, Verbs and Adjectives Board Game</b>	<b>LITERACY</b> <i>Grammar</i> <b>Simple Sentence Dominoes</b> Use dominoes to construct simple sentences. <i>Brain Break</i> <b>What Are You Doing Active Game (cont.)</b> <i>Spelling</i> <b>Phonics Sound (bl, cl, fl, gl, pl, sl)</b>
<b>Morning Tea</b>	<b>Morning Tea</b>	<b>Morning Tea</b>	<b>Morning Tea</b>	<b>Morning Tea</b>
<b>NUMERACY</b> <i>Place Value</i> <b>Place Value Monster</b> Cut out 'tens' and 'ones' and glue them to the monster. <i>Maths Activity</i> <b>We're Going On A Shape Hunt</b>	<b>NUMERACY</b> <i>Operations</i> <b>Dinosaur Maths</b> Solve addition and subtraction sums to colour in the dinosaur. <i>Maths Activity</i> <b>Skip Counting Number Puzzles</b> Cut and assemble 2 puzzles.	<b>NUMERACY</b> <i>Word Problems</i> <b>Addition and Subtraction Task Cards</b> Complete 3 task cards. <i>Numbers to 100</i> <b>Mystery Hundreds Boards</b> Complete 1 image.	<b>NUMERACY</b> <i>Number Lines</i> <b>Number Line Activity Prompt Cards</b> Follow the clues to place counters on a number line. <i>Measurement</i> <b>Measuring Area – Informal Units</b>	<b>NUMERACY</b> <i>Number Lines</i> <b>Number Line Activity Prompt Cards (cont.)</b> Follow the clues to place counters on a number line. <i>Finish Off Time</i> Finish off any tasks not completed during the week.
<b>Lunch</b>	<b>Lunch</b>	<b>Lunch</b>	<b>Lunch</b>	<b>Lunch</b>
<b>CRAFT</b> <b>Funky Fractions 'Halves' Craft Activity</b>	<b>MINDFULNESS</b> <b>Mindfulness Colouring – Rhinoceros</b>	<b>TECHNOLOGY</b> <b>Stem Challenge Cards Lower Years</b>	<b>SCIENCE</b> <b>Science Task Cards</b>	<b>TECHNOLOGY</b> <b>Stem Challenge Cards Lower Years</b>

# CONTENTS

## Day 1

### LITERACY

#### *Reading (Comprehension)*

##### **Fascinating Facts About Animals**

In this article, children learn ten facts about animals. The facts relate to either the appearance or behaviour of the animal. Children read the article, and then cut and sort numerous features to match the animals mentioned.

#### *Brain Break*

##### **Traffic Lights Active Game**

The whole family will enjoy this fun active game! There are three sets of actions associated with a particular colour. One player is the caller and calls out a colour. Everyone then needs to do that movement. Use the suggested movements or create new ones. Take this game outdoors for some fresh air!

#### *Phonics*

##### **Consonant Sound – ‘ch, sh, th, wh’**

Use the spelling activity card to consolidate knowledge of the ‘ch’, ‘sh’, ‘th’, and ‘wh’ sounds. These sounds are known as ‘digraphs’ because there are two letters that together make the one sound. In each of the words provided, the digraph occurs at the beginning of the word. Spend some time looking at the spelling words, and get your child to highlight the identified sound in each of the words. They can then pick 2–3 of the activities from the grid to increase their knowledge of these sounds.

### NUMERACY

#### *Place Value*

##### **Place Value Monster**

Use this activity to consolidate understanding of ‘tens’ and ‘ones’. Children cut out as many ‘tens’ and ‘ones’ as they wish and glue them onto their monster, creating spots, arms and legs. On completion of their monster, children record the number of ‘tens’ and ‘ones’ they have used and calculate the total value.

#### *Maths Activity*

##### **We’re Going On a Shape Hunt**

Play this game with your child increase their recognition of 2D shapes. Grab markers for each player and a dice before beginning. Players move their way around the game board, recording the 2D shapes they have landed on in a graph.

### CRAFT

##### **Funky Fractions ‘Halves’ Craft Activity**

The aim of this activity is to colour and match two halves of a shape. While the instructions suggest using paints, the colouring could easily be done with felt pens/crayons/colouring pencils.



## Day 2

### LITERACY

#### *Grammar*

##### **The Power of One Noun**

In this activity, children think of things (nouns) that they have only one of. These nouns are added to the worksheet and then the number '1' is decorated.

#### *Brain Break*

##### **What Are You Doing? Active Game**

The whole family will enjoy this fun active game! Children act out a simple, familiar, repetitive action (such as brushing their teeth). When the other players ask, "What are you doing?" The actor says something completely different to the action they are performing. The next player then mimes the new action, and play continues in the same fashion. Take this game outdoors for some fresh air!

#### *Recount Writing*

##### **Writing a Recount**

Use this poster and scaffold to assist your child in writing a recount. A personal recount simply retells an event or experience in an entertaining way. The recount has a specific structure: orientation, series of events in time order, and concluding sentence. Encourage your child to refer to the provided poster to remind them of these sections. Before your child begins to write, ask them to orally tell you their recount. It may be something that happened this morning, or yesterday, or anytime in the past – as long as your child can remember the details.

### NUMERACY

#### *Operations*

##### **Dinosaur Maths**

Here's a fun way to practise addition and subtraction! Children solve the sums to colour the dinosaur.

#### *Maths Activity*

##### **Skip Counting Number Puzzles**

These number puzzles will have your children skip counting in no time! Cut the 2s, 3s, 5s and 10s puzzles ahead of time, and place the strips from each puzzle in its own bag. Your child can choose two of the puzzles to assemble. Make sure they count out loud once they've completed the puzzles and tell you what they skip counted by.

### MINDFULNESS

#### *Colouring*

##### **Mindfulness Colouring – Rhinoceros**

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

## Day 3

### LITERACY

#### *Reading*

##### **Species Snapshot: Honeybees**

In this article, children learn interesting facts about honeybees and look at the different body parts. Children read the article, and then label a diagram and complete a 'fill-in-the-blanks' section.

#### *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!

#### *Writing*

##### **Nature-Inspired Gratitude Writing Prompt Sheets**

Increase positivity and mindfulness with some gratitude writing. Children choose from 3 different prompt sheets and complete this reflective writing activity. Make sure they write at least 4 ideas on their selected sheet.

### NUMERACY

#### *Word Problems*

##### **Addition and Subtraction Task Cards**

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, so encourage them to complete the three task cards and explain their working. If they need help, they may use blocks, counters or other objects to help them find the answer.

#### *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 also choose another one to do.

### TECHNOLOGY

##### **Stem Challenge Cards Lower Years**

This challenge encourages critical thinking and problem-solving. Your child chooses 1 of the tasks to complete. They will use a variety of materials to design and make new products or to solve design challenges.

# Day 4

## 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 to 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.

### *Grammar*

#### **Nouns, Verbs and Adjectives Board Game**

Review parts of speech (nouns, verbs and adjectives) through playing this game with your child. You will need to assemble the 'parts of speech' dice before commencing play.

## NUMERACY

### *Number Lines*

#### **Number Line Activity Prompt Cards**

This place value activity helps children identify two-digit numbers on a number line. First, print, cut and glue together the 0–100 number line. Children then read clues about various numbers and place markers in the appropriate places on the number line. Each time they place a number on the number line, they record it in their workbook.

### *Measurement*

#### **Measuring Area – Informal Units**

This worksheet explores measuring area with informal square units. Parts of the robot are shaded and these squares should be counted and comparisons made between the different areas.

## SCIENCE

#### **Science Task cards**

Complete the 2 'Chemical Science' task cards.

## Day 5

### LITERACY

#### *Grammar*

##### **Simple Sentence Dominoes**

This interactive, hands-on activity is a fantastic way to reinforce the components of a simple sentence. Make sure you cut out the dominoes ahead of time. Children match those dominoes with a sentence beginning to those with a sentence ending. However, each sentence created must make sense. For many of the dominoes, there is more than one possible answer.

#### *Brain Break*

##### **What Are You Doing? Active Game (Continued from Day 2)**

The whole family will enjoy this fun active game! Children act out a simple, familiar, repetitive action (such as brushing their teeth). When the other players ask, "What are you doing?" The actor says something completely different to the action they are performing. The next player then mimes the new action, and play continues in the same fashion. Take this game outdoors for some fresh air!

#### *Spelling*

##### **Consonant Blends – 'bl, cl, fl, gl, pl, sl'**

Use the spelling activity card to consolidate knowledge of the 'bl', 'cl', 'fl', 'gl', 'pl' and 'sl' sounds. These sounds are known as 'blends'. In each of the words provided, the blend occurs at the beginning of the word. Spend some time looking at the spelling words and get your child to highlight the identified sound in each of the words. They can then choose 2–3 of the fun activities that can be found on the grid to further consolidate their knowledge of this sound.

### NUMERACY

#### *Number Lines*

##### **Number Line Activity Prompt Cards (Continued from Day 4)**

This place value activity helps children identify two-digit numbers on a number line. Children read clues about various numbers, and place markers in the appropriate places on the number line. Each time they place a number on the number line, they record it in their workbook.

#### *Finish Off Time*

Use any leftover time to complete tasks that were not finished during the week.

### TECHNOLOGY

##### **Stem Challenge Cards Lower Years (Continued from Day 3)**

This challenge encourages critical thinking and problem-solving. Your child chooses 1 of the tasks to complete. They will use a variety of materials to design and make new products, or to solve design challenges.

## Fascinating Facts

# ABOUT ANIMALS



A **baby echidna** is called a puggle.



**Koalas** sleep up to 18 hours a day.



**Tigers** have striped skin as well as striped fur.



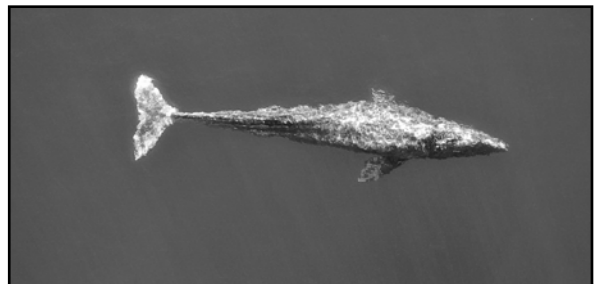
**Wombat** poo is shaped like a cube.



**Polar bears** have black skin.



**Hummingbirds** are the only birds that can fly backwards.



A **blue whale's** tongue can weigh as much as a car.



The **male seahorse** gives birth to babies.



A **crocodile** can't stick its tongue out.



**Sharks** don't have any bones.

Name: \_\_\_\_\_

Date: \_\_\_\_\_

# 10 Fascinating Facts About Animals

Look at the external features of the animals. Cut out each of the features below and place them in the table on the next page. Some features are common to many animals.

spikes	ears you can see
striped fur	ears you can see
ears you can see	webbed forepaws
ears you can see	feathers
tube-like mouth	fins
horse-like head	fins
tube-like mouth	scales
fins	bill

Name: \_\_\_\_\_

Date: \_\_\_\_\_

ECHIDNA	KOALA	TIGER	WOMBAT	POLAR BEAR
HUMMINGBIRD	BLUE WHALE	SEAHORSE	CROCODILE	SHARK



## ANSWERS

ECHIDNA	KOALA	TIGER	WOMBAT	POLAR BEAR
spikes	ears you can see	striped fur ears you can see	ears you can see	webbed forepaws ears you can see
HUMMINGBIRD	BLUE WHALE	SEAHORSE	CROCODILE	SHARK
feathers tube-like mouth bill	fins	horse-like head fins tube-like mouth	scales	fins



# ACTIVE GAME

## TRAFFIC LIGHTS

Traffic Lights 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. Physical activity can have a positive impact on the brain and can improve cognition, mood, attention and academic achievement in students. This game also encourages students to develop their listening skills and to follow instructions.

### Players

whole class

### Preparation

Before the game begins, explain the rules of the game. Teach the students a set of actions associated with a particular colour. For example:

- red – students freeze
- orange – students stand on one leg
- green – students walk around the space.

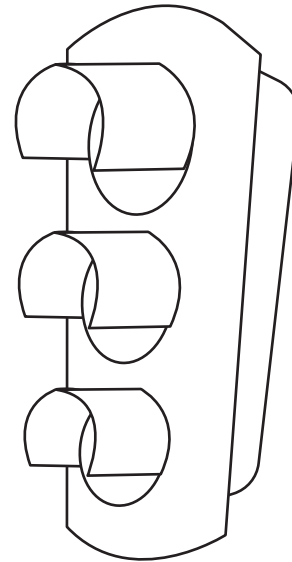
### How to Play

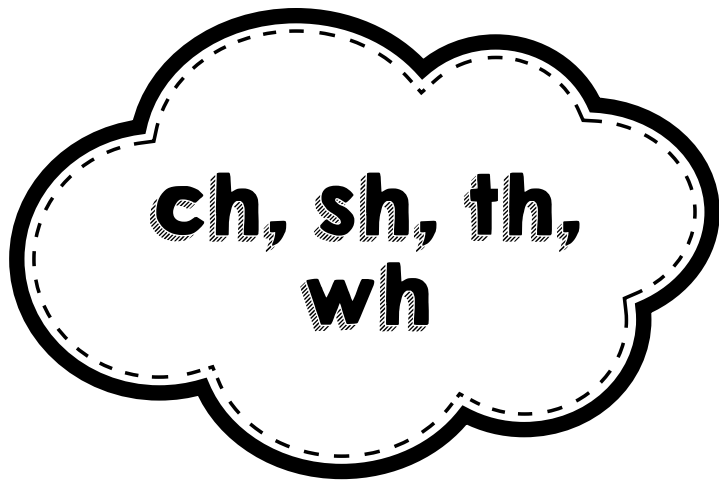
1. Call out one of the colours. The students then complete the action associated with that colour.

### Variation

Create your own actions that connect with key terms from a topic your students are learning about. For example, when teaching students about time, you could use key terms and actions such as:

- clockwise – students walk in a clockwise direction
- anticlockwise – students walk in an anticlockwise direction
- am – students stretch up to the sky
- pm – students lay on the floor.





## Spelling Words

- |          |          |
|----------|----------|
| 1. shark | 6. shell |
| 2. thumb | 7. three |
| 3. chair | 8. wheel |
| 4. whale | 9. shady |
| 5. chase | 10. crew |

## Extension

- |            |             |
|------------|-------------|
| 1. shallow | 4. whistle  |
| 2. thunder | 5. champion |
| 3. chicken |             |

## Activity Grid

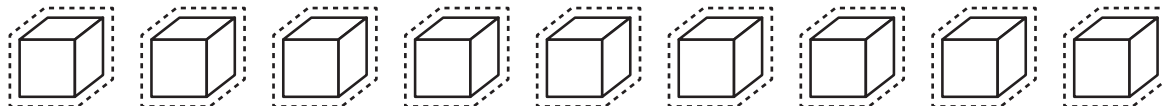
Sort your spelling words into their diagraph groups (ch,sh,th,wh).	Put your spelling words in alphabetical order.
Type your spelling words on a computer.	Use five of your spelling words in five sentences.
Use magazines or newspaper to cut out the letters you need to spell your spelling words.	Write as many words as you can that rhyme with each of 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.
Write out your spelling words. Circle the diagraphs in each word.	Draw a picture and hide your spelling words in the picture.

# PLACE VALUE MONSTER

Use the base ten cut-outs to create a place value monster on the following page. Calculate the value of your monster by counting how many tens and ones you have used.

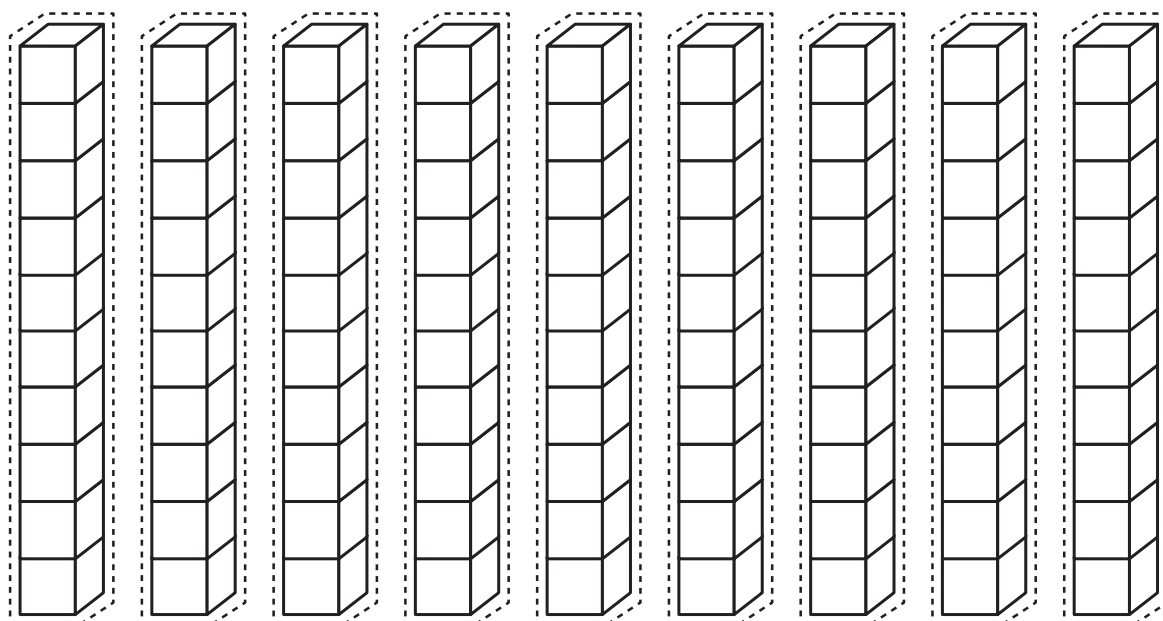
## ONES

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## TENS

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# PLACE VALUE MONSTER

Name \_\_\_\_\_ Date \_\_\_\_\_

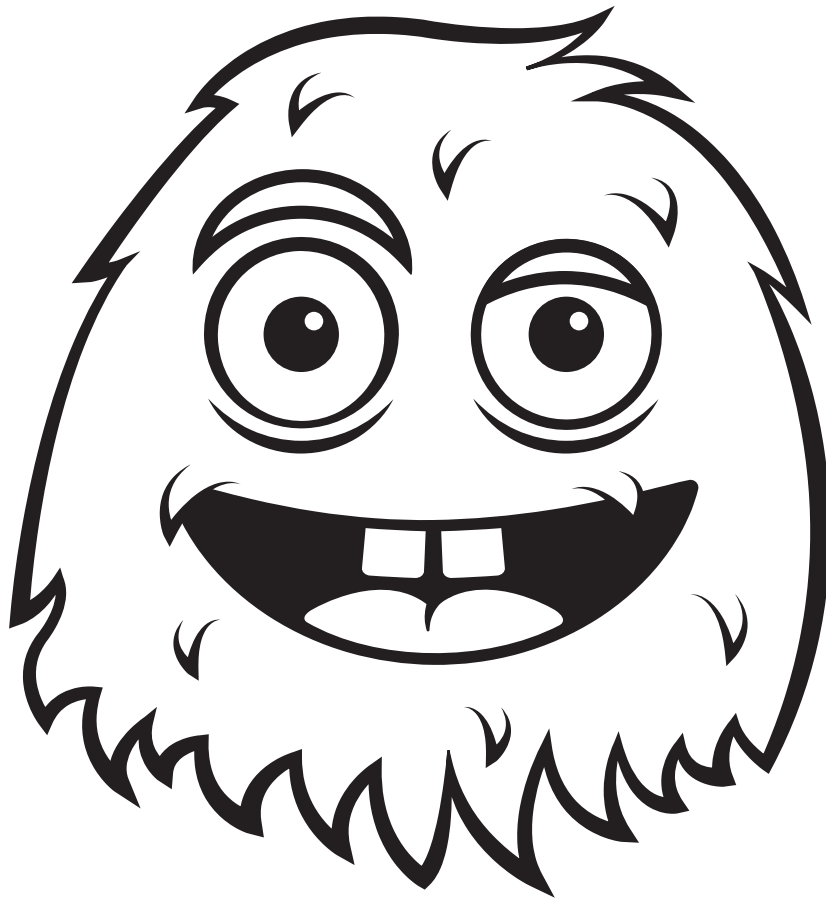
How many tens and ones  
does your monster have?

tens

ones

What is the total value of  
your place value monster?

--



# We're Going on a Shape Hunt

• Graphing Game •

## Instructions

### Players

2–4

### Equipment

1 x game board

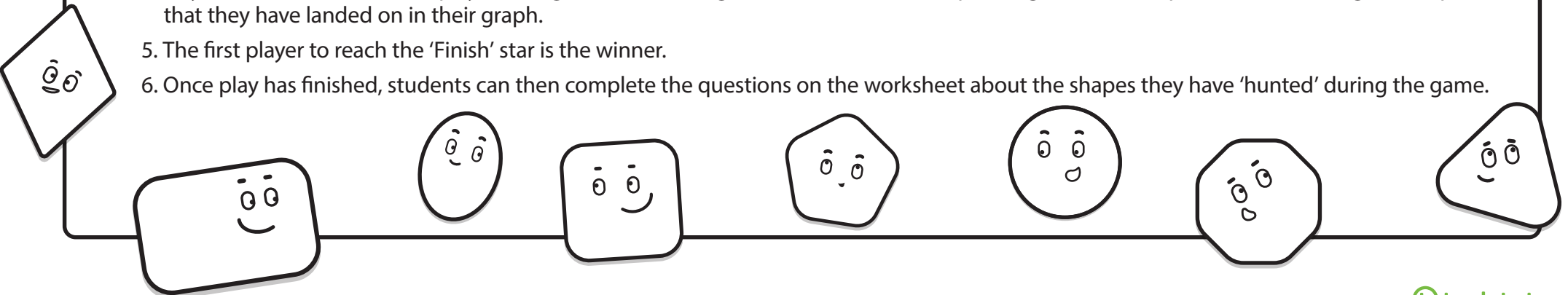
1 x Shape Hunt Worksheet for each player

1 x dice

Counters

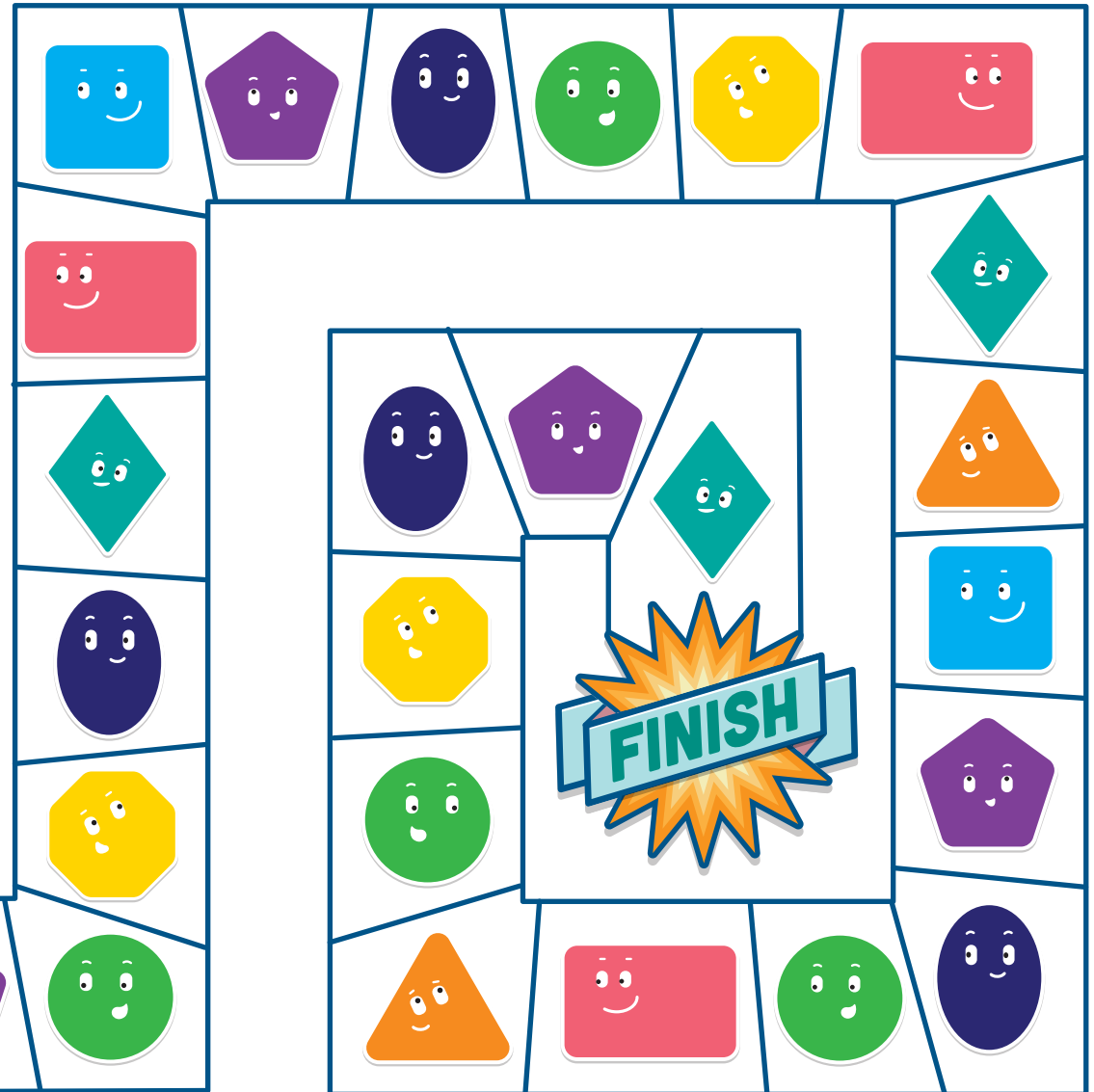
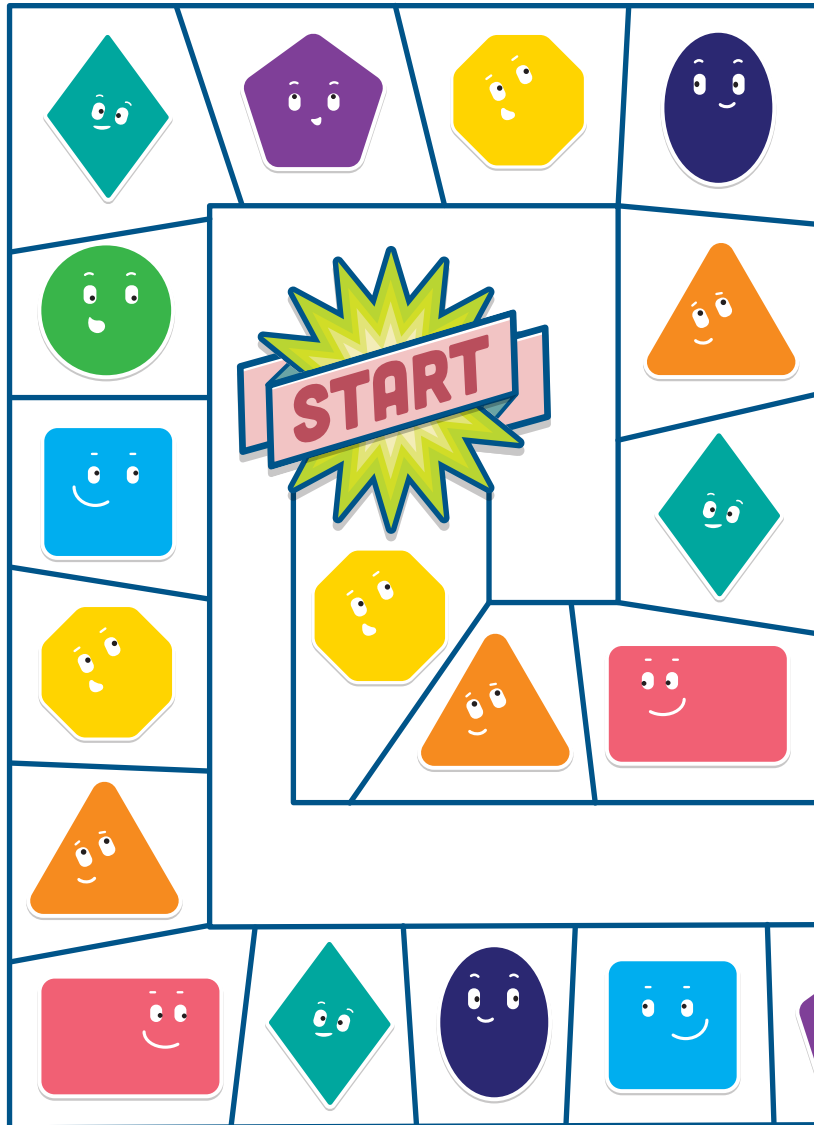
### How to Play

1. Allow each player to choose a counter to place on the 'Start' star. The youngest player has the first turn.
2. The first player rolls the dice, then moves their counter the corresponding number of squares on the game board.
3. Using the Shape Hunt Worksheet, the first player records the shape that they have landed on in the graph provided e.g. rectangle, diamond, octagon, oval, square, pentagon, circle or triangle.
4. Play continues with the next player rolling the dice, moving their counter the corresponding number of squares and recording the shape that they have landed on in their graph.
5. The first player to reach the 'Finish' star is the winner.
6. Once play has finished, students can then complete the questions on the worksheet about the shapes they have 'hunted' during the game.



# We're Going on a Shape Hunt

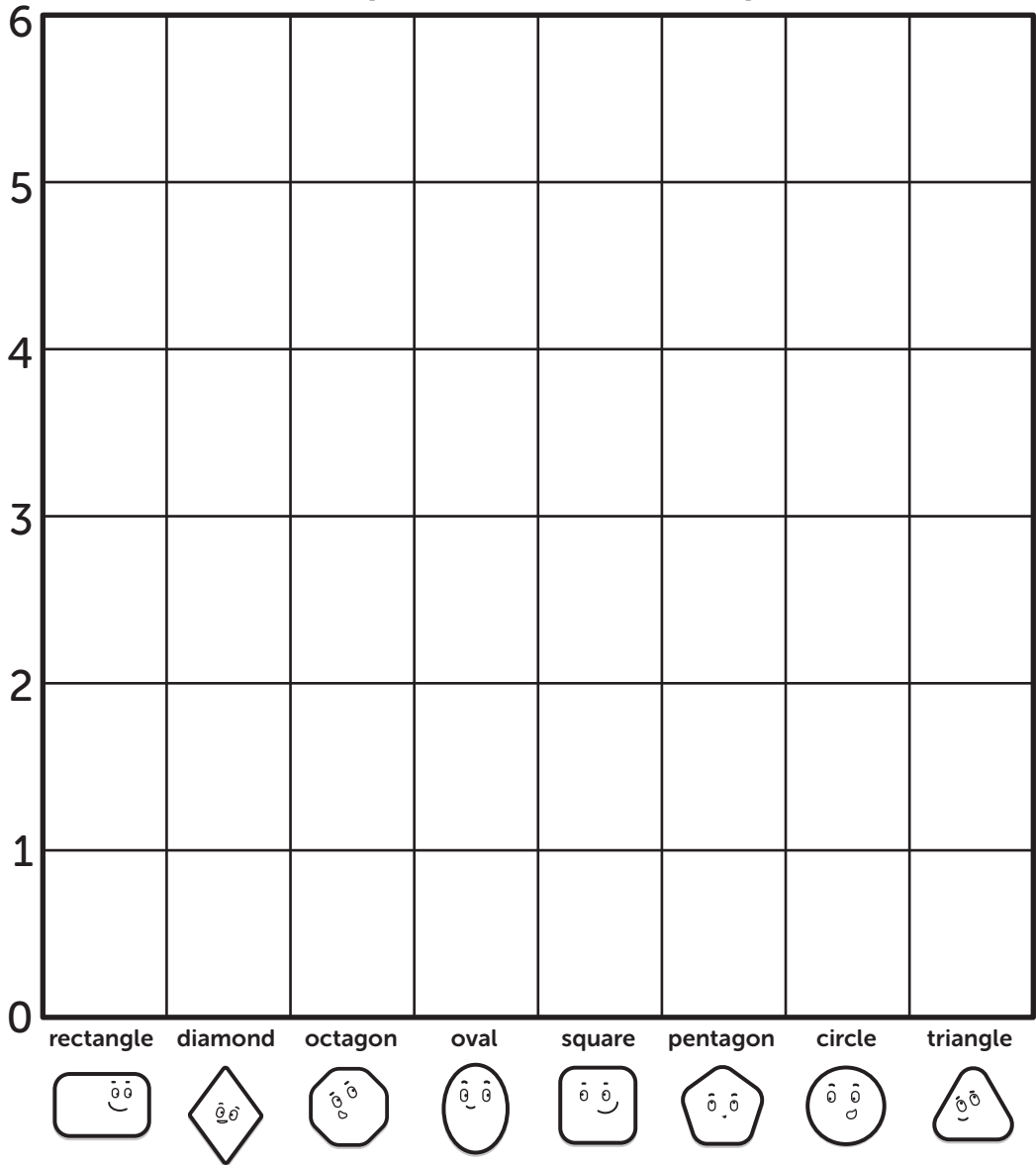
• Graphing Game •



Name \_\_\_\_\_

Date \_\_\_\_\_

# Shape Hunt Graph











## Questions

- 1. Which shape did you find the most?  
\_\_\_\_\_
- 2. How many triangles did you find?  
\_\_\_\_\_
- 3. Which shape did you find the least?  
\_\_\_\_\_
- 4. Altogether, how many squares and rectangles did you find?  
Squares: \_\_\_\_\_  
Rectangles: \_\_\_\_\_

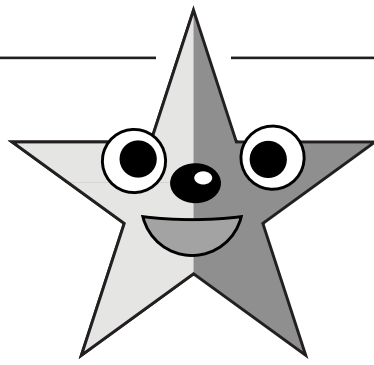
Name \_\_\_\_\_ Date \_\_\_\_\_

# Shape Hunt Tally Sheet

SHAPE	TALLY	TOTAL
Rectangle 		
Diamond 		
Octagon 		
Oval 		
Square 		
Pentagon 		
Circle 		
Triangle 		







# Funky Fractions 'Halves' Craft Activity

## Aim

The aim of this activity is to colour, match and discuss two halves of a shape.

## Materials

2 printed copies of the shape template for each student

Printed body parts template

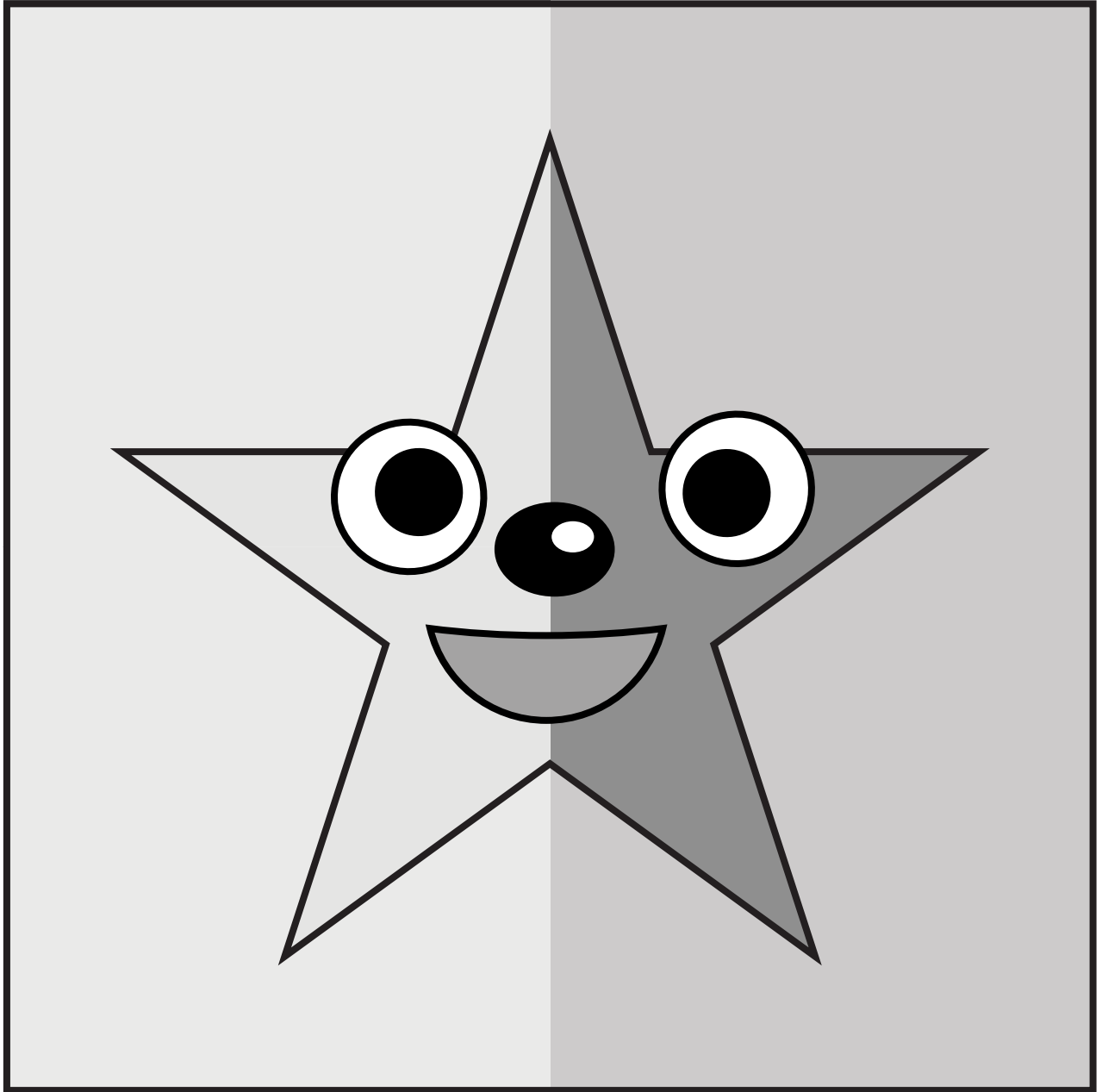
Paints

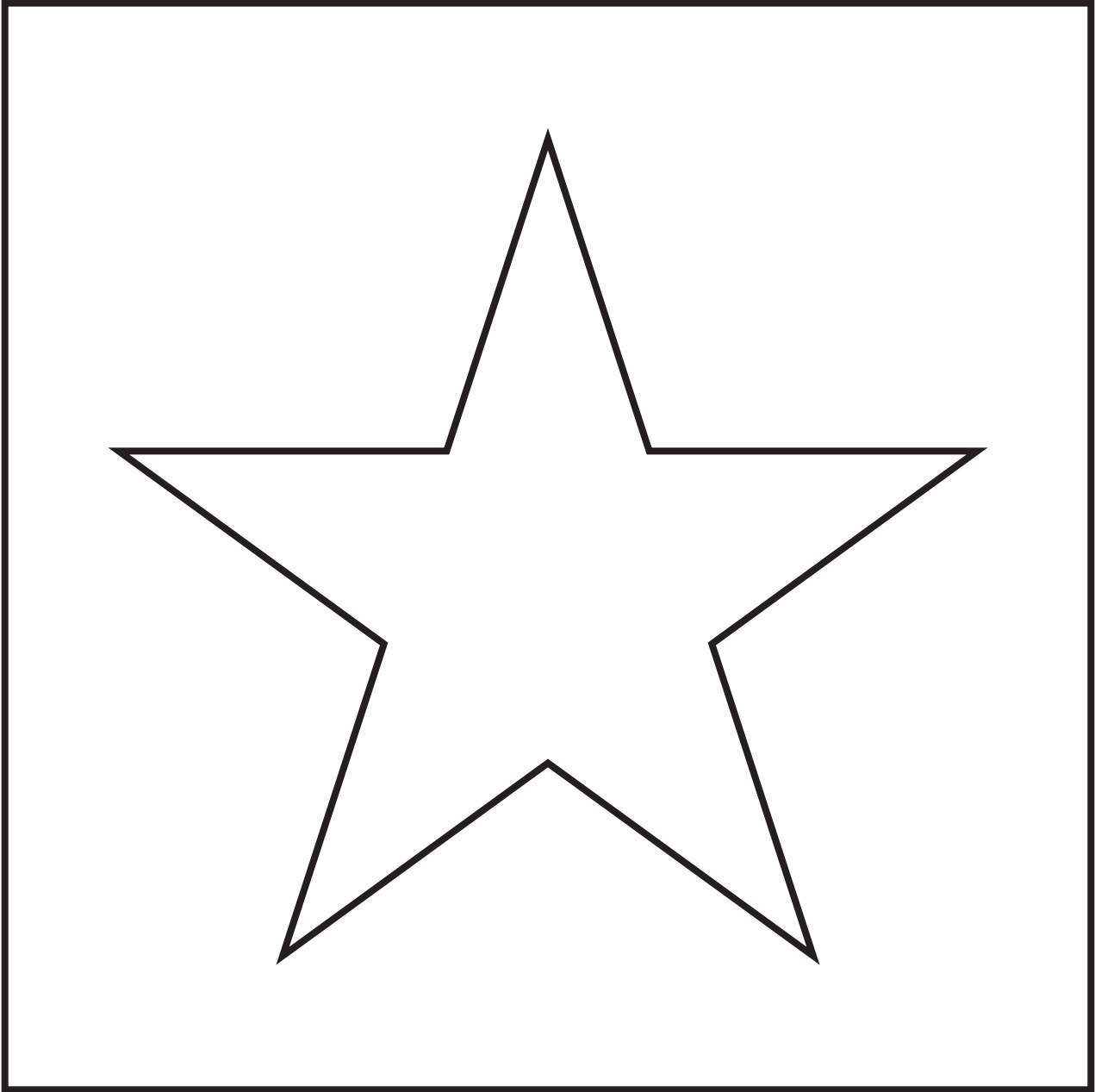
Paintbrushes

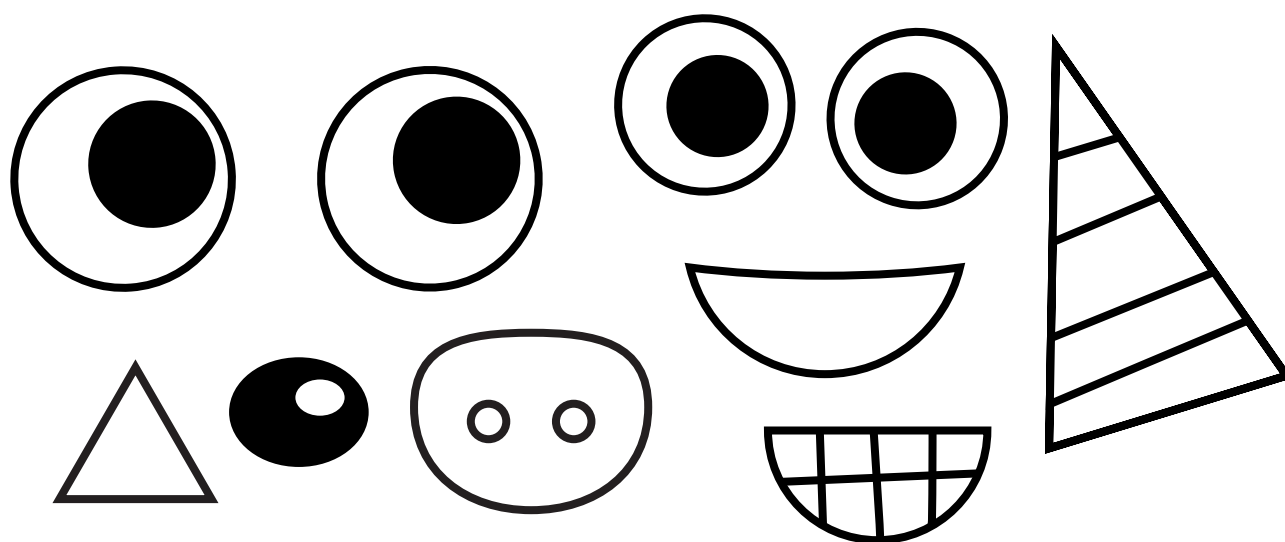
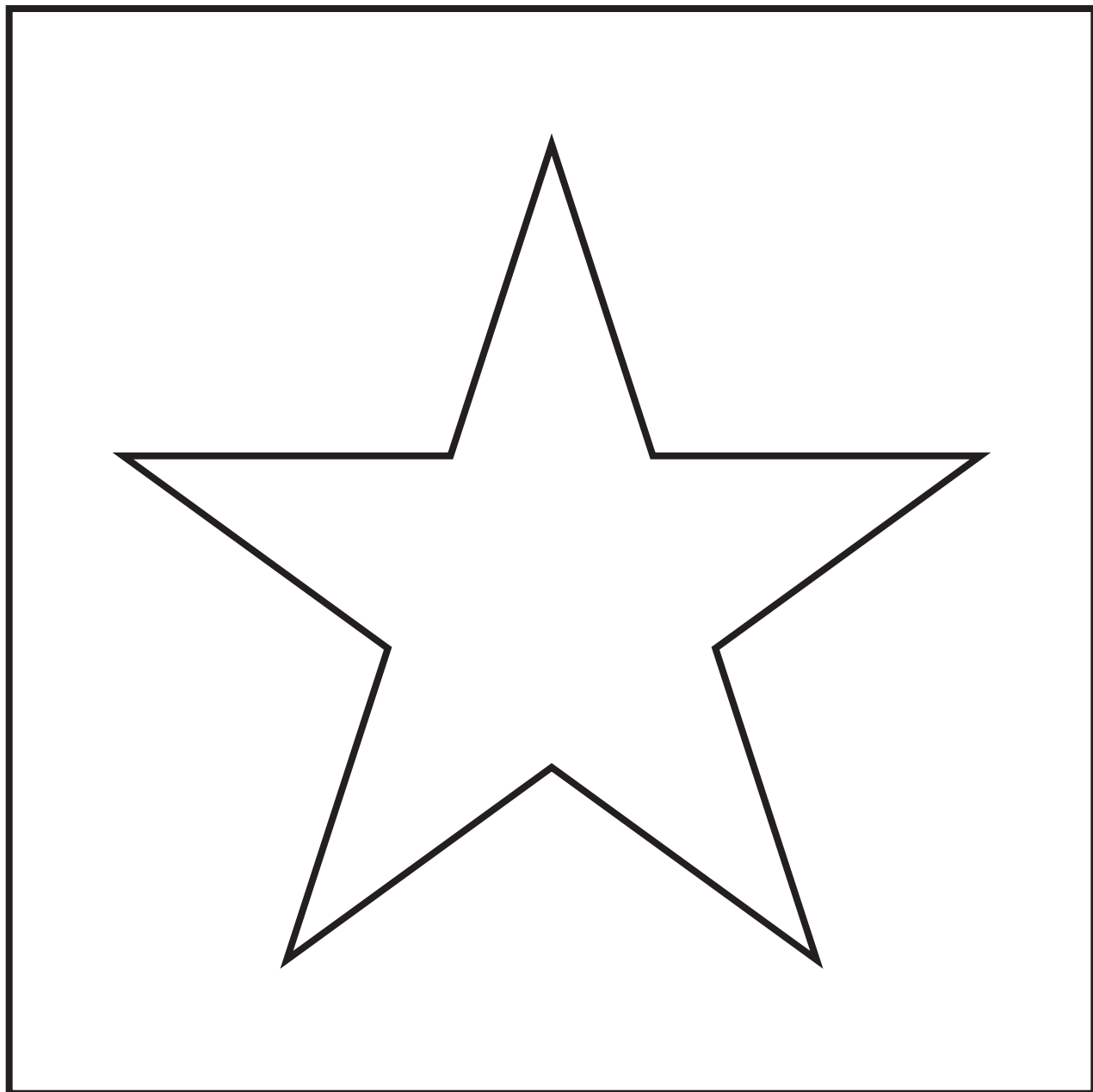
Glue

## Instructions

1. Choose a single paint colour and paint inside the shape on one of the printed templates. Paint the background in another colour. Ensure that the entire page is painted.
2. Take the second shape template and follow Step 1 above, using different colours to those you used in the first step.
3. Leave both of the templates to dry for several hours.
4. Once they have dried, fold the first template in half to create a symmetrical centre line.
5. Cut along the halfway line so that the template is in two parts.
6. Glue one half of the first template over half of the second template, so that the outline of the shape matches. The shape will make a whole, but each half will have different coloured sides and backgrounds.
7. Colour in and glue on the body parts and decorations of your choice. You can glue them wherever you like. They do not have to be symmetrical. Using materials such as pipe cleaners, pom poms and googly eyes will really jazz up your character.





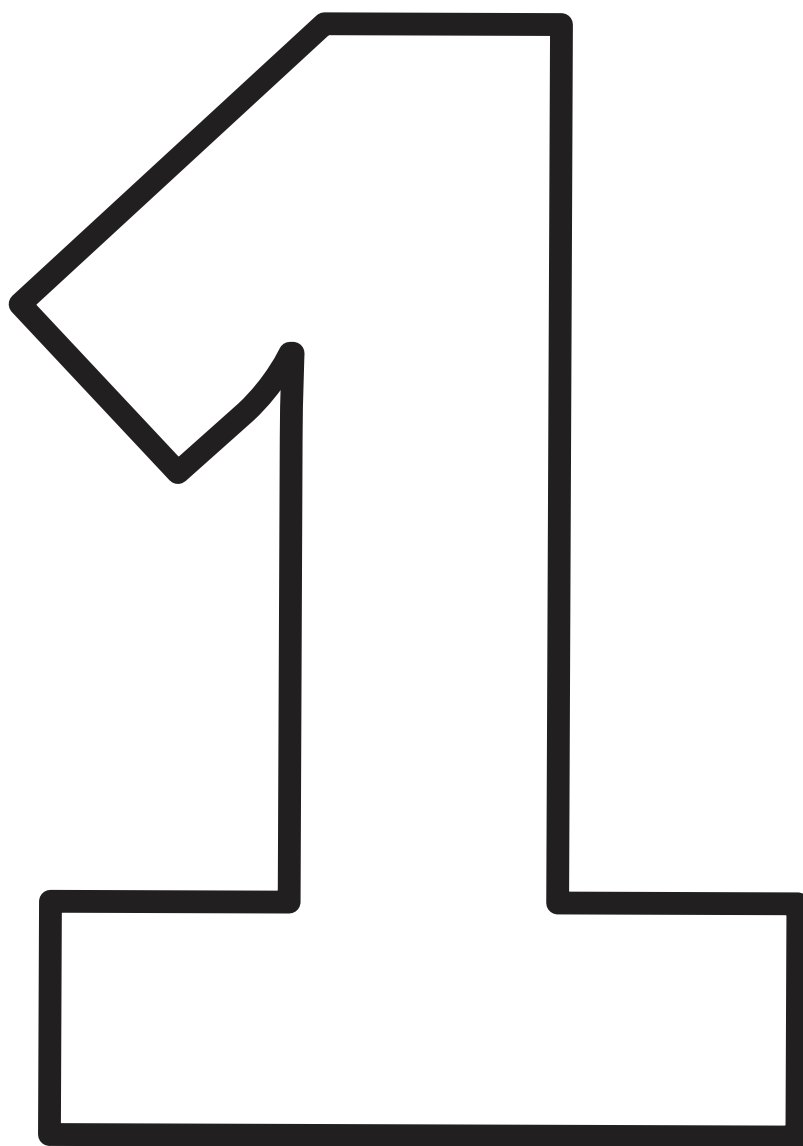


Name: \_\_\_\_\_

Date: \_\_\_\_\_

## The Power of One Noun

Nouns are words for people, places and things. Think of as many nouns as you can that you have only one of. For example, you might have one sister, one house and one bed. Write or draw your list on this paper, and then colour the number one.



# ACTIVE GAME

## WHAT ARE YOU DOING?

What Are You Doing? 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. Physical activity can have a positive impact on the brain and can improve cognition, mood, attention and academic achievement in students.

### Players

whole class

### Preparation

Before the game begins, explain the rules of the game. Arrange the students in a circle. Establish who will begin the game and which direction the game will travel (clockwise or anticlockwise).



### How to Play

1. The first student begins by acting out a simple familiar, repetitive, action (such as brushing their teeth).
2. The second student asks, "What are you doing?" The first student answers by saying something completely different to the action they are doing. For example: While brushing their teeth, the student may say, "I'm swimming!"
3. The second student then begins to mime the new action (which, in this example, is swimming).
4. Continue the game until every student has had a turn to change the action.

# Writing A Recount



**Title**



**Orientation**



**Who?**



**When?**



**What?**



**Where?**



**Why?**



**Events in Order**



**Ending**



**A Personal Opinion**

Name \_\_\_\_\_

Date \_\_\_\_\_

## Recount Writing - Scaffold

Title

Orientation

First,

Then,

Finally,

Concluding sentence





# Dinosaur Maths!

Purple = 9

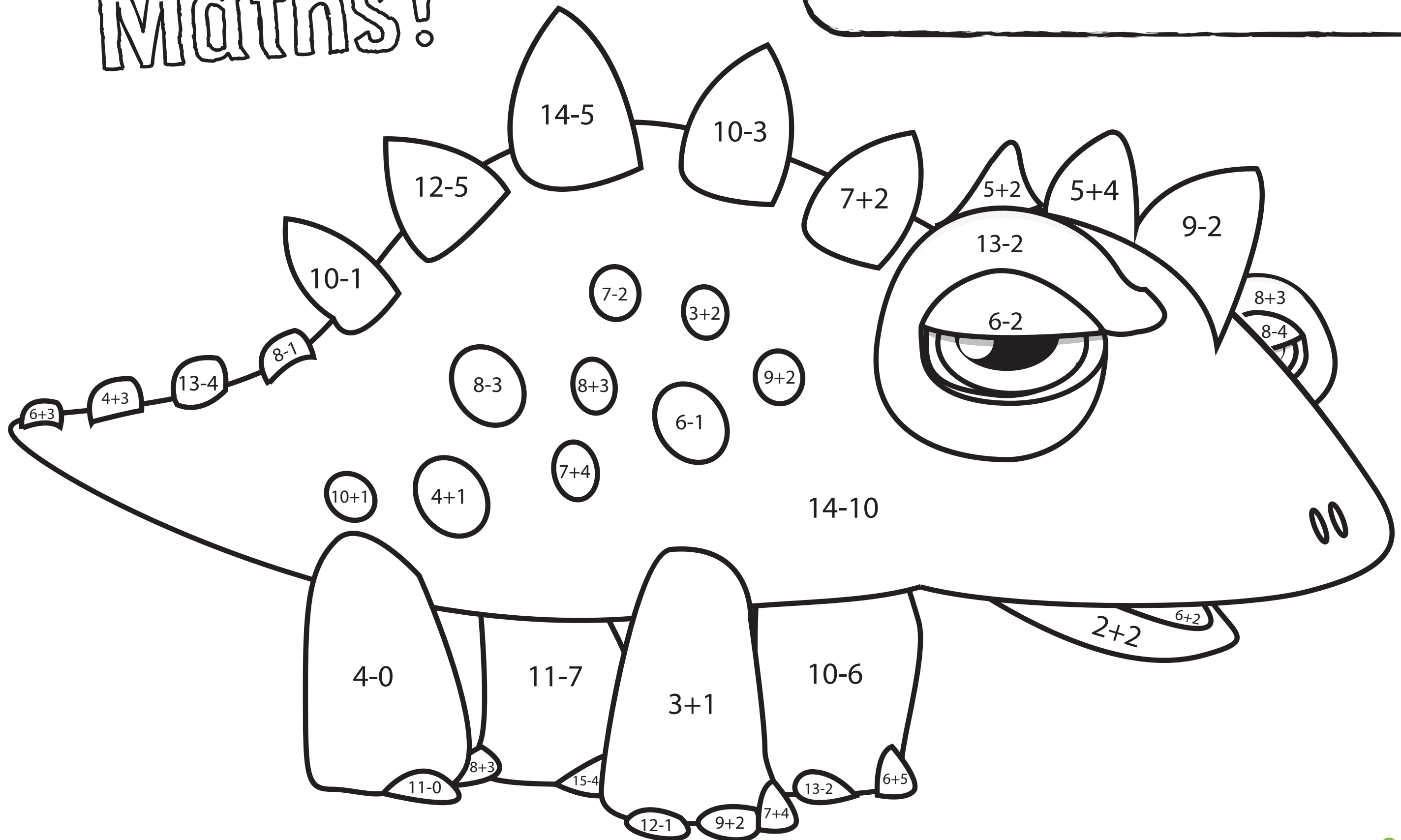
Red = 8

Orange = 4

Brown = 5

Yellow = 7

Pink = 11



# Dinosaur Maths!

Purple = 9

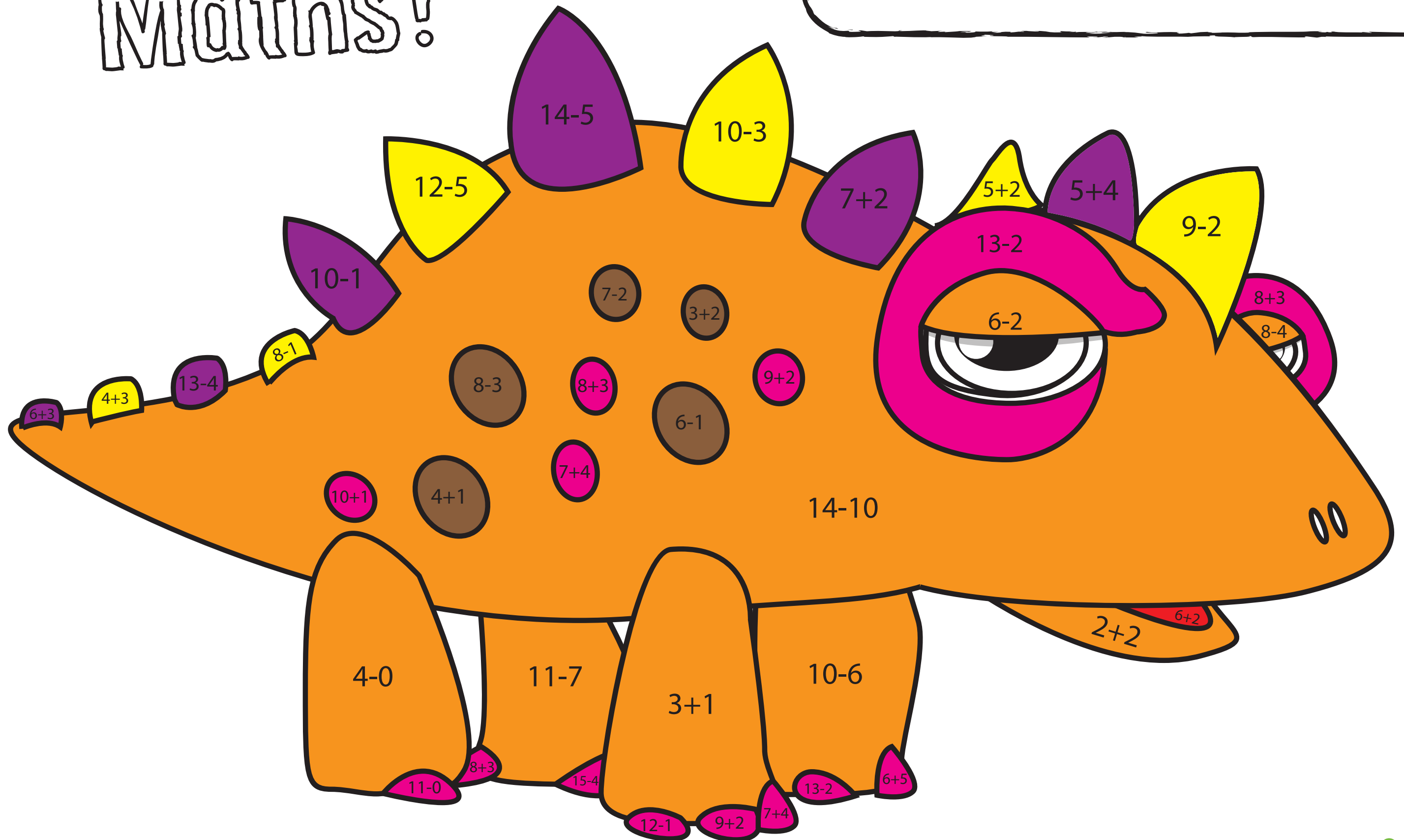
Red = 8

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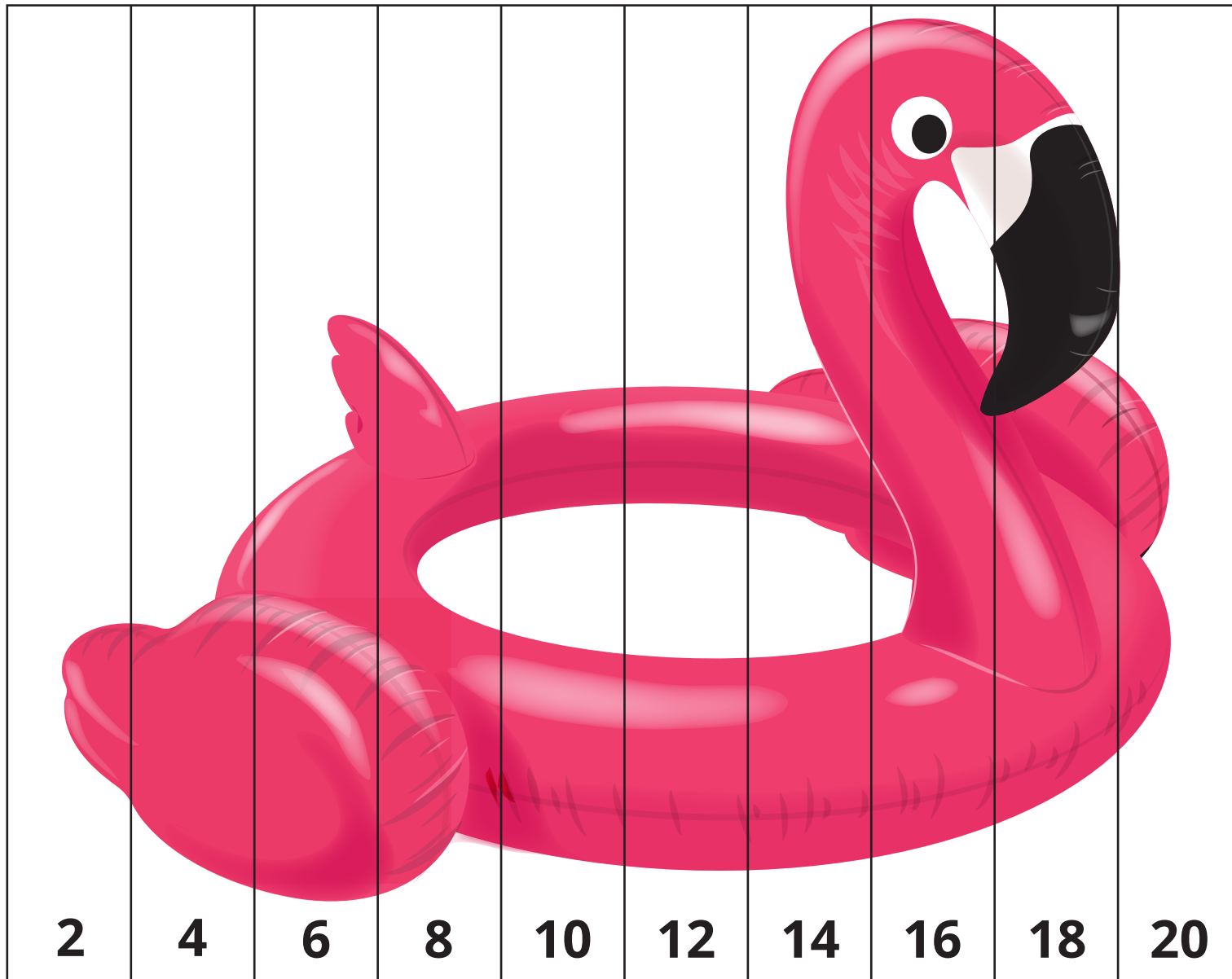
Brown = 5

Yellow = 7

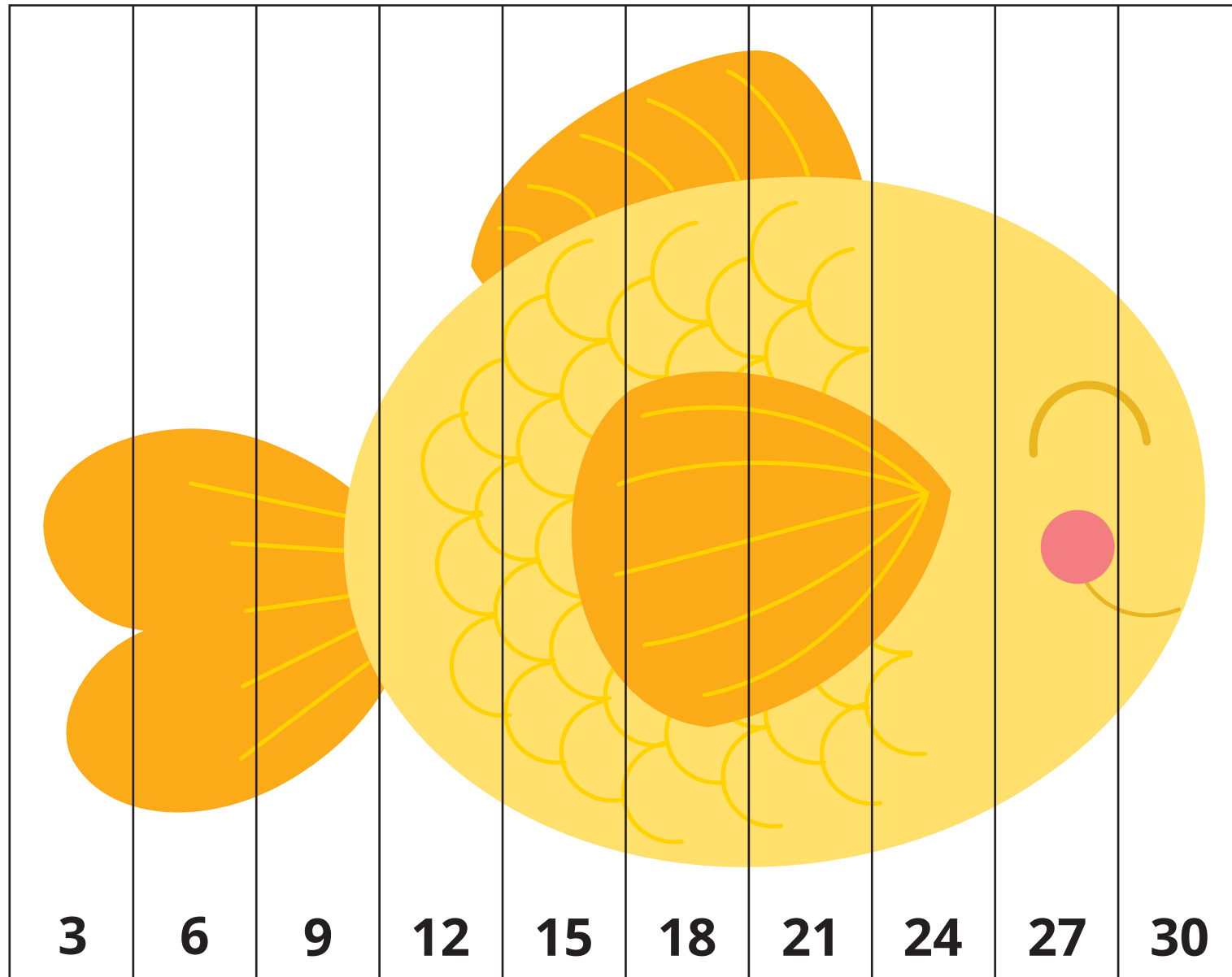
Pink = 11



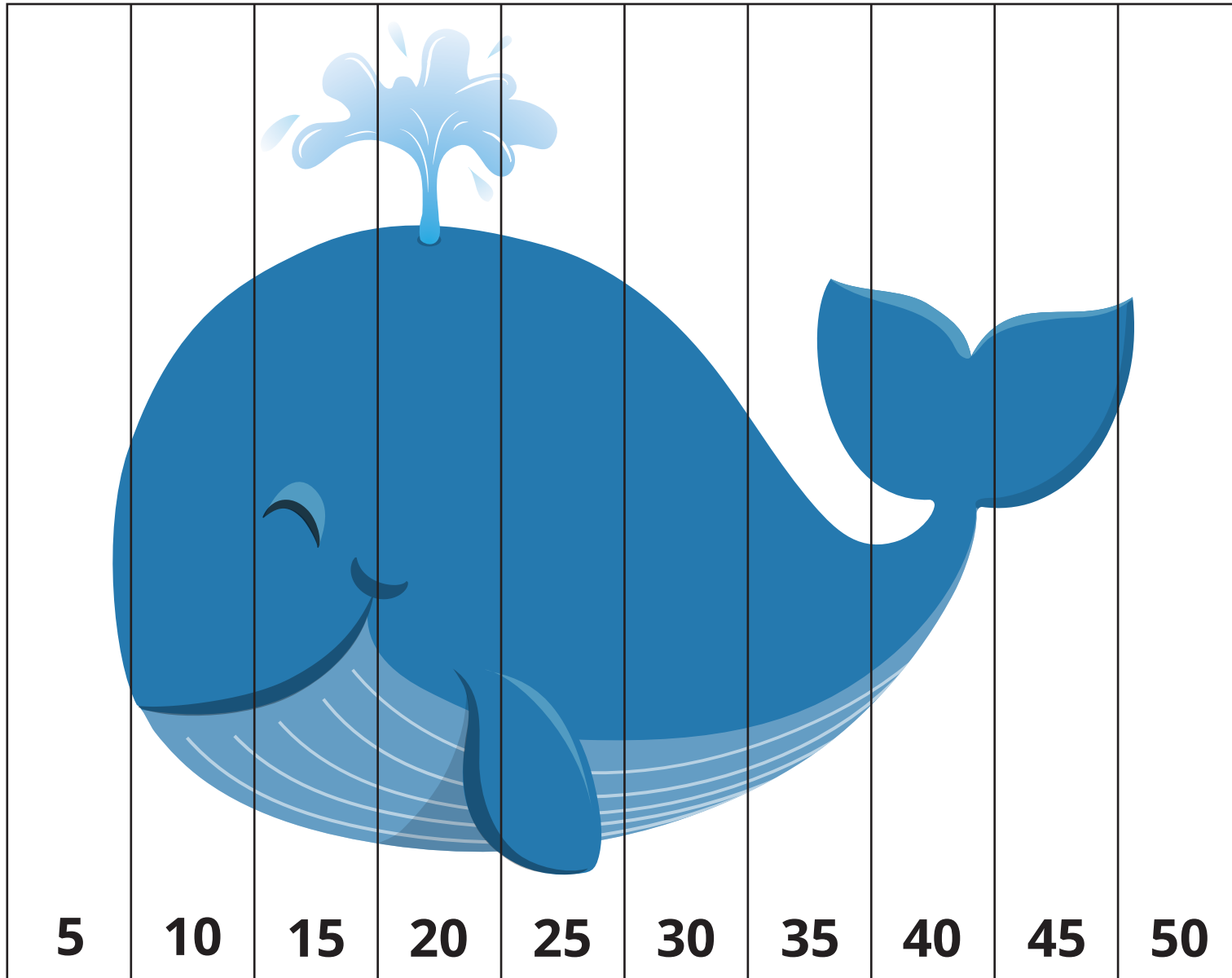
## Skip Counting by 2s - Number Puzzle



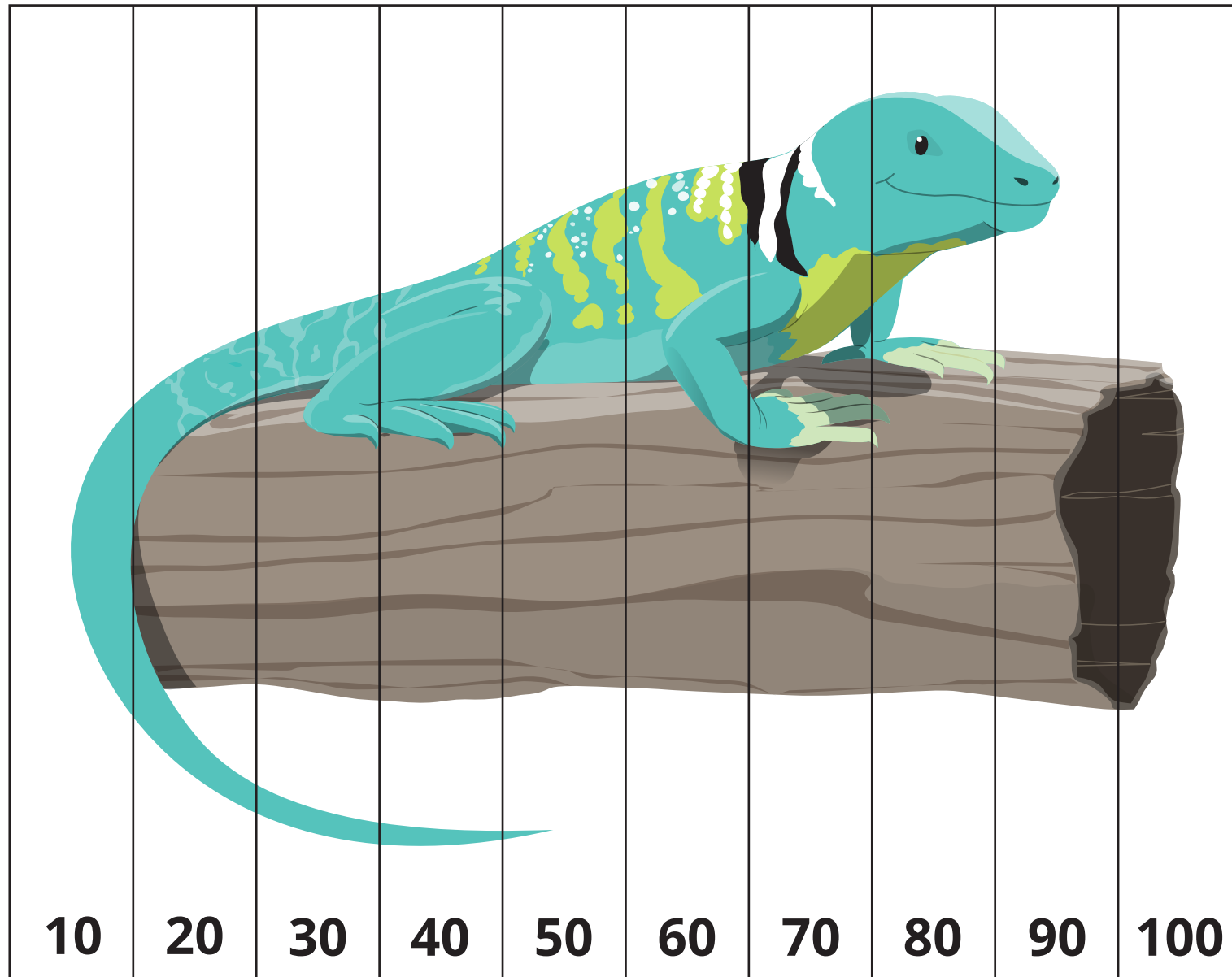
## Skip Counting by 3s - Number Puzzle

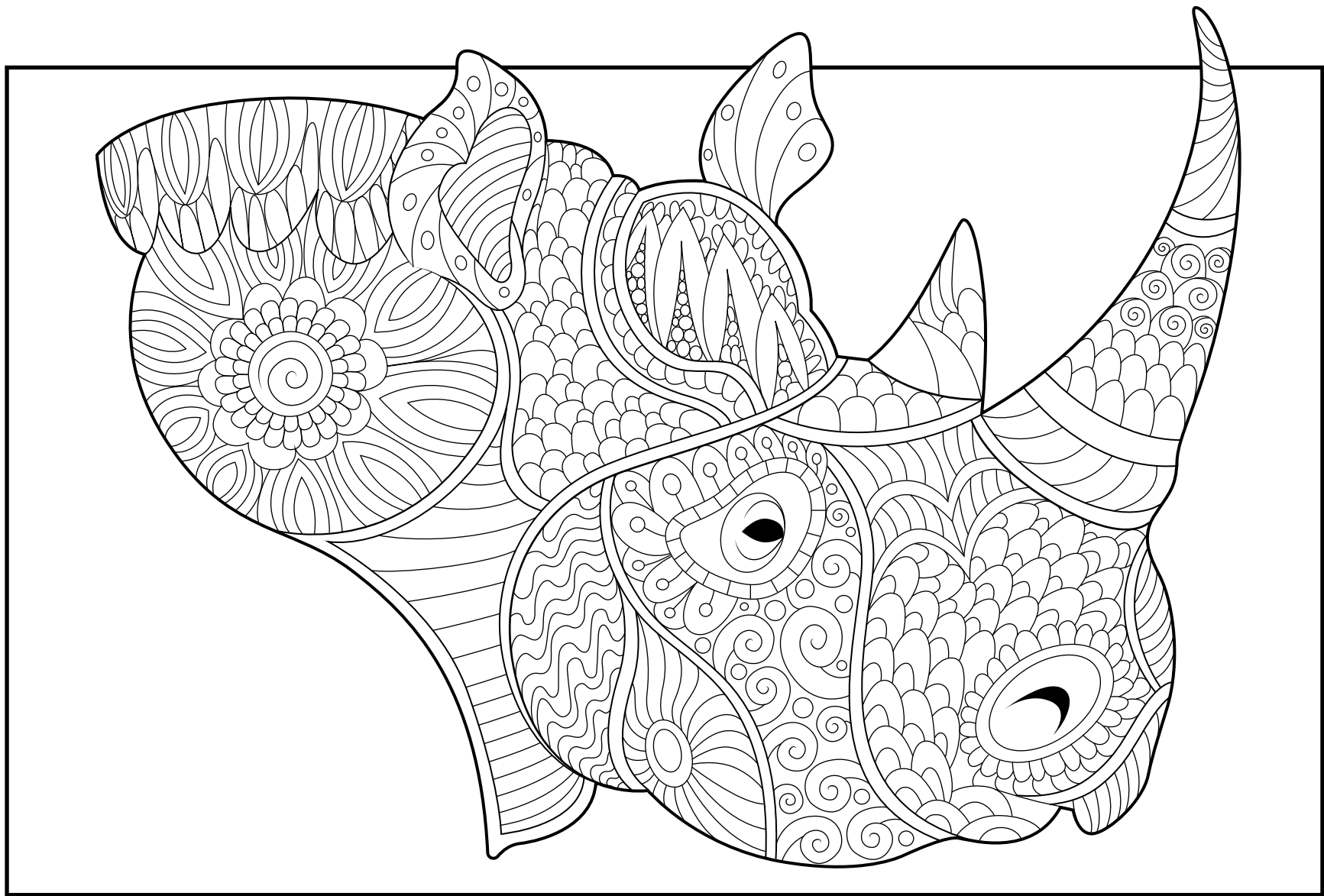


## Skip Counting by 5s - Number Puzzle



## Skip Counting by 10s - Number Puzzle











## Species Snapshot

# Honey Bees




 Honey bees move pollen so more flowers can grow. Flowers give honey bees nectar. They need each other.

---


 Honey bees drink nectar from flowers. They turn this into honey. They feed baby bees with the honey.

---

 Honey bees live in hives. They make hives from wax. Rooms in the hive are shaped like hexagons and have six sides.

---

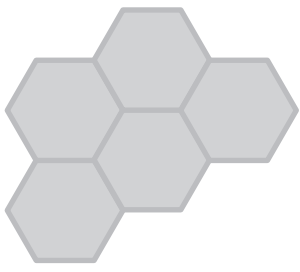


 There are three types of honey bee – the queen, the drones, and the workers. They all have different jobs.

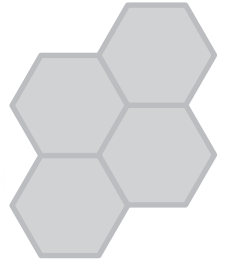
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# The Parts of a **Honey Bee**



Wings

Pollen Sac

Abdomen

Stinger

Thorax

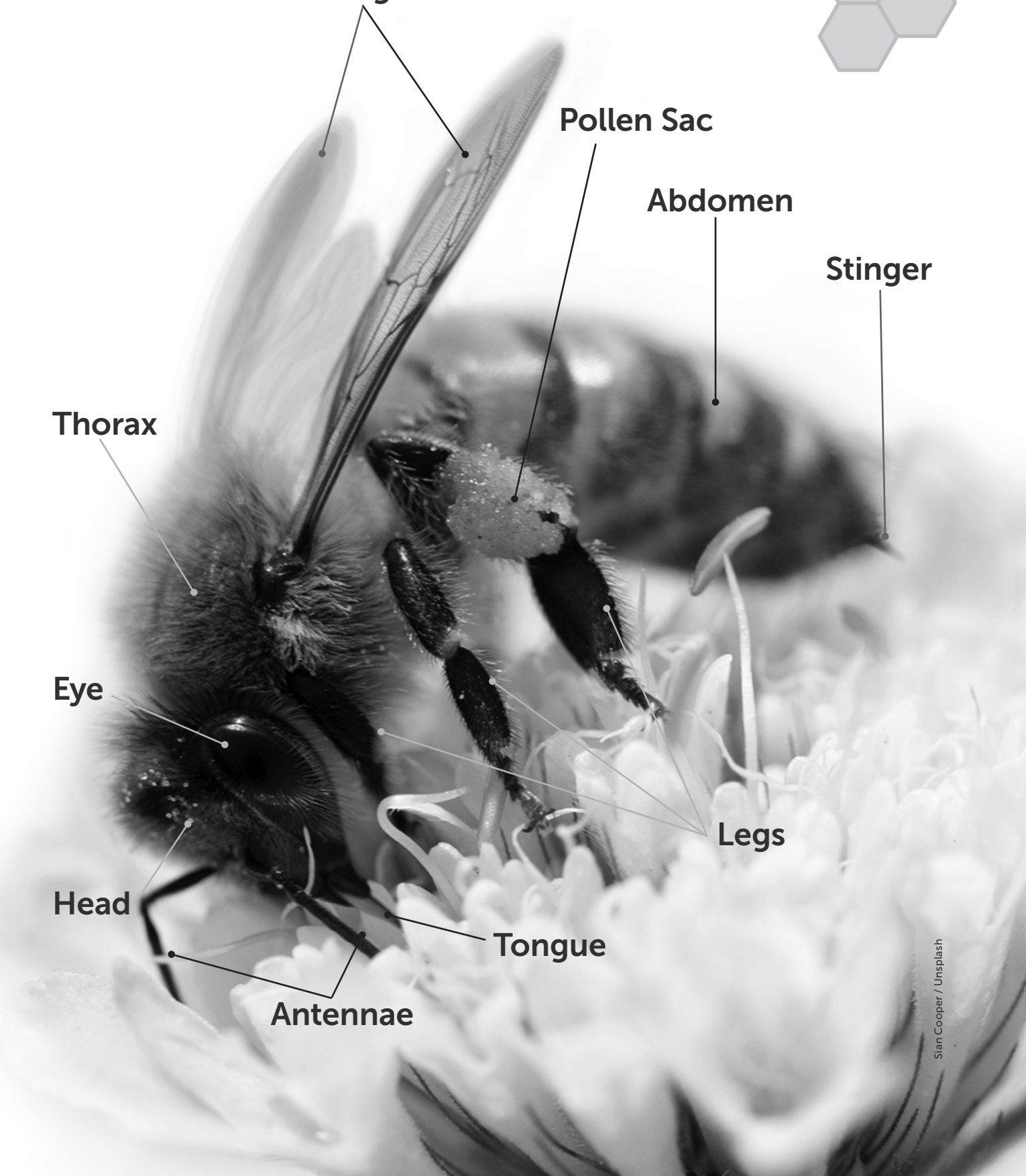
Eye

Head

Antennae

Tongue

Legs



Name: \_\_\_\_\_

Date: \_\_\_\_\_

## Species Snapshot: Honey Bees

### The Parts of a Honey Bee

Use the word bank to fill in the missing bee parts.



#### Word Bank

thorax wings stinger abdomen eye  
head tongue pollen sac legs antennae

### Honey Bee Facts

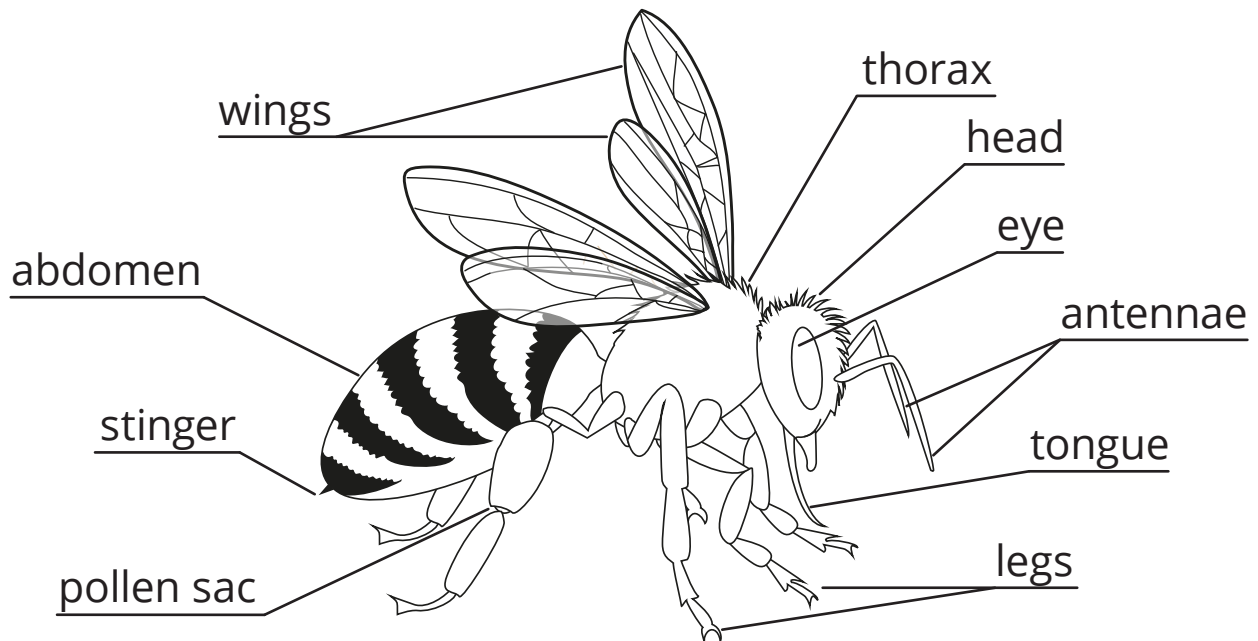
Fill in the missing words.

1. Honey bees can be queens, \_\_\_\_\_ or workers.
2. Honey bees turn nectar into \_\_\_\_\_.
3. Honey bees make their \_\_\_\_\_ from wax.
4. Honey bees and \_\_\_\_\_ need each other.
5. Honey bees move \_\_\_\_\_ from flower to flower.

# Answer Sheet

## The Parts of a Honey Bee

Use the word bank to fill in the missing bee parts.



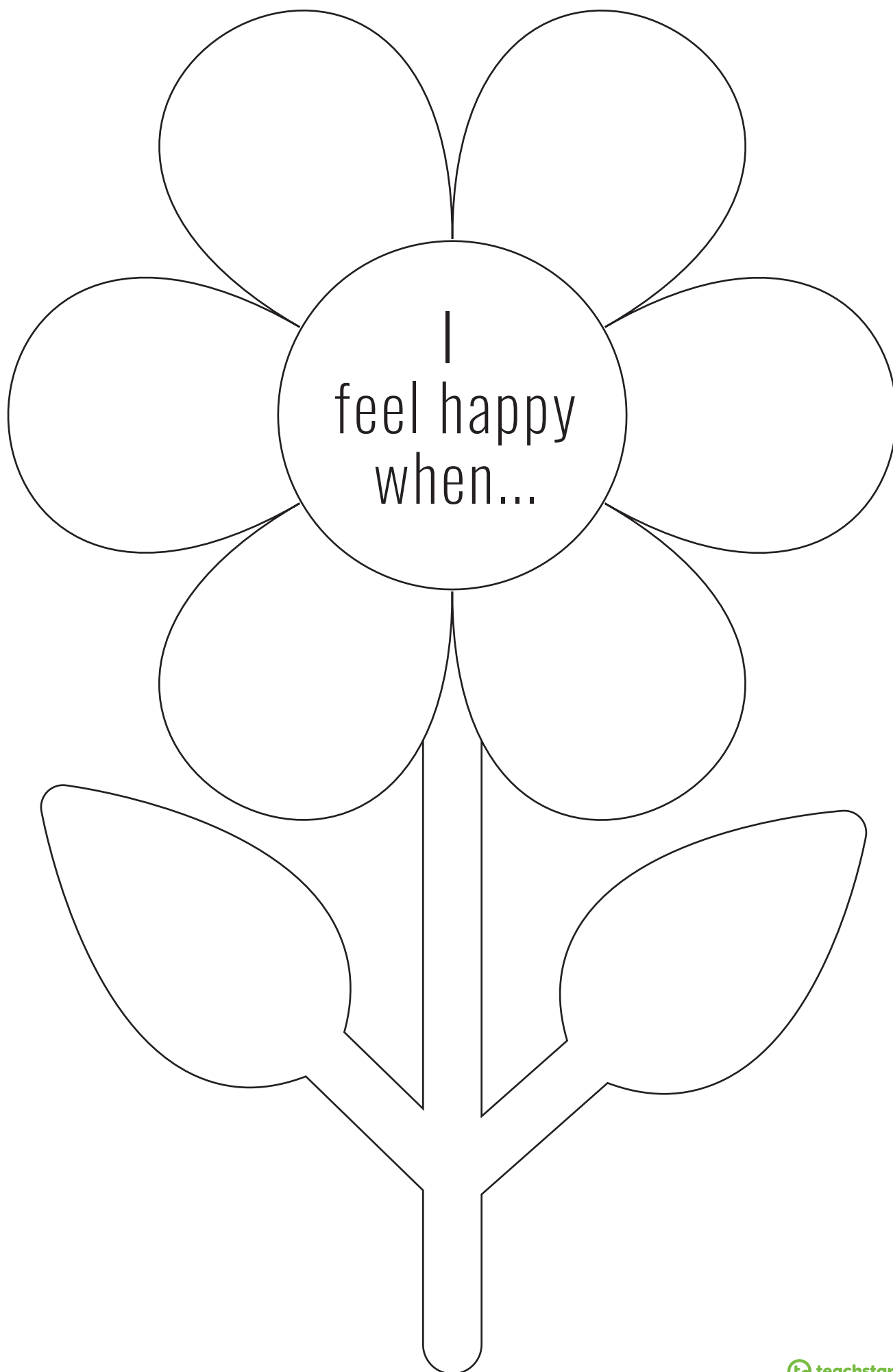
### Word Bank

thorax wings stinger abdomen eye  
head tongue pollen sac legs antennae

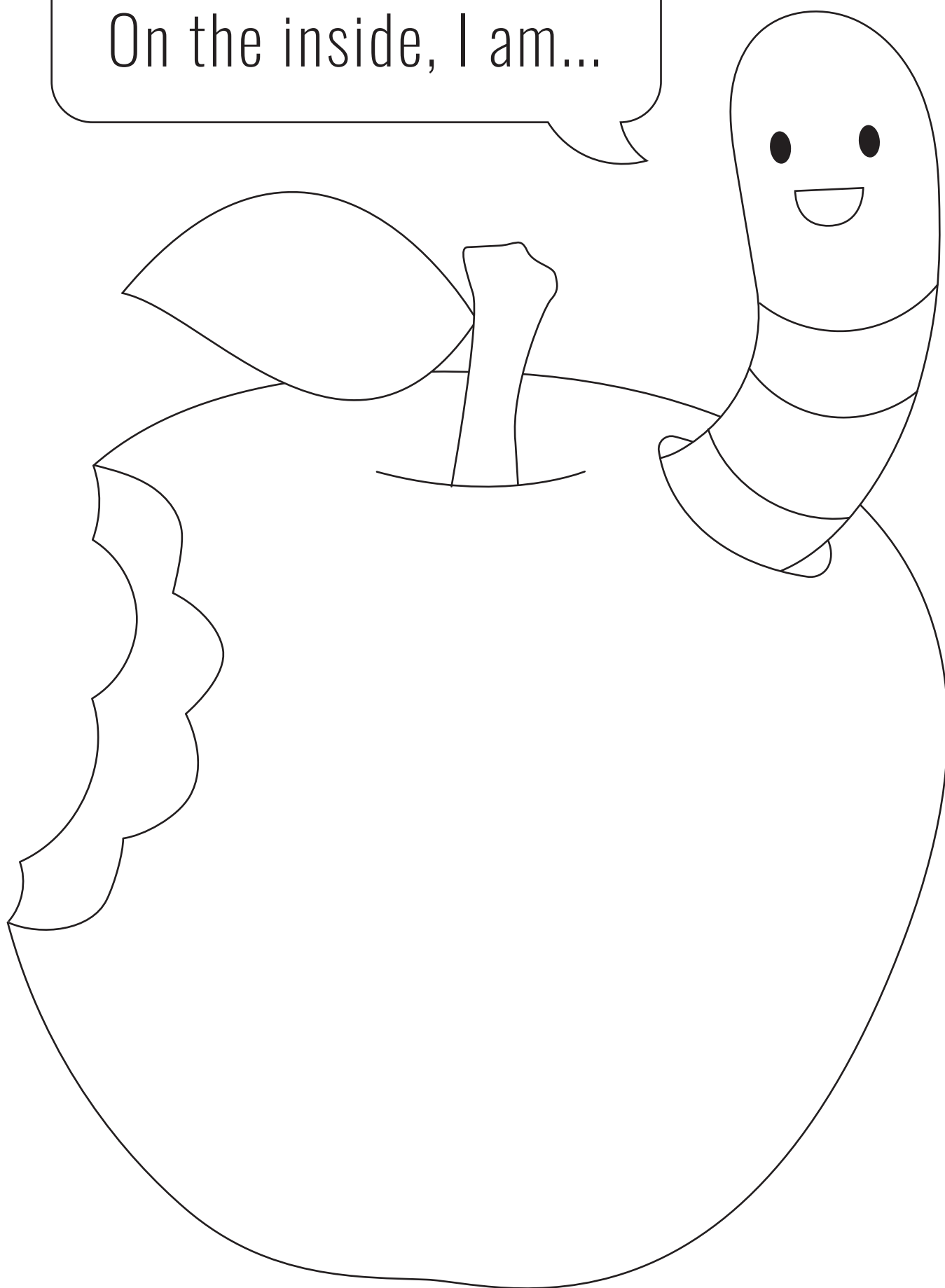
## Honey Bee Facts

Fill in the missing words.

1. Honey bees can be queens, **drones** or workers.
2. Honey bees turn nectar into **honey**.
3. Honey bees make their **hives** from wax.
4. Honey bees and **flowers** need each other.
5. Honey bees move **pollen** from flower to flower.



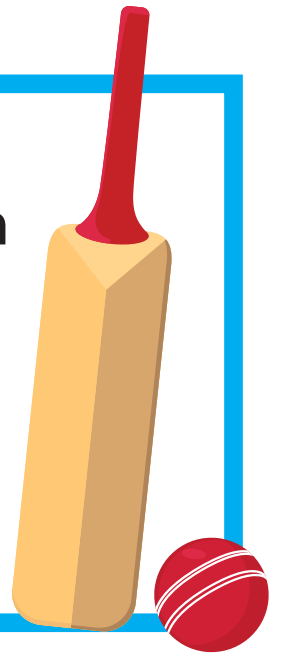
On the inside, I am...





*I am curious about...*

In a game of cricket, Jacob scored 4 runs in the first game, 3 runs in the second game and 3 runs in the third game. How many runs did he score altogether?



You picked 8 flowers and your friend picked 15 flowers. How many flowers do you both have when you put your flowers in a bunch together?



Alana invited 8 of her cousins and 6 of her school friends to her birthday party. How many people were invited altogether?



# 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 19

**Yellow:** 12, 17, 34, 49

**Brown:** 91, 92, 95, 96, 98, 100

**Blue:** 1, 2, 3, 11, 13, 21, 22, 23

**Red:** 6, 7, 8, 16, 18, 26, 27, 28

**Green:** 32, 37, 42, 47, 51, 52, 54, 57, 62, 64, 65, 67, 69, 73, 74, 76, 77, 79, 80, 83, 84, 87, 89, 93, 94, 97, 99

**Purple:** 38, 39, 40, 48, 50, 58, 59, 60

**Pink:** 24, 25, 33, 35, 43, 44, 45



### Mystery Picture 20

**Black:** 4, 6, 13, 15, 17, 22, 24, 26, 28, 33, 35, 37, 39, 53, 54, 63, 64

**Blue:** 1, 2, 3, 7, 8, 9, 10, 11, 12, 18, 19, 20, 21, 29, 31, 40, 41, 49, 60, 61, 69, 70, 71, 79, 80, 81, 82, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100

**Yellow:** 42, 43, 44, 45, 46, 47, 48, 51, 52, 55, 56, 57, 58, 59, 62, 65, 66, 67, 68, 72, 73, 74, 75, 76, 77, 78, 83, 84, 85, 86, 87

**Red:** 5, 14, 16, 23, 25, 27, 30, 32, 34, 36, 38, 50

Add an eye, a smile and an earring to the picture.



### Mystery Picture 21

**Red:** 2, 13, 24, 35, 63, 72, 81

**Yellow:** 22, 28, 29, 33, 39, 44, 83, 95, 96

**Purple:** 1, 3, 4, 5, 9, 10, 11, 14, 15, 19, 20, 21, 25, 30, 31, 32, 40, 41, 42, 43, 48, 49, 50, 51, 52, 53, 58, 59, 60, 61, 62, 68, 69, 70, 71, 78, 79, 80, 88, 89, 90, 92, 93, 94, 97, 98, 99, 100

**Blue:** 12, 23, 34, 45, 73, 82, 91

**Green:** 6, 7, 8, 16, 18, 26, 27, 36, 37, 38, 46, 47, 54, 55, 56, 57, 64, 65, 66, 67, 74, 75, 76, 77, 84, 85, 86, 87

**Black circle:** 17



### Mystery Picture 22

**Green:** 71, 79, 80, 81, 82, 83, 85, 86, 87, 89, 90, 91, 92, 93, 96, 97, 100

**Blue:** 1, 2, 3, 4, 5, 6, 11, 12, 13, 14, 15, 16, 21, 22, 23, 24, 25, 31, 32, 33, 39, 40, 41, 49, 50, 60, 69, 70

**Orange:** 7, 9, 10, 17, 18, 27, 28, 29, 30, 36, 37, 38, 44, 45, 46, 47, 48, 52, 53, 54, 55, 56, 57, 58, 59, 61, 62, 63, 64, 65, 66, 67, 68, 72, 73, 74, 75, 76, 77, 78, 84, 88, 94, 95, 98, 99

**Black circle:** 8

**Orange triangle (pointing upwards):** 26, 34, 35, 42, 43, 51

Colour blue around the triangles. Add teeth to the picture.



### Mystery Picture 23

**Black:** 25, 33, 38, 47, 55

**Green:** 21, 30, 31, 40, 41, 50, 51, 52, 59, 60, 62, 63, 68, 69, 74, 75, 76, 77

**Blue:** 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 61, 70, 71, 72, 73, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100

**Pink:** 22, 23, 24, 26, 27, 28, 29, 32, 34, 35, 36, 37, 39, 42, 43, 44, 45, 46, 48, 49, 53, 54, 56, 57, 58, 64, 65, 66, 67



### Mystery Picture 24

**Yellow:** 33, 35, 37, 43, 45, 47, 53, 55, 57, 59, 60, 63, 65, 67, 69, 70, 73, 75, 77, 85, 87

**Blue:** 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 14, 15, 16, 20, 25, 30, 31, 39, 40, 41, 42, 49, 50, 71, 72, 79, 80, 81, 82, 83, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100

**Black:** 34, 36, 44, 46, 48, 51, 52, 54, 56, 58, 61, 62, 64, 66, 68, 74, 76, 78, 84, 86

Add an eye to the picture.



### Mystery Picture 25

**Brown:** 16, 20, 32, 37, 41, 52, 93, 94, 97, 98

**Yellow:** 1, 2, 3, 11, 12, 21

**Red:** 56, 67, 68

**Green:** 71, 72, 79, 80, 81, 82, 85, 86, 89, 90, 91, 92, 95, 96, 99, 100

**Blue:** 4, 5, 6, 7, 8, 9, 10, 13, 14, 15, 17, 18, 19, 22, 23, 24, 25, 26, 28, 30, 31, 33, 34, 35, 36, 40, 42, 43, 44, 45, 46, 50, 51, 60, 61, 62, 69, 70

Add eyes, a nose and a mouth to the picture.



### Mystery Picture 26

**Pink:** 57

**Green:** 71, 72, 77, 78, 79, 80, 81, 82, 85, 88, 89, 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, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 27, 30, 31, 32, 33, 34, 35, 37, 39, 40, 41, 43, 44, 45, 49, 50, 51, 52, 59, 60, 61, 62, 69, 70

Add eyes and a mouth to the picture.



### Mystery Picture 27

**Yellow:** 5, 6, 14, 24, 33, 42, 43, 52, 53, 62, 63, 73

**Blue:** 1, 2, 3, 4, 7, 8, 9, 10, 11, 12, 13, 18, 19, 20, 21, 22, 23, 29, 30, 31, 32, 37, 38, 39, 40, 41, 47, 48, 49, 50, 51, 56, 57, 58, 59, 60, 61, 66, 70, 71, 72, 76, 78, 80, 81, 82, 83, 86, 87, 88, 90, 91, 92, 93, 100

**Pink:** 15, 16, 17, 25, 26, 27, 28, 34, 35, 36, 44, 45, 46, 54, 55, 64, 65, 67, 68, 69, 74, 75, 77, 79, 84, 85, 89, 94, 95, 96, 97, 98, 99

Add an eye to the picture.



### Mystery Picture 28

**Black:** 13, 23, 33, 66, 67, 68, 69, 72, 73, 74, 76, 79, 82, 84, 86, 89, 92, 93, 94, 96, 97, 98, 99

**Green:** 71, 75, 80, 81, 85, 90, 91, 95, 100

**Red:** 16, 17, 18, 19, 28, 29, 38, 39, 42, 43, 44, 45, 46, 47, 48, 49, 52, 53, 54, 55, 56, 57, 58, 59, 62, 63, 64, 65

**Yellow:** 77, 78, 83, 87, 88

**Blue:** 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 14, 15, 20, 21, 22, 24, 25, 30, 31, 32, 34, 35, 40, 41, 50, 51, 60, 61, 70



### Mystery Picture 29

**Green:** 4, 8, 13, 14, 15, 17, 18, 19, 23, 25, 26, 27, 29, 35, 36, 37, 44, 45, 46, 47, 48, 53, 54, 58, 59, 63, 69

**Yellow:** 1, 2, 3, 11, 12, 21, 83, 84, 85, 86, 87, 88, 89

**Dark blue:** 91, 92, 93, 94, 95, 96, 97, 98, 99, 100

**Brown:** 56, 66, 76

**Light blue:** 5, 6, 7, 9, 10, 16, 20, 22, 24, 28, 30, 31, 32, 33, 34, 38, 39, 40, 41, 42, 43, 49, 50, 51, 52, 55, 57, 60, 61, 62, 64, 65, 67, 68, 70, 71, 72, 73, 74, 75, 77, 78, 79, 80, 81, 82, 90



### Mystery Picture 30

**Light blue:** 1, 2, 3, 4, 7, 8, 9, 10, 11, 12, 13, 18, 19, 20, 21, 22, 29, 30, 31, 40, 61, 70, 71, 72, 79, 80

**Black:** 5, 15, 25, 35, 45

**Brown:** 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 62, 63, 64, 65, 67, 68, 69, 73, 74, 75, 76, 77, 78

**Dark blue:** 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100

**Yellow:** 6, 14, 16, 17, 23, 24, 26, 27, 28, 32, 33, 34, 36, 37, 38, 39, 41, 42, 43, 44, 46, 47, 48, 49, 50



### Mystery Picture 31

**Green:** 33, 34, 39, 40, 43, 45, 49, 50, 53, 59, 60, 63, 73, 77, 83, 87, 94, 98

**Blue:** 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, 35, 36, 37, 38, 61, 69, 70, 71, 72, 78, 79, 80, 81, 82, 84, 85, 86, 88, 89, 90, 91, 92, 93, 95, 96, 97, 99, 100

**Brown:** 41, 42, 44, 46, 47, 48, 51, 52, 54, 55, 56, 57, 58, 62, 64, 65, 66, 67, 68, 74, 75, 76

Add eyes and antennae to the picture.



### Mystery Picture 32

**Purple:** 33, 38, 43, 44, 47, 48, 54, 55, 56, 57, 65, 66

**Blue:** 1, 2, 4, 5, 6, 7, 9, 10, 11, 15, 16, 20, 61, 70, 71, 72, 79, 80, 81, 82, 83, 88, 89, 90, 91, 92, 93, 94, 97, 98, 99, 100

**Red:** 3, 8, 12, 13, 14, 17, 18, 19, 21, 22, 25, 26, 29, 30, 31, 35, 36, 40, 41, 50, 51, 52, 59, 60, 62, 63, 68, 69, 73, 74, 77, 78, 84, 85, 86, 87, 95, 96

**Pink:** 23, 24, 27, 28, 32, 34, 37, 39, 42, 45, 46, 49, 53, 58, 64, 67, 75, 76



### Mystery Picture



### Mystery Picture



### Mystery Picture



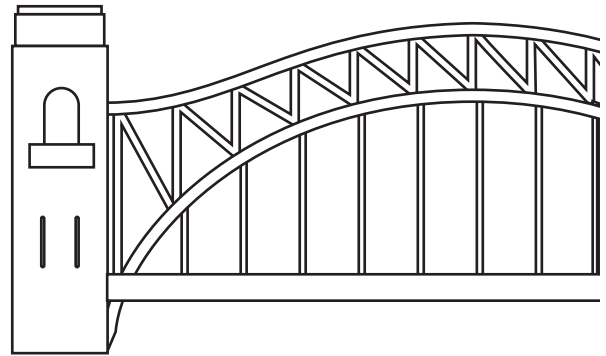
### Mystery Picture



# STRONG BRIDGES

**Challenge:** Build a bridge out of straws that is strong enough to hold a plastic cup full of marbles.

**Suggested Materials:**  
sticky tape, straws,  
scissors, paper clips,  
rubber band

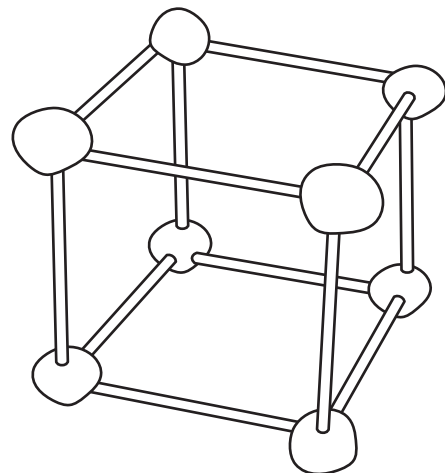


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# 3D CUBE

**Challenge:**  
Build a cube  
shape out of tooth picks  
that can stand by itself!

**Materials:**  
tooth picks, playdough



 teachstarter

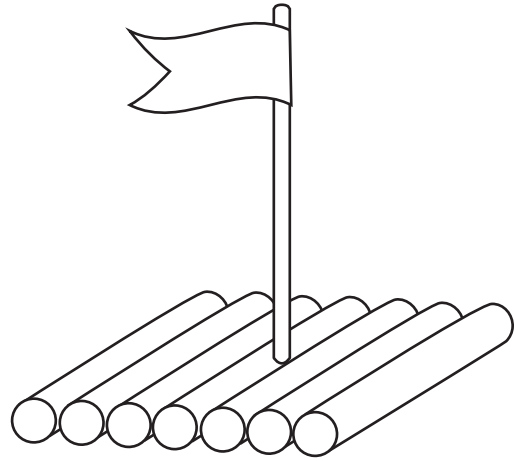
# BUILD A RAFT

## Challenge:

Build a straw raft that can hold ten coins and float on water.

## Materials:

straws, masking tape



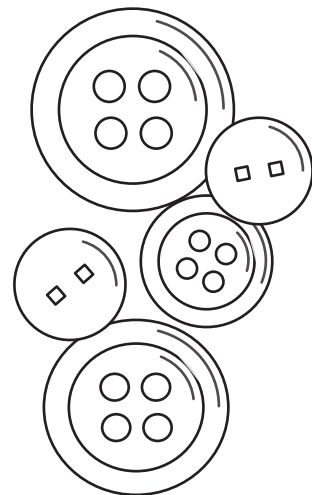
 teachstarter

# BUTTON TOWER

**Challenge:** Build the tallest possible tower you can out of buttons. It needs to be able to stand by itself even when you blow on it!

## Materials:

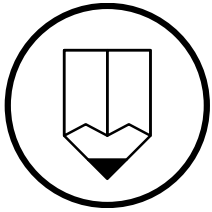
large buttons, playdough



 teachstarter

## 11 What's Hiding?

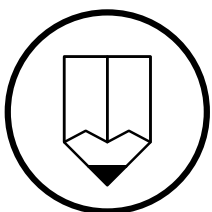
there is something hiding  
under that rock. Do you  
know wat it is



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

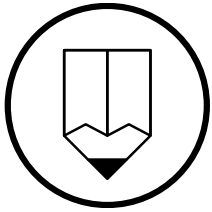


Find 2 spelling mistakes.  
Add 2 capital letters and 1 question mark.

13

## Race Day

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



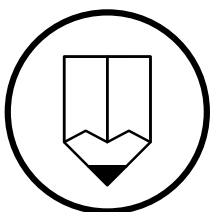
Find 2 spelling mistakes.  
Add 2 capital letters and 1 exclamation mark.

 teachstarter

14

## My Hairbrush

my sister was using mi  
hairbrush. i was sow  
angry



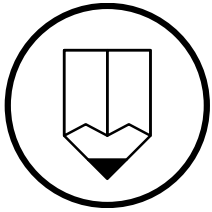
Find 2 spelling mistakes.  
Add 2 capital letters and 1 exclamation mark.

 teachstarter

15

## Pop!

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



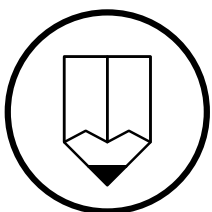
Find 2 spelling mistakes.  
Add 2 capital letters and 1 exclamation mark.

 teachstarter

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.

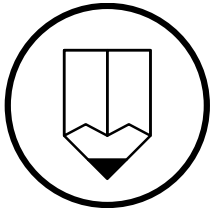
 teachstarter



17

## The Cat and the Rat

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



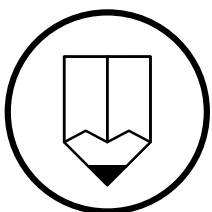
Find 2 spelling mistakes.  
Add 2 capital letters and 1 full stop.

 teachstarter

18

## The Vet

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



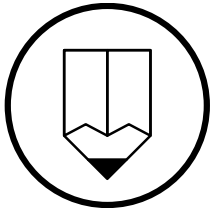
Find 2 spelling mistakes.  
Add 2 capital letters and 1 full stop.

 teachstarter

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



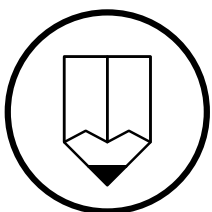
Find 2 spelling mistakes.  
Add 1 capital letter and 1 full stop.

 teachstarter

20

## Ted the Dog

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



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

 teachstarter

12. What Am I?

I have a really **long** neck and I like to eat leaves. What do you **think** I might be?

13. Race Day

I **crossed** the finish line. I was so **happy**! I came first!

14. My Hairbrush

My sister was using **my** hairbrush. I was **so** angry!

15. Pop!

**Bang!** I popped **the** balloon using my finger. It gave my **Mum** a fright!

16. Bouncy Ball

Help! My **ball** has bounced away and I can't **find** it. Can you help me?

17. The Cat and the Rat

The cat was sleeping on the mat. **A** fat rat **came** and sat next to the **sleeping** cat.

18. The Vet

**We** took my pet to the vet. My **vet** has not met my pet yet. I **hope** my pet likes the vet.

19. Fun in the Sun

**On** the **weekend** we had some fun in the sun. We went for a run and **ate** a yummy bun.

20. Ted the Dog

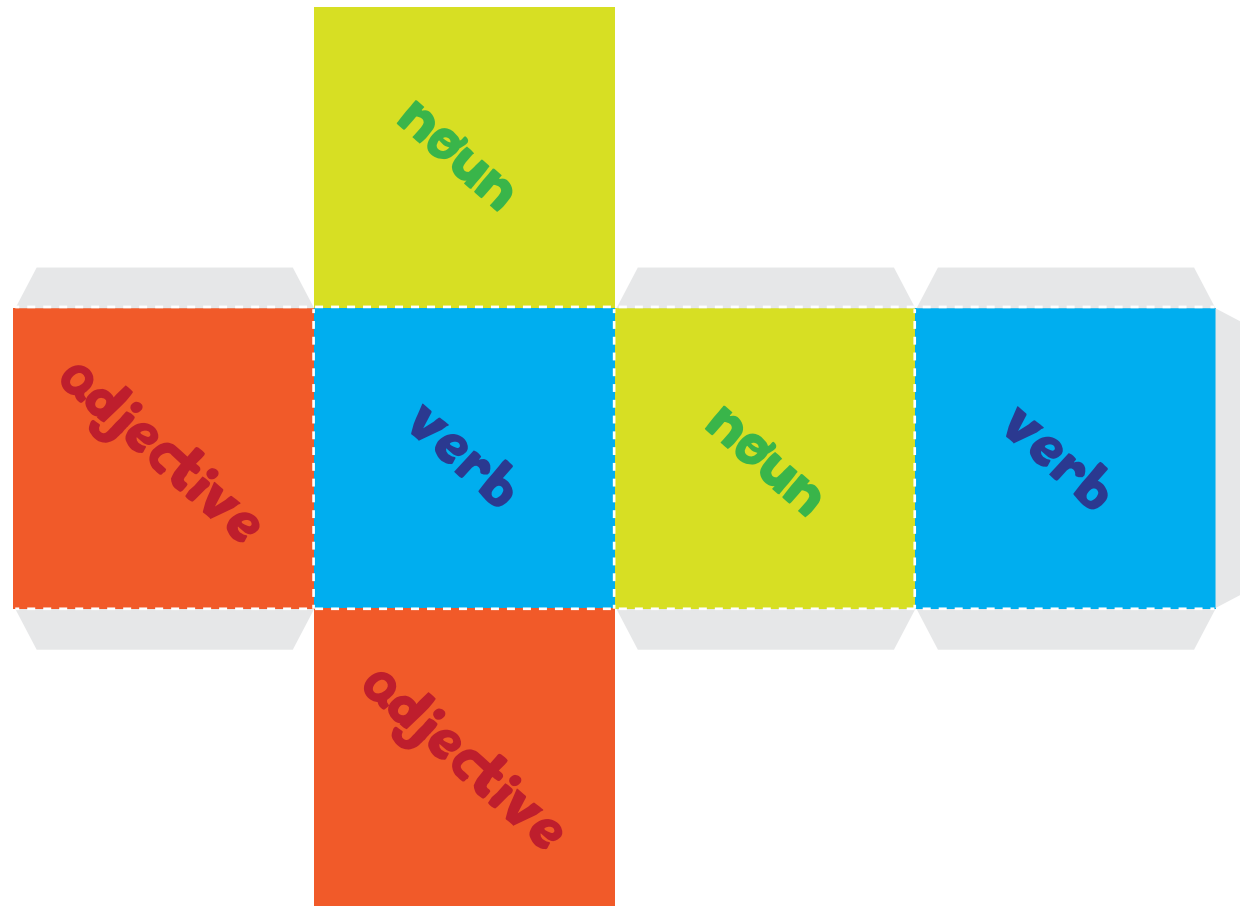
**Ted** the dog was **ready** to be fed. His food **bowl** was next to his bed in the red shed.

# Nouns, Verbs and Adjectives Board Game

## Instructions

1. Suitable for 2-4 players.
2. Students put their counters at the start of the game board.
3. Use the noun, verb and adjective dice provided. Students take turns in rolling the dice.
4. When the dice stops rolling, the word on the top of the dice is what the students need to use.
5. They then need to find that type of word on the game board closest to where their counter is.
6. The next player rolls the dice and does the same thing.
7. The aim of the game is to finish on the word *black*.
8. The first player to land on the final word wins. For example they will need to roll *adjective* and land on *black* first.





Place a counter on the number that has a 3 in the tens column and a 2 in the ones column.

✓ Teach Starter.com

Place a counter on the number that is one less than 40.

✓ Teach Starter.com

Place a counter on the number that has a 4 in the tens column and a 9 in the ones column.

✓ Teach Starter.com

Place a counter on the number that is one less than 10.

✓ Teach Starter.com

Place a counter on the number that has a 5 in the tens column and a 0 in the ones column.

✓ Teach Starter.com

Place a counter on the number that is one less than 22.

✓ Teach Starter.com

Place a counter on the number that has a 1 in the tens column and a 6 in the ones column.

✓ Teach Starter.com

Place a counter on the number that is one less than 61.

✓ Teach Starter.com

A horizontal number line with 11 tick marks, labeled from 0 to 10. The numbers are in various colors: 0 (teal), 1 (purple), 2 (orange), 3 (red), 4 (teal), 5 (purple), 6 (orange), 7 (red), 8 (teal), 9 (purple), and 10 (orange). The number line is set against a white background with a yellow border. The border is decorated with various numbers in different colors and sizes, some of which are partially cut off. The numbers on the border include 23, 62, 10, 74, 60, 7, 12, 2, 5, 2, 3, 44, 98, 68, 100, 72, 86, 23, 90, 3, 5, 84, 62, 49, and 10.

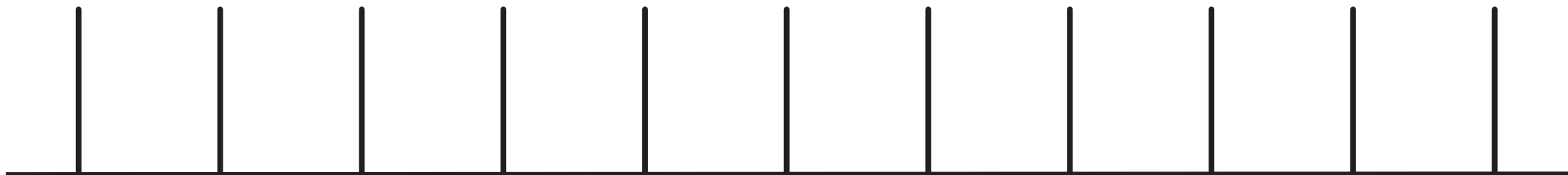
A horizontal number line with vertical tick marks. The numbers 11 through 21 are written above the tick marks in a bold, rounded font. The colors of the numbers alternate: 11 (red), 12 (teal), 13 (purple), 14 (orange), 15 (red), 16 (teal), 17 (purple), 18 (orange), 19 (red), 20 (teal), and 21 (purple).

73 + 18 = 3      39 + 44 = 68      72



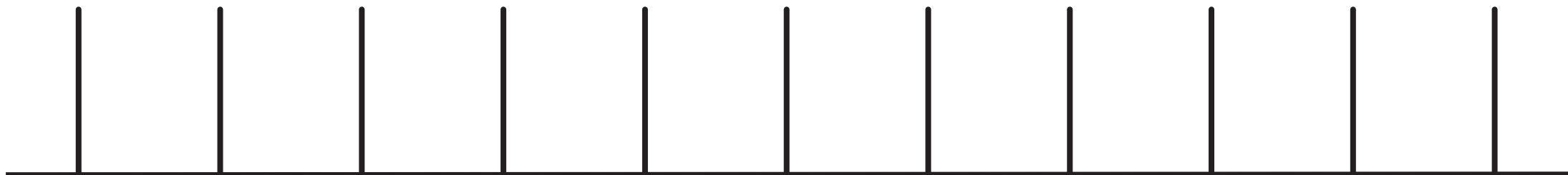
74 - 60 + 7 - 12 - 2 + 98 - 100 + 86

22 23 24 25 26 27 28 29 30 31 32



23 - 3 + 5 - 84 - 49 - 73 + 18 - 3  
90 + 6 - 23 + 62 + 10 + 74 - 60 + 7 - 1

33 34 35 36 37 38 39 40 41 42 43



5 - 59 + 44 + 68 - 72 + 23 - 3 + 5

2 - 2 · 98 - 100 86 · 90 · 23 · 6

44 45 46 47 48 49 50 51 52 53 54

84 - 49 73 18 3 59 44 6  
2 · 10 74 - 60 7 12 - 2 · 98 - 100

55 56 57 58 59 60 61 62 63 64 65

8 - 72 · 23 - 3 · 5 84 - 49 · 73

5 86 90 7 23 62 10 74 60

66 67 68 69 70 71 72 73 74 75 76

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18 3 59 44 68 72 23  
3 7 12 2 98 100 86 90

77 78 79 80 81 82 83 84 85 86 87

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3 5 84 49 73 18 3 59

23 62 10 74 60 7 12 2

88 89 90 91 92 93 94 95 96 97 98

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44 68 72 23 3 5 84

74 90 6

99 100

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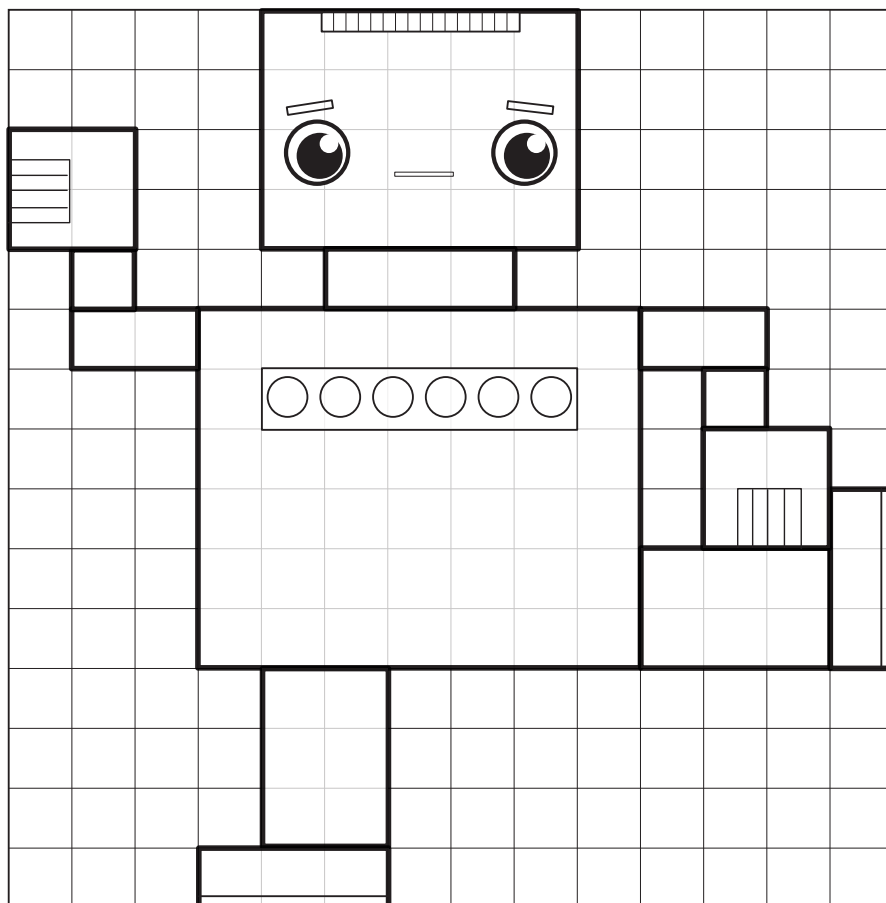
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Name \_\_\_\_\_

Date \_\_\_\_\_

## Measuring Area - Informal Units

- ① Use different colours to colour in the various parts of the robot.  
Answer the questions below.

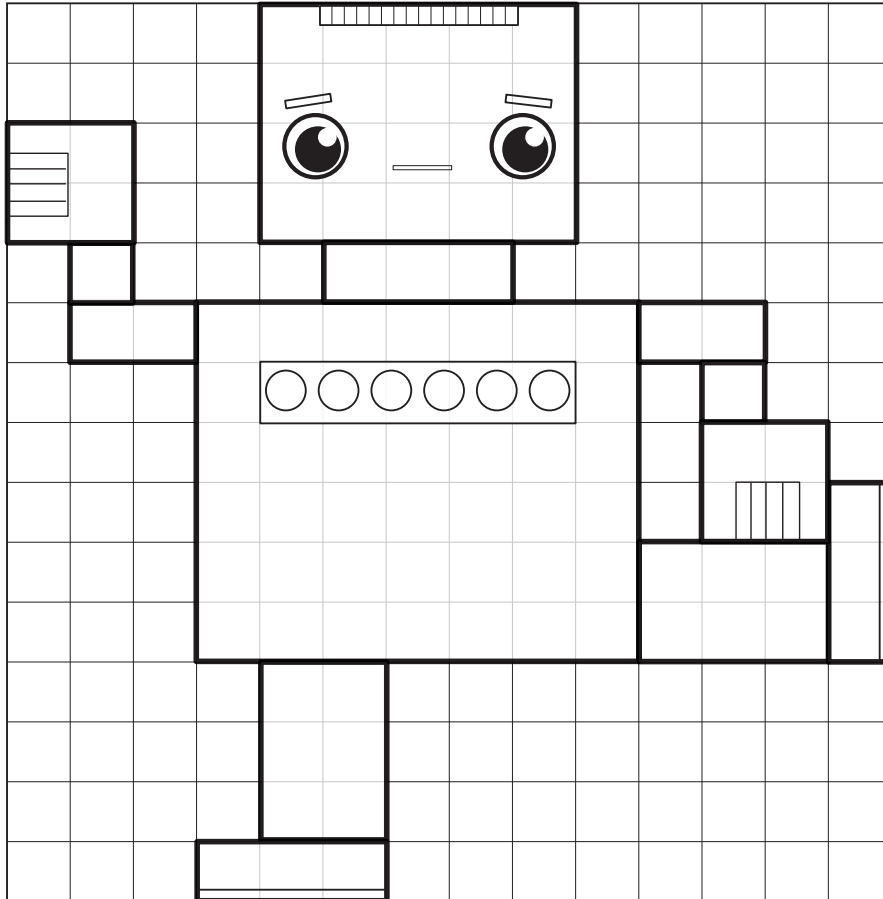


- How many squares cover the head of the robot? \_\_\_\_\_
- How many squares cover the body of the robot? \_\_\_\_\_
- How many squares cover both the legs and feet? \_\_\_\_\_
- How many squares cover both the arms and hands? \_\_\_\_\_
- Which part of the robot has the smallest area? \_\_\_\_\_
- Which part of the robot has the largest area? \_\_\_\_\_



## Answers

- ① Use different colours to colour in the various parts of the robot.  
Answer the questions below.



- How many squares cover the head of the robot? **20 squares**
- How many squares cover the body of the robot? **42 squares**
- How many squares cover both the legs and feet? **18 squares**
- How many squares cover both the arms and hands? **14 squares**
- Which part of the robot has the smallest area? **neck or arm**
- Which part of the robot has the largest area? **body**



# SCIENCE

## CHEMICAL SCIENCES

Create a mind map showing all the materials you can think of that can bend.



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# SCIENCE

## CHEMICAL SCIENCES

Draw a diagram to show what might happen to a chocolate bar left out in the sun.



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# SCIENCE

## EARTH & SPACE SCIENCES

Draw and label a natural environment in your local area. Explain some of its features.



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# SCIENCE

## EARTH & SPACE SCIENCES

List all of the things you might see if you looked up into the night sky.



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# Simple Sentence Dominoes

## • INSTRUCTIONS •

### Players

2–4 players

### Equipment

1 x set of Simple Sentence Dominoes

### How to Play

1. Place the dominoes face down in the middle of the playing space. Each player selects seven dominoes. The dominoes not selected remain in a pile (they will be used later in the game).
2. The youngest player goes first. Player 1 must put down a domino that contains the beginning of a sentence, e.g. The boy. If Player 1 does not have one of these dominoes, they must pick one up from the pile. If the domino they pick up is suitable, they may place it down as their turn. If not, they must wait for their next turn.
3. Player 2 must now put down a domino that finishes the sentence started by Player 1 in a way that makes sense, e.g. The boy plays football. If Player 2 cannot do this with the dominoes they have, they must pick one up from the pile. If the domino they pick up is suitable, they may place it down as their turn. If not, they must wait for their next turn.
4. The game continues with players placing down their dominoes in turn to create simple sentences. The winner of the game is the player who uses all of their dominoes first. If the situation arises where no players can make a move and the domino pile has been used, the winner is the player with the least dominoes remaining.



The

wind

is

strong.

My

brother

loves

football.

The

cat

is

sleeping.

I

go

to

school.

 teachstarter

 teachstarter

I

make

my

bed.

 teachstarter

 teachstarter

I

love

my

family.

 teachstarter

 teachstarter

The

boy

is

playing.



The

pan

is

hot.



Our

dog

is

playful.



My

dad

cooks

dinner.

 teachstarter

 teachstarter

The

bird

is

cheerful.

 teachstarter

 teachstarter

My

teacher

is

kind.

 teachstarter

 teachstarter

My

friend

plays

tricks.

 teachstarter

 teachstarter

Our

grandad

likes

fishing.

 teachstarter

 teachstarter

Our

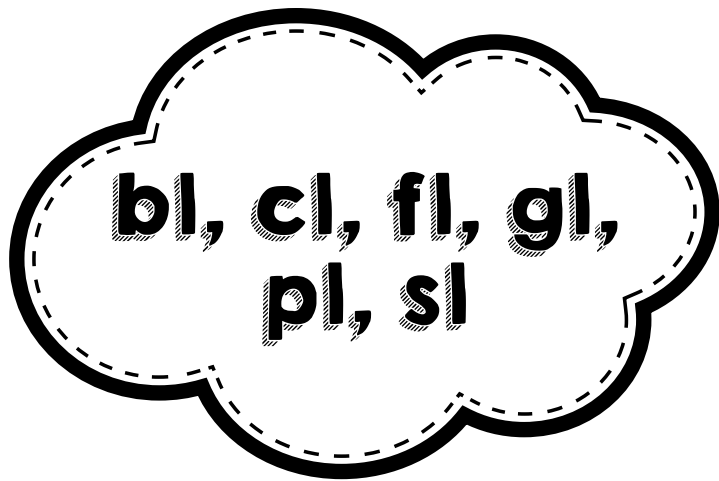
grandma

bakes

cookies.

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## Spelling Words

- |          |           |
|----------|-----------|
| 1. block | 6. slide  |
| 2. clock | 7. plum   |
| 3. flag  | 8. fly    |
| 4. glass | 9. glove  |
| 5. plant | 10. sleep |

## Extension

- |           |            |
|-----------|------------|
| 1. clown  | 4. blanket |
| 2. flower | 5. planet  |
| 3. please |            |

## Activity Grid

Sort your spelling words into their blend groups (bl,cl,fl,gl,pl,sl).	Write out each of your spelling words in rainbow colours.
Using a container of water and a paintbrush, paint each of your spelling words on some concrete.	Search through books to find your spelling words. Use tally marks to record how many times you find each word.
Jumble up the letters of your spelling words. Give them to a partner to unjumble.	Write as many words as you can that rhyme with each of your spelling words.
Use glue to write out each spelling word. Sprinkle glitter over the glue.	Write out your spelling words and draw matching pictures on flash cards. Play a game of memory or snap with a partner.
Write out each of your spelling words using dots.	Use chalk to write out your spelling words on concrete.

Place a counter on the number that has a 7 in the tens column and a 5 in the ones column.

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Place a counter on the number that is one less than 15.

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Place a counter on the number that has a 8 in the tens column and a 1 in the ones column.

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Place a counter on the number that is one less than 99.

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Place a counter on the number that is equal to  $20 + 2$ .

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Place a counter on the number that is one more than 10.

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Place a counter on the number that is equal to  $10 + 5$ .

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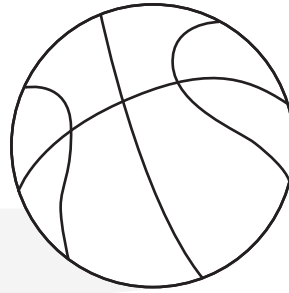
Place a counter on the number that is one more than 17.

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# BASKETBALL HOLDER

**Challenge:** Build a tower out of newspaper that can hold a basketball. It must be as tall as your waist.

**Materials:**  
newspaper,  
masking tape

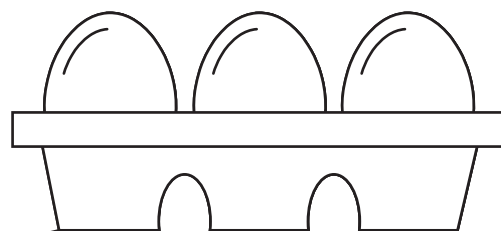


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# EGG CARRIER

**Challenge:** Carefully design and create an egg carrier. It must have a handle and the egg can't break. Can you carry it for 100 metres?

**Suggested Materials:**  
pipe cleaners,  
tissue paper, foil,  
cardboard



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# RACING CARS

**Challenge:** Race a toy car from one end of your desk to the other without touching the car. You must not touch or alter the track.

**Suggested Materials:**

toy car, balloon, string, straws, masking tape, magnets, small bits of cardboard.



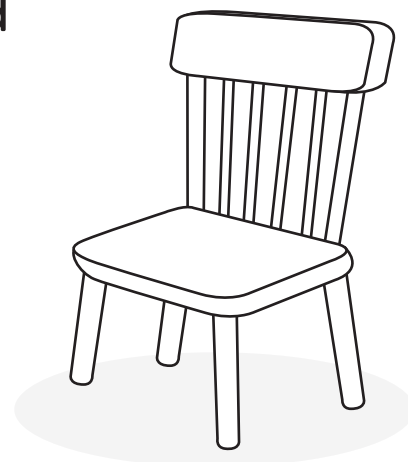
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# BUILD A CHAIR

**Challenge:** Design and build a chair that will support the weight of a teddy bear.

**Suggested Materials:**

newspaper, teddy bear (or similar soft toy), foil, masking tape



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