# WEEK 6 REMOTE LEARNING PACK

Please note: The pack runs in order of

- Daily planner
- Reading activities
- Spelling activities
- Writing
- Inquiry
- Art
- Maths Mates
- Maths
- Health and PE
- Wellbeing
- Mindfulness colour in
- Weekly reflection

Your child will know which group they are in for reading, writing, spelling and maths. They will only complete the work for that group. If they are unsure, the activity for their group will be assigned to them on Seesaw so they can check there or you can contact the classroom teacher. The day and name of the group is at the top of each lesson for them to follow.

Here is your work plan for the week. Most tasks will require you to log in have any questions, get in contact with your teacher via the Seesa been set for the set	Here is your work plan for the week. Most tasks will require you to log into the Seesaw Class app or complete from your work pack. If you have any questions, get in contact with your teacher via the Seesaw Class app. Please try your best to complete all tasks that have been set for each day.
Monday 17th of August 2020 Seesaw QR code	<b>READING</b> Mrs Arnel/Mrs William's, Josh's Shared Reading Group - approx 20 mins Warm up: Independent reading. Read a book, newspaper, magazine etc from home for 10 minutes. Reading Grid - approx 10 min Activity: Reading grid Open the reading grid activity. Read the instructions on the slide and listen to the audio. Watch the video/book for the day and complete the task. Make sure you look at the worked example before you start.
REMEMBER TO UPLOAD ALL OF YOUR WORK TO SEESAW SO YOUR TEACHER CAN SEE IT	<b>READING</b> Deena's and Miss Wilson's Shared Reading Group - approx 20 mins Warm up: Independent reading. Read a hard cover book, a book on Get Epic or Reading Eggs/Express for 10 minutes. <b>Reading Grid- approx 10 min</b> WALT: Identify the text layout and sequence of instructions in a procedural text that is written as a narrative. <b>Modelled:</b> Watch Deena read 'How to Wash a Woolly Mammoth' - a procedural text that is cleverly written as a narrative. <b>Independent:</b> Complete the worksheet to check that it is in fact a narrative as well (is it made up or fictional, does it have characters, a setting, a problem, a solution, does it have to be read in order?)
MATHS         Miss Wilson/Mrs Arnel/Mrs Williams Maths Groups         WALT: Do subtraction sentences using stacking         WARM UP: Choose a times table to practice (5 minutes)         **Read or listen to instructions.         WORKED EXAMPLE- Watch todays worked example which shows you how to complete the subtraction sums using stacking.         ACTIVITY: Activity- Complete the subtraction sums using stacking on the 3 worksheets. If you finish early log in to Mathletics and do any subtraction activities.         *Might be easier to write these in your book and take a photo	WRITING         Mrs Amel/Mrs Williams and Josh's Writing Groups - approx 20 mins         WALT: order steps/method correctly         WALT: order steps/method correctly         an egg. Now you can write some steps on how to make a sandwich.         WRITING         Deena and Miss Wilson's Writing Groups - approx 20 mins         WALT: The correct text structure of a procedural text         Madelled: Using what we have learnt so far, look back at the anchor chart showing the correct text structure and key points of a procedural text for you to refer to.         Activity: Cut and past or re-write a jumbled procedural text so it is in the correct order.
MATHS         Josh and Deena's Maths Group         WALT: Use regrouping to solve subtraction problems         WARM UP: Choose a times table to practice (5 minutes) - This can be the same one as last week.         WORKED EXAMPLE: Watch today's video which explains how to regroup when subtracting.         ACTIVITY: Answer the questions on page 3. Please make sure you work out the answers in your book and take a photo of your work. If you finish early you can login to Mathletics and complete any Subtraction activities.         (30-40 minutes)	Other Activities- Non compulsory activities NOTE: These activities will be uploaded to Seesaw on a Monday but are optional for students to complete throughout the week. Mr Holmfield's PE Mrs Grants Wellbeing/Cyber Safety Reading Eggs Essential Assessment Mathematical Assessment
SPELLING approx 10 min. WARM UP: Watch the video and read your spelling words out loud. ACTIVITY: Complete one spelling task from the spelling grid using your weekly spelling words.	Matrinencs Reading Eggs/Express Lessons Get Epic Mindfulness colour-in

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Tuesday 18th of August 2020 Seesaw QR code	READING Mrs Arnel/Mrs William's, Josh's Shared Reading Group - approx 20 mins Warm up: Independent reading. Read a book, newspaper, magazine etc from home for 10 minutes. Reading Grid- approx 10 min Activity: Reading grid Open the reading grid activity. Read the instructions on the slide and listen to the audio. Watch the Open the reading grid activity. Read the instructions on the slide and listen to the audio. Watch the video/book for the day and complete the task. Make sure you look at the worked example before you start.
REMEMBER TO UPLOAD ALL OF YOUR WORK TO SEESAW SO YOUR TEACHER CAN SEE IT	READING Deena's and Miss Wilson's Shared Reading Group - approx 20 mins Warm up: Independent reading. Read a hard cover book, a book on Get Epic or Reading Eggs/Express for 10 minutes. Reading Grid- approx 10 min WALT: Identify the text layout and sequence of instructions in a procedural text that is written as a narrative. Modelled: Watch Deena read 'How to Sneak Your Monster Into School' - a procedural text that is also cleverly written as a narrative. Independent: Create your own monster and tell us all about it.
MATHS Miss Wilson/Mrs Arnel/Mrs Williams Maths Groups WALT: Do subtraction with double digits	WRITING Mrs Arnel/Mrs Williams and Josh's Writing Groups - approx 20 mins WALT: How to read and understand a procedural text WALT: How to read the text we used last Tuesday called "Apricot Banana Shake" and complete the questions that Activity: Read the text we used last Tuesday called "Apricot Banana Shake" and complete the questions that
WARM UP: Practise your number sense on the Quick Math app. (5 minutes) - Add photo of your work (5 minutes)	
<b>ACTIVITY:</b> Complete the worksheet. It might be best if you do this in your book. Make sure if you choose to do this in your book that you write it exactly how it looks on the worksheet. (30-40 minutes)	WALT: How to write a procedural text using the correct text structures. Modelled: Using the pictures to prompt the steps, look at the procedural text modelled to you for 'how to draw a bee'. Activity: Using what you have learnt and the pictures to prompt your steps, write a procedural text for 'how to draw a caterpillar'.
MATHS Josh and Deena's Maths Group WALT: Solve subtraction problems where there is a zero WARM IP- practice your number sense on the Quick Math and 15 minutes) - Add photo of your work to page 1	<b>SPELLING</b> All students - approx 10 min. WARM UP: Watch the video and read your spelling words out loud. ACTIVITY: Complete one spelling task <b>from the spelling grid</b> using your weekly spelling words.
WORKED EXAMPLE: Watch the worked example video, explaining how to complete today's task on page 2.	Other Activities- Non compulsory activities NOTE: These activities were uploaded to Seesaw on a Monday but are optional for students to complete throughout the week
<b>ACTIVITY:</b> Answer the worksheet questions on page 3 using the strategy in the worked example video. Please make sure you complete all your working out in your books and then upload a photo to page 4. If you finish early, login to Mathletics and complete any subtraction activities. (30 minutes)	Mr Holmfield's PE Miss Cherry's ART Mrs Grants Wellbeing/Cyber Safety
INQUIRY All students - approx. 30 mins WALT: How to show my understanding of learnt concepts. ACTIVITY: Students independently answer all of the questions in the 'day and night' quiz to show what they have learnt throughout this unit. Answer using full sentence answers.	Reading Eggs Essential Assessment Mathletics Reading Eggs/Express Lessons Get Epic Mindfulness colour-in
Remember to take a photo of your learning and/or upload your responses to Seesaw.	

Get Epic Mindfulness colour-in	would like you to explain in a short voice recording how many VERTICES, EDGES and FACES your 3D shape has. (30 minutes) **If you finish early and want to make another one, you are more than welcome** SPELLING All students - approx 10 min. WARM UP: Work the video and read your spelling words out loud.
Other Activities- Non compulsory activities NOTE: These activities were uploaded to Seesaw on a Monday but are optional for students to complete throughout the week. Mr Holmfield's PE Miss Cherry's ART Mrs Grants Wellbeing/Cyber Safety Reading Eggs Essential Assessment Mathletics Reading Eggs/Express Lessons	MATHS         Josh and Deena's Maths Group         WALT: use different objects to create 3D shapes         WARM UP: Practise your number sense skills using the Sunset Maths app (5 minutes)         WORKED EXAMPLE: Watch today's video which will explain how to complete the activity.         ACTIVITY: Using whatever materials you can find from around your home, your challenge is to create a 3D object of your choice. I have listed some in the worked example to give you some ideas. Once you have made your 3D shape, I
<b>WRITING</b> Deena and Miss Wilson's Writing Groups - approx 20 mins WALT: How to write a procedural text using the correct text structure Activity: Using the template, have a go at writing a procedural text for 'how to play a game' using the correct text structure.	ACTIVITY: Using the website https://apps.mathlearningcenter.org/geoboard/https://apps.mathlearningcenter.org/geoboard/, your challenge is to create a 2D object of your choice. I have listed some in the worked example to give you some ideas. Once you have made your 2D shape, I would like you to explain in a short voice recording or screen shot how many CORNERS AND EDGES it has. (30-40 minutes)
WRITING Mrs Arnel/Mrs Williams and Josh's Writing Groups - approx 20 mins WALT: How to order the method/steps correctly to ensure all ingredients are listed and that the method is sequenced properly "Drop Scanes Jumble" Activity: Firstly, read through the ingredients and method and identify which ingredients are missing and unjumble the steps to ensure it is in the correct order.	MATHS Miss Wilson/Mrs Arnel/Mrs Williams Maths Groups WALT: Draw and describe 2D shapes. WARM UP: Practise your number sense skills using the Sunset Maths app (5 minutes) WORKED EXAMPLE: Watch today's video which will explain how to complete the activity.
<ul> <li>READING</li> <li>Deena's and Miss Wilson's Shared Reading Group - approx 20 mins</li> <li>Warm up: Independent reading. Read a hard cover book, a book on Get Epic or Reading Eggs/Express for 10 minutes.</li> <li>Reading Grid- approx 10 min</li> <li>WALT: Identify the text layout and sequence of instructions in a procedural text that is written as a narrafive.</li> <li>Modelled: Watch a reading of 'How to Catch A Star' - a procedural text that is also cleverly written as a narrafive.</li> <li>Independent: Draw a picture of how you would catch a star. Write how you would do this undemeath.</li> </ul>	REMEMBER TO UPLOAD ALL OF YOUR WORK TO SEESAW SO YOUR TEACHER CAN SEE IT
<b>READING</b> Mrs Arnel/Mrs William's, Josh's Shared Reading Group - approx 20 mins Warm up: Independent reading. Read a book, newspaper, magazine etc from home for 10 minutes. Reading Grid- approx 10 min Activity: Reading grid Open the reading grid activity. Read the instructions on the slide and listen to the audio. Watch the video/book for the day and complete the task. Make sure you look at the worked example before you start.	Wednesday 19th of August 2020 Seesaw QR code

ACTIVITY: Click on the link to take you to the website to create your origami boat. Mr Holmfeight ACTIVITY: Click on the link to take you to the website to create your origami boat. The link to take your origami-boat.html Using a square piece of paper (you may need to cut it into a square) follow the instructions to create your origami boat. Take a photo of your origami designs and add them to page 2 of this activity. On page 3, answer the questions about the origami you created. (30 minutes) If you finish early, select another origami design to create on the side of the webpage. Reading Example. Reading Example 1 another origami design to create on the side of the webpage. Reading Example 1 another origami design to create on the side of the webpage. Reading Example 1 another origami design to create on the side of the webpage. Reading Example 1 another origami design to create on the side of the webpage. Reading Example 1 another origami design to create on the side of the webpage. Reading Example 1 another origami design to create on the side of the webpage. Reading Example 1 another origami design to create on the side of the webpage. Reading Example 1 another origami design to create on the side of the webpage. Reading Example 1 another origami design to create on the side of the webpage. Reading Example 1 another origami design to create on the side of the webpage. Reading Example 1 another origami design to create on the side of the webpage. Reading Example 1 another origami design to create on the side of the webpage. Reading Example 1 another origami design to create on the side of the webpage. Reading Example 1 another origami design to create on the side of the webpage. Reading Example 1 another origami design to create on the side of the webpage. Reading Example 1 another origami design 1 another origam	up 3D objects Idition. (5 minutes) - Click link below 1/Iresources/Tools/dice/ 1e video explaining what origami is. Josh will also show an example of how to	MATHS Miss Wilson/Mrs Arnel/Mrs Williams Maths Groups WALT: Use origami to create 3D objectsWRITNG Mrs Arne Mrs Arne Mrs Arne MARM UP: Digital dice roll addition. (5 minutes) - Click link below https://www.teacherled.com/iresources/tools/dice/ (5 minutes)Walt #: Activity: recipe. C minutes)Manual and arne walt #: Activity: 	Image: Second Case       Image: Se
Mr Holmfield's PE Mr Holmfield's PE Miss Cherry's ART Mr Bellbeing/Cyber Safety Reading Eggs Essential Assessment Mathletics Reading Eggs/Express Lessons Get Epic Get Epic	SPELLING All students - approx 10 min. WARM UP: Watch the video and read your spelling words out loud. ACTIVITY: Complete one spelling task from the spelling grid using your weekly spelling words. Other Activities- Non compulsory activities NOTE: These activities were uploaded to Seesaw on a Monday but are optional for students to complete	<ul> <li>WRITING</li> <li>Mrs Arnel/Mrs Williams and Josh's Writing Groups - approx 20 mins</li> <li>WALT #1: revise our own work and compare it to the correct version</li> <li>Activity: Look back at your recipe for Drop Scones from yesterday. Look on Seesaw today to see the correct recipe. Compare yours with it. How did you go? Write a response on Seesaw telling your teacher how you went and if your drop scones would've turned out perfectly or a disaster! :)</li> <li>WALT #2: HANDWRITING TASK - write neatly using clearly-formed joined letters</li> <li>Activity: Copy the three sentences from Seesaw into your writing book in your best handwriting.</li> <li>WRITUG</li> <li>Deena and Miss Wilson's Writing Groups - approx 20 mins</li> <li>WALT How to write a procedural text using the correct text structure</li> <li>Modelled: Look at the two modelled procedural texts explaining to you 'how to make two fingerprint sea animals'.</li> <li>Activity: Using what you have learnt, create your own thumbprint sea creature and write a procedural text explaining how to do it.</li> </ul>	READING         Mis Annel/Mis William's, Josh's Shared Reading Group - approx 20 mins         Warm up: Independent reading. Read a book, newspaper, magazine etc from home for 10 minutes.         Reading Grid - approx 10 min         Activity: Reading grid activity. Read the instructions on the slide and listen to the audio. Watch the video/book for the day and complete the task. Make sure you look at the worked example before you start.         READING         Deena's and Miss Wilson's Shared Reading Group - approx 20 mins         Warm up: Independent reading. Read a hard cover book, a book on Get Epic or Reading Eggs/Express for 10 minutes.         Reading Grid - approx 10 min         Warm up: Independent reading. Read a hard cover book, a book on Get Epic or Reading Eggs/Express for 10 minutes.         Reading Grid - approx 10 min         WAIL: Identify the text layout and sequence of instructions in a procedural text that is also cleverly written as a narrative.         Modelled: Watch a reading of 'How to Babysit Your Grandma' - a procedural text that is also cleverly written as a narrative.         Independent: Have fun completing the wordsearch all about 'Grandparents'.

<b>Indery</b> <b>21st of August 2020</b> Seesaw QR code REMEMBER TO UPLOAD ALL OF YOUR WORK TO SEESAW SO YOUR TEACHER CAN SEE IT	<ul> <li>READING</li> <li>Mrs Arnel/Mrs William's, Josh's Shared Reading Group - approx 20 mins</li> <li>Marm up: Independent reading. Read a book, newspaper, magazine etc from home for 10 minutes.</li> <li>Reading Grid - approx 10 min</li> <li>Activity: Reading grid</li> <li>Open the reading grid activity. Read the instructions on the slide and listen to the audio. Watch the video/book for the day and complete the task. Make sure you look at the worked example before you start.</li> <li>READING</li> <li>Deend's and Miss Wilson's Shared Reading Group - approx 20 mins</li> <li>Warm up: Independent reading. Read a hard cover book, a book on Get Epic or Reading Eggs/Express for 10 minutes.</li> <li>Reading Grid - approx 10 min</li> <li>WALT: How to read a book for meaning then show your understandings through comprehension based activities on Reading Eggs (Express.</li> <li>Independent: Login to Reading Eggs or Reading Express to complete a lesson and when finished take a photo of their Lesson number to upload onto Seesaw.</li> </ul>
MATHS - Miss Wilson/Mrs Arnel/Mrs Williams Maths Groups WALU: Use Mathletics to revise our learning WARM UP: Choose any warm from this week and complete. (5 minutes)	WRITING - Grammar approx 20 min. Mrs Arnel/Mrs Williams and Josh's Writing Groups WALT #1How to write a sentence which includes a capital letter and full stop.
AREAS TO FOCUS ON       - Shape         - Addition       - Shape         - Subtraction       - Volume         - Capacity       - Area         - Number Patterns (Patterns and Algebra)       - Perimeter	<ul> <li>WALT #1 How to identify and add verbs to a sentence</li> <li>Activity: complete the "Verbs" worksheet</li> <li>Deena and Miss Wilson's Writing Groups</li> <li>WALT: How to write a sentence which includes a capital letter and full stop.</li> <li>Activity: write a sentence about the picture on Seesaw including the correct use of capital letters, full stops and ensure it makes sense.</li> </ul>
osh and Deena's Maths Group Mathletics to revise our learning Choose any warm from this week and Login to Mathletics and complete at le r. (30 minutes) FOCUS ON	Other Activities. Non compulsory activities NOTE: These activities were uploaded to Seesaw on a Monday but are optional for students to complete throughout the week. MrHoImfield's PE Mis Cherry's ART Mrs Grants Wellbeing/Cyber Safety Repaired Fore
- Subtraction - Capacity - Number Pattems (Pattems and Algebra) - Number Pattems (Pattems and Algebra)	Essential Assessment Mathletics Reading Eggs/Express Lessons
SPELLING All students - approx 10 min. WARM UP: Watch the video and read your spelling words out loud. ACTIVITY: Complete one spelling task from the spelling grid using your weekly spelling words.	Mindfulness colour-in
Weekly Reflection Complete the weekly reflection to celebrate your successes and reflect on your learning.	

# DEENA & MISS WILSON'S READING GROUP MORK

# Monday - Deena and Miss Wilson's Reading Group Week 6

**Tune in:** Independent reading. Read a hard cover book, a book on Get Epic or Reading Eggs/Express for 10 minutes.

WALT: Identify the text layout and sequence of instructions in a procedural text that is written as a narrative.

**Modelled:** Watch Deena read and discuss the text layout in 'How to Wash A Woolly Mammoth' and the importance of writing this and any procedural text using the correct sequence for completing the instructions. What is different about this procedural text, from other procedural texts you have read so far? Can this text be a narrative text also?

**Independent Task** - Complete the worksheet to identify this text as a narrative as well as a procedural text by using the criteria necessary for it to be a narrative (is it made up or fictional, does it have characters, a setting, a problem, a solution, does it have to be read in order?)

Remember to take a photo of your learning and upload to Seesaw.

HOW TO WASH A W	OOLLY MAMMOTH
s 'How to Wash a Woolly Mammoth' a narrative 'hat tells us how to do something)?	text (a story) as well as a procedural text
Does it have characters? Draw them here.	Does it have a setting? Draw it here.
Does it have a problem? Write the problem here.	Does it have a solution? Write the solution here.
Can it be read in any order? Yes or no?	Is it a made-up story or fictional? Yes or no?
USING THESE CLUES, DO YOU THINK THIS NARRATIVE? YES OR NO?	IS A PROCEDURAL TEXT WRITTEN AS A

# Tuesday – Deena and Miss Wilson's Reading Group Week 6

**Tune in:** Independent reading. Read a hard cover book, a book on Get Epic or Reading Eggs/Express for 10 minutes.

WALT: Identify the text layout and sequence of instructions in a procedural text that is written as a narrative.

**Modelled:** Watch Deena read and discuss the text layout in 'How to Sneak Your Monster into School'. This text is also a procedural text that has been cleverly written as a narrative. Even though it is a narrative, it is really important that this and any procedural text is written using the correct sequence for completing the instructions.

**Independent Task** - Create your own monster and fill in the worksheet to tell us all about it. Then write two sentences describing your monster.

Remember to take a photo of your learning and upload to Seesaw.

# My Monster

Colour the monster and fill in the blanks to tell all us about your monster then write two sentences describing your monster.

My monsters name is:

My monster is \_\_\_\_\_

years old.

Draw a picture of your monster:

My monsters favourite food is:

My monsters favourite game is:

Write two sentences to describe your monster:

# Wednesday - Deena and Miss Wilson's Reading Group Week 6

**Tune in:** Independent reading. Read a hard cover book, a book on Get Epic or Reading Eggs/Express for 10 minutes.

WALT: Identify the text layout and sequence of instructions in a procedural text that is written as a narrative.

**Modelled:** Watch the reading of 'How to Catch a Star' by Oliver Jeffers on Seesaw. Just like 'How to Wash a Woolly Mammoth' and 'How to Sneak Your Monster Into School,' this text is also a procedural text that has been cleverly written as a narrative. The boy goes through a series of events or steps in order to be able to catch a star.

**Independent** - Draw a picture of how you would catch a star. Write how you would do this underneath.

Remember to take a photo of your learning and upload to Seesaw.

# How I would catch a star...

### Thursday - Deena and Miss Wilson's Reading Group Week 6

**Tune in:** Independent reading. Read a hard cover book, a book on Get Epic or Reading Eggs/Express for 10 minutes.

WALT: Identify the text layout and sequence of instructions in a procedural text that is written as a narrative.

**Modelled:** Watch the reading of 'How to Babysit Your Grandma' on Seesaw. Just like 'How to Wash a Woolly Mammoth', 'How to Sneak Your Monster Into School' and 'How to Catch A Star', this text is also a procedural text that has been cleverly written as a narrative. The granddaughter lists a series of steps in order for how to babysit your grandma when you stay there because your mum and dad

Independent - Find all of the words to complete the word search below.

Remember to take a photo of your learning and upload to Seesaw.

G	Q	Е	W	Ν	Е	L	0	V	Е	R	Т	Υ	U	Ι
0	R	Ρ	R	Α	D	S	G	Н	Κ	L	G	R	А	N
Z	Е	А	L	J	G	F	S	Α	Μ	Ν	V	Х	Х	W
X	С	Μ	Ν	Q	А	S	G	R	А	Ν	D	Α	D	S
F	W	Ν	G	D	V	Α	Е	R	Т	Υ	U	T	0	D
В	Q	В	V	W	Ρ	Ζ	Н	U	G	Ρ	Ν	А	S	F
С	Α	V	L	D	0	А	D	F	G	Н	J	А	Κ	G
В	G	В	Ν	Α	U	Х	R	L	Ζ	С	М	Х	Ν	н
M	Q	А	Υ	Ρ	Υ	С	Н	Е	Q	D	А	U	Υ	J
Н	R	Х	Ρ	S	R	V	L	Ρ	Ν	D	F	Н	0	K
G	Ρ	Ζ	1	0	T	Х	J	Α	Κ	Т	L	А	Q	L
P	1	Q	W	Μ	А	Т	R	W	Е	Т	I.	Ρ	G	0
0	Κ	F	Α	S	G	G	Н	J	Κ	L	Ρ	0	U	1
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Υ	S	Ρ	М	А	S	Е	D	R	F	Т	G	Υ	Н	Υ

GRANDPARENT, GRANDMA, GRANDPA, GRAN, GRANDAD, GIFT, CARD, NAN, GRANNY, LOVE, BABYSIT, HUG

# Friday – Deena and Miss Wilson's Reading Group Week

**Warm up:** Independent reading. Read a hard cover book, a book on Get Epic or Reading Eggs/Express for 10 minutes.

### Independent - approx 10 min

Activity: Reading Eggs/Reading Express

Students login to Reading Eggs or Reading Express to complete a lesson and when finished take a photo of their Lesson number to upload onto Seesaw.





# JOSH, MRS ARNEL & MRS WILLIAMS' READING GROUP **WORK**

# PROCEDURAL TEXT STRUCTURE WK 8

Procedural WALT use the text structure to identify key information SC I can identify the structure. I can use the text structure to find key information. I can find evidence of different writing structures.	Procedural WALT use the text structure to identify key information SC I can identify the structure. I can use the text structure to find key information. I can find evidence of different writing structures.	<b>Procedural</b> WALT use the text structure to identify key information SC I can identify the structure. I can use the text structure to find key information. I can find evidence of different writing structures.	Comparing Text Structure WALT to use clues in the text to identify text structure SC: I can find text features within the text. I can record evidence of text structure. I can find similarities and differences between two text structures.	Essential Assessment- My Literacy Log onto Essential Assessment Complete Personalised learning tasks on My Literacy.
Date Completed	Date Completed	Date Completed	Date Completed	Date Completed

The following texts will be allocated on Monday. Each read the required text. Monday- Make and Do Tuesday- How to make a banana shake Wednesday- Growing sunflowers

Thursday- Comprehension Task Friday- Reading Eggs

Before you begin your reading grid for the week read and listen to page 2- procedural text anchor chart

Page 2: read the text- How to wash your dog.

Read and listen to modelled example on page 6 in your reading grid which will explain how to complete the task for the rest of the week.

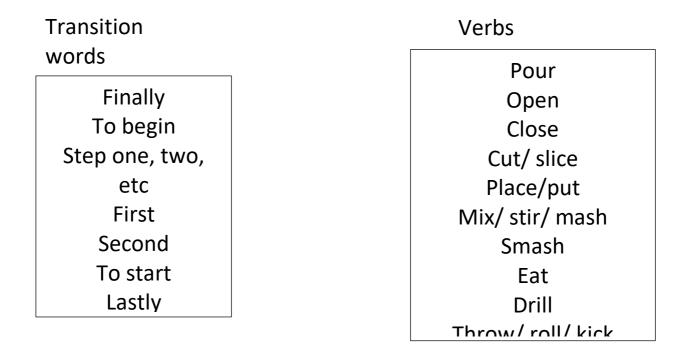
# **Procedural Text**

- Tells you how to do or make something.
- It gives you steps or instructions.
- The sequence is important because it tell you the correct order.

### Heading

Goal- to explain what you are making

Material/ ingredients/ equipment- written in a list, single words and dot point Steps/ sequence/method/instruction- numbered, in sequence, short sentences,



# Things we know how to:

Do Play sport Brush my teeth Make my bed Get dresses Make Pancakes Tree house Toast Waffles Be A good student Good friends Gymnast footballer



### Method

- 1. Gently take off your dog's collar and place it somewhere safe where it will not get lost.
- 2. Fill up a large basin or sink with warm water. Make sure the water will not overflow when you put in your dog.
- **3.** Carefully place your dog into the water. Calmly talk to your dog so it does not feel scared about getting wet.
- **4.** Scoop some water into the small bucket and carefully pour it over your dog. Your dog should be completely wet.
- 5. Squeeze some dog shampoo into the palm of your hand. Gently massage the shampoo all over your dog. Do not put any shampoo into your dog's eyes.
- 6. Use the small bucket to rinse all of the shampoo off your dog. Do not leave any shampoo on your dog, as it may make your dog itchy.
- 7. Slowly pick up your dog and wrap it in a towel. Dry your dog as much as you can with the towel.
- 8. When your dog is dry, carefully brush your dog's hair until it is soft and fluffy.
- 9. Give your dog a dog treat as a reward for having a bath.



# aking a Kaleidoscope

a kaleidoscope that you can shapes and light to create make yourself. always-changing patterns with Combine bright colours, shiny

# What you need:

- \* cardboard roll (from the or cling film)
- paints
- \* cling film
- \* coloured cellophane
- \* a selection of shiny coloured shapes (such as sequins,
- sticky tape stars or small beads)



# What you do



it to dry. Paint the outside of the cardboard roll and leave



of the roll. Push down slightly to Place cling film over one end torm a small pocket.



Tape it in place





Stick it in place. with coloured cellophane Cover the pocket and shapes



and shapes can you see? to the light and twist your is finished! Now look up in place. Your kaleidoscope roll with cellophane. Stick it kaleidoscope. What colours Cover the other end of the

25

<ul><li>8 Clean up the mess.</li><li>9 Drink your banana shake.</li></ul>	5	Method 1 Pour the milk into the pitcher. 2 Carefully break the egg into the milk. 3 Peel the banana and mash it with a fork in the bowl. 4 Add the banana to the milk.	How to Make a Banana Shake You will need: • 1/2 glass milk • 1 banana • 1 egg • 1 egg • fork • 2 scoops ice cream • glass	<b>Procedure (Instructions)</b> Example
Exact instructions: Carefully break Beat with the fork	Commands: Pour / Beat / Drink (Most sentences start with a verb.)	< Sub-heading 3 Method (Instructions): Each instruction starts on a new line and is numbered: 4 Add the banana 5 Add the ice cream. Words can be used instead of numbers: First Next Finally	<ul> <li>I Goal (Heading)</li> <li>&lt; Sub-heading</li> <li>2 Materials (List): Items can be listed using bullets: <ul> <li>I egg</li> <li>fork</li> </ul> </li> </ul>	Features of a Procedure (Instructions)

П

# **Growing sunflowers**

# How to grow sunflowers in your school garden.

# Materials required: list of materials

- sunflower seeds
- compost
- topsoil and burnt soil
- pod or used containers
- some pebbles
- a stick

Instructions:

- Put some pebbles into the pod.
- Mix topsoil with burnt soil in another container. Pour them into the pod till the brim.
- Dig a little hole in the pod using a stick.

details

- Place the sunflower seeds in it.
- Layer them with the mixed soil
- Add compost on top of the mixed soil.

# command verb

Remember to water the sunflower seeds daily Have tun growing suntlowers!



Identifying areas of the text structure         WALT use the text structure to identify the key information         SC: I can use the text structure to find key information         I can use the text structure to find key information         I can find evidence of different writing structures         Tttle:         How to wash a dog         Materials/Ingredients         Materials/Ingredients         Materials/Ingredients         Materials/Ingredients         I in a list         .         objects         .         no sentences         .

Ϋ́	
2.	
1.	
Text specific language used	
Ϋ́	
2.	2.
1.	1.
How are the steps/procedure organised?	How are the materials/ingredients organised?
Steps/Procedure	Materials/Ingredients
	Title: What is being made:
	I can find evidence of different writing structures
	I can use the text structure to find key information
	SC: I can identify the structure
	WALT use the text structure to identify the key information
Identifying areas of the text structure	Identifying areas c
Procedural	Proc

Ϋ́	
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Text specific language used	
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2.	2.
1.	1.
How are the steps/procedure organised?	How are the materials/ingredients organised?
Steps/Procedure	Materials/Ingredients
	What is being made:
	I can find evidence of different writing structures
	I can use the text structure to find key information
	SC: I can identify the structure
	WALT use the text structure to identify the key information
Identifying areas of the text structure	Identifying areas c
Procedural	Proc

Ϋ́	
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2.	2.
1.	1.
How are the steps/procedure organised?	How are the materials/ingredients organised?
Steps/Procedure	Materials/Ingredients
	What is being made:
	I can find evidence of different writing structures
	I can use the text structure to find key information
	SC: I can identify the structure
	WALT use the text structure to identify the key information
Identifying areas of the text structure	Identifying areas c
Procedural	Proc

# ALL SPELLING GROUPS

/o-e/ making the "O".

Say the word, write the word	Monday	Tuesday	Wednesday	Thursday
Red Spelling Words				
note				
home				
woke				
rope				
smoke				
globe				

darkness	selfishness	remoteness
madness	awkwardness	numbness
sadness	tenderness	fairness
softness	wellness	bitterness
kindness	sickness	laziness
tightness	roughness	stickiness

# DEENA & MISS WILSON'S WRITING GROUPS

# Monday Writing – Deena and Miss Wilson's Writing Group Week 6

Walt: Identify the correct text structure of a procedural text.

Modelled: Anchor chart for what we have learnt so far:

A procedural text tells the reader HOW TO MAKE or DO something. It has a TITLE It has a GOAL that tells you what you will make or do It has a list of things you need (MATERIALS/EQUIPMENT/INGREDIENTS) It has a list of STEPS to make or do it.

The steps are ALWAYS written in order.

Each step in the method has to have a VERB or DOING WORD that tells what ACTION is needed to complete the task. Often this is the first word in each step.

**Independent**: On the next page is a procedural text for 'How to Play Snakes and Ladders' but the steps listed to play the game are all mixed up and you could not play the game if you followed these steps. Your job today is to cut out the jumbled steps for this procedural text and glue them back together into the correct order so you can play the game. Once you have done this, glue the worksheet into your writing book. Alternatively, you can write them in the correct order in the response section of this lesson.

Then take a photo of your work and/or upload on Seesaw for your teacher to see.

How to Play Snakes and Ladders	
Equipment       1 dice         1 counter per player       1 Snakes and Ladders board game         Steps	
<ul> <li>□ If the counter lands on the head of a snake, move the</li> <li>□ counter to the end of the snake.</li> <li>□ +</li></ul>	
│ Choose a counter and place it on the 'Start' square. │ │	
The first player to finish the game is the winner.	
The player with the next birthday goes first.	
Roll the dice, then move your counter forwards the       I         I       number of squares shown on the dice.       I	
If the counter lands at the bottom of a ladder, move the counter to the square at the top of the ladder.	

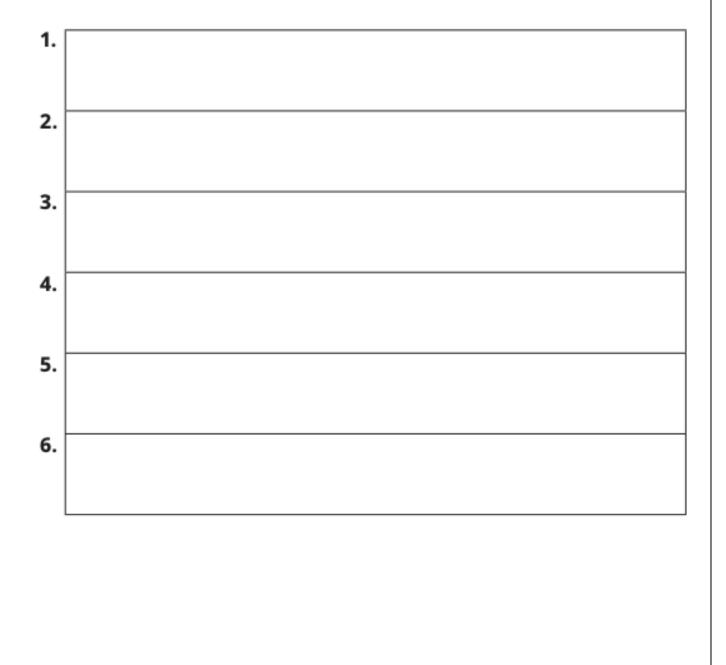
# How to Play Snakes and Ladders

# Equipment

- 1 dice
- 1 counter per player
- 1 Snakes and Ladders board game



# Steps



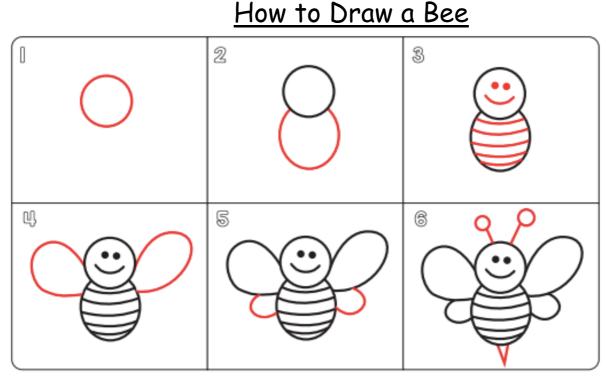
### Tuesday Writing – Deena and Miss Wilson's Writing Group Week 6

Walt: How to write a procedural text using the correct text structure.

Tune in: REMEMBER - A procedural text tells the reader how to MAKE or DO something.

- It has a TITLE
- A GOAL that tells you what you will make or do.
- A list of things you need or MATERIALS/EQUIPMENT/INGREDIENTS
- A list of steps to make or do it or METHOD.

**Modelled:** We have modelled below how to write a procedural text for 'how to draw a bee'. We have included a title, a goal, a list of equipment you will need to do it and step by step instructions in order. Have a go at following our step by step instructions to draw this bee and let us know how we went.



Goal: To draw a cute buzzing bee

<u>Equipment</u>: Paper Grey lead pencil Textas

### Steps in order:

- 1. Start by drawing a circle shape. This will be the head of your bee.
- 2. Attach an oval shape to the bottom of the circle. This will be the body of the bee.
- 3. Draw stripes in the oval or body of the bee and add two eyes and mouth in the circle or head of the bee.
- 4. Draw two ovals attached to each side of the bee. These are the first set of wings.
- 5. Draw a second pair of smaller wings attached to the body, under the first set of wings.
- 6. Draw a triangle shape attached to the bottom of the oval or body for the bee's stinger. Draw two lines attached to the top of the circle or head with two circles attached on top for the antennae.
- 7. Colour your bee.

**Independent:** Your task for today is to write a procedural text for the 'how to draw a caterpillar' below. Remember to include a title, a goal, a list of equipment the reader needs to do this and detailed step by step instructions.

Title:		
	2	3
	5 Control of the second	
Goal: List of things you need:		
Steps (in order):		

teacher to see.

# Wednesday Writing – Deena and Miss Wilson's Writing Group Week 6

Walt: How to write a procedural text using the correct text structure.

Tune in: REMEMBER - A procedural text tells the reader how to MAKE or DO something.

- It has a TITLE
- A GOAL that tells you what you will make or do.
- A list of things you need or MATERIALS/EQUIPMENT/INGREDIENTS
- A list of steps to make or do it or METHOD.

**Independent**: Use the template on the next page to have a go at writing a procedural text for how to play a game. It could be a game of chasey, down ball, I spy, snap, snakes and ladders, Simon says, hopscotch, hide and seek, heads up/stand up, stomp, musical chairs, golden child, skipping, a game you play with your pet, a game you play in the car or any game you like to play. <u>Please do not choose a computer or online game</u>. Remember to include all of the parts of a procedural text to tell us how to play your game - The title, a goal, equipment needed to play it and detailed steps in order.

When you have finished, take a photo of your writing and upload it on Seesaw for your teacher to see.

Name	Date
Procedure Te	ext Writing Scaffold
Title:	
Goal:	
Materials/Equipment/Ingredient	:s
Method	
Step 3:	
Step 4:	
Sten 5	
WRITING	(b) teachstarte

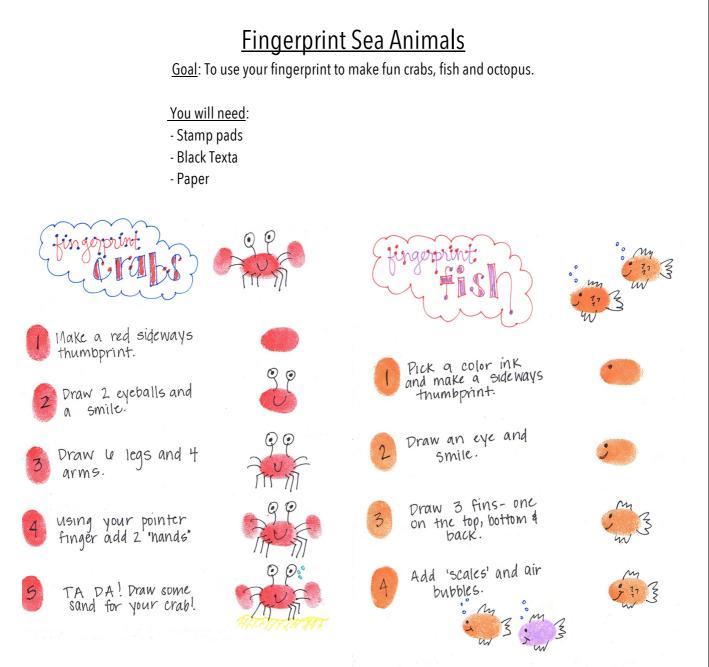
### Thursday Writing – Deena and Alysha's Writing Group Week 6

Walt: How to write a procedural text using the correct text structure.

Tune in: REMEMBER - A procedural text tells the reader how to MAKE or DO something.

- It has a TITLE
- A GOAL that tells you what you will make or do.
- A list of things you need or MATERIALS/EQUIPMENT/INGREDIENTS
- A list of steps to make or do it or METHOD.

**Modelled**: Below are two different modelled procedural texts telling you how to make fingerprint sea animals. Read them then reflect. Do you think the picture helps you to understand the instructions? If it didn't have the picture, would the instructions have to be more detailed for you to be able to follow them and make the sea creatures? Have a go at making these if you would like.



**Independent**: Create your own thumbprint sea creature and write a procedural text for it. You can include pictures

Remember to include all of the parts of a procedural text - The title, a goal, equipment needed to play it and detailed steps in order.

When you have finished, take a photo of your writing and upload it on Seesaw for your teacher to see.

### MRS WILLIAMS. MRS ARNEL & JOSH'S WRITING GROUP WORK

Writing and Grammar & Punctuation Outline

### Grade 3/4

Monday 17th - Friday 21st of August (Week 6)

### This planner is for Josh/Mrs Arnel/Mrs Williams' writing groups and for EVERYONE'S grammar & punctuation task.

(If you are in Deena and Miss Wilson's writing groups, please see the other writing planner  $\odot$  )

### Monday 17<sup>th</sup> August Procedure Texts

"How to Boil an Egg"

WALT order steps/method correctly

Read through the text "How to boil an egg". Number the steps correctly and in order on how to boil an egg.

Now you can write some steps on how to make a sandwich. Use the proforma attached to do this. Or you can draw it and present it like the "How to Boil an Egg" text.

Tuesday 18th August Procedure Texts

"Apricot Banana Shake"

WALT read and understand a procedural text

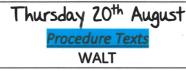
Read the text "Apricot Banana Shake" like we used last Tuesday and complete the questions to go with it.



Wednesday 19th August Procedure Texts

"Drop Scones Jumble"

**WALT** order the method/steps correctly and ensure all ingredients are listed Read through the ingredients and method and identify which ingredients are missing and unjumble the steps to ensure it is in the correct order.



Look back at your recipe for Drop Scones yesterday. Look on Seesaw today to see the correct recipe. Compare yours with it. How did you go? Write a response of Seesaw telling your teacher how you went.

### Handwriting

WALT write neatly using clearly-formed joined letters

Procedural texts give us instructions on how to do or make something. Recipes are one types of procedural text. Procedural texts include subheadings, clearly numbered steps and pictures or diagrams.

Copy the three sentences into your book using your BEST handwriting and try joining your letters too. If you need to practise a couple of times, that is fine! We'd loved to see your progress. Take a photo of your work and upload it onto Seesaw

### Friday 21st of August Grammar & Punctuation

Deena & Miss Wilsons writing groups' task:

• WALT write a sentence about the picture which MUST include a capital letter, a full stop and it must make sense.

Josh & Sarah's writing groups' task:

• WALT #1 write a sentence about the picture which MUST include a capital letter, a full stop and it must make sense.

"Sentence Writing" worksheet

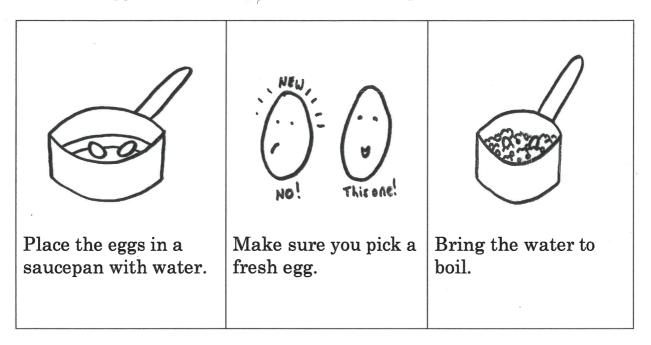
• WALT #2 identify and add verbs to a sentence

"Verbs" work sheet

### How to boil an egg

rday

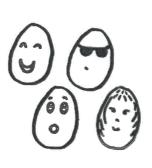
Here are some instructions on how to boil an egg. The steps however have been mixed up. Please number them in the correct order. For example, write 1 on the picture that you think is the first step of how to boil an egg. Then write 2 for the second step, and so on.





Cover the saucepan for

a couple of minutes.



Now you have some yummy boiled eggs!



Now the empty the saucepan and pour cold water on top.

22

KUL

Monday 27th Agist

This Set you are going to write a procedure to make a sandwich. It can be any sandwich you like, but remember your procedure needs to be easy to follow so your reader can also make it. Now that you are thinking about your procedure, fill in the Procedural Plan below.

Procedure Plan
What is your introduction going to be about?
What equipment and ingredients are needed for completing th procedure?
List in order the steps that need to be taken to make your sandwich.

23

Writing task Tues 18th Aug Learning Intentions To read and understand a procedural text. Apricof Banana Shake Equipment you will need: ingredients you will need: measuring cups 1 cup orange juice, chilled • 1/2 cup milk spoon • blender ¥ teaspoon vanilla essence 400g can pitted apricot halves, drinking glasses chilled 1 banana Directions: f Measure the orange juice, milk and vanilla and pour into the blender. 2 Add the apricots and their juice. 3 Peel the banana and break into four pieces. Add to the other ingredients in the blender. With help from an adult, put the lid on the blender and blend the mixture until it is smooth.

**5** Pour the mixture into the glasses.

Serve cold and enjoy.

Makes two large servings.

Remove the page containing the procedural text 'Apricot Banana Shake' as you will need to refer to it for today's activity. You may read the recipe more than once and highlight specific parts of the text before you answer each question.

Writing task Tues 18th Aug



In procedures and reports, textual features such as headings, subheadings, bold type and graphic organisers are used to order and present information.

1. List the three subheadings in the procedure and write a summary of what you find under each.

### SUBHEADING 1

### SUBHEADING 2

......

### SUBHEADING 3

\_\_\_\_\_\_

2. This procedure uses words like measure, put, peel, blend, pour and serve. What parts of speech do these words belong to? Colour the correct column. Use your dictionary to help you if necessary.

1		1 1
	·	1 1
1		1 1
		1 1

Ines 13th Aug

nouns	adjectives	verbs	adverbs
naming words	describing words	action words	words that describes an action

Making connections between information in the text and your own experiences will aid your comprehension.

3. Have you ever followed a procedure/recipe before? Write about your experience below.

	Contraction (1990) (19900) (19900) (1	 
1		

The answer to inference questions need to be based on evidence and reasoning.

Tues 18th Aug
4. Why do you think help from an adult is needed in step 4?
·
5. Tick what you think pitted apricots are. a. apricots with their seeds removed b. whole apricots
This activity is from Reading Conventions 4 by Lauren O'Brien

Writing

Wednesday 19th

The procedure for making Drop Scones has been completely jumbled up on the following page.

1. In the tables below, fill in the missing Ingredients and Toppings in the correct order.

2. Number the steps for the Method in the correct order from 1-11. Use a grey lead pencil so that if you change your mind you can rub out any mistakes and start again.

\*Please note there could be more than one correct order. Sometimes you can complete steps in a different order and still end up with the same result.

### **Drop Scones**



### Ingredients

4	

### For the Topping (Optional)

### Ingredients

1 teaspoon sunflower or corn oil	knob of butter
2 teaspoons baking powder	300ml milk

Writig

Wednesday 19x1

250g self-raising flour

2 eggs

### For the Topping (Optional)

75g blueberries	75g Greek yoghurt
2 tablespoons water	1 tablespoon caster sugar

### Method

Add the eggs, oil and half of the milk to the well.
Add the remaining milk and whisk well to make a smooth batter.
For the topping (if required), put the blueberries, water and caster sugar in a small pan and cook gently for 2-3 minutes to soften slightly.
Drop large spoons full of batter into the pan from the tip of the spoon to form rounds, spacing well apart. Cook for 2-3 minutes until bubbles appear on the surface and burst.
 Put the flour and baking powder in a bowl and make a well in the centre.
Melt a small knob of butter in a large non-stick frypan.
Gradually add the flour with a whisk.
Cook the scones in batches.
Put the scones on a clean tea towel and fold it over to keep them warm, while cooking the rest of them.
Turn them over and cook for a further 1-2 minutes until golden brown underneath.
Serve the scones warm, either plain or topped with a spoonful of the blueberry compote and a dollop of yoghurt.

thursday 20th Avg

1. Look back at your recipe for Drop Scones from yesterday. Compare it to the recipe below. Did you get the order of steps right? Discuss with an adult and correct your work.



### **Drop Scones**

	Ingr		ients	5
	۲	250g self-raising flour	<ul> <li>1 teaspoon sunflower or corn oil</li> </ul>	
	<b>(</b> )	2 teaspoons baking powder	• 300ml milk	
•	<b>(</b> 2)	2 eggs	<ul> <li>1 tablespoon caster sugar</li> </ul>	
		For the Tenning	(Ontional)	

### For the Topping (Optional)

• 75g blueberries

• 2 tablespoons water

• 75g Greek yoghurt

11

Writing

### Method

20+4

- 1. Put the flour and baking powder in a bowl and make a well in the centre.
- 2. Add the eggs, oil and half of the milk to the well.
- 3. Gradually add the flour with a whisk.

Thus

- 4. Add the remaining milk and whisk well to make a smooth batter.
- 5. For the topping (if required), put the blueberries, water and caster sugar in a small pan and cook gently for 2-3 minutes to soften slightly.
- 6. Melt a small knob of butter in a large non-stick frypan.
- 7. Cook the scones in batches.
- 8. Drop large spoons full of batter into the pan from the tip of the spoon to form rounds, spacing well apart. Cook for 2-3 minutes until bubbles appear on the surface and burst.
- 9. Turn them over and cook for a further 1-2 minutes until golden brown underneath.
- 10. Put the scones on a clean tea towel and fold it over to keep them warm, while cooking the rest of them.
- *11.* Serve the scones warm, either plain or topped with a spoonful of the blueberry compote and a dollop of yoghurt.
- 2. Now for a bit of fun. With the permission of an adult, you may choose to make either the Apricot Banana Shake from Day 1 or the Drop Scones from today. If you would like to pretend that you are on MasterChef, feel free to record yourself creating your masterpiece.

\*Please note: this task is optional.

Thursday Writing. 20th ng

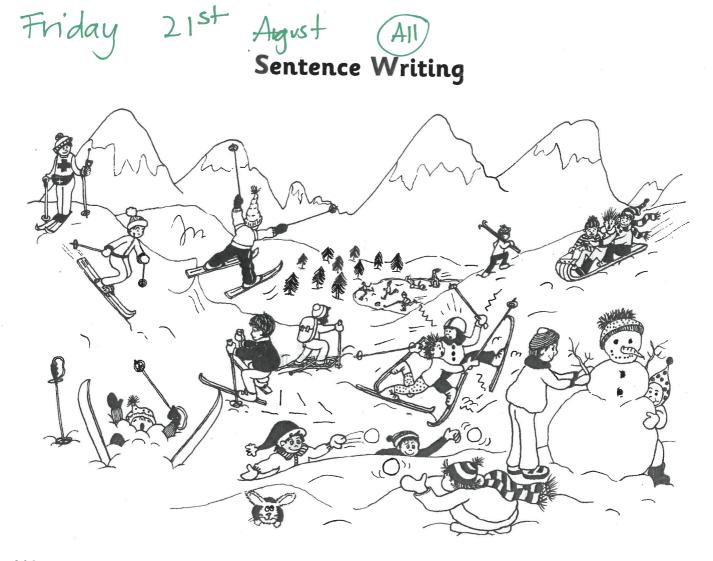
HANDWRITING

Learning Intention

To write neatly using clearly-formed joined letters.

1. Take your time to carefully complete this handwriting task. Ensure you are sitting correctly and using a sharpened grey lead pencil.

res or



Write some sentences about the picture.

.

Remember that each sentence must make sense, and must start with a capital letter and end with a full stop.

- F

Name		Grammar BLM 17
Action work, r		n action we can see. For example:
1. Unjumk	ole the letters in brack	ts and write the action verb in the space.
<b>a</b> . I helpe	ed Zach	the dishes. ( <b>awsh</b> )
<b>b</b> . Please	don't	the flowers. ( <b>ipck</b> )
<b>c.</b> Did yo	)U	_your bicycle to school. ( <b>irde</b> )
<b>d</b> . The ch	nildren are going to	from their friends. ( <b>ihde</b> )
<b>e</b> . He pu	t the sugar in the te	a and then began toit. ( <b>tsir</b> )
f. Be car	eful the cat does n	tyou. ( <b>atchscr</b> )
2. Add ar	action verb and a no	un to complete each sentence.
	Action Verbs	Nouns
	rode	soap
	rocked	tree .
	ate	path
	washed	cot

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d. Freya \_\_\_\_\_\_\_the horse along the dusty \_\_\_\_\_\_.



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 $\ensuremath{\mathbb{C}}$  P. Clutterbuck, Good Grammar! Book 2. This page may be reproduced for classroom use.

### Week 6, Term 3: Inquiry – 'Day and Night' Tuesday Day and Night Quiz – Use what you have learnt to....

1. Draw a picture of the distance, shape and size of the Earth, moon and sun in relation to eachother.

2. Draw a picture of how the Earth, moon and sun interact with eachother. Use lines with arrows to show their movements.

- 3. Explain how shadows are made?
- 4. Explain how we can we tell where the direction of the shadow is going to be?
- 5. Explain when are shadows at their longest during the day?

Explain when shadows are shortest during the day?

6. Explain how day and night occurs?

### Week 6, Term 3: Inquiry – 'Melting Moments' Thursday

### Weekly Overview

### Note to Parents/Guardians:

Students will be starting a new science inquiry topic this week called 'Melting Moments'. Every day we see or use things that have been melted or frozen, heated or cooled. All around us are items that we find both useful and attractive that have been moulded into different shapes using heating and cooling. These can range from cast iron frying pans and plastic rubbish bins to chocolate bilbies. Understanding the properties of materials and how they change state under different conditions can help scientists to develop even more extraordinary products to help improve our quality of life.

Throughout this unit students will be exploring how solids or liquids are influenced by temperature and students will experience the way items from their everyday lives can change state.

**Tune in**: I would like you use your next available blank page in your Inquiry book to create a cover page for our new inquiry topic called '**Melting Moments**'. Make the title 'pop' by making it big and using your choice of fancy writing (eg bubble writing, graffiti writing, running writing etc) and make it colourful.

Around your cover page, I would like you to challenge yourself and draw things that can be melted, frozen, heated or cooled.

If you are stuck ask yourself these questions and draw pictures around your title.

- What do you know about ice?
- What do you know about water?
- In what ways are they similar?
- In what ways are they different?
- What things have you seen melting or freezing?
- Why do things melt/freeze?
- What is happening when things melt/freeze?

Once you have done this upload a photo of your cover page to the response section of SeeSaw for your teacher to see.

### Week 6 - Beautiful Leaf Art

Hey Level 3 Legends - Miss Cherry here again.

This week in art, the nature trend is continued. You will need to head outside (backyard or bushland) to gather a number of different leaves. The leaves need to be in good condition as they will be the 'paper' for your designs. You can use coloured textas or paint to create each leaf design. Read through the attached PDF instructions and remember to upload a photo of your finished leaves.

Watch the video of me painting my leaves to get some inspiration!

\*Remember this task can be completed at any stage this week :)

BEAUTIFUL LEAF ART

### You will need:



Coloured textas Black Sharpie / textas Paints Small paintbrush Leaves (as many as you can collect)

### Instructions:

1. Choose leaves carefully as the bigger leaves will allow you to do more of a design

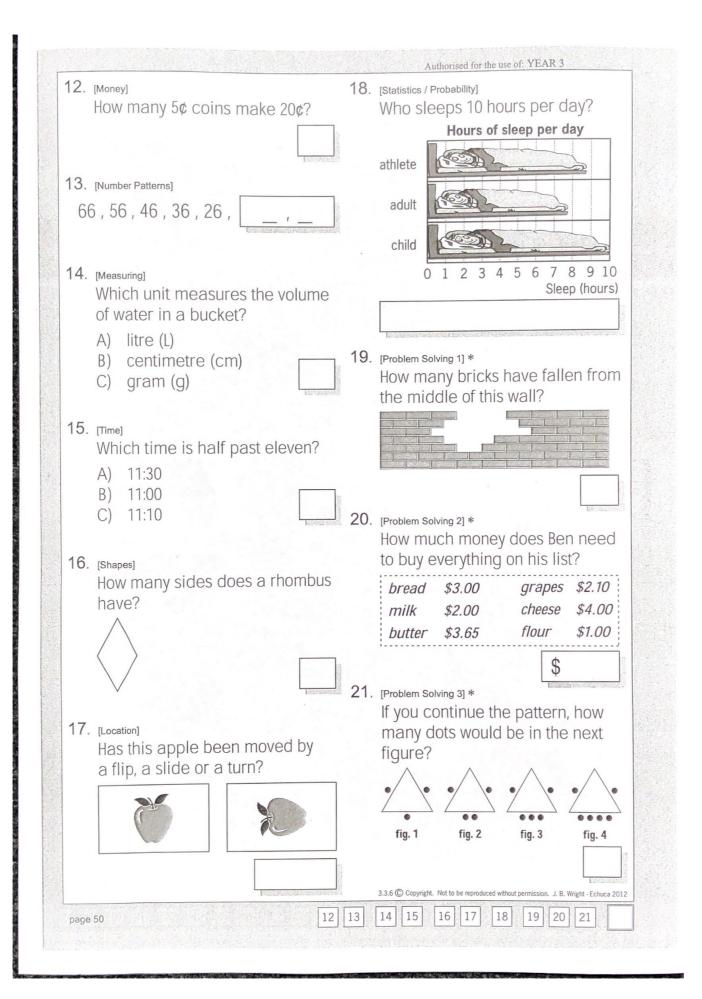
2. Use your imagination to come up with different patterns and designs

3. Use a black sharpie to draw your designs on to the leaf

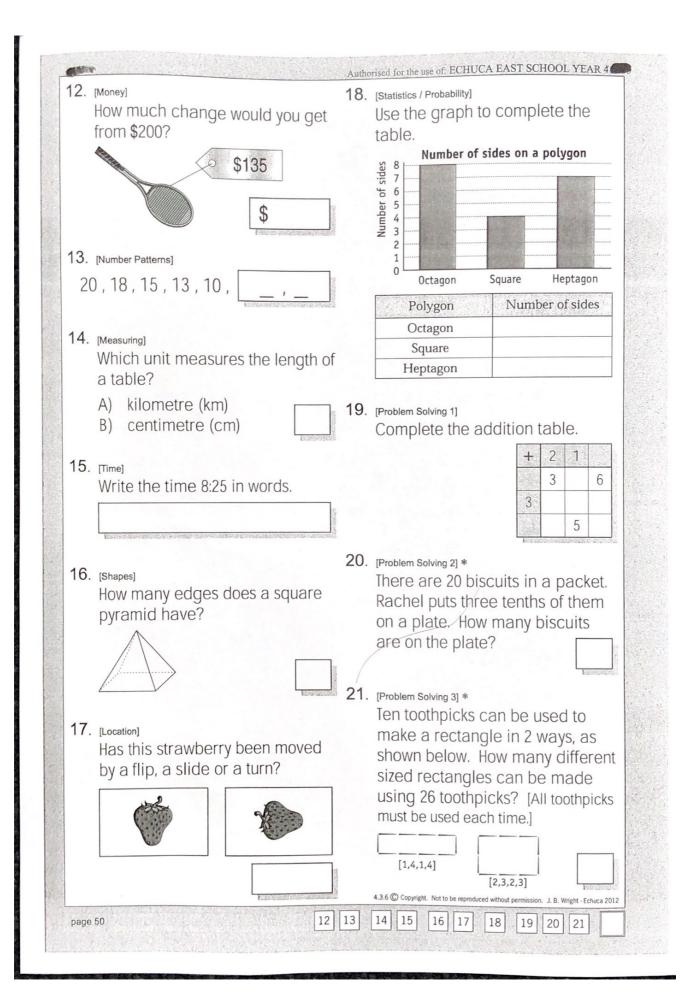
4. Paint or colour each section to create your leaf artwork.

5. Option to stick the leaves down onto paper to keep

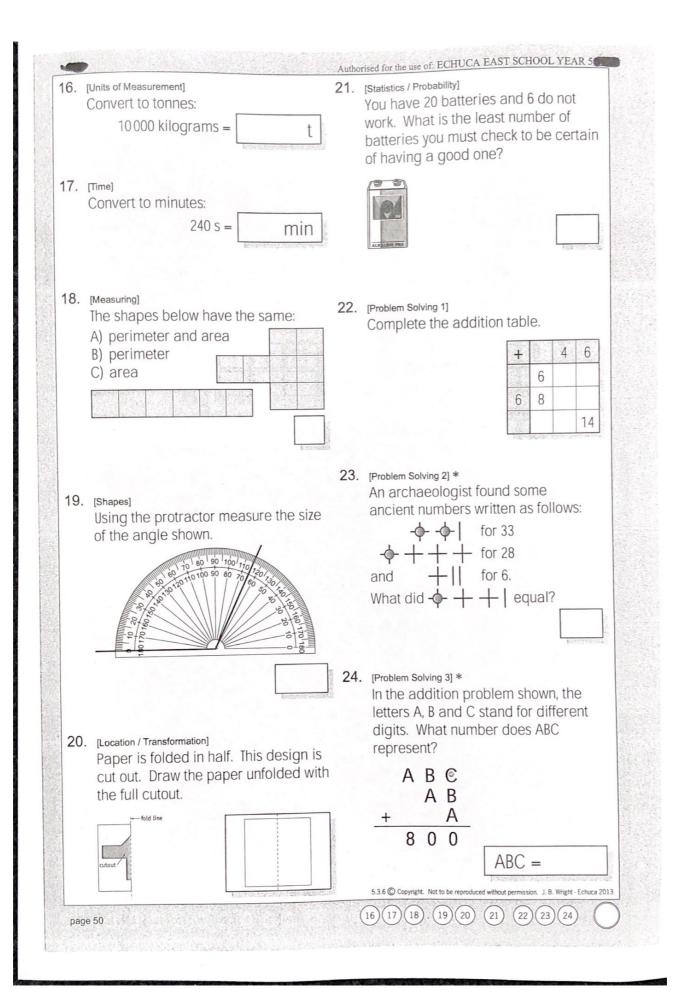
	MATHS MATETerm 3 - Sheet 6		Name:
1.	<sup>[Counting]</sup> Complete the skip counting pattern.	6.	[+ Whole Number]
			+ 6
2.	[Addition]	7.	[ Whole Number]
	Circle two blocks that add to 10.		14     11     15     18     12       -9     -9
3.	[Subtraction]	0	
	Complete the subtraction.	8.	$[x,+ Whole Number]$ $6 \times 3 = $
		9.	[Fractions] Match the fractions to the shape
4.	[Multiplication] Double this number of rectangles by first drawing them.		$\begin{array}{cccc} \frac{1}{5} & \frac{1}{4} & \frac{1}{2} \\ & & \\ & & \\ \end{array}$
5		10.	[Place Value] In the number 203 which of the digits 2, 0 or 3 lies in the ones
5.	[Division]  * * * * * * * * * * *	11.	[Word Numbers]
	16 divided into groups of 2 = $16 \div 2 =$		Write the number 453 in words.



	MATHS MATETerm 3 - Sheet 6		Name:
1.	[Counting] Count on by 3s from 9.	6.	[+ Whole Number] 1 4 2 1
2.	[Addition] Circle the numbers that make 10, then add. 9 + 4 + 6 =	7.	+ 2 3
3.	[Subtraction] Complete the subtraction. 29 - 14 =	8.	5 8 - 2 5 [x,+ Whole Number] [x,+ Whole Number] 10 4 9 2 7
4.	[Multiplication] Complete the multiplication.	9.	[Fractions] What fraction is shown by the arrow on the number line?
5.	$5 \times \boxed{ = }$ [Division] Complete the division. $\boxed{24 \text{ shared among } 4}$ $\boxed{24 \text{ shared among } 4}$		[Place Value] Write the smallest 3-digit numb that contains the digits 8, 1 and [word Numbers] Write the number 3080 in words



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## JOSH & DEENA'S MATHS GROUP WORK

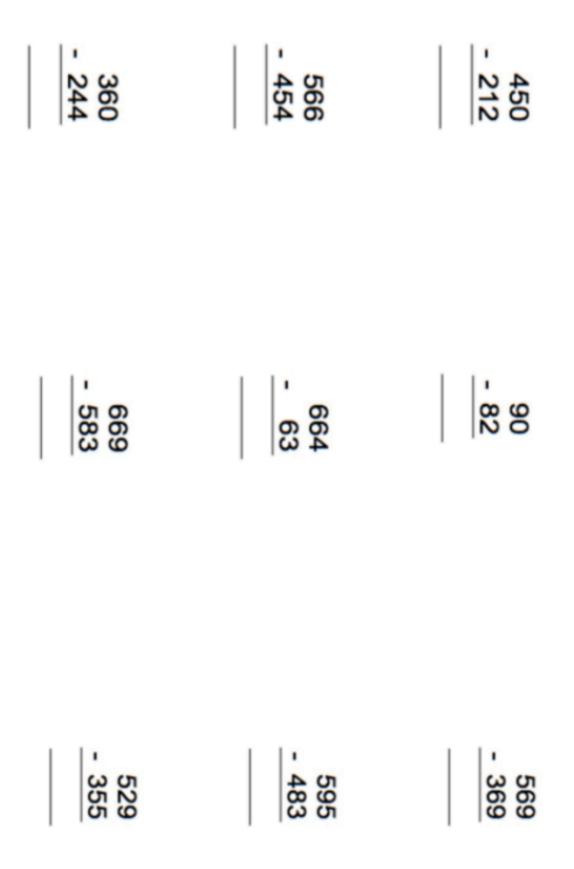
# Maths Monday 17th August - Subtraction with Regrouping (All Maths Groups)

WALT: Use regrouping to solve subtraction problems

WARM UP: Choose a times table to practice (5 minutes) - This can be the same one as last week.

WORKED EXAMPLE: Watch today's video which explains how to regroup when subtracting.

minutes) can login to Mathletics and complete any Subtraction activities. (30-40 the answers in your book and take a photo of your work. If you finish early you ACTIVITY: Answer the questions on page 3. Please make sure you work out



# and Deena's Maths Group) Maths Tuesday 18th August - Subtraction with Zeros (Josh

WALT: Solve subtraction problems where there is a zero

Add photo of your work to page 1 WARM UP: Practise your number sense on the Quick Math app. (5 minutes) -

WORKED EXAMPLE: Watch the worked example video, explaining how to complete today's task.

out in your books and then upload a photo. If you finish early, login to Mathletics and complete any subtraction activities. (30 minutes) the worked example video. Please make sure you complete all your working ACTIVITY: Answer the worksheet questions on page 2 using the strategy in

10. 100	7. 300	4.	Find the difference.
- 10	<u>- 113</u>	- 59	
11. 300	8. 500	5. 500	2. 600
- 116	- 248	- 55	
12. 600	9. 300	6. 30	3. 400
- 171	- 227		- 127

## and Deena's Maths Group) Maths Wednesday 19th August - Making 3D Shapes (Josh

WALT: use different objects to create 3D shapes

minutes WARM UP: Practise your number sense skills using the Sunset Maths app (5

WORKED EXAMPLE: Watch today's video which will explain how to complete the activity.

EDGES and FACES your 3D shape has worked example to give you some ideas. Once you have made your 3D shape, I would like you to explain in a short voice recording how many VERTICES. your challenge is to create a 3D object of your choice. I have listed some in the ACTIVITY: Using whatever materials you can find from around your home

\*\*If you finish early and want to make another one, you are more than welcome\*\*

PRESENTATION. SHAPES THAT WE COULD USE FOR A REMOTE LEARNING ASSEMBLY I WOULD LOVE TO SEE SOME SHORT VIDEOS OF YOU MAKING YOUR 3D

NO worksheet with today's activity. If you could upload a picture of your shape onto Seesaw that would be fantastic

## Maths Thursday 20th August - Making Origami Objects (Josh and Deena's Maths Group)

WALT: Use origami to create 3D objects

WARM UP: Digital dice roll addition. (5 minutes) - Click link below https://www.teacherled.com/iresources/tools/dice/

also show an example of how to complete an origami object WORKED EXAMPLE: Watch the video explaining what origami is. Josh will

boat. ACTIVITY: Click on the link to take you to the website to create your origami

http://www.origami-instructions.com/easy-origami-boat.html

and add them to page 2 of this activity. On page 3, answer the questions instructions to create your origami boat. Take a photo of your origami designs about the origami you created Using a square piece of paper (you may need to cut it into a square) follow the

webpage. If you finish early, select another origami design to create on the side of the



# **Answer these questions**

What shapes do you see in your object?

## Maths Group) Maths Friday 21st August - Mathletics (Josh and Deena's

WALT: Use Mathletics to revise our learning

WARM UP: Choose any warm from this week and complete. (5 minutes)

the areas we have focused on this term so far. (30 minutes) ACTIVITY: Login to Mathletics and complete at least 2 activities from any of

## AREAS TO FOCUS ON

- Addition
- Subtraction
- Number Patterns (Patterns and Algebra)
- Shape
- Volume
- Capacity
- Area
- Perimeter

# Name of Activities you completed

### MISS WILSON. MRS ARNEL & MRS WILLIAMS' MATHS GROUP MORK

### Miss Wilson/Mrs Arnel/Mrs Williams Maths- Week 6

Monday 17th August

WALT: Do subtraction sentences using stacking

WARM UP: Choose a times table to practice (5 minutes) \*\*Read or listen to instructions.

**WORKED EXAMPLE-** Watch todays worked example which shows you how to complete the subtraction sums using stacking.

ACTIVITY: Activity- Complete the subtraction sums using stacking on the 3 worksheets. If you finish early log in to Mathletics and do any subtraction activities. (30-40 minutes)

\*Might be easier to write these in your book and take a photo

### Miss Wilson/Mrs Arnel/Mrs Williams Maths

Single Digit Subtraction from 0-20, no borrowing

<sup>1)</sup> 5	4) <b>17</b>	<sup>7)</sup> 3	<sup>10)</sup> 17
- 1	- 5	- 1	- 1
<sup>2)</sup> 15	<sup>5)</sup> 4	<sup>8)</sup> 9	<sup>11)</sup> 12
- 1	- 2	- 5	- 2
<sup>3)</sup> 11	<sup>6)</sup> 2	<sup>9)</sup> 13	<sup>12)</sup> 16
- 1	- 1	- 3	- 1

Miss Wilson/Mrs Arnel/Mrs Williams

Single Dig	it Subtractio	on from 0-20,	no borrowing
<sup>1)</sup> 4	<sup>4)</sup> <b>4</b>	<sup>7)</sup> 5	<sup>10)</sup> 10
- 1	- <b>2</b>	- 2	- 0
<sup>2)</sup> 14	<sup>5)</sup> 7	<sup>8)</sup> 11	<sup>11)</sup> 3
- 0	- 3	- 1	- 1
<sup>3)</sup> 7	<sup>6)</sup> 6	<sup>9)</sup> 20	<sup>12)</sup> 19
- 4	- 2	- 0	- 9

### Miss Wilson/Mrs Arnel/Mrs Williams



Single Digit Subtraction from 0-20, no borrowing

<sup>1)</sup> 6	<sup>4)</sup> 15	<sup>7)</sup> 4	<sup>10)</sup> 7
- 3	- 0	- 2	- 4
<sup>2)</sup> 2	<sup>5)</sup> 3	<sup>8)</sup> 5	<sup>11)</sup> 16
- 2	- 2	- 2	- 0
<sup>3)</sup> 7	<sup>6)</sup> 17	<sup>9)</sup> 9	<sup>12)</sup> 18
- 1	- 3	- 3	- 4

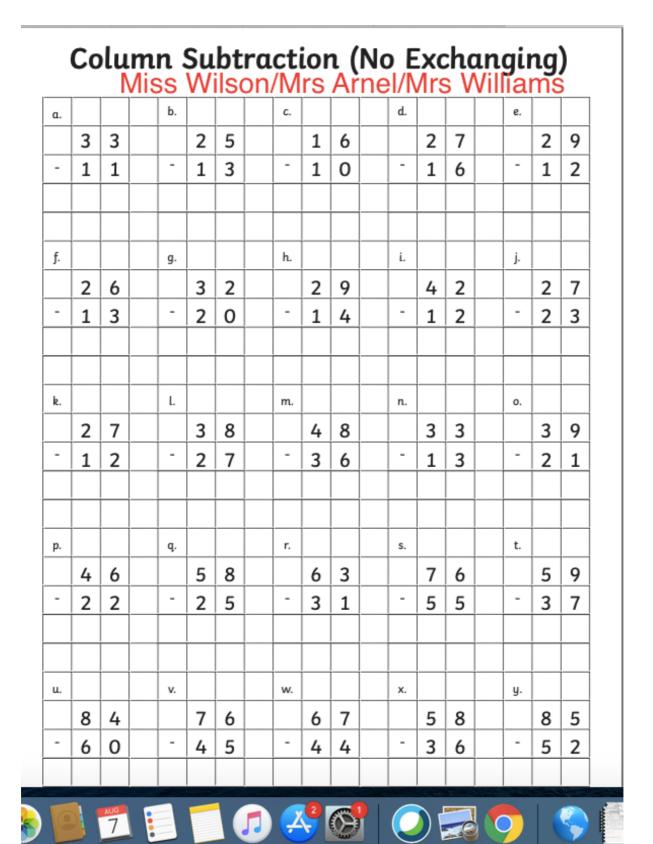
### Tuesday 18th August

WALT: Do subtraction with double digits

**WARM UP:** Practise your number sense on the Quick Math app. (5 minutes) - Add photo of your work (5 minutes)

**WORKED EXAMPLE-** Watch the worked example as this shows you how to complete today's task.

ACTIVITY: Complete the worksheet. It might be best if you do this in your book. Make sure if you choose to do this in your book that you write it exactly how it looks on the worksheet. (30-40 minutes)



### Wednesday 19th August

### WALT: Draw and describe 2D shapes.

WARM UP: Practise your number sense skills using the Sunset Maths app (5 minutes) WORKED EXAMPLE: Watch today's video which will explain how to complete the activity. ACTIVITY: Using the website

https://apps.mathlearningcenter.org/geoboard/https://apps.mathlearningcenter.org/geob oard/, your challenge is to create a 2D object of your choice. I have listed some in the worked example to give you some ideas. Once you have made your 2D shape, I would like you to explain in a short voice recording or screen shot how many CORNERS AND EDGES it has. (30-40 minutes)

### Thursday 20th August

### WALT: Use origami to create 3D objects

WARM UP: Digital dice roll addition. (5 minutes) - Click link below

### https://www.teacherled.com/iresources/tools/dice/ (5 minutes)

**WORKED EXAMPLE:** Watch the video explaining what origami is. Josh will also show an example of how to complete an origami object. Please watch carefully as I have added all instructions into this.

**ACTIVITY:** Click on the link to take you to the website to create your origami boat. http://www.origami-instructions.com/easy-origami-boat.html

Using a square piece of paper (you may need to cut it into a square) follow the instructions to create your origami boat. Take a photo of your origami designs and add them to page 2 of this activity. On page 3, answer the questions about the origami you created. **(30 minutes)** If you finish early, select another origami design to create on the side of the webpage.

### Friday 21st August

### WALT: Use Mathletics to revise our learning

WARM UP: Choose any warm from this week and complete. (5 minutes) ACTIVITY: Login to Mathletics and complete at least 2 activities from any of the areas we have focused on this term so far. (30 minutes)

- AREAS TO FOCUS ON
- Addition
- Subtraction
- Capacity
- Number Patterns (Patterns and Algebra)
- Shape
- Volume
- Area
- Perimeter

# Level 3 and 4 Health and PE Remote/Flexible Learning Grid

please drop me a quick comment to let me know how you're getting on and any new games/activities you've found or created doing 'flexible learning'. Remember Easties the more you do the better your skills will improve and the greater you'll feel within yourself. When you get time and the green writing is additional ideas the level 4 students came up with as they had many of the same activities. All the red writing is extra activities that have below was devised by the students, working in small groups to come up with activities they felt they could do from home. The blue writing is all the level 3 ideas from any of the sports. When we return to onsite schooling we will have a series of 'House Tournaments' to celebrate all the improved skills they've gained whilst been sourced through school resources and online activities. Depending on each individual students home resources they can choose from any of the activities During this period of remote/flexible learning level 3 and level 4 will be required to do 2 x 50 minute sessions a week as a minimum standard. The learning grid

		Mr Holmfield		
Warm Ups	Athletics	Football	Netball	Basketball
- Sprints	Relays:	Kicking:	Shooting:	Shooting:
- Tag	- Using a stick and minimum 2 people practise	- Kick to kick, move back 5m when you mark 5	- Practise shooting a ball into a box, basket or	- Practise shooting a ball into a box, basket or
- Stretching	baton changes and running	in a row	hoop 15 times	hoop 15 times
- Sit Ups	- Get a stick or rolled up newspaper, find a	- Kick at a target	- Shoot soft toys into a basket	- Shoot soft toys into a basket
- Toilet Tiggy	partner and practise baton changes while	- Footy baseball	- How many goals can you shoot in 1 minute	- How many goals can you shoot in 1 minute
- Star Jumps	running	- Kick into air and mark	- Stand and shoot from a variety over spots	- Stand and shoot from a variety over spots
- Run around with your dog	- Use a pencil and practise doing relays with	- Kick into air and count claps before you mark	- In pairs using ball or soft toy practise	- In pairs using ball or soft toy practise
- Dribbling a basketball up and down driveway	your parents/siblings	- See how far you can kick and try and beat	shooting technique to one another	shooting technique to one another
- Say a number and run to a cone	<ul> <li>"Link Up" – The athletes practice passing the</li> </ul>	your record	- In pairs have a shooter and a defender, see	Free Throws:
- Skipping	baton up and down their line	- 20 drop punts	who scores the most goals	Shooting from the free throw line is a great
- Jogging on the spot	- The non-visual pass – the receiver's eyes	- 20 torpedos	Pairs shooting -1 shoot over collects ball	way to make that shot form consistent and to
- Run around your backyard	should remain to the front.	- 20 banana kicks	1 partner stands behind the goal post	then build confidence in making shots. See
- Throw a ball/soft toy into the air and count	- The receiving hand is held steady.	- 20 dribble kicks	1 partner practices shooting	how many goals your child can make out of 20
your claps	- The baton is placed firmly into the receiver's	Set up targets to kick and knock over with a	Once you have missed 3 shots then you swap	and work to improve on that the next time
- Imaginative moves: Move around like an	hand. (But not too firmly!)	partner	with partner	round. The free throw line distance is about
animal, your lost, on hot sand, a leaf blowing,	- The use of alternate hands during the pass.	- Kick the ball of a stand or platform	VARIATIONS:	15 feet from the backboard which is used in
skating on ice	HINT: When the baton gets to the front,	- Trick shots, kick the ball through small gals	Around the world- shooting at each spot	games once kids reach the age group of under
- Jump on the tramp	simply ask everyone to turn and face the	on difficult angles	Having a defender	10/12. Ensure your child does not to step
- Set up a backyard obstacle course	other way. The relay baton is now at the rear	- Target practise	Shooting	over the free throw line until the ball has hit
- 20m Sprints (x5)	of the line and the drill is repeated.	- Kicking while on the run to a partner and at	Hold ball with one hand below and other	the ring as that's a rule in the game!
- Run, scoop up ball in middle, run around an	Relay World Record LAANSW ASAP Level 3	a target	supporting on side.	- In pairs have a shooter and a defender, see
object and put ball back down in middle	JUMP START: Great Ideas for group games	-Goal kicking and moving back each time	Bend knees	who scores the most goals
(Repeat 5 – 10 times)	Development of running fast through the	Kicking Set Up	flick and follow through with 'goose neck'	<ul> <li>Step back every time you score</li> </ul>
- Jog for 2-5 mins	changeover zone. Ground markers, relay	2 lines of cones 5 m apart (2 different colours)	Pairs shooting – 1 shoot over collects ball	- Practise jump shots from different spots
- Star Jumps (Start with 1 minute and build as	batons, stop watch. Set up a twenty metre	One line of cone (another colour) 5m apart.	1 partner stands behind the goal post	- 20 lay ups
your fitness improves)	relay changeover zone and a ten metre	Distance- Place distance markers, each	1 partner practices shooting	- Use a wall to practise passing and step back
-Skipping	acceleration zone using ground markers. In	distance has a different score. Targets- Place a	Once you have missed 3 shots then you swap	when it gets too easy
- Running	pairs, the players decide who will be the	hoop, cones in a ring for the ball. Ball stops in	with partner	Dribbling:
- Stretches	incoming and outgoing runners, and set up	it and points are scored.	VARIATIONS:	- Dribble up and around the cone using left
- High Knees	check marks accordingly. Pairs compete for	Handball:	Around the world- shooting at each spot	and right hand, changing.
- Sit Ups	the group or "world" record for being the	- Handball with a partner	Having a defender	- Dribble then jump stop
- Figure 8's	fastest at passing the baton through the 20m	- Handball against a wall	Rest the ball in the fingers	- Dribble ball through your legs
- Waist/Knee circling with a ball.	change over zone. The leader uses a	- Handball out in front and run after it and	Hold the ball in predominant hand and have	Drible ball around your back
- Throw ball into air run and catch	stopwatch to time the movement of the	pick it up before it stops	the other hand resting as support	WEAK HAND DRIBBLING
- Squats	baton through the zone. The timing should be	- Handball at a target	Feet shoulder width apart facing goal posts	Dribbling on the spot with the opposite hand,
- Pull Ups	started as the runner with the baton enters	-Handball into the air and catch 20 times	Bend knees and drop ball to the head	to then dribbling with the opposite hand

			past, if you don't have cones use soft toys	- Partner catches
	ball forwards		to jump from and where you want to land	- Partner shadowing
	- fidilus idcifig iot wat us- usifig intigers to pusit		- II you have cones put them where you want	Danu/sock they are notuling
the hall	- step tot wards with opposite teg		שבי א כוורג נט למווול מבוווות שוות ושוות מוו ל ובבר	- Chase a partitler and try and catch a coloured
nasses they completed with neither dronning	stop forwards with opposite log		toot C ao back has baided amini et deite con	
competition pairs have to count how many	- feet shoulder width anart		- Find an area you can get a good run up and	hon skin run
passing to each other. To add some	Chest pass		Long Jump:	-With a partner: Race or chase your partner,
whichever pass has been set by continuously	into the attacker.			<ul> <li>Roll ball and chase down</li> </ul>
apart in a space. They must practice	1 point to the attacking team for a safe pass			- Soccer dribbling
have a ball between two and stand a distance	attacker getting the ball		more times in your back yard	- Bouncing and catching
-In the same pairs as the warm up, children	1 point to the defender if they stop the		- Run back and forth as fast as you can 10 or	person, creeping, a crab, a monkey
- prindle riteri bass trotti ser points	Conditions		possible	trudging through mud, a plane, an elderly
- rass the pair invit triple threat	rotate roles		distance further, make sure you go as fast as	circus pony, an emu, a soluier, nurrying,
- Dass the hall from triple threat			distance further make successful and and the second	circus power as power a coldiar burning of
back	the ball		- Run 10m 5 times then gradually make your	carrying a heavy load, walking on hot sand, a
<ul> <li>Pass with partner, catch 5 times then step</li> </ul>	The defender tries to stop the attacker getting		<ul> <li>You can sprint around your home</li> </ul>	<ul> <li>Imaginative movements: A policeman, lost,</li> </ul>
- Uvernead pass with partner	In the square is a defender and an attacker.		- Run up your hallway	sequence.
- boarde pass with partice	stationary when they have the ball.		יוווויאסע דב נסס נודפט	4.Kun, nop, step, Jump, Waik, Jog balance in a
Domago with partner			- Nati up and down the tootpath as many	
- Chest nass with nartner	had to each other however must remain		- Purp up and down the footpath as many	2 Hop step imp
	outside of the square. They may throw the		Sprints:	2.Run. turning iump. run.
	Two attacking players are permitted on the			forward to a line, jump twice, run back.
(	netball court.			running warm ups: For example- 1.Run
Passing:	Set up a working space within a corner of the			- Combine hopping, skipping, jumping and
	3 V 1 around the outside		wasning baskets, cusnions or boxes	-Jumping and making snapes in the air
		bending over. Finally standing.		Sidewa ys, for wards, backwards, crossing.
	-Pivot - footwork	nandball to partner. Progress to standing, but	- Find phierts that you can imme over eq	sidewave forwards hackwards proceing
the cones.	-Push ball to target hand	illies sill abalt, stalt Kileeliig, s bouiltes tilei	track and practise 10 times	<ul> <li>Jumping with feet apart or together,</li> </ul>
them to do it back when returning through	Passer	line 2 monate (that knowling 2 houses then	<ul> <li>You can find some logs or sticks set up a</li> </ul>	<ul> <li>On the spot or over obstacles</li> </ul>
them to do it had sub on activities through	-Ground teet- no stepping	Bouncing (Stationary) In nairs line un along 2	over them	- High, low, fast and slow jumps
vour kid becomes too good at this try got	-have hands out ready to catch		hurdles and practise running and jumping	- Jumping with 2 leg take off then 1
practice, they will become more controlled. If	-lean duickly mining for hand	evelyUlle llas llau a kick.	- Osing boxes of produit fightines set up sollie	io side, loi walus, backwalus, clossilig
gaps in between the cones encourages. With	Lood anickly with target hand	average had a kick	- Heing boyon or broom bondlon not in comp	to side forwards backwards more ingri, iow, owe
decisions and quicker moves by shortening	Receiver	foothalls that go through Swan lines once	Hurdles.	Skinning whilst clanning hands high low side
dribbles. Get your child to make faster	receive the ball wide of the markers	line all kick together. Count amount of		knees high, straight legs
Indking crossovers of futougn the leg s	-When the passer pivots receiver cuts to	of the goals at an appropriate distance. Front	it they touch it during the relay.	<ul> <li>Skipping with long strides, short strides,</li> </ul>
making processions on theoring the logic	-Receiver starts in the centre of the makers	Goal Kicking: 6 Markers to spread out in front	still (eg. 5 seconds) if the bean bag falls off, or	- Skipping in all directions
by dribbling fact and in between cones whilst	Pairs move- throw and catch	- Markers/Pointers up	during which a player must stop and stand	the spot
dribbling. Enhance vour kids dribbling ability	Heau up leauy.		the willier informed short time penalty	- Hop Tol Wallus, backwallus, sideways allu oli
similar) in a line advances straight line		- Chote into a him	the winner Impece a chert time reality	a bac avenue in abrewated abrewate and a
CONE DRIBBLING: Setting up cones (or	You.	- Shots on a trampoline	change over itself. The first team to finish is	<ul> <li>Hop around obstacles and make patterns</li> </ul>
	Don't pass back to the person who passed to	- How far can you get a goal from	before the change over, and during the	-Hopping: right leg, left leg
	Then throw the ball to someone else.	-1 / 1	bags may not be touched until the final metre	slap your feet with hands etc
	letter.	- Trick shots	carrying bean bags on their head. The bean	<ul> <li>Slap your knees with your hands as you run,</li> </ul>
constant switching.	and something they like starting with that	Games:	the course. Players participate in the relay	- Run with arms in air, at side, swinging etc
switch, one dribble and switch, and then	- Person with the ball has to say their name	ball back down in same spot, repeat	into two, with each going to opposite ends of	the spot again
master the drill, they can do two dribbles and	Name Game	- Run pick up ball, run around tree and put	Divide the group into teams. Each team splits	- Run on the spot, run to a new spot, run on
whilst dribbling is recommended. As they	- 2 v 1 Keepers off	Urilis:	end, one metre before each change over.	squares, zig-zag
Inditu. Titi ought the legs, benintu the back	share	- NICK LO KICK IIIdI KIIIB DI dCUSE		- Run making parterns on the ground: Circles,
one nationality the less tabled the best	difference and when moving much	- ITHOW, cidp, catch	zolli silutte relay course with ground	Durg steps, start slowly then speed up
Starting of the projection it to the other	different distance and when mexing into		Demokrittle rolation mith around	Industrials as anticipate special, siters are set of
Charting by making three dribbles with the	- Dractice all the packed with a partner from	Marking:	posture Groupd markers heap have Set up a	- Bunning at different speeds, short steps
through orch log and hohind the back	products pass, should pass, boaried pass, for	to bit the teacher E times	Doop Bog Bolono Bolon Dovolog walking	Abdaina around objects
DBIBBLING: Walking and drihhling the hall	- Chest nass shoulder nass hourse nass loh	with the footballs will Handball with the goal		- All direction running: Forwards hackwards
from the defender STRAIGHT LINE	Passas:	Teacher will walk down the middle the side	the previous pair has finished	- Tag Games
will build good babits in protecting the ball	Safety: he careful of defenders under the ring		once Have other nairs ready to go as soon as	- lumping on the snot
whilst dribbling should be encouraged. As it	3 feet hands up	Set Up 2 lines of cones 5m apart (2 different	record". Only one pair can usually be timed at	- Burbees
eves straight Also raising the opposite arm	Defending position	Sink the Suh	with the fastest time holds the "world	- logging on the snot
vour kid that they keep their head up and	release do a wrist flick	-Hit the target 5 times then move back	outgoing runner leaves the zone. The pair	- Grape Vines
whilst moving. It's important to emphasise to	Extend hand holding the ball and upon	- Handball into a bin competition	the 20m zone, and stopped when the	- Sidestens

<ul> <li>Junced, have a 10-15m run you</li> <li>Janded, have a 10-15m run you</li> <li>Find yoursel a lore son are to load on and work on a 10m run yo, launch off 1 leg and land with outstretched legs and feet parallel.</li> <li>Triple Junny: <ul> <li>Find an area you can get a good run you and use a stick as a marker to start your hop from, the step, then junp as far as you can landing on 2 feet.</li> <li>Shot Put: <ul> <li>Find a neavy rock and a safe space, mak sure there is no one in front of you and practise the correct technique for shot put.</li> <li>You can grab abland place it on your neck or check and practise using the correct technique</li> <li>Prack ball, shees practise your technique outside</li> <li>Run around your house lots of times</li> <li>Run around your book wilk</li> <li>Time yourself around a circuit in your back yards try and improve how many laps you can do in 5 minutes of running around your book</li> </ul> </li> <li>High Junp: <ul> <li>High space to practise your can be if.</li> <li>Find a size of running around your book for solar your can grab abland place it on your back yard, try and improve how many laps you can do in 5 minutes of running</li> <li>Practise word our bed if your parents let you apart and alurch of your outside leg.</li> </ul> </li> <li>High Junp: <ul> <li>High Junp:</li> <li>Yeatise your can be dif your parents let you apart and alurch of your outside leg.</li> </ul> </li> <li>Discus: <ul> <li>Use a frishee or as small circle weight, exists able of throw and practise both technique</li> </ul> </li> </ul></li></ul>			rs spread on top and	correct way with fingers spread on top and	
Jump Series and not be under developed and any operation of the ball for generation for generation of the ball for generation of the			akeshift discus the	practise holding the ma	
unit of manual constructive due to put of the put of t	comes back into each hand with bent kne		all circle weight,	- Use a frisbee or a sma	
Instrumentation of the state state is the shall not be all not be	high for the entire drill. Watch the ball as			techniques	
Interfacional constructivity         Interfacional constructity         Interfacional constructivity         I	the ball above head height and keep han		and practise both	sure it's safe to throw a	
Multicity of the second seco	forth off the wall alternating each hand.		huge open space, make	- Find a flat rock and a	
Answer         Sector and a set an	shoulder width. Now, throw the ball bac			Discus:	
unit of example of existing of	both feet back in line and spread apart to				
Automa         Sector of the sector of t	very good hand-eye coordination. Start v				
unit of use and use of an and whet explore a function of the and and the generation of the and the genera	basketball drills for passing and it require		ur outside leg	apart and launch of you	
ummer or unique or uniq	This is the hardest of the three simple		run in from 10-20m	<ul> <li>Practise your curved r</li> </ul>	
Image: Inclusion of the second of t		intensity and tries to intercept	t leg	jumping off the correct	
winto use and u	UNE HAND ALIERNATING WALL PA		se your run up and	- Find a space to practi	
wind is a work of a wor			if your parents let you	- Practise on your bed i	
wind of an add over the ball of p. Standard in the ball of p.         wind of a mater is built of p.           Find of a mater is built of p. Standard in the ball of p.         Standard in the standard in the ball of p.         Standard in the standard in the ball of p.           Find of a mater is built of p.         Standard in the standard in the ball of p.         Standard in the standard in the ball of p.         Standard in the standard in the ball of p.           Find on any out can get a good run up and one and use standard in the st		Attacking player douges to receive ball		rign units	
Instruction         Instruction <thinstruction< th=""> <thinstruction< th=""></thinstruction<></thinstruction<>		Attacking playor dodger to receive ball		Ligh lump:	
Image Allower Structures of the service of		square			
Important due de unit vidre visue         Outpoint due de unit vidre visue           Ignedic Alves al D-Sam run to jament off 1 leg and land with buttistiched legs and feet parallel.         States           Triple Jump:         Find yourself a new point offen, then step, then jumps is an anker to size you can jest a good run up and use a sitica as a maker to size you can jest a good run up and then step, then jumps is far as you can jest a size you can jest in the can size how many claps you can ge to a ball place it on your next or check and pactize using the correct.         Defender run of the size of the makes when there is no one in forto if you and size there is no one in forto if you and und place it on your next or check and pactize using the correct.         Throw the ball yong you can do receive the ball wide of the makes when the paster portice.           - Practise technique outside         - Practise technique fort you and und size your gounded of the maker the visue is you can be fort the ball or rule due yooks         Not size the ball wide of the maker when he size portice.           - Run around your hous lets of times - Run around your hous dictuit in your back viet. the yourself around a clarit in your back viet.	hand				
ymme         ymme <th< td=""><td>arm with each pass. Repeat 20 times with</td><td></td><td>ning</td><td>do in 5 minutes of runr</td><td></td></th<>	arm with each pass. Repeat 20 times with		ning	do in 5 minutes of runr	
ymp from and one use wave, we many one provides and many one of an analysis of provides and the statistic statist	side. Spread those fingers and extend th	-	ilow ilialiy laps you call	yaiu, iiy aliu iliipi ove i	
yrring round and one of brief were your anded, have a 10-15m run up anded, have a 10-15m run up and land with outstretched legs and feet parallel.         you want the below and and with outstretched legs and feet parallel.           Tiple lump:         Find an area you can get a good run up and then step, then yin mas fin as you can handing on 2 feet and your back yard doing hop, step and jump         Defender read the play anticipation - where is the ball going to go           • Find an area you can get a good run up as fin as you can handing then step, then yin as fin as you can handing on 2 feet • Run around your back yard doing hop, step and jump         Catching: • Find a heav rock and as de space, mak sure there is ino nei in front of you and paratise the correct terinique or for the kail and place if or shot put • Trow the ball on the air and see how many dips you can do before you catch it. Throw the ball yon ar run and dottch in adding to 2 feet then changing to 1. • Paratise technique • Ruck, balls and place if correct technique • Paratise technique using a small ball or ruled in your base protes. • Run around your house lots of times • Run around your house lots of the sub all to target hand • House without stopping to waik.         Lead quickly with target hand Heave hands out ready to catchi tards first.	should go forward and vice versa for the i			a constanti par vat parv	
ymmun         ymmun <th< td=""><td>should ap forward and vice votes for the</td><td></td><td>a circuit in your back</td><td>- Time vourself around</td><td></td></th<>	should ap forward and vice votes for the		a circuit in your back	- Time vourself around	
Important control of the transformation of the provide standard of the provide	When using the right hand, the right foot		g to walk	house without stopping	
Importantic duration and control of the marker landed. have a 10-15m run up         Attackers         Volu with the ball to go.           Inded. have a 10-15m run up         - Final yourself a lice soft are at band on and work on a 10m run up, launch off 1 leg and land with oustretched legs and feet parallel.         Attackers         Store the final scanning to make a good decision           Triple lump:         - Final an rear you can lead good run up and use a sitk as a marker to start your hop from, then step, then jump as far as you can landing on 2 feet         Defener read the play anticipation. where is the ball going to go anticipation. where is the ball going to go           - Fun a normal your back, yard doing hop, step and jump         - Final heavy rock and a sie space, make such the start your and safe space, make use there is none in front of you and paratise the correct corcheck and practise using the correct technique         - Throw the ball up and run and catch lie many class you can do before you catch it Throw the ball and place it on your neek or check and practise using the correct technique         - Drok, ball, shoes practise your technique ou 2 feet then changing to 1.         Pais more do there there is the to and catch it marker is your and to before you catch it Throw the ball up and run and catch lie markers When the passer pirots Receiver tarts in the centre of the marker when the passer pirots Receiver tarts in the centre of the marker when the passer pirots Receiver tarts in the centre of the marker who has base and for the oil.           - Practise technique using a small ball or roled up socks         - Near around your back of them anater who has base and throw to their team mare who has base out ready to catch it here house do the r	high, but this time around shoulder heigh		running around your	<ul> <li>Challenge yourself by</li> </ul>	
Importance of mark we are provided in the ball to ge.         Second in the ball to ge.         Second in the ball to ge.           Indeed, have a 10-15 m run up and with outstretched legs and feet parallel.         Second in the ball to ge.         Second in the ball to ge.           Triple lump:         - Find an area you can get a good run up and use a stick as a marker to start your hop from the step, then jump as far as you can landing on 2 feet         Second in the ball going to go         Second in the ball going to go           - Run around your back yard doing hop, step and jump         - Run around your back yard doing hop, step and jump         Second in the step spee, make sure there is no one in front of you and practise the correct technique for storp ut - You can grab a ball and place it on your neck or check and partise using the correct technique         Catching: - Practise technique for storp ut - Practise technique using a small ball or roled up yooks Long Distance: - Run around your back to fitmes         Paratise to so the run and catch and we do using a small ball or roled up yooks Long Distance: - Run around your house lots of times         Paratise the orie which and second to back to or the start run and the ball word or the ball who and the ball when the passer priors: - Run around your house lots of times         When the passer priors: - Receiver the ball wide of the marker They then ploot and throw to their team mate who has lead for the ball when the passer priors: - Run around your house lots of times	one hand. Remember to keep the ball up		· · ·		
Importance and uncendence to mark where you and the ball to ge.         Indexemption         Sectors           Indexed, have a 10-15m run up         Attochers         Attochers           Indexed, have a 10-15m run up         Attochers         Attochers           Index on a 10m run up, launch off 1 leg and land with outstretched legs and fest parallel.         Attochers         Attochers           Triple Jump:         - Find an area good run up and use a stick as a marker to start your hop from, then step, then jump as far as you can landing on 2 feet         Defender read the play anticipation-where is the ball going to go           - Run around your back yard doing hop, step and jump         - Find a heavy rock and a safe space, make sure there is no one in front of you and paratise the correct technique for solut put         - Throw the ball nob terior you can be a good decision           - Run around your back yard doing hop, step and jump         - Find a heavy rock and a safe space, make sure there is no one in front of you and paratise the correct technique for you and catch landing on 2 feet then dataging to 0.         Pairs more throw and catch landing on 2 feet then dataging to 0.           - Pairs more throw and catch landing or check and paratise wing the correct technique         - Receiver starts in the centre of the marker starts in the centre of the marker store the ball wide of the marker show the set of the teal m marker who has is eld for the ball wide of the marker who has is eld for the ball wide of the one which lands first	ווטשפעפו, פר אַטעו כוווע נט וטכעצ טוו עצווופ			- Bub around your bloc	
Importance control wave and control work on a control work on	however get vour child to focus on using		se lots of times	- Run around your hou:	
up for on all one to mark where you       ianded, have a 10-15m run up       you want the ball to go.         iand with outstreached legs and feet parallel.       Find yourself a nice soft area to land on and work on a 10m run up, launch off 1 leg and land with outstreached legs and feet parallel.       Attacker         Triple lump:       Find an area you can get a good run up and use a stick as marker to start your hop from, then step, then jump as far as you can landing to make a good decision       Defender         Ren around your back yard doing hop, step and jump       Find a heavy rock and a safe space, make sure there is no one in front of you and partise the correct technique to shorp ut -You can grab a ball and pleat it on shorp ut etchnique sing a small ball or or check and practise using the correct technique using a small ball or or the ball wour technique using a small ball or or back your technique using a small ball or or back where using a small ball or or back where using a small ball or place to nyour next       Pairs move throw and catch handing on 2 feet then changing to 1.         - Find a heavy rock and a safe space, make sure there is no one in front of you and the correct technique to shorp un ext       Throw the ball up and on and catch handing on 2 feet then changing to 1.         - Find a heavy rock and a safe space.       Pairs move throw and catch it move throw and catch is and see to you catch it Throw the ball up and on and catch is and see to you catch it or the nine the set is no the correct technique to short put the correct technique to short put technique to you technique to you catch it team maters who has tead for the ball where or the ball where or the ball where or the ball where orethe ball where or the ball where or the bal	This drill is similar to the Overhead Wall F	Lead quickly with target hand		Long Distance:	
ymp Form and one to mark where you want the ball to go.       you want the ball to go.         Find yourself a nice soft area to land on and work on a 10m run up, launch off 11 leg and land with outstretched legs and feet parallel.       Atackers         Triple Jump:       - Find an area you can get a good run up and use a stick as a marker to start your hop from, then step, then jump as far as you can landing on 2 feet.       Defender         - Run around your back yard doing hop, step and jump       - Run around your back yard doing hop, step and jump       Definer         - Run around your back yard doing hop, step and jump       - Run around your back yard doing hop, step and jump       Cthug:         - Run around your back yard doing hop, step and jump       - Run around your back yard doing hop, step and jump       - Throw the ball into the air and see how many class you can do before you catch it Throw the ball into the air and see how many class you can do before you catch it Throw the ball up and run and catch landing or 2 feet then changing to 1.       - Price we the ball wand run and catch landing or 2 feet then changing to 1.         - Shot Put:       - Shot Put:       - Throw the ball into the air and see how many class you can do before you catch it Throw the ball wand run and catch landing or 2 feet then changing to 1.       - Price we the ball wand run and catch landing or 2 feet then changing to 1.         - Shot Put:       - Shot Put:       - Price we the ball wand the centre of the markers when the passer prive and catch landing or 2 feet then changing to 1.       - Pris more thow and catch landing or 2 feet then changing to 1.				rolled up socks	
jump from and one to mark where you indicated have a JO-15m run up and work on a John run up. Jaunch off 11 leg and land with outstretched legs and feet parallel.       you wan't the ball to go.       You wan't the ball to go.         Triple Jump:       - Find yours and rest parallel.       Atackers       Show target hand         Triple Jump:       - Find a area you can get a good run up and use a stick as a marker to start your hop from, then step, then jump as far as you can landing on <i>I</i> feet       Defender       Defender         - Run around your back yard doing hop, step and jump       - Run around your back yard doing hop, step and jump       Catching:       - Tinow the ball going to go         - Find a heavy rock and a safe space, make sure there is no one in front of you and paratise the onreet technique for short put       - Nine where is in one in front of you and paratise the correct technique for short put       - Nine where shart in and is of the markers the ball indig to the the marker is the ball and place it on your neck or celek and paratise your technique       - Nine the paser pivots. The centre of the marker is the ball wide of the the marker is the ball wide of the the and the is your grounded foor? - the one which who has lead for the ball		Idilus III st		- Fractise technique us	
<ul> <li>Jump from and one to have, ware very larger hand by the ball to go.</li> <li>Find your self a nice soft are to land on and work on a 10m run up, launch off 11 gg and land with outstretched legs and feet parallel.</li> <li>Triple Jump:         <ul> <li>Find an area you can get a good run up and use a stick as a marker to star your in bp from, then step, then jump as far as you can landing on 2 feet</li> <li>Run around your back yard doing hop, step and jump</li> <li>Find a havey rock and a safe space, make</li> <li>Find an area you can gat a sign goe, make</li> <li>Find a havy rock and a safe space, make</li> <li>Find an ball not pactise using the correct technique for shot put</li> <li>You can grab a ball and place it on your neck or check and practise using the correct technique</li> <li>Alock you rechnique</li> <li>Alock you rechnique</li> <li>Along you self and place it on you rock when the plane to the marker you want the ball with or their team mate when here have and the plane when the plane when here when here when here when here have plane when here when here have plane have when here have plane when here have plane have plane have whe</li></ul></li></ul>		land for bloginger loci - ale one miller			
<ul> <li>Imp for and one to reach your environment of an environment environment of an environment</li></ul>	ONE HAND WALL PASS	not 2 = the one which		Outside	
your water		who has lead for the ball	tise vour technique	- Rock, ball, shoes prac	
jump from and one to mark where you       anded, have a 10-15m run up       you want the ball to go.         - Find yourself a nice soft area to land on and       you want the ball to go.       Attackers         - Find yourself a nice soft area to land on and       work on a 10m run up, launch off 1 leg and       Iteg and         - Find an area you can get a good run up and       use a stick as a marker to start your hop from,       the step, then jump as far as you can landing       Defender         - Find an area you can get a good run up and       use a stick as a marker to start your hop from,       The step, then jump as far as you can landing       Defender         - Fun around your back yard doing hop, step       anticipation- where is the ball going to go       Defender         - Fun around your back yard doing hop, step       and jump       Catching:       -         - Find a heavy rock and a safe space, make       sure there is no one in front of you and place it on your neck       -       many claps you can do before you catch it         - Throw the ball up and run and catch       many claps the correct technique for shot put       -       -         - You can grab a ball and place it on your neck       or theek and practise using the correct       or the water of the markers         - You can bard place it on your neck       or the the paser ployts Receiver leads to       Meen the paser ployts Receiver leads to         - You can bard place it on		They then pivot and throw to their team mate		technique	
ump from and one to mark where you       Ianded, have a 10-15m run up       you want the ball to go.         Ianded, have a 10-15m run up       Find yourself a nice soft area to land on and work on a 10m run up, launch off 1 leg and land with outstretched legs and feet parallel.       You want the ball to go.         Triple Jump:       Find a nrea you can get a good run up and use a stick as a marker to start your hop from, then step, then jump as far as you can landing on 2 feet.       Ntackers         Ren around your back yard doing hop, step and jump       Find a neavy rock and a safe space, make sure there is no one in front of you and practise the correct technique for shot put - You can grab a ball and place it on your neck       Catching:		receive the ball wide of the marker	using the correct	or cheek and practise u	
<ul> <li>Jump from and one of the work of a real to land on and work on a 10-15m run up - Find yourself a nice soft area to land on and work on a 10m run up, launch off 1 leg and land with outstretched legs and feet parallel.</li> <li>Triple Jump:         <ul> <li>Find a nare you can get a good run up and use a stick as a marker to start your hop from, then step, then jump as far as you can landing on 2 feet</li> <li>Run around your back yard doing hop, step and jump</li> <li>Find a heavy rock and a safe space, make sure there is no one in front of you and your the ball to go.</li> </ul> </li> <li>Shot Put:         <ul> <li>Find a heavy rock and a safe space, make sure there is no one in front of you and your the ball to go.</li> <li>Find a heavy rock and a safe space, make sure there is no one in front of you and your the ball up and run and catch landing on 2 feet then changing to 1.</li> <li>Pinde heavy rock and a safe space, make sure there is no the the other the narkers</li> <li>Partise the correct technique for shot put you hand run and catch landing hand you hand you hand run and catch landing hand you hand you hand run and catch landing hand you hand you hand run and catch landing hand you hand you</li></ul></li></ul>	passing easier.	when the passer pivots Receiver leads to	id place it on your neck	- You can grab a ball an	
<ul> <li>improve and inclusion of the end of the ball to go.</li> <li>Find yourself a nice soft area to land on and work on a 10m run up, launch off 1 leg and land with outstretched legs and feet parallel.</li> <li>Triple Jump:         <ul> <li>Find an area you can get a good run up and use a stick as a marker to start your hop from, then step, then jump as far as you can landing on 2 feet</li> <li>Run around your back yard doing hop, step and jump</li> <li>Find a heavy rock and a safe space, make sure there is the orgen to find on go.</li> </ul> </li> <li>Shot Put:         <ul> <li>Find a heavy rock and a safe space, make sure there is the orgen to find on go.</li> </ul> </li> </ul>					
<ul> <li>Imperation of the mark where you landed, have a 10-15m run up</li> <li>Find yourself a nice soft area to land on and work on a 10m run up, launch off 1 leg and land with outstretched legs and feet parallel.</li> <li>Triple Jump:         <ul> <li>Find area you can get a good run up and use a stick as a marker to start your hop from, then step, then jump as far as you can landing on 2 feet</li> <li>Fun around your back yard doing hop, step and jump</li> <li>Find a heavy rock and a safe space, make sure there is no one in front of you and</li> </ul> </li> </ul>	through the arms and shoulders making	of the markers	- horizon for shot nut	practice the correct ter	
<ul> <li>Jump From and one to mark where you landed, have a 10-15m run up</li> <li>Find yourself a nice soft area to land on and work on a 10m run up, launch off 1 leg and land with outstretched legs and feet parallel.</li> <li>Triple Jump:         <ul> <li>Find an area you can get a good run up and use a stick as a marker to start your hop from, then step, then jump as far as you can landing on 2 feet</li> <li>Run around your back yard doing hop, step and jump</li> <li>Shot Put:</li> <li>Find a heavy rock and a safe space, make</li> <li>Find a heavy rock and a safe space, make</li> </ul> </li> </ul>	passes. This is great for building strengt		front of you and	sure there is no one in	
Importance on a concerve out many of provide and expension of the provide provide and expension of the provide and expension of the provide and provide and the ball to go.       you want the ball to go.         Importance on a 10m run up       - Find yourself a nice soft area to land on and work on a 10m run up, launch off 1 leg and land with outstretched legs and feet parallel.       Attackers         Triple Jump:       - Find an area you can get a good run up and use a stick as a marker to start your hop from, then step, then jump as far as you can landing on 2 feet       Defender         - Run around your back yard doing hop, step and jump       - Run around your back yard doing hop, step and jump       Catching:         Shot Put:       Shot Put:       - Throw the ball into the air and see how many claps you can do before you catch it Throw the ball up and run and catch landing	wall. Keep knees bent and aim to throw		d a safe space, make	<ul> <li>Find a heavy rock and</li> </ul>	
<ul> <li>Image and one to mark where you landed, have a 10-15m run up</li> <li>Find yourself a nice soft area to land on and work on a 10m run up, launch off 1 leg and land with outstretched legs and feet parallel.</li> <li>Triple Jump:         <ul> <li>Find an area you can get a good run up and use a stick as a marker to start your hop from, then step, then jump as far as you can landing on 2 feet</li> <li>Run around your back yard doing hop, step and jump</li> <li>Throw the ball to go.</li> </ul> </li> <li>Catching:         <ul> <li>Throw the ball into the air and see how many claps you can do before you catch it</li> </ul> </li> </ul>	approximately two metres away from th			Shot Put:	
<ul> <li>Find your self a nice soft area to land on and work on a 10-15m run up</li> <li>Find yourself a nice soft area to land on and work on a 10m run up, launch off 1 leg and land with outstretched legs and feet parallel.</li> <li>Triple Jump:         <ul> <li>Find an area you can get a good run up and use a stick as a marker to start your hop from, then step, then jump as far as you can landing on 2 feet             <li>Run around your back yard doing hop, step and jump             <li>Throw the ball into the air and see how</li> <li>Throw the ball into the air and see how</li> </li></li></ul> </li> </ul>	with both hands. Repeat this process at				
image of an array of a structure of and one to mark where you landed, have a 10-15m run up       you want the ball to go.         - Find yourself a nice soft area to land on and work on a 10m run up, launch off 1 leg and land with outstretched legs and feet parallel.       Attackers         Triple Jump:       - Find an area you can get a good run up and use a stick as a marker to start your hop from, then step, then jump as far as you can landing on 2 feet       Defender         - Run around your back yard doing hop, step and jump       - Run around your back yard doing hop, step       Defender is the ball going to go         - Catching:       - Catching:       - Catching:	with both hands and catch it above your				
<ul> <li>important and control soft area to and on and work on a 10-15m run up</li> <li>Find yourself a nice soft area to land on and work on a 10m run up, launch off 1 leg and land with outstretched legs and feet parallel.</li> <li>Triple Jump:         <ul> <li>Find an area you can get a good run up and use a stick as a marker to start your hop from, then step, then jump as far as you can landing on 2 feet</li> <li>Run around your back yard doing hop, step and jump</li> </ul> </li> </ul>	Hold the ball above your nead. Then thr				
<ul> <li>Introduction and one to mark where you landed, have a 10-15m run up</li> <li>Find yourself a nice soft area to land on and work on a 10m run up, launch off 1 leg and land with outstretched legs and feet parallel.</li> <li>Triple Jump:         <ul> <li>Find an area you can get a good run up and use a stick as a marker to start your hop from, then step, then jump as far as you can landing on 2 feet</li> <li>Run around your back yard doing hop, step</li> <li>Find an area you can get a good run, step</li> <li>Run around your back yard doing hop, step</li> </ul> </li> </ul>	-			and Jump	
<ul> <li>Jump from and one to mark where you landed, have a 10-15m run up</li> <li>Find yourself a nice soft area to land on and work on a 10m run up, launch off 1 leg and land with outstretched legs and feet parallel.</li> <li>Triple Jump:         <ul> <li>Find an area you can get a good run up and use a stick as a marker to start your hop from, then step, then jump as far as you can landing on 2 feet</li> <li>Find an area you can get a good run up and use a stick as a marker to start your hop from, then step.</li> </ul> </li> </ul>	UVERHEAD WALL PASS		k yard doing hop, step	- Run around your back	
<ul> <li>Jump from and one to mark where you landed, have a 10-15m run up</li> <li>Find yourself a nice soft area to land on and work on a 10m run up, launch off 1 leg and land with outstretched legs and feet parallel.</li> <li>Triple Jump:         <ul> <li>Find an area you can get a good run up and use a stick as a marker to start your hop from, then step, then jump as far as you can landing</li> <li>You want the ball to go.</li> </ul> </li> </ul>				on 2 feet	
<ul> <li>Jump from and one to mark where you landed, have a 10-15m run up</li> <li>Find yourself a nice soft area to land on and work on a 10m run up, launch off 1 leg and land with outstretched legs and feet parallel.</li> <li>Triple Jump:</li> <li>Find an area you can get a good run up and use a stick as a marker to start your hop from, the other time as for a work out and on and work on a for a work out and and the play and the play and the play.</li> </ul>		allucipation- where is the ball going to go		ulen step, ulen Julip a	
<ul> <li>Find a since of the construction of the second secon</li></ul>	the shooter misses.		is far as you not not in	then step then immed	
<ul> <li>Find a narea you can get a good run up and</li> <li>Find an area you can get a good run up and</li> <li>Find an area you can get a good run up and</li> <li>Find an area you can get a good run up and</li> <li>Find an area you can get a good run up and</li> </ul>	the 3 who didn't shoot can go for a rebo		to start volir hon from	use a stick as a marker	
<ul> <li>Triple Jump:</li> </ul>	Join the back of the line. Progress onto o		get a good run up and	- Find an area vou can a	
<ul> <li>Find point control by the second point of the second</li></ul>	appropriate distance. They collect the ba			Triple Jump:	
<ul> <li>Jump from and one to mark where you</li> <li>Janded, have a 10-15m run up</li> <li>- Find yourself a nice soft area to land on and</li> <li>work on a 10m run up, launch off 1 leg and</li> <li>Iand with outstretched legs and feet parallel.</li> </ul>	pasket and then have a shot once in				
<ul> <li>Find particular solution and one to mark where you</li> <li>landed, have a 10-15m run up</li> <li>Find yourself a nice soft area to land on and</li> <li>work on a 10m run up, launch off 1 leg and</li> <li>Keep moving</li> </ul>	33: They fillust pass and fillove towards the		legs and feet parallel.	land with outstretched	
- Find yourself a nice soft area to land on and - Find yourself a nice soft area to land yourself a nice soft area	They must nace and move towards the		launch off 1 leg and	work on a 10m run up,	
Jump from and one to mark where you Jump from and one you Jump from and one you Jump from and one you	their respective halves split children up		oft area to land on and	<ul> <li>Find yourself a nice so</li> </ul>	
jump from and one to mark where you you want the ball to go.	half working in their own half of the cou		i run up	landed, have a 10-15m	- lug-U-War
nnoch of stork to fait the option of the store and	Skill practice: split the class in half with e		mark where you	Jump from and one to	Jump over etc.
- Fillua sale allu sult alea. Use a lilai tei tu		- OIL release migers politing in the direction	mark where we induced to	- Fillu a sale and ono to	

		thumb resting on top, low to high action, thrown into safe open space
-Piggy in the middle. Split into small teams inside a box. Children must try and keep the ball away from a designated defender by passing the ball around them. Change the defender every couple of minutes.	Games: - HORSE - 1V1 - Golden Child - Around the world - Around the world - King - Trick shots - How far can you get a goal from - Shots on a trampoline - Shots into a bin - Markers/Pointers up King of the ring. Children must dribble around in the area. If their ball goes outside of the area they are out. When 'King of the Ring' is called, children can knock other people's balls out whilst still dribbling their own around. This will encourage keeping the ball close and plenty of turns away from others trying to knock their ball out.	Get those arms working a try for a total of 20 passes!

## Week 6 - Cyber Safety

Click the link below to begin playing the cyber safety game

https://www.digitalpassport.org/password-protect.html

NOTE

\*\*This activity can be completed on any day this week\*\*

