



Stage 2 – Year 3 & 4

You will not need access to a digital device to complete the following activities. You may need help from a parent/carer.

	Monday	Tuesday	Wednesday	Thursday	Friday
Morning	<p>English</p> <p>Read one chapter of a book that you have at home.</p> <p>How are the characters and plot creating an interesting narrative?</p> <p>How have the main character/s changed?</p> <p>What/who is responsible for this?</p> <p>What do you think will happen next?</p> <p>Any other comments or thoughts.</p>	<p>English</p> <p>Read one chapter of a book that you have at home.</p> <p>Writing – Write a description on what you can see from out of your door or window at your home.</p> <p>Watch ‘Behind the News’ at 10am on ABC Me. Choose your favourite story. Write a summary of the story.</p> <p>Journal writing – write and draw how you’re feeling today.</p>	<p>English</p> <p>Read one chapter of our class novel or a book that you have at home.</p> <p>Writing – Write a letter to a character from a text you are reading. Let them know what you like about their character and what you would like their character to do next in the text.</p> <p>Can you replace three words in your letter with a more interesting synonym?</p>	<p>English</p> <p>Read one chapter of a book that you have at home.</p> <p>Writing – Write a detailed description of a person or animal in your home. Remember to describe their personality as well as their physical appearance.</p> <p>Ask your parent or carer for some feedback on your writing. What changes could you make?</p>	<p>English</p> <p>Read one chapter of a book that you have at home.</p> <p>Journal writing – write and draw how you’re feeling today.</p>

	Monday	Tuesday	Wednesday	Thursday	Friday
Break	Break	Break	Break	Break	Break
Middle	<p>Mathematics</p> <p>Number busting: our number for today is 17. Draw and write everything you know about 17 (you can use any operation you like).</p> <p>Find a partner to play 'Strike it out'. You need a number line from 0-20.</p> <p>First person writes a number sentence, such as: $5+12=17$. They cross out the 5 and 12 on the number line and draw a circle around 17.</p> <p>Next person uses 17 in their number sentence, such as $17-10=7$. They cross out 17 and 10 and draw a circle around 7. The game continues till a player is unable to write a number sentence with the numbers left or there are no numbers available.</p>	<p>Mathematics</p> <p>Play snakes and ladders with a family member...or another round of 'Strike it out'.</p> <p>What is in one of your cupboards at home? Ask your family which cupboard you can investigate.</p> <p>Group/classify objects into categories for example, tins and jars, plates and cups. How many objects in each group or category? Create a graph to represent what is in the cupboard.</p> <p>PDHPE</p> <p>Create a game that includes rules, a way to score and at least one piece of equipment. Play the game with a family member or friend. After playing the game discuss ways that you could change the game.</p>	<p>Mathematics</p> <p>Our number for today is 64. Draw and write everything you know about 64 (you can use any operation).</p> <p>Design your dream bedroom using grid paper where 10cm = 1 metre. Your budget for new furniture is \$1000. Make a list of the items you would buy, where you are buying them from, and their cost. You will have time to finish this tomorrow.</p> <p>Ask for feedback on your design from a family member.</p>	<p>Mathematics</p> <p>Play ten questions with a member of your family to guess a number (up to 1,000). One player thinks of a number, the other player asks yes/no questions and tries to guess the number in 10 questions or less. Which questions are best to ask?</p> <p>Complete the design of your dream bedroom.</p> <p>Calculate how much paint you will need for the dream room you designed this week.</p> <p>How many litres/cans of paint do you think you will need? You could estimate how much the paint would cost.</p>	<p>Mathematics</p> <p>Play a barrier game (played like battleship) with a partner .</p> <p>Sit back to back with a family member or a friend. Draw a design on your paper or whiteboard using shapes. Describe your picture so that the other person can recreate it. Describe your design by describe the shapes you used and their location (for example, next to, on top of, between). Check to see how they went.</p> <p>Questions to think about: Do you need to rethink how you explain your drawing? Repeat the game a few times. Do the results improve?</p> <p>Make a paper airplane. Measure how far the plane flies. Repeat the flight three more times and average the measurements. Try a</p>

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					new design to see if you can beat that distance.
Break	Break	Break	Break	Break	Break
Afternoon	<p>Creative arts</p> <p>Make up a dance to your favourite song or a play to perform to your family.</p>	<p>Science and technology</p> <p>Sketch an object from your home using pencils. Pay attention to shape, shading and tone. Show your sketch to a family member for feedback.</p>	<p>Geography</p> <p>Can you find a map of Australia? Or have a go at drawing one at home? Add a picture of a natural landmark and a built landmark for each state and territory in the correct location. Describe why each of these landmarks are significant.</p>	<p>STEM</p> <p>Plan: a machine that moves a small object from one side of a room to the other without you touching it.</p> <p>Find: things around your house like a chair to start your machine from, for example, a tube from a lunch wrap to make a tunnel, some boxes to make a track.</p> <p>Review your design for success.</p>	<p>PDHPE</p> <p>Design a healthy menu for a day at home.</p> <p>Present the menu to your family in a creative way.</p>