



Turramurra North

PUBLIC SCHOOL – 1914

EXPERIENCE TODAY INSPIRE TOMORROW

Learning from Home

Package: 1

Stage: 2

Year: 3 and 4



Term 1 Week 9

Websites for Learning

- TNPS school website: <https://turramurrn-p.schools.nsw.gov.au>.
- Department of Education *Learning from Home*: <https://education.nsw.gov.au/teaching-and-learning/curriculum/learning-from-home>

Should you need to contact your child's teacher please use the following emails:

4/3R Alex Redford alexandra.redford1@det.nsw.edu.au

4/3H Alex Hahlos alexander.hahlos1@det.nsw.edu.au

ENGLISH

- Reading Eggs <https://readingeggs.com.au/> login etc
- <https://education.abc.net.au/home#!/home-> 4000+ videos, games and resources mapped to the curriculum.
- ABC Education <https://education.abc.net.au/home#!/games> - interactive activities and games.
- The School Magazine <https://theschoolmagazine.com.au/explore> - A collection of plays, poems, stories and comics.
- Storyline Online <https://www.storylineonline.net/> - videos featuring celebrated actors reading children's books alongside illustrations.
- <https://www.literacyshed.com/home.html> - offers a range of free reading materials.

MATHEMATICS

- Mathletics <https://www.mathletics.com/au/>
- ABC Splash Mathematics activities for K-10 <https://education.abc.net.au/home#!/resources/-/mathematics>
- Mathematics activities for K-10 <https://nrich.maths.org/> with a focus on developing mathematical thinking and problem solving skills.

SCIENCE AND TECHNOLOGY

- Coding Activities for Kids <https://code.org/>
- ABC Splash Science <https://education.abc.net.au/home#!/resources/-/science> Features short videos that provide information with question prompts to guide discussion or lead to further research topics.
- <https://thekidshouldseethis.com/> for Years 2-10. A collection of 4,300+ kid-friendly videos, curated for teachers and parents to share meaningful media. Useful as a writing prompt for informative, persuasive and imaginative texts.
- [Bebras 365 Australia](#) External link (CSIRO) for Years 3-10 online resources for Bebras Australia Computational Thinking Challenge. These are the question sets from past Bebras Challenges which do not require a student login to access. Students will receive immediate feedback on questions. Click on the relevant year group to start answering computational thinking questions.

HSIE – HISTORY AND GEOGRAPHY

- National Geographic Kids <https://www.natgeokids.com/au/category/kids-club/>

CREATIVE ARTS

- Dance exploration <https://www.gonoodle.com/>
- Drama Activities for K-3 Students <https://www.teachstarter.com/au/blog/drama-games-lesson-ideas-activities-for-kids-k-3/>

PERSONAL DEVELOPMENT / HEALTH / PHYSICAL EDUCATION

- Road Safety Education <https://www.safetytown.com.au/> - interactive activities to teach road safety
- 000 Hero <http://kids.triplezero.gov.au/> for K-2 children. An interactive game that promotes safety messages and how to act in an emergency.

Week 9 Term 1 (non-digital) – Learning from Home

Stage 2 Year 3 and 4

You will not need access to a digital device to complete the following activities. You will need help from a parent/carer and the resource pack from your teacher.

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

Monday		Tuesday		Wednesday		Thursday		Friday	
Break	Break	Break	Break	Break	Break	Break	Break	Break	Break
Middle	Mathematics Number busting: our number for today is 17. Draw and write everything you know about 17 (you can use any operation you like). Find a partner to play 'Strike it out'. You need a number line from 0-20. 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. 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.	Mathematics Play snakes and ladders with a family member...or another round of 'Strike it out'. What is in one of your cupboards at home? Ask your family which cupboard you can investigate. 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. PDHPE 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.	Mathematics Our number for today is 64. Draw and write everything you know about 64 (you can use any operation). Design your dream bedroom using grid paper where $10\text{cm} = 1\text{metre}$. 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. Ask for feedback on your design from a family member.	Mathematics 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? Complete the design of your dream bedroom. Calculate how much paint you will need for the dream room you designed this week. How many litres/cans of paint do you think you will need? You could estimate how much the paint would cost.	Mathematics Play a barrier game with a partner. 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. Questions to think about: Do you need to rethink how you explain your drawing? Repeat the game a few times. Do the results improve? Make a paper airplane. Measure how far the plane flies. Repeat the flight three more times and average the measurements. Try a new design to see if you can beat that distance.				

Monday		Tuesday		Wednesday		Thursday		Friday	
Break	Break	Break	Break	Break	Break	Break	Break	Break	Break
Afternoon	Creative arts Make up a dance to your favourite song or a play to perform to your family.	Science and technology Sketch an object in your work book using pencils. Pay attention to shape, shading and tone. Show your sketch to a family member for feedback.	Geography 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.	STEM Plan: a machine that moves a small object from one side of a room to the other without you touching it. 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. Review your design for success.	PDHPE Design a healthy menu for a day at home. Present the menu to your family in a creative way.				

Some activities and ideas for home for parents of primary and early learners

Make or do a jigsaw puzzle



Try some origami

Create an obstacle course

Bake or cook something

Learn a magic trick

Paint or draw a picture



Make a joke book

Take photos of 10 living things



Build a blanket fort

Plan and hold a picnic

Make your own kite

Try a new board game



Play indoor mini-golf



Play Limbo

Write a letter to your future self

Potato sack race with pillow cases

Hold a tea-party



Make a time capsule

Hold a Karaoke concert



Play hide and seek

Open a pretend store

Blindfolded taste test

Look at photo albums

Have a paper plane contest



Play Pictionary

Play dress up



Play Restaurant

Try Yoga

Make a shoebox diorama

Learn a new card game



Put on a play

Make or play an instrument



Create a treasure hunt

Write or recite poem

Have a talent show

Make handmade presents

Choreograph a dance



Read a new book from the library

Play water bottle bowling

Play life-size Noughts and Crosses

Build the tallest tower

