

Let's Learn at Home

<p>ENGLISH Write a story on www.bookcreator.com.au Read it and edit it with a family member.</p>	<p>ART Choose something interesting from your house or garden to draw and colour. Look at the features carefully.</p>	<p>ENGLISH/MUSIC Sing alphabet songs and nursery rhymes.</p>	<p>ORAL LANGUAGE Make up a story with your family. Think about the characters and settings.</p>	<p>FINE MOTOR Draw and colour a picture.</p>	<p>CREATE Use items found in the garden to create a picture on the ground.</p>
<p>HISTORY/ART Draw a family portrait (Challenge - add uncles, aunts, cousins, grandfathers and grandmothers).</p>	<p>HOUSE Help hang out the washing/ fold the washing and put it away.</p>	<p>DRAMA Listen to a story, act out the story. Talk about your favourite part. Play I Spy.</p>	<p>ENGLISH Listen to or read a story, retell the story (what happened) when the story is finished.</p>	<p>ART Draw a detailed picture of yourself. Use a mirror to identify features.</p>	<p>MATH/MUSIC Sing counting songs, eg. "Once I Caught a Fish Alive." "5 Little Monkeys Jumping on the Bed."</p>
<p>HISTORY Ask an older member of your family what games they played when they were a child. Learn how to play the game.</p>	<p>ART/SCIENCE Draw and label an animal in its habitat (where it lives). What does it need to live? Write as much information about it as you can.</p>	<p>SCIENCE Help cook a delicious meal with an older family member. Take a photo. Create a recipe book.</p>	<p>DESIGN Make a cubby house with different materials eg material, blocks, cardboard boxes</p>	<p>MATH Play a board game.</p>	<p>EXERCISE Invent a movement game with hopping, skipping and jumping and other actions. Teach it to a family member.</p>
<p>ART/MATH Use household materials to make a creation. Can be flat (2D) or not (3D).</p>	<p>EXERCISE Play "What's the time Mr Wolf?"</p>	<p>ORAL LANGUAGE Tell news. What did you do today? Who was there? What did you like?</p>	<p>HISTORY Find out about your great grandparents and ask someone in your family if they know some stories about them.</p>	<p>FINE MOTOR Use playdough to make a sculpture. (See recipe attached)</p>	<p>DESIGN Make a paper aeroplane. How far can it fly?</p>
<p>ART/FINE MOTOR Use scissors to cut out shapes from paper. Glue the shapes together to make a picture.</p>	<p>STEM Use Lego/Duplo / Blocks to build one of the following; Town, Robot, Castle. Do you have other ideas?</p>	<p>HISTORY Draw a family tree.</p>	<p>HOUSE Clean and tidy your bedroom. Create a reading space in your room.</p>	<p>EXERCISE/MATH Hopping on one leg, count the hops. Switch legs and repeat. How many hops can you get to? www.gonoodle.com.au</p>	<p>DESIGN Design a board game.</p>
<p>ENGLISH Read a book. Write – What was the main idea? What new words did you learn?</p>	<p>MATH/ENGLISH How many things can you find in the house that start with A? Repeat for different letters. Make a tally. Count the tally.</p>	<p>CREATE Dress ups. Use old clothes to dress up and act out stories. Record your stories.</p>	<p>MATH Use play dough to make different numbers. Make play dough into a sausage shape first. Measure them with a ruler.</p>	<p>ENGLISH Practise writing your name, address, telephone number etc (can be copied if required).</p>	<p>STEM Hide some 'treasure' in your house or garden. Draw a map for a family member to follow to find the treasure.</p>