

Students in Isolation

Monday, 21 March 2022

We understand with the high number of students in isolation, your child may be eager to complete some learning at home. If your child is in isolation and is feeling well, please consider completing the following tasks with your child:

- Counting - lots of oral counting. Try starting at different numbers and count forwards and backwards from that number. Find things around the house that correspond with that number (eg. 2...find 2 apples to match the number)
- Reading - please read with and to your child every day. Keep recording your nights of reading in your child's home reading diary. The 'high frequency snakes and ladders game' (attached) is great fun!
- Writing - Practice writing with your child. Writing simple sentences together and even keeping a diary of what you are doing at home each day is a great way to practice writing sentences (Mum and Dad can even scribe for younger students)
- Play games - play board games together! If you have dice at home, practice rolling the dice and adding the numbers together. A game of dominoes is also great fun and helps students to recognise dot patterns without counting.
- Maths - practice recall of 9x, 4x, 8x and 7x multiplication facts. The attached game 'Mixed Basic Facts' is lots of fun!
- Reading - Keep up the home reading! Don't forget to record each night in your home reading diary.
- Writing - practice writing paragraphs at home. We have been writing stories in class and would love to see some of your child's stories when they are back at school.
- Multiplication - practice 1x, 2x and 10x multiplication facts (Year 3), 9x and 4x multiplication facts (Year 4)
- Writing - Practice writing with your child. Keeping a diary of what you are doing at home each day is a great way to practice writing skills taught in class.
- Play games - play board games together! If you have dice at home, practice rolling the dice and adding or multiplying the numbers. Attached is an activity pack of fun games to play at home.
- Connect - teachers will continue to post learning material covered in class on Connect where possible. Keep checking Connect daily!

If you have any questions or concerns, please feel free to email your child's teacher directly.

Reading: High Frequency Words

Task: Play a game of *High Frequency Words Snakes and Ladders* to help with your fluency with reading high frequency words.

Title	How to play high frequency words snakes and ladders
Goal	If you follow these instructions, you will be able to play a game of high frequency words snakes and ladders
You will need	<ul style="list-style-type: none">▪ A die (if you do not have one you can use the template on the following page to make a dice)▪ Playing pieces (you could use buttons, lids, construction pieces, tokens, coins or playing pieces from another game you have at home.)▪ High frequency words snakes and ladders game board
Instructions 'How to Play'	<ol style="list-style-type: none">1. The player(s) start by all placing their game pieces on the START square.2. The youngest player will go first. The player rolls the die and moves forward that number of spaces, reading each sight word on each square that they pass. If someone gets a word wrong, another player can help them to read the word and the player needs to go back to their previous square.3. If a player rolls a number that lands them at the bottom of a ladder and they get the word correct, they may "climb" to the top of the ladder. If a player rolls a number that lands them on the head of a snake, then they "slide" down to the square at the snake's tail.4. The game finishes when all the players get to the finish square, with the first player to the end being the winner.

Reading: High Frequency Words

Snakes and Ladders

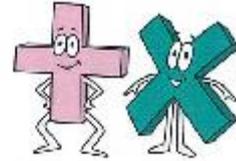
50 FINISH	49 called	48 house	47 were	46 their
41 where	42 people	43 off	44 could	45 time
40 Mr	39 what	38 to	37 and	36 asked
31 he	32 very	33 each	34 who	35 was
30 some	29 water	28 make	27 when	26 first
21 there	22 after	23 too	24 been	25 first
20 and	19 when	18 come	17 about	16 you
11 the	12 your	13 the	14 many	15 which
10 said	9 what	8 were	7 their	6 do
1 START	2 people	3 she	4 called	5 asked



A game for 2 - 4 Players. Requires a dice.

This game is a simplified version of a Grid Game (see page 5 of this Guide).

1. Place your counter on the circle in the bottom left of the grid.
2. Roll the dice and move a counter horizontally along the row to that number.
3. Roll the dice again and move vertically up the column to the number you rolled.
4. Record what was landed on using the Recording Sheet.
5. **The Special Move:** Once per game each player may choose to use the Special Move menu on themselves (on their turn) or another player. Roll and follow the instruction given.



Special Move Menu

Once per game per player

or

Move up or down

or

Swap the numbers around

Example: 1,6 becomes 6,1

or

Move to any nearby spot

6	6 x 2	two dozen	6 x 6	3 x 6	Double 12 doubled	3 x 2 x 2 x 5
5	Half of 120	36 ÷ 2	Half of 24	half of 48	36 + 3	2 x 2 x 2 x 3
4	6 tens	72 ÷ 2	One tenth of 180	3 x 4	71 - 11	54 - 18
3	3 x 3 x 2	61 - 13	6 x 8	31 - 13	23 + 25	37 + 23
2	2 x 3 x 6	180 ÷ 3	43 - 19	6 x 4	Double 18	15 + 9
1	2 x 9	Triple 12	27 - 15	2 x 2 x 3 x 4	5 + 7	96 ÷ 2
	1	2	3	4	5	6

The winner is the first to mark off all six answers. You can mark off a number when you finish your turn with the counter on that number.

Player 1	12	18	24	36	48	60
Player 2	12	18	24	36	48	60
Player 3	12	18	24	36	48	60
Player 4	12	18	24	36	48	60

For teachers: This same concept has been adapted as a routine with many different maths concepts. See page 5 for details.

