



Below is a sample recommended timetable that adheres to the National Education Standards Authority (NESA) requirements for each key learning area.

We recommend that you follow this routine as much as possible according to what works in your house.

The following equates to one week of work and is applicable to all year groups.

<div>  <div> Lynwood Park Public School Learning From Home Whole School Timetable Stage 1 Term 3 Week 5 </div>  </div>					
Time	Monday	Tuesday	Wednesday	Thursday	Friday
10 mins	Reading	Reading	Reading	Reading	Reading
15 mins	Comprehension / Word Work	Comprehension / Word Work	Comprehension / Word Work	Comprehension / Word Work	Comprehension / Word Work
20 mins	Writing	Writing	Writing	Writing	Writing
BREAK	CRUNCH'N'SIP	CRUNCH'N'SIP	CRUNCH'N'SIP	CRUNCH'N'SIP	CRUNCH'N'SIP
40 mins	Mathematics	Mathematics	Mathematics	Mathematics	Mathematics
15 mins	Fitness	Fitness	Fitness	Fitness	Fitness
BREAK	RECESS	RECESS	RECESS	RECESS	RECESS
45 mins	Science & Technology	Personal Development	Creative Arts	Geography / History	Catch up

Note for parents: You will notice a WILF at the top of most activities now. WILF stands for 'What I am Looking For' and is part of our visible learning language, relating to our teaching and learning programs.

Stage 1 Term 3 Week 5 – Learning From Home

	Monday	Tuesday	Wednesday	Thursday	Friday
Morning	Reading	Reading	Reading	Reading	Reading
Reading	<p>WILF - listening actively to a range of texts read by others</p> <p>Get someone at home to read you a story OR watch the story on Google Classroom that one of the teachers has read for you.</p>	<p>WILF - listening actively to a range of texts read by others</p> <p>Get someone at home to read you a story OR watch the story on Google Classroom that one of the teachers has read for you.</p>	<p>WILF - listening actively to a range of texts read by others</p> <p>Get someone at home to read you a story OR watch the story on Google Classroom that one of the teachers has read for you.</p>	<p>WILF - listening actively to a range of texts read by others</p> <p>Get someone at home to read you a story OR watch the story on Google Classroom that one of the teachers has read for you.</p>	<p>WILF - listening actively to a range of texts read by others</p> <p>Get someone at home to read you a story OR watch the story on Google Classroom that one of the teachers has read for you.</p>
Morning	Word Work	Word Work	Word Work	Word Work	Word Work
	<p>WILF - using learnt spelling rules and knowledge, word origins and generalisations to spell</p> <p>*Copy 10 spelling words from the list that you need to practice.</p> <p>Use all the ten words and make up some silly sentences. You are allowed to use more than one word in a sentence. Write them down in your workbook.</p>	<p>WILF - reading words with taught vowel digraphs and applies when reading decodable texts</p> <p>* Look at and talk about the front cover of "Tara makes us smile"</p> <p>*Read the blending sounds and high frequency words on the "Practice page."</p> <p>*Read the vocabulary section of the 1st page of "Tara makes us smile"</p>	<p>WILF - reading words with taught vowel digraphs and applies when reading decodable texts</p> <p>*Read "Tara makes us smile" aloud to someone. Remember to point to each word as you read it. If you make a mistake read the sentence again.</p>	<p>WILF - reading words with taught vowel digraphs and applies when reading decodable texts</p> <p>*Re-read the book "Tara makes us smile"</p> <p>*Read the fluency chart twice. See if you are faster the second time.</p>	<p>WILF - using learnt spelling rules and knowledge, word origins and generalisations to spell</p> <p>*Time for spelling test!</p> <p>Ask someone to test you on your chosen 10 words from Monday.</p> <p>Optional:</p> <p>What was your favourite activity this week? Why? Write it in your workbook</p>

	Monday	Tuesday	Wednesday	Thursday	Friday
English	<p>Writing</p> <p>WILF - writes for a range of purposes</p> <p>Write an informative text about yourself (Part 1). Remember to use all the subheadings:</p> <p>Title: Your name.</p> <p>Introduction General information about yourself. Are you a boy or girl? When is your birthday? Age?</p> <p>Appearance What do you look like? Hair colour, eye colour, glasses?</p> <p>Use as many adjectives as you can in your writing and picture.</p>	<p>Writing</p> <p>WILF - writes for a range of purposes</p> <p>Write an informative text about yourself (Part 2). Remember to use all the subheadings:</p> <p>Diet What do you like to eat?</p> <p>Habitat. Describe where you live (no addresses). You can write about your house and bedroom. Who lives with you?</p> <p>Facts Some interesting information about you.</p> <p>Draw a self portrait at the end of your writing.</p> <p>Upload onto Google Classroom or email a photo through to the school.</p>	<p>Writing:</p> <p>WILF - correctly forms all letters</p> <p>Complete the handwriting worksheet OR practice the letters f, l, ff, ll, j, v, w, x. in your workbook.</p> <hr/> <p>A simile is when you are comparing two things using the words 'like' or 'as'. <i>He is as quiet as a church mouse is a simile</i> that tells us that this person is quiet like a mouse.</p> <p>There are some similes in the story "Tara makes us smile" story, where something is compared to something else. 'Like sunshine' compares Tara's bright personality to sunlight.</p> <p>Can you find another simile in the story? Write it in your workbook. Make up one simile of your own and write it in your workbook.</p>	<p>Writing</p> <p>WILF - writes for a range of purposes</p> <p>Write a retelling of "Tara Makes us Smile".</p> <p>In your writing include: What happened at the beginning? What happened in the middle? What happened in the end?</p> <p>You may wish to use the planning sheet to plan your story and then write your completed recount in your workbook.</p> <p>Make sure you have capital letters, finger spaces and full stops.</p> <p>Check that your sentences make sense.</p>	<p>Writing:</p> <p>WILF - writes for a range of purposes</p> <p>There are many words in "Tara makes us smile" that have double consonants and end with the letter 'y'.</p> <p>For example: Funny has a double 'n' (consonant) and ends with a 'y'.</p> <p>Find some more words that have a double consonant and end with 'y'. write them down in your workbook.</p> <p>Think of some more words like those and add them to your list.</p> <p>For example: muddy, kitty</p> <p>Choose 5 of these words and write them to stretchy sentences.</p> <p>Remember to edit your work to check it is your best.</p>

	Monday	Tuesday	Wednesday	Thursday	Friday
Break					
Middle	<p>Mathematics</p> <p>WILF – to skip count by twos, fives, and tens.</p> <p>* Number of the day Today's number is: 13 (Refer to attached sheet)</p> <p>* Skip Counting Drills – 2s, 5s and 10s Collect and draw items commonly found in pairs (eg. eyes, socks...) Then in groups under 10 (eg. bananas) Then in groups of 10 or more (eg. eggs...)</p> <p>Use a blank number line to demonstrate the skip counting steps by 2s, 5s, and 10s</p> <p>Skip count starting from random numbers. e.g. 32, 34, 36 etc.</p>	<p>Mathematics</p> <p>WILF – To model and use equal groups of objects as a strategy for multiplication</p> <p>* Number of the day Today's number is: 25 (Refer to attached sheet)</p> <p>* Multiplication – Equal Groups (refer to the attached sheet) + Model at least 3 of your own combinations.</p> <p>Optional: Log onto https://www.studyladder.com.au/ and complete some activities set by your teacher.</p>	<p>Mathematics</p> <p>WILF – To model and use equal groups of objects as a strategy for multiplication</p> <p>* Number of the day Today's number is: 29 (Refer to attached sheet)</p> <p>* Circles and Stars Game Refer to the attached game sheet.</p>	<p>Mathematics</p> <p>WILF – estimate, measure and compare lengths of objects</p> <p>* 1 metre rules! You will need string/ribbon and a tape measure/ruler (if available). Use your tape measure to cut a piece of string to 1m length. Find items around the house/garden that are: - less than 1 metre - more than 1 metre - about 1 metre If you don't have string, you can estimate the above answers. 1m is roughly the height of a table. Challenge: Is a metre always a straight line? Optional: Log onto https://www.studyladder.com.au/ and complete some activities set by your teacher.</p>	<p>Mathematics</p> <p>WILF - estimate, measure and compare lengths of objects</p> <p>* I Rule-r! (Refer to the attached sheet). Cut out and label the rulers. The rulers are used to measure increments of 1 centimeter (cm). Collect 8-10 items from around the house/garden. Estimate the length of the item in centimeters. Record your estimate and then measure the item.</p>

	Monday	Tuesday	Wednesday	Thursday	Friday
Middle	Fitness Options WILF - exploring how regular physical activity keeps individuals healthy Some great fitness ideas include. These fitness exercises Have a Blast With This Family Fun Cardio Workout! - YouTube Or Koo Koo Kangaroo singing and dancing Koo Koo Kanga Roo - All I Eat Is Pizza (Dance-A-Long) - YouTube Koo Koo Kanga Roo - Monster Moves (Dance-A-Long) - YouTube Koo Koo Kanga Roo - Superheroes Unite (Dance-A-Long) - YouTube			Fitness Options 10 lunges with your right foot in front then repeat with your left foot in front. 10 squats 10 side stretches 30 second running on the spot – Repeat 3 times or Or Choose some of your favourite songs and have a dance party Or perhaps some Just Dance Kids on YouTube. Type Just Dance Kids Videos in your internet search browser.	
BREAK	RECESS	RECESS	RECESS	RECESS	RECESS
Afternoon	Science and Technology WILF - exploring sound, light and heat from various sources, using the senses Sound Hunt: Sound is another source of energy. They come from many different sources that could be man-made or natural. Look for things in your house and outside that give off sound. Group the sound sources into natural sound	Personal Development WILF - practicing and demonstrating movement skills and sequences using different body parts There are 4 activities to try: Activity 1: Skip around your room or outside for 5 minutes. Activity 2: Practice throwing and catching a ball or soft toy using one hand. Swap hands to throw and then try to catch the ball with both hands. How high can you throw it without	Creative Arts WILF - investigating details of objects, places and spaces and other living things Draw a picture of a kookaburra. Watch the instructions on the following video: https://www.youtube.com/watch?v=s0pY2Qw5EQM&list=PLnoO3k54vcBSY9u4GJL_9SF8m8dgRj5A5&index=4 OR Follow the instructions on the creative arts page. Once you have drawn the	Geography/ Olympics The Olympics ended last Sunday so let's talk about some of the things that happened! Can you tell me: Who was your favorite sports person? Did they win a medal and what type did they win? Which country were they competing for? What are you looking forward to in the next Olympics (which is in 2024)?	Catch Up Have you finished all the activities for this week? If you are able to you can play a game from ABC Kids https://www.abc.net.au/abckids/games/

Monday		Tuesday	Wednesday	Thursday	Friday
	<p>(e.g. wind blowing) or man-made sound (e.g. the doorbell) and draw them.</p> <p>Try and make some sound energy with things around your house!</p> <p>Look for things in your house and see if you can make sound by:</p> <ul style="list-style-type: none"> - Shaking it - Hitting it - Blowing on it <p>Record your results.</p>	<p>dropping the ball?</p> <p>Activity 3: Do some star jumps, hopping on one leg or frog jumps. Which one did you pick?</p> <p>Activity 4: Practice kicking with a ball or soft toy. You can use a laundry basket to be the goal and see how many goals you can make.</p> <p>Remember to do this outside or away from breakable objects so you don't break anything!</p>	<p>kookaburra, what material can you use to add colour and texture to your drawing?</p> <p>Can you add a background or write a sentence about kookaburra's?</p>	<p>Draw a picture of your favourite Olympian winning their medal or participating in their event.</p>	

Monday Spelling

swoop swish sweep	cart art farm	swimmer swam swinging	mouse about shouted
while whip wheel	walked once world weekend	where why which	movies fantastic every only

Number of the day

Number of the day is 13

- How many tens and ones?
- Write the number in words

- is it odd or even?
- What is 10 more?
- What is 10 less?
- How many ways can you make this number?
- Write some addition, subtraction, multiplication, or division questions with the answer of 13.

Number of the day is 25

- How many tens and ones?
- Write the number in words

- is it odd or even?
- What is 10 more?
- What is 10 less?
- How many ways can you make this number?
- Write some addition, subtraction, multiplication, or division questions with the answer of 25.

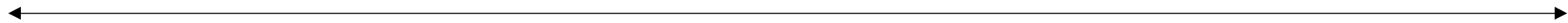
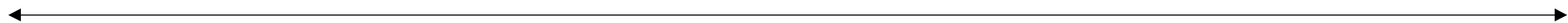
Number of the day is 29

- How many tens and ones?
- Write the number in words

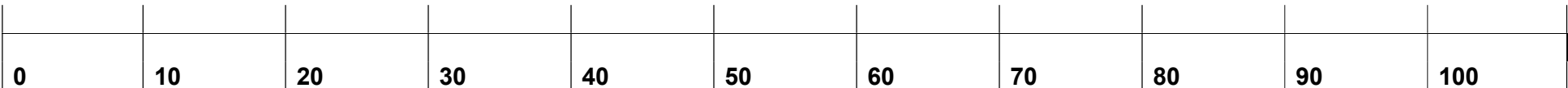
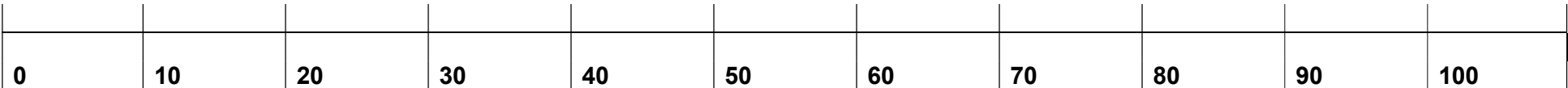
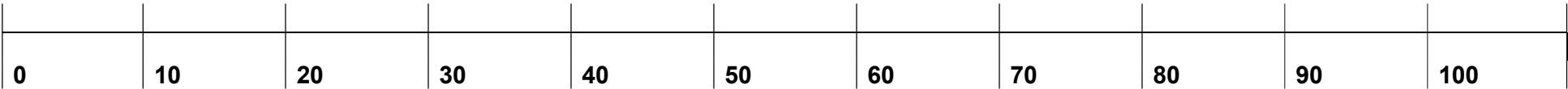
- is it odd or even?
- What is 10 more?
- What is 10 less?
- How many ways can you make this number?
- Write some addition, subtraction, multiplication, or division questions with the answer of 29.

Monday Math

Empty Number Lines



Segmented Number Lines

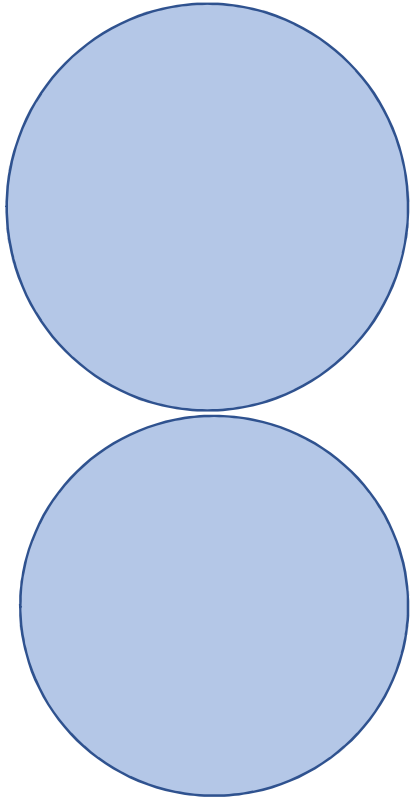


Monday – Science and Technology

[illegible]

Tuesday Maths – Complete the below + draw or model 3 of your own (using counters)

Place counters/ buttons/ drawings inside the circles to make two groups of 6.



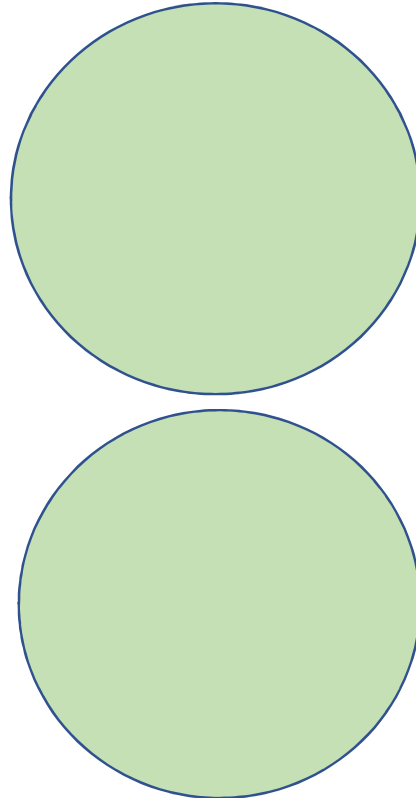
Number of Groups = ____

Number in each group = ____

Total Number of counters = ____

Number sentences (e.g. $2 \times 1 = 2$)

Place counters/ buttons/ drawings inside the circles to make two groups of 8.



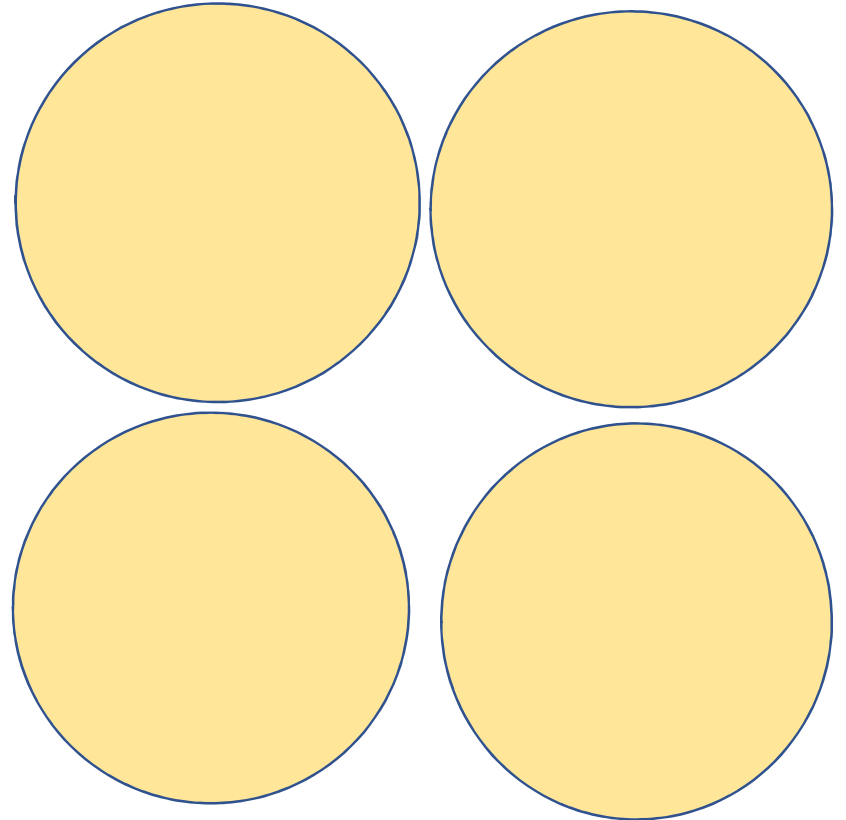
Number of Groups = ____

Number in each group = ____

Total Number of counters = ____

Number sentence (e.g. $2 \times 1 = 2$)

Place counters/ buttons/ drawings inside the circles to make four groups of 5.



Number of Groups = ____

Number in each group = ____

Total Number of counters = ____

Number sentence (e.g. $2 \times 1 = 2$)

Wednesday – Handwriting

f f f l l l f f f l l l f f f

ff ll ff ll ff ll ff ll ff ll ff

fun lap fun lap fun lap

bell bull fill off huff puff

j j j v v v j j j v v v

w w x x w w x x w w

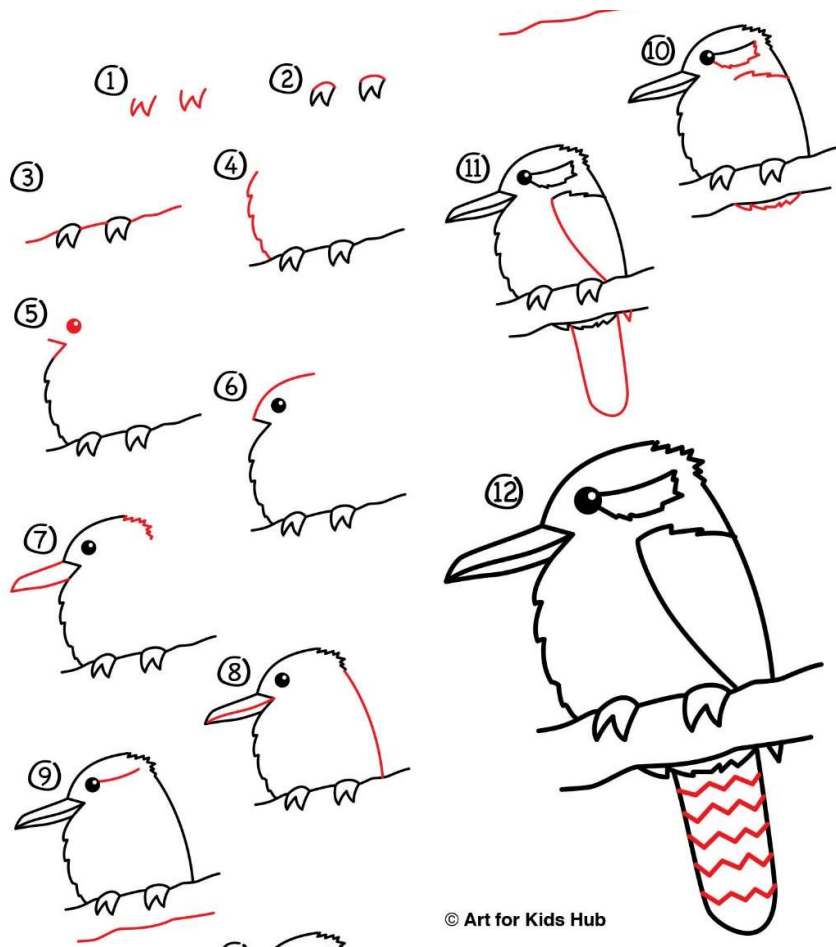
jam van jam van jam

win fox win fox win fox

Wednesday Maths

<div><div>Circles and Stars Game</div><div><div>You will need:</div><ul style="list-style-type: none">game board or paper divided into eighths.Playing cards (You can use Uno or any playing cards – use numbers 2, 5 & 10)Dice (you made one last week)<div><div>How to play</div><ul style="list-style-type: none">Roll the dice to determine how many circles (groups) you need to make. Draw the circles (groups) in one of the playing spaces.Turn over a playing card (or roll the dice again) to determine how many stars to add into each circle.Determine how many stars there are in total in each square. You can draw all or some of the stars in each circle - you only need to draw what you need to help you work out the total in each turn.Continue taking turns until each player has had 6 turns each.Work out who has the most stars altogether. Use a strategy you know to work out the total (skip counting, jump, split strategies).Highest number of stars wins!</div></div></div>	1	2	3
	4	5	6

Wednesday - Art



Draw your kookaburra here:

Thursday-Retelling the story: "Tara makes us smile"-Planning sheet

Beginning

Middle

End

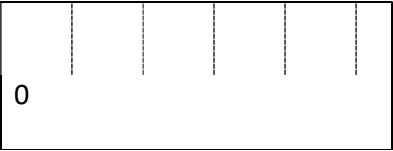
Thursday Maths - 1 metre

Less than 1 metre	About 1 metre	More than 1 metre

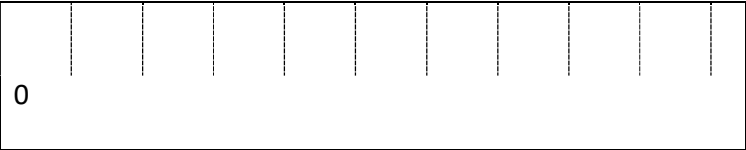
Friday Maths – 1 Ruler length

Item	Estimate	Measure

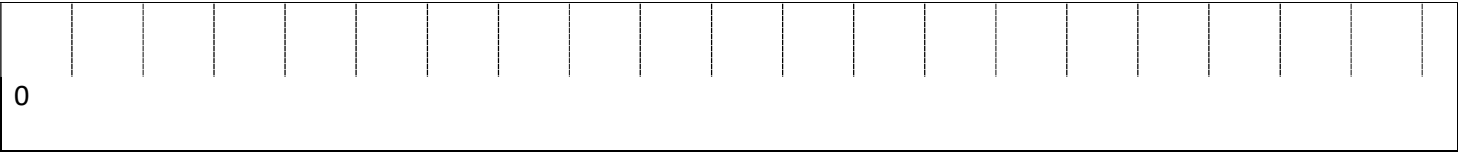
Friday – Maths Rulers – (There is a little extra at the end of each ruler to fit the final number in)



5 cm Ruler



10 cm Ruler



20 cm Ruler



25cm Ruler

Challenge: Why isn't there a 30cm ruler on this page?

**** You may want to use the rulers to answer this question.**

Wednesday Maths – Circle and Stars Playing Cards (if you don't have Uno or a deck of cards)

2

3

5

10

2

3

5

10

2

3

5

10

2

3

5

10