

# Stage 3 – Take Home Learning Pack Term 3, Week 10

Dear families,

Please find the learning from home work for this week attached. There is a suggested timetable, but children can complete the activities in any order and can also complete them more than once if they would like to.

If you can, we ask that you send a photo/video of the work your child has completed. All photos/videos can be uploaded in your child's Class Dojo Portfolio.

Taking photos of the tasks your child completes, allows us to see all the wonderful learning that the children are doing as well as allowing us to see which children are learning from home so that we can mark the roll.

Alternatively, bring your completed work to school when you come and collect your new booklet.

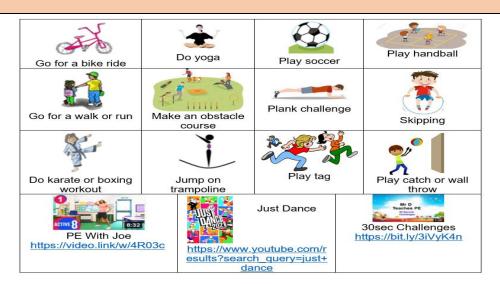
Happy learning!

ABLE – TERM 3, WEEK 10	WEDNESDAY THURSDAY FRIDAY 20mins Reading	Reading Comprehension     BTN       Activity Grid     'Fast Fashion'       Reading Eggs     sroom/fast-fashion/13503050	Crunch and Sip	Writing Creating a Zine 2 Journal Writing	Vocab – game Vocab – word of the day Word Cline	Break 1 FREE CHOICE FRIDAY	Maths Maths Data and Graphing	Geography         Number of the Day         to complete           Geographical Features of Asia         4902 or 490.2         Ten Maths           https://bit.ly/3cS60qX         TEN Maths         Ten Maths           Triple Digit Dare Decimals         Triple Digit Dare Decimals         Ten Maths	Fitness         Fitness           Fitness Bingo         Just Dance           https://www.youtube.com/result         3?search_query=just+dance	Break 2
STAGE 3 REMOTE LE	TUESDAY 20mins I	Reading Eggs	Crunch	Writing Creating a Zine	Vocab – word of the day 'luxurious'	Brea	Maths Decimals and Percentages https://www.loom.com/share/dec16 e3871fc4acab9dbfc78dbaf9c19	Number of the Day 6256 or 625.6 TEN Maths Make a Buck	Fitness PE with Joe – 8 min Workouts https://video.link/w/9R03c https://video.link/w/9R03c	Bree
\.	MONDAY	Reading Comprehension Activity Grid Reading Eggs	-	Writing Recipe Writing	Vocab – game		Maths Fractions and Percentages https://www.loom.com/share/3c886 d5761514567a5bf0558bd0efc1e	Visual Arts Matisse inspired vase https://bit.ly/2Y0moB6	Fitness Choose from the activity grid	
an Liefelderta	9:10	9:30		10:10	10:50	11:00	11:50	12:30	1:10	1.30

# DAILY

	READ: for 20 mins each da	ау
Book of your choice	Reading Eggs	Read a piece of everyday text (a menu, timetable, an ad, cereal
Library book	Newspaper article	box)
Magazine article	Online book or information	

# FITNESS: choose an activity each day



Roll the dice 10 times to determine which exercises you complete. Complete each exercise 10 times or for 30 seconds each.

	ROLL 1 - CARDIO	ROLL 2 - CORE	ROLL 3 - LEGS	ROLL 4 - ARMS
	Line Jumps	Airplane Twists	Squat Toss	↓ ↓ ↓ Side Lifts
	skip Rope	Crunch Toss	Leg Lifts	Tricep Rows
	Criss Cross Crunch	Plank.	Lunges	Arm Lifts
$\begin{array}{c}\bullet\\\bullet\\\bullet\end{array}$	Mountain Climbers	Leg Kick-ups	Side Leg Raises	Knee <b>Mark</b> Push-ups
•••	Run on the Spot	side Bends	Burpees	Circles
	Jump Squat	Plank Push-ups	Hip Press	Boxing

# MONDAY

# VOCABULARY

# Choose and complete one activity

	• •
PLAY SCATTERGORIES!	PLAY BOGGLE!
You can play by yourself or with someone. Click on this link: <u>https://bit.ly/2WorcQ1</u>	You can play by yourself or with someone. Click on this link: <u>https://bit.ly/3kpbCvE</u>
<u>First</u> , click on the 'Choose a Letter' button. <u>Second</u> , click on 'Start timer' button.	You have 3 minutes to find as many words as you can.
	The instructions on how to play are on the webpage
You will now have 2 minutes to write down a word for each category that starts with the chosen letter!	below the game.
PLAY A BOARD GAME!	PLAY 2 MINUTE WORD CHALLENGE!
If you have a board game at home that uses words, you can play that!	Give yourself 2 minutes. List as many words you can think of when you hear the word 'holiday'.
For example: Boggle, Taboo, Scattergories, Scrabble,	
Articulate, etc.	Challenge someone else to beat your record!

# **ACTIVITY GRID**

Choose an activity from the Friday activity grid.

### COMPREHENSION

Read a book of your choice or read the story below.

Use a set of cards (or the link if you do not have cards) to pick cards and complete at least 3 activities. <u>https://www.online-stopwatch.com/random-name-pickers/card-picker/</u>

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K 9.7 .	A	Who was the protagonist/antagonist in the story?	When was the book set? How do you know?	How was the conflict resolved?	Where were the themes of the book?
61	J	How do the characters actions affect the story?	Did you find any similes, metaphors or personification? Write a few that you found.	Who was your favorite character?	Were there any made up words in your book?
11	Q	Retell the story in your own words.	How does the setting affect the story?	Would you have written the story differently?	Why do you think the author wrote this book?
BQG	К	Describe the relationship between two or more characters.	What would you change about the story? Why?	Where was the book set? How do you know?	Does any part of the story remind <u>your</u> of something that has happened in real-life?
2	Numbers 10 - 8	What was the main conflict in the story?	What genre is the book?	Did you find any onomatopoeia?	How did the characters change throughout the story?
	Numbers 7 - 5	Who is your favourite character and why?	What new vocabulary did you learn from the book you read?	Write a short review about the story.	What was your favourite part of the story?
	Numbers 4 - 2	Would this story be a good movie? Why or why not?	If the author wrote a sequel, would you read it? Why or why not?	What words were used other than 'said'?	Who is your least liked character? Why?

# THE ESCAPE

The hedges were unlike anything Jake and Aisha had ever seen before. Walls of neatly trimmed, dark green leaves towered over their heads. The Guide handed Jake the clue bag and gave Aisha a timer. He told them that the entrance to the maze was just to the left of the old Jacaranda tree.

"Over here!" said Aisha, running. Their shoes squashed fallen purple flowers as they entered the maze.

The first corridor was about ten metres long, before it curved and forked into two separate paths. The intersection was marked by a blank wooden sign. Jake looked into the clue bag that the Guide had given them. Inside were two long white feathers, an old key and a postcard. On the postcard was a photograph of an old wooden shed with a yellow garden fork hanging on the side.

"The postcard is trying to tell us something!" said Jake. "These two paths look like a fork, just like the garden fork. It's marked by a wooden sign, the same colour as the wood on the shed!"

Jake looked forward again. The path on the left had the same dark green leaves as the maze entrance. The leaves of the hedges that formed the path on the right were light yellow-green.

"The leaves on this path are yellow, like the garden fork. I think it means we should go to the right!" Jake said. Aisha looked at the timer and saw that four minutes had already passed. "Quick, let's go!" she said.

They both ran down the path. There was no sign at the next intersection. They ran in one direction, but were met by a dead end. Retracing their steps, they



tried the other way. For ten minutes they ran, exploring the twists and turns of the maze and searching for another clue, only to find one dead end after another.

"This is crazy!" said Jake. "We are never going to get out of here". He sat down to catch his breath. Aisha took a few steps forward and paused. She could hear the ocean rumbling in the distance and the squawks of seagulls hovering in a gust of wind overhead.

"Okay, so we've used the yellow fork postcard," said Aisha, "but we still have these left". Digging through the clue bag, she pulled out the old key and the two white feathers. The seagulls squawked again, this time more loudly. Suddenly, two of the birds dived down, pulling themselves out of the wind gust that was still carrying the rest of the flock. They flew to the right and out of Aisha's sight.

"Did you see that?" Aisha asked.

"See what?" said Jake.

"Those two seagulls. They flew to the right, away from the rest of the birds." Aisha quickly put the key safely back in the clue bag. "It's this way!" she said, holding the two white feathers as she ran.

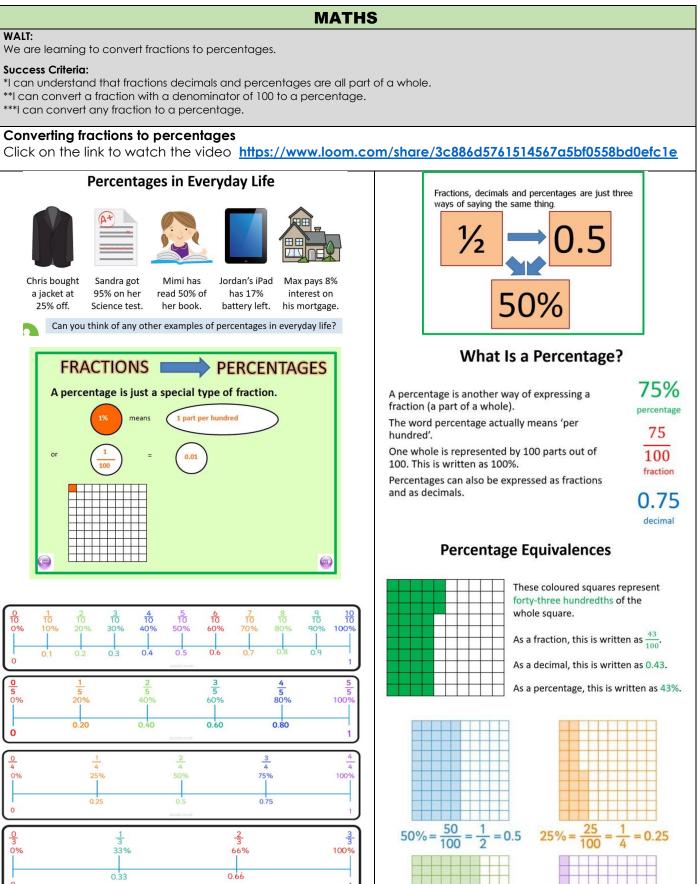
This time, it didn't take long for Jake and Aisha to know that they

were heading the right way. There were less dead ends in this section of the maze and they could hear the roar of the ocean getting louder.

"Wow!" said Aisha. She stopped suddenly, looking ahead. Jake caught up and stood with her as they gazed up at a huge, silver door.



WRITING	
WALT: We are learning to write a recipe to inform our audience. Success Criteria: * I can include a list of ingredients and equipment. ** I can write the method in chronological order. *** I can include a picture or diagram to support my information.	Pancake Recipe
RECIPE WRITING         Task: Write your favourite recipe or research a recipe you would like to make and write it up.         Remember:         * list the ingredients including the quantity (eg ½ cup)         * include the equipment needed         * the method or steps need to be in chronological order         * include at least 1 picture/diagram         You may also like to include a photo or video of you making your recipe.	Ingredients         Method           100g plain flour         1. Sift the flour into the mixing bowl.           300ml milk         2. Crack the eggs into the bowl.           2 eggs         3. Pour the milk into the bowl.           310bp caster sugar         3. Pour the milk into the bowl.           Lemon juice         4. Stir vigorously until smooth.           Equipment         5. Pour a spoonful of the mixture into a hot frypan (you may want to use oil).           Large mixing bowl         6. Turn the pancake when the bubbles begin to pop.           Kitchen scales         7. Serve sprinkled with lemon juice and sugar.           Wooden spoon         Frypan           Spatula         Stove



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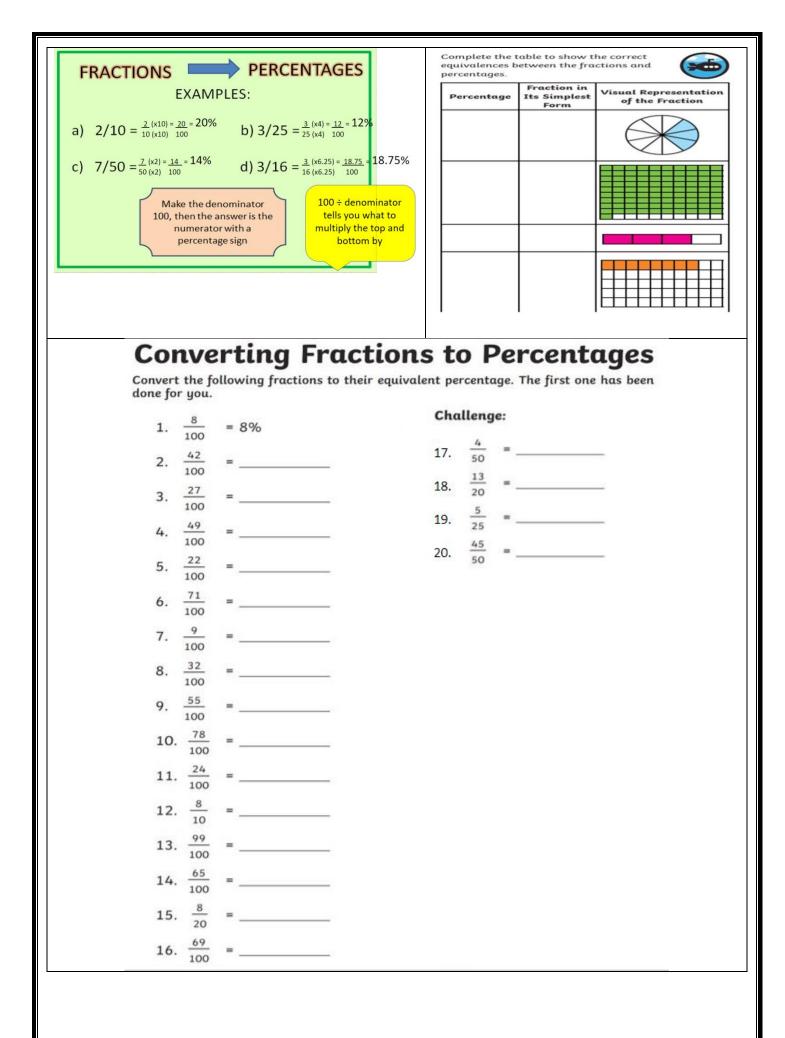
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### ART

#### WALT:

To learning how to draw a vase still-life composition like Henri Matisse.

#### Success Criteria:

\* I can draw the vase.

\*\* I can draw three flowers.

 $^{\ast\ast\ast}$  I can draw the floor and walls. \*\*\*\* I can draw and add patterns.



Matisse inspired vase still-life composition https://bit.ly/2Y0moB6



# TUESDAY

		VOCA	BULARY					
	<b>Meaning</b> Can use a dictionary	Base Word	Prefix / Suffix Can you add a prefix or suffix to the word?	<b>Synonym</b> Similar meaning Can use thesaurus	Antonym Opposite Can use thesaurus			
Example 'frustrating'	Causing feelings of anger and annoyance.	frustrate	frustrates frustrated frustration	annoy irritate	pleasing			
'luxurious'			Sontoneo					
			Sentence					
		COMPR	EHENSION					
Comple	ete a Reading Eggs activ			ons in a text yo	ou are reading.			
		TEN	N MATHS					
	<ul> <li>Skill: Adding Decimals</li> <li>Object:</li> <li>Be the first person to collect ten cards to each player.</li> <li>Deal ten cards to each player.</li> <li>Players then take turns drawing ar depleted or a player collects exact</li> <li>The first player to collect ten cards</li> <li>If no one has \$1.00 after the deck of a point.</li> <li>Differentiation: <ul> <li>For younger kids, you could chang instance, Ace = \$1, Two = \$2 and s</li> <li>Or to work on integer operations, values and play to zero.</li> </ul> </li> </ul>	ards that exactly ad discarding one ly \$1.00. that equal \$1.00 <u>is depleted</u> , the p e the cards to wh o on.	card at a time until the deck of wins that round and earns 1 berson closest (without going ole number values and play to	In th Ace Two Three of cards is Jack point. Que over) earns .5 King	Deck of cards his game; = \$0.01 = \$0.02 ee = \$0.03, = \$0.10 = \$0.11 en = \$0.12 = \$0.13			
L								

### WRITING

WALT: We are learning to create a zine to creatively express ourselves.

#### Success Criteria:

- \* I can follow the instructions to create a zine template with my paper.
- \*\* I can choose a topic of interest for my zine.
- \*\*\* I can design an 8 page zine.

# WHAT IS A ZINE?

A zine, pronounced "zeen" (just like the end of the word magazine), is a homemade publication.

A zine can be about anything you're interested in. There are all kinds of zines including: fanzines (a zine about something or someone you love), cooking zines full of recipes and tips, comic zines, art zines, poetry zines, and personal zines where people write about their daily lives.

There's a rich zine culture around the world, where musicians, writers, comic book artists, journalists, poets, and others are making, trading, and selling their creations.



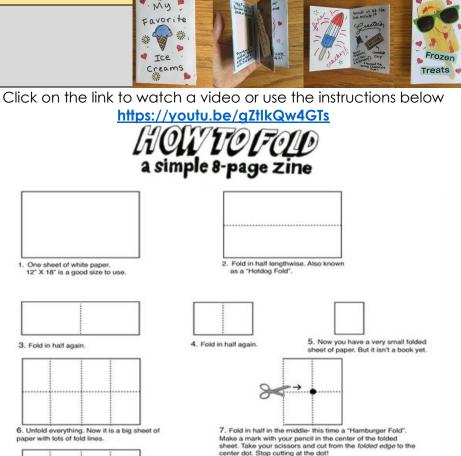
#### Writing Task:

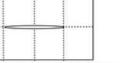
You are going to create your own zine on a topic of interest to you.

It could be:

- > a short story
- mini comic
- > mini recipe book
- > poems
- > song lyrics
- mini joke book
- > sketches or collage artworks
- > instructions for how to make or do something
- > information about a topic you know about or have researched

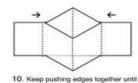






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8. Unfold your sheet of paper. It should look like this with an open slit in the middle. Fold it in half length-wise again. (Hotdog Fold.)

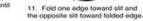


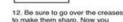
diamond becomes a slit again.

perpendicular to folded edges.



up into a diamond shape.





ind to make them sharp. Now y idge, have a small six-bace book

9. Push folded edges towards center allowing the slit to open

### MATHS

WALT: We are learning to convert decimals to percentages and percentages to decimals.

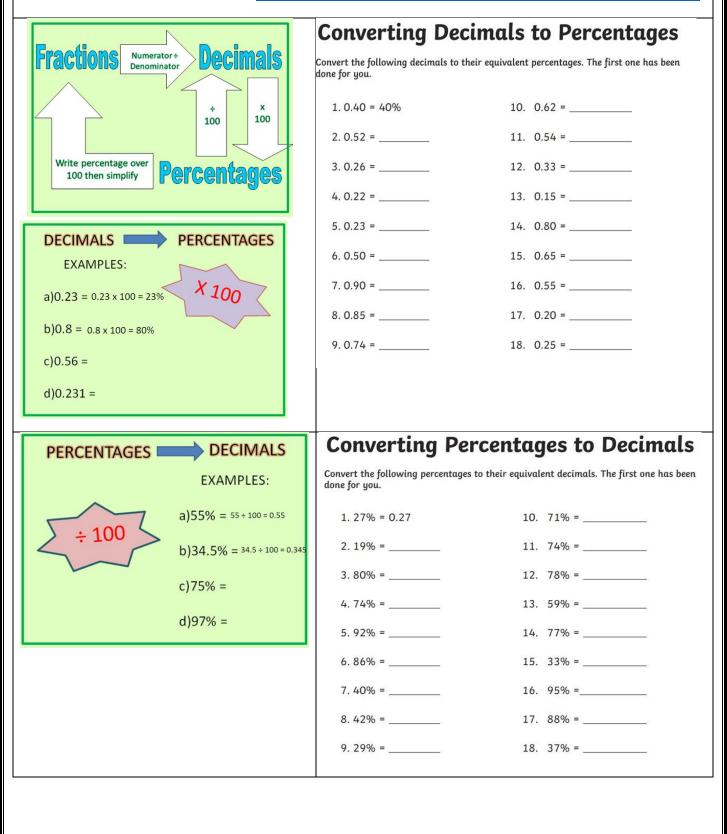
#### Success Criteria:

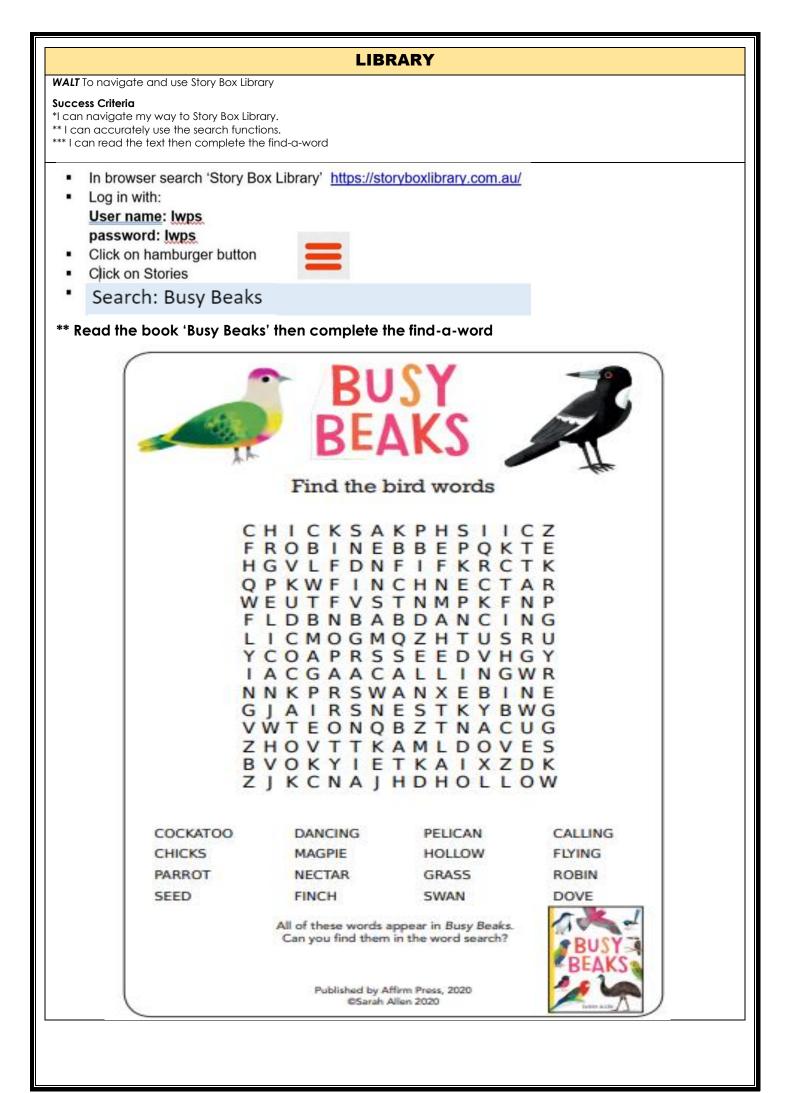
\*I can understand that fractions decimals and percentages are all part of a whole. \*\*I can convert a decimal to a percentage by multiplying by a 100.

\*\*\*I can convert any percentage to a decimal by dividing by a 100.

#### **Converting Decimals to Percentages**

Click on the link to watch the video https://www.loom.com/share/dec16e3871fc4acab9dbfc78dbaf9c19





# WEDNESDAY

# VOCABULARY Choose and complete one activity

PLAY SCATTERGORIES!	PLAY BOGGLE!
You can play by yourself or with someone. Click on this link: <u>https://bit.ly/2WorcQ1</u>	You can play by yourself or with someone. Click on this link: <u>https://bit.ly/3kpbCvE</u>
<u>First</u> , click on the 'Choose a Letter' button. <u>Second</u> , click on 'Start timer' button.	You have 3 minutes to find as many words as you can.
You will now have 2 minutes to write down a word for each category that starts with the chosen letter!	The instructions on how to play are on the webpage below the game.
PLAY A BOARD GAME!	PLAY 2 MINUTE WORD CHALLENGE!
If you have a board game at home that uses words, you can play that!	Give yourself 2 minutes. List as many words you can think of when you hear the word 'holiday'.
For example: Boggle, Taboo, Scattergories, Scrabble, Articulate, etc.	Challenge someone else to beat your record!

**COMPREHENSION** Complete at least 3 tasks with books of YOUR choice! **READING CHALLENGE #1** ERRNING - FROM -Years 3 - 6 HOME . Design a new cover for Turn a picture book If you were going to Make a travel poster describing the location the picture book. What into a four cell comic give a gift to a character out of the did you change from strip. This means you of the setting from the the original cover? must sum up the story book, what would it be book. Be sure to in four cells. Add include persuasive and why? Draw a speech and thought picture of the gift and devices in your poster bubbles to the the character's face enticing people to characters. when they receive it. travel there. Create a timeline of the Change the resolution Write a Wikipedia entry Identify one word used events from the picture that takes place in the for one of the by the author that book. Create a small story. How does this characters in the book. helps you understand illustration to go with change the ending? Include information the mood of the story. each event. Rewrite the end of the Write a definition for it. such as the character's story with the new name, age, background Then draw an information and illustration that reflects resolution. interesting facts. the mood of the story. Create a bumper sticker Create a rap If the book you read Create a 'Most Wanted' to convince people to summarising the became a TV show, poster for one of the picture book. Make characters in the book. read the picture book. what would be a good Make sure it is bright sure you don't leave theme song for the Be sure to include what out any of the events in and visible from a beginning of the show? they look like, why they moving car. the story. Then create a Why do you think this are wanted and what song would be the reward for their video to go along with capture will be. your rap. appropriate? Make a collage to Make a playlist that the Create a job application Imagine you are the represent the mood or first TV journalist to main character in the for the main character theme of the book. book would take to the of the book. What job read the picture book. beach. Why did you would they be applying Write and perform a review of the book to choose each song? for? Fill out the application as if you be broadcast on the were them. news.

## GEOGRAPHY

#### Learning Intention

We are learning to identifying countries and geographical features of Asia by interpreting, analysing and constructing a variety of maps.

#### Success Criteria:

- \* I can identify countries I know that are located in Asia
- \*\* I can identify countries and geographical features of Asia.
- \*\*\* I can identify countries and geographical features of Asia using a variety of resources.

# **Geographical features of Asia**

Research and name these geographical features of Asia and their country

- a. The highest mountain in the world
- b. The third longest river in the world
- c. The world's deepest freshwater lake
- d. The lowest point in the world
- e. The tallest volcano in Asia
- f. The largest bay in the world (by area)





# **Travel Tips**

Read the information using the link-<u>https://bit.ly/3cS60qX</u> (If the link does not work, copy the link on your browser)

- Write a set of travel tips for someone planning to visit Komodo Island.
- Include details such as where it is, weather to expect, safety tips, places of interest.

### WRITING

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#### Success Criteria:

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- \*\* I can choose a topic of interest for my zine.
- \*\*\* I can design an 8 page zine.



#### Zine Writing Task 2

You are going to create your own zine on a different topic of interest to you.

My

Favorite

Creams

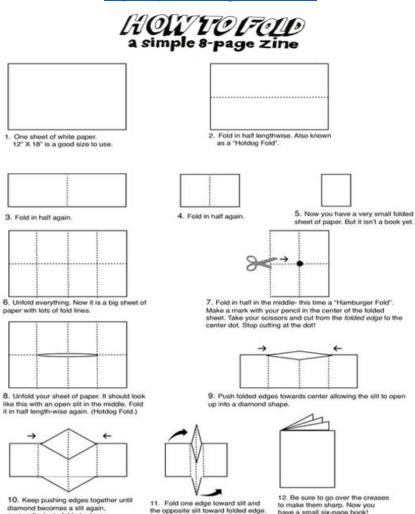
Remember it could be:

- > a short story
- > mini comic
- mini recipe book
- > poems



- mini joke book
- > sketches or collage artworks
- > instructions for how to make or do something
- > information about a topic you know about or have researched

Click on the link to watch a video or use the instructions below https://youtu.be/qZtlkQw4GTs



perpendicular to folded edges.

have a small six-page book!

### MUSIC

**WALT**: Listen, sing and appreciate music from Mozambique, Africa.

#### Success Criteria:

- \*I can find Mozambique on a world map.
- \*\*I can describe musical instruments of Africa.
- \*\*\*I can keep a beat by clapping and sing a song from Mozambique.



# Music from Mozambique

- 1. Where is Mozambique located?
- 2. What does "A Hiyeni" mean?
- 3. Why did the song "A Hiyeni" come about?
- 4. Name 2 African instruments
- 5. Learn the song and upload to Class Dojo.

#### <u>Task</u>

# Africa for Kids -- A Hiyeni -- All Around This World - YouTube https://youtu.be/HhtGwvOKCPI

- Watch the clip, clap along and learn the lyrics.
- Then record yourself singing all or part of the song and upload to Class Dojo.

#### "A Hiyeni"

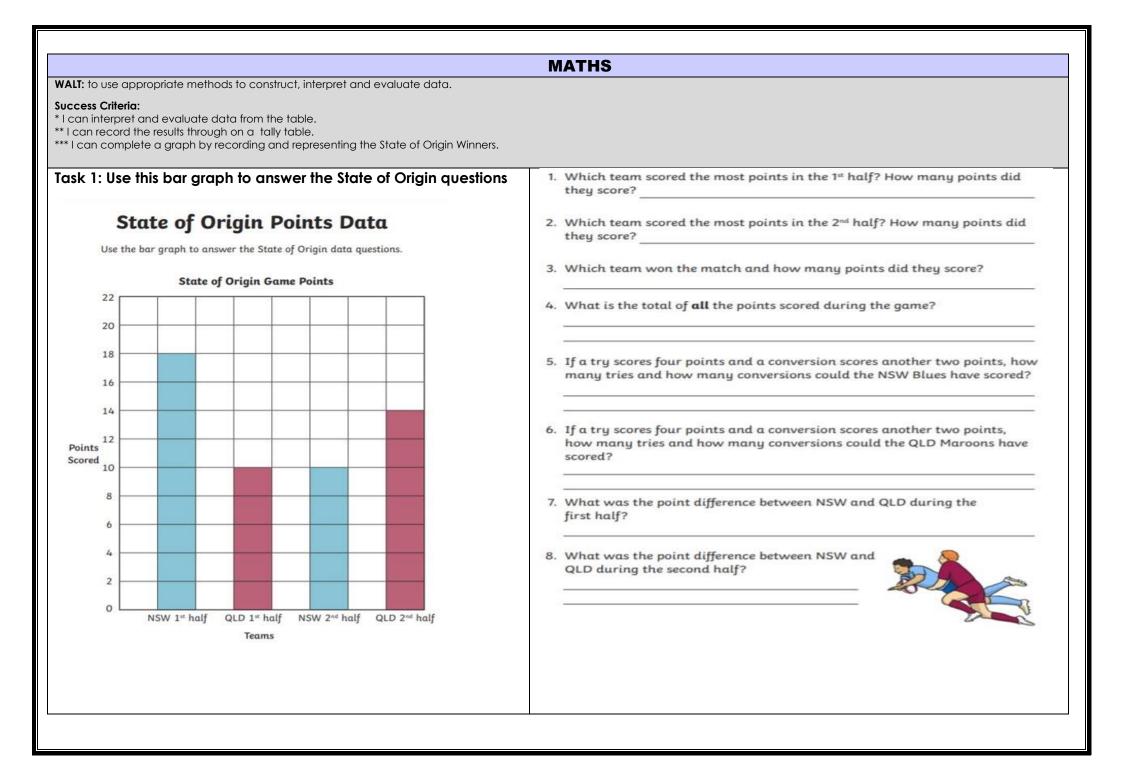
Intro clap, clap, clap, clap A hiyeni va camarado (x 8) Everyone come along now (x8) The kids are in the village (x8) A guitar is in the village (x8) Music is in the village (x8) We are all in the village (x8) A hiyeni va camarado (x8)





gained is independence from Portuguese control. Some traditional African musical instruments that would be used include the kora (see the string instrument), the balaton (similar to a xylophone) and the African drum.





#### Task 2:

- Use the data in the table and create a tally table.
- Display the collected data in either a column graph or line graph.
- Write three questions that are linked to the State of Origin Game Winners Data.

# State of Origin Previous Game Winners Data Investigation

I can choose the most effective way to display data. (ACMSP119)

#### **Previous State of Origin Game Winners**

In the table below are the winners for each game in the previous five series of the State of Origin.

		2016			2015			2014			2013			2012	
Game	1	2	3	1	2	з	1	2	3	1	2	3	1	2	3
Winner	QLD	QLD	NSW	QLD	NSW	QLD	NSW	NSW	QLD	NSW	QLD	QLD	QLD	NSW	QLD

Your task is to display this data.

You could show how many times each team has won, the winners for each year or even who has won the first game of each series. These are just a few suggestions - the choice is yours!

Data display ideas include a table, a column graph or dot plots.

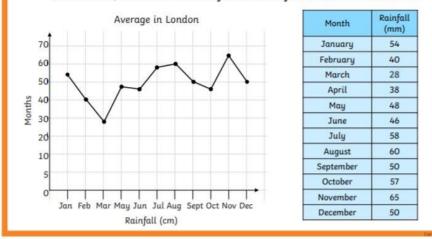
Use your collected data to help you write and answer three questions.

1
2
3.

#### Extension

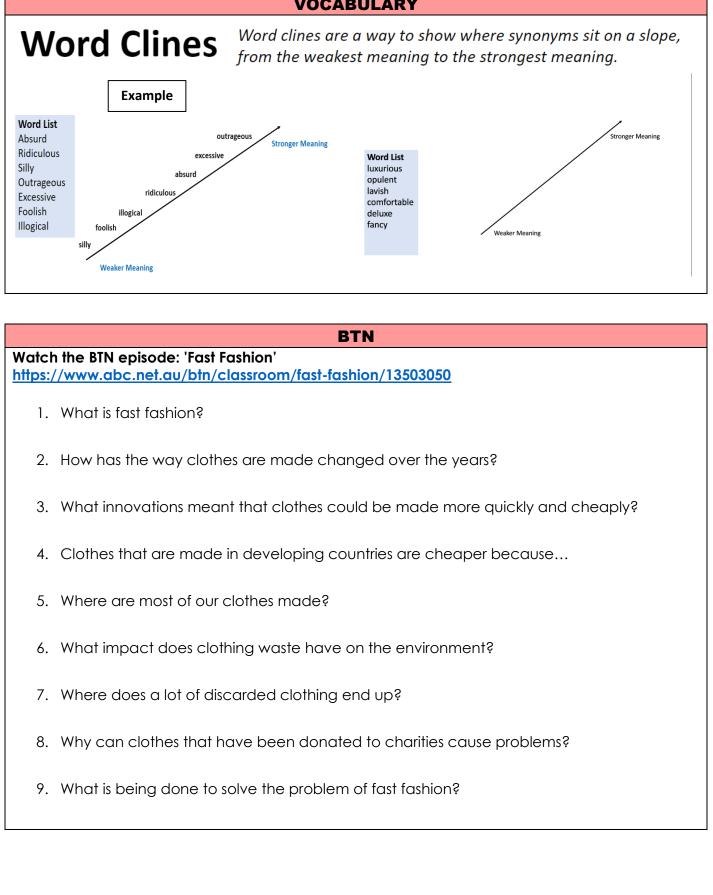
Maths Mastery - Statistics - Line Graphs

1. Explain the mistakes in this line graph showing average rainfall in London, which is drawn from the information in the table.

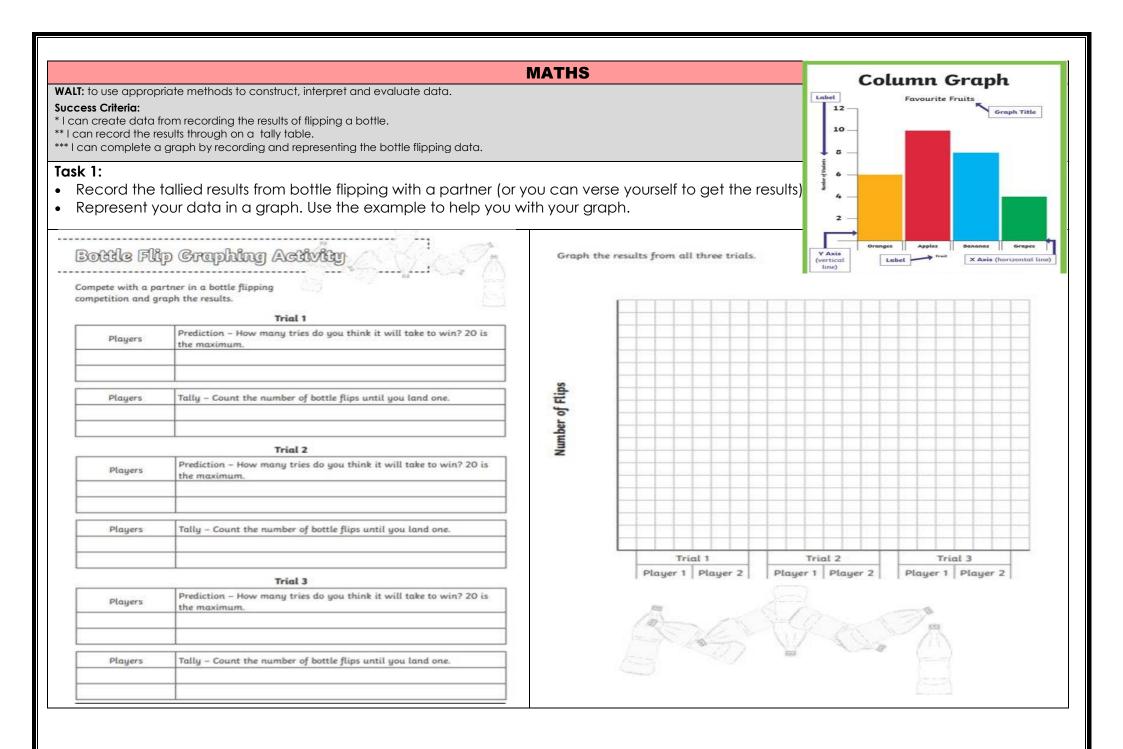


# THURSDAY

# VOCABULARY



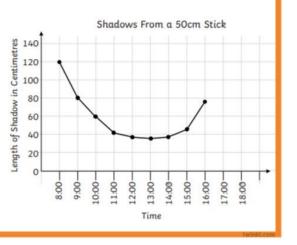
WRITING
WALT: reflect on and express our feelings. Success Criteria *I can share my feelings **I can share my opinion on successes and difficulties from the week *** I can make connections between my feelings and the world around me
<ul> <li>Please reflect on (think about) your week. This can be completed any way you choose (journal entry, mind map, drawing, video)</li> <li>How are you feeling?</li> <li>What's going well?</li> <li>What would you change?</li> <li>What lessons have you enjoyed the most? Why?</li> </ul>



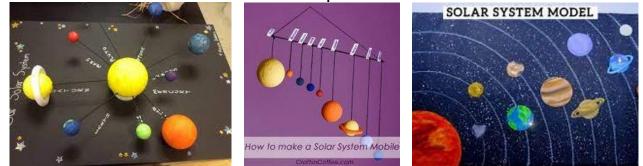
**Extension:** Respond to the following questions about the line graph on Shadows.

Maths Mastery - Statistics - Line Graphs

- 3. This graph shows the length of a shadow at each hour:
- When was the shadow shortest?
- What was the difference between the shortest and longest shadow?
- By how much did the shadow change between 8:00am and 10:00am?
- What time would you expect the shadow to be 120cm again?



SCIENCE				
WALT: We are learning to design and const Success Criteria: *I can use my plan to build a model of the s **I can use teacher feedback to improve n ***I can evaluate my model and reflect on	solar system ny model			
This task will be carri Last week, you completed a plan	Design a Solar System Model ied out over this week (week 9) and			
that will help to build your model.	Week 9 – Plan and Design	Week 10 – Build and Evaluate		
Use your feedback about your plan to help you make improvements. This week you will use your plan to build your model – You should have spent the past week collecting the materials you need to complete this task.	<ul> <li>* Create a plan of your solar system by drawing it as a diagram or picture – Use labels for each planet and their moons</li> <li>** Make a list of the materials you will need to build your model Solar System.</li> <li>E.g. Egg cartons, milk, bottle, play dough etc.</li> <li>(You will be responsible for deciding and providing your own materials)</li> </ul>	<ul> <li>* Review your plan and action any teacher feedback you have been given</li> <li>**Make sure you have enough materials to build your model</li> <li>*** Build your model according to your plan</li> <li>****Complete the evaluation form about your model and learning from this term.</li> </ul>		
When you have finished your model, complete the evaluation template about your model and upload both a photo of the model and	***Action any feedback from your teacher BEFORE you begin making.			



#### Evaluation of a Solar System Model

1. What worked well? (Which materials were easy and practical to use, did things join together easily, did your plan help you?)

2. Did your design meet the criteria of the task? (Did you include all the planets, is the size of the planets relative to each other (Pluto smallest, Sun the biggest) Can the audience tell this is a model of the Solar System?

3. What didn't work so well? (Which materials were not working, what was making this build hard?

4. How did you fix what was not working? (List your solutions to problems that came about)

5.If you were to complete this task again, what would you do differently and why?

SCIENCE SCIEN							
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<ul> <li>YouTube https://www.youtube.com/watch?vextKito.jpMSQ</li> <li>YAAA https://www.youtube.com/watch?vextKito.jpMSQ</li> <li>Science Kita https://www.science/kita.com/science/kita/space/solarystem.html</li> <li>Behamica Kita https://www.science/kita.com/science/kita/space/solarystem.html</li> <li>Behamica Kita https://www.science/kita.com/science/kita/space/solarystem.html</li> <li>Describe Neptune and Pluto take to rotate on their axis, what does this mean?</li> <li>How long do Neptune and Pluto take to rotate on their axis, what does this mean?</li> <li>How long does it take for Neptune and Pluto to orbit around the sun, what does this mean?</li> <li>How far are Neptune and Pluto from the Sun, and how far are they from Earth?</li> <li>Who discovered Neptune and Pluto and who or what are they named after?</li> <li>Draw and label a coloured diagram of Neptune and Pluto.</li> <li>Bibliography – What sources or websites did you use to find your information. (Do not write Google)</li> <li><b>Ete Mattls</b></li> <li>Still: Decimal Place Value</li> <li>Deal each player 3 cards.</li> <li>Players use the cards to create the largest 3-digit decimal number possible.</li> <li>Players such the cards and the player with the gratest 3-digit decimal number possible.</li> <li>Players such the cards and the player with the gratest 3-digit decimal number possible.</li> <li>Players such the cards at the player with the gratest 3-digit decimal number possible.</li> <li>Players such the cards at the player with the gratest 3-digit decimal number possible.</li> <li>Players such the cards at the player with the gratest 3-digit decimal number possible.</li> <li>Players such the cards at the player with the gratest 3-digit decimal number possible.</li> <li>Players such the cards at the player with the gratest 3-digit decimal number possible.</li> <li>Players such the cards at the player with the gratest 3-digit decimal number possible.</li></ul>	Success Criteria: * I complete basic research about Neptune and Pluto by using credible sources on the internet ** I can answer the research questions in full sentences						
• NASA https://socceptace.nasa.aov/menu/solar-system/ • Science Kids: https://www.sciencekids.co.nz/science/solarsystem.html • Bithannica Kids: https://www.sciencekids.co.nz/science/solarsystem.html 1. Describe Neptune and Pluto scientifically. What are they made out of, colour and its size? 2. How long do Neptune and Pluto take to rotate on their axis, what does this mean? 3. How long does it take for Neptune and Pluto to orbit around the sun, what does this mean? 4. How far are Neptune and Pluto from the Sun, and how far are they from Earth? 5. Who discovered Neptune and Pluto and who or what are they named after? 6. Draw and label a coloured diagram of Neptune and Pluto in the Solar System. 7. Describe any interesting facts about Neptune and Pluto. 8. Bibliography – What sources or websites did you use to find your information. (Do not write Google) <b>FEN MATHS</b> Still: becimal Place Value Moving: • Deal each player 3 cmds. • Players south cards to create the largest 3-digit decimal number possible. • Players south cards and the player with the greatest 3-digit mumber takes all the cards. • Players south cards and the player with the greatest 3-digit mumber takes all the cards. • Players south cards and the player. • You could easily vary this game to use 2-digit of 4-digit decimals Extension: Students picks one card at a time and chooses where to place it and the decision card't be changed • March State States and the orases where to place it and the decision card't be changed • Could cards one card at a time and chooses where to place it and the decision card't be changed • Could cards one card at a time and chooses where to place it and the decision card't be changed • Could cards one card at a time and chooses where to place it and the decision card't be changed • Could cards one card at a time and chooses where to place it	Neptune and Pluto						
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FRIDAY				
Complete at least 2 activities. Take photos or videos and upload them to your Portfolio.				
BE CREATIVE				
How to Draw a Chair https://youtu.be/qEwWTEsvbz8	Make up a dance, song, poem, rap or a play to perform for your family or record on video	Use a camera, phone or device and take some artistic photos of your favourite subjects.		
https://www.google.com/earth/ Type in any address, select street view and explore. Take a virtual trip down the streets and "step" into museums, landmarks, and other attractions. Try: - The Eiffel Tower – Paris, France - The Colosseum – Rome, Italy - Wilson Island – Great Barrier Reef, Australia Search other locations that interest you.	Origami - Free choice - Paper aeroplanes - Chatterbox Red Ted Art <u>https://bit.ly/3xQjknr</u> Art Hub for Kids <u>https://bit.ly/3iUU2QN</u>	How to Draw a 3D Ladder https://youtu.be/OAq2X-0FbGM		
Create a short video (no more than 2 mins) on a topic that interests you	Create a treasure hunt or scavenger hunt	Design and make a parachute for a small toy figure or lego character		
Volcano Science Experiment https://www.streetscience.com.au/w p-content/uploads/2020/08/DIY- Volcanos-2020-1.pdf	Build Lego - Tower / castle - Boat that floats - Robot / spaceship - Marble run	Lay outside and see what shapes, animals or pictures you can make from the clouds or stars		
Learn something new: - Magic trick - Joke - Say a few words in a different language	Make an edible space snack (rocket, space craft, robot)			
FAMILY FUN				
Play cards or a board game	Family movie night	Plan a meal or treat for your family. Write the shopping list and research the prices. Bake or cook the meal.		
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