

Kindergarten Phase 2

Remote Learning Choice Grid

<p>English:</p> <p>Reading</p> <p>Danny and the Dinosaur and Dinosaur Tracks Book Study- Hear the story, read the book and complete the tasks</p> <p><i>You may need some help with this!</i> login: Learning20 password: Clifford</p> <p>AND/OR</p> <p>Complete 2 pages of your choice from Burrabooks letter /k/. Pgs 71-77 in your Kindergarten Pack 2.</p>	<p>English:</p> <p>Phonics</p> <p>Watch this video on Blending cvc words</p> <p>AND/OR</p> <p>Play the “On a Roll” game in the Kindergarten Pack 2. Student rolls the dice, reads the word/sentence and colours the word/sentence.</p>	<p>English:</p> <p>Reading</p> <p>There was an Old Lady who Swallowed a Fly and You Are What You Eat. Book Study- Hear the story, read the book and complete the tasks</p> <p><i>You may need some help with this!</i> login: Learning20 password: Clifford</p> <p>AND/OR</p> <p>Word Search - child reads the words (remember to use your sounds), find the picture and colour. This can be found in the Kindergarten Pack 2.</p>	<p>English:</p> <p>Language Comprehension</p> <p>Read a book with an adult or older sibling. Find some interesting words in the story and talk about what they mean..</p> <p>Identify the characters in the story and discuss them.</p> <p>Verbally describe one of the characters – What do they look like? What do they do? What do they like/dislike?</p> <p>Draw this character and add as much detail as you can. *This activity can be completed more than once.</p> <p>AND/OR</p> <p>Play Roll and Write with sight words in the</p>	<p>English:</p> <p>Reading</p> <p>Chicka, Chicka, Boom, Boom and Let’s Have Fun with Alphabet Riddles. Book Study- Hear the story, read the book and complete the tasks</p> <p><i>You may need some help with this!</i> login: Learning20 password: Clifford</p> <p>AND/OR</p> <p>Complete 2 pages of your choice from Burrabooks letter /g/. Pgs 43-49 in the Kindergarten Pack 2.</p>
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			Kindergarten Pack 2	
<p>English:</p> <p>Reading and Listening</p> <p>Read or listen to a story each day from the following:</p> <p>Storyberries Radio</p> <p>Youtube- The Storytime Family</p>	<p>English:</p> <p>High Frequency Words</p> <p>Complete Trace the Words page for the words <i>like</i> and <i>you</i> from the Kindergarten Pack 2</p>	<p>English:</p> <p>Handwriting</p> <p>Complete handwriting pages from the Kindergarten Pack 2.</p>	<p>English:</p> <p>Complete the What Does the Truck Look Like? worksheet in your pack.</p> <p>AND/OR</p> <p>Write Around the House from the Kindergarten Pack 2.</p>	<p>English:</p> <p>Reading Eggs</p> <p>Complete the next lesson on your map. This can be completed as a daily activity. Explore other areas of Reading Eggs including spelling and storypark.</p> <p>AND/OR</p> <p>Complete 2 pages of your choice from Burrabooks letter /d/. Pgs 22-28 from the Kindergarten Pack 2</p>
<p>Maths: Continue your Mathseeds lessons.</p> <p>OR</p> <p>Complete Around the House activity in your Kindergarten pack 2.</p>	<p>Maths: Practice your number skills.Scroll down to find the activity. Drag the flag to the correct position. Start at 0-10</p> <p>Placing Numbers on a Number Line - Tablet Version</p> <p>Help George compare numbers.</p> <p>Curious George . Bug Catcher</p> <p>AND/OR</p> <p>Pages 22 and 23 Mathletics Kindergarten</p>	<p>Maths: Practice your number ordering skills.Slide to 20 as largest number</p> <p>Ordering Numbers Jenga Theme</p> <p>Match the shoes to make pairs</p> <p>Matching Pairs Of Shoes</p> <p>AND/OR</p> <p>Page 58 Mathletics Kindergarten</p> <p>(Series A) Numbers and Patterns from your</p>	<p>Maths: Practice your counting skills</p> <p>Underwater Counting Game</p> <p>OR</p> <p>Pages 24 Mathletics Kindergarten</p> <p>(Series A) Numbers and Patterns</p> <p>In your pack</p> <p>Practice your patterns</p> <p>ARTHUR Games .</p> <p>Planet Pal PBS KIDS</p> <p>AND/OR</p>	<p>Maths:Find hidden shapes with Elmo. Click on the window frame and the train track.</p> <p>Games Sesame Street</p> <p>OR</p> <p>Page 5 Mathletics Kindergarten</p> <p>(Series A) Space and Shapes</p> <p>In your pack</p> <p>Watch this video about 3 Dimensional objects.</p> <p>Three- dimensional objects video</p> <p>See if you can find some</p>

	(Series A) Numbers and Patterns from your Kindergarten pack 2	Kindergarten pack 2.	Page 52 Mathletics Kindergarten (Series A) Numbers and Patterns from your Kindergarten pack 2	of these objects at home. AND/OR Pages 18 and 19 Mathletics Kindergarten (Series A) Space and Shape from your Kindergarten pack 2
Maths: Practice your counting. Matching and ordering skills: The Gingerbread Man Game - Counting, Matching and Ordering game AND/OR Page 56 Mathletics Kindergarten (Series A) Numbers and Patterns from your Kindergarten Pack 2.	Maths: Continue Grover's shape patterns. Sesame Street Shape Games AND/OR Pages 49 and 50 Mathletics Kindergarten (Series A) Numbers and Patterns from your Kindergarten Pack 2.	Maths: Watch this video about addition (plus)-If on a tablet and won't open, choose to open with chrome. Learn about addition up to ten. Practice your addition (plus) skills Alien Addition AND/OR Page 9 and 12 Mathletics Kindergarten (Series A) Operations With Numbers from your Kindergarten Pack 2.	Maths: Play with Elmo as you learn about shapes.Click on the rocket ship and then the picture frame. Games Sesame Street AND/OR Page 3 Mathletics Kindergarten (Series A) Space and Shape from your Kindergarten Pack 2.	Maths: How many different hats can you help George collect to make a graph? Curious George . Hat Grab AND/OR Page 31 Mathletics Kindergarten (Series A) Time, Money, Data from your Kindergarten Pack 2.
Science: Watch the following video: How to make a cardboard race track AND	Science: View the following: Marble Run AND	Science: Watch the following video: Make a boat that floats AND	Science: Watch the following video: Make a Paper Aeroplane AND	Science: Watch the following video: Make a fidget spinner For templates and instructions go to:

<p>Make a cardboard race track for 2 different vehicles to roll down at the same time. You could create a video describing the size, weight and shape of each vehicle and describe which one moved faster or went further and why you think that happened.</p>	<p>Design and create a marble maze using cardboard tubes that will allow a marble to roll from start to finish without stopping. The marble maze can be as tall as you wish but must change direction at least five times.</p>	<p>Design a boat that floats and that can hold a heavy object without sinking. The example uses a bag of sugar but we suggest testing your boat with different toys. Can your boat carry your toy car or teddy or doll across an imaginary river?</p>	<p>Make several different aeroplanes and test each one to see which one flies fastest and or furthest. Why do you think this happens. Can you add anything to your aeroplane to improve it? You could make a video of your experiment and describe your findings.</p>	<p>Red Ted Art AND</p> <p>With the help of an adult make a fidget spinner and see how long it can spin for. If you have your own fidget spinner test to see which one works best. You could also research - What makes a fidget spinner keep spinning?</p>
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Additional Ideas for STEM activities - use Summer Stem grid in Kindergarten Pack 2.

<p>PDHPE:</p> <p>Emotions and Feelings</p> <p>Help your child identify and cut out photos of faces showing different feelings. Use TV guides, newspapers, or magazines — anything that has photos of real faces.</p>	<p>PDHPE:</p> <p>Movement</p> <p>Get some good energy at home! Play 'Follow the leader'. Let your child take turns being the leader, directing others to match their every move. Try hopping, skipping, crawling, shuffling and using their imaginations.</p> <p style="text-align: center;">OR</p> <p>Complete 3 different GoNoodle activities of your choice</p>	<p>PDHPE:</p> <p>Fitness</p> <p>Complete this new workout (everyday if you like!)</p> <p style="text-align: center;">Kid's Workout</p> <p style="text-align: center;">OR</p> <p>Complete Superhero action training sheet in your pack.</p>	<p>PDHPE:</p> <p>Coordination</p> <p>There are endless ways to play with balloons at home. Take turns to keep it off the ground, play catch or get creative and play Balloon Tennis</p>	<p>PDHPE:</p> <p>Obstacle Course</p> <p>Go outside and get some fresh air! Make an obstacle course using furniture, skipping ropes, chalk or any resources to create a course. Add challenges such as puzzles to solve, crossing areas without touching the ground, add star jumps at each point etc.</p>
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<p>CAPA:</p> <p>Visual Arts</p> <p>Art Hub for Kids</p> <p>Visit the above link for some cool directed drawing videos! Try as many different one as you would like.</p>	<p>CAPA:</p> <p>Music</p> <p>Make a musical instrument.</p> <p>How to make a shaker</p> <p>Make two, one for you and one for an adult. Listen to the adult make a musical pattern and try to replicate it.</p>	<p>CAPA:</p> <p>Dance</p> <p>Watch the read aloud: Giraffes can't dance</p> <p>Giraffe's Can't Dance Read Aloud</p> <p>Afterwards, make up your own dance to one of your favourite songs and perform for your family.</p>	<p>CAPA:</p> <p>Drama</p> <p>Click the link to view picture cards of animals.</p> <p>Animal Grid</p> <p>Choose an animal and act as them. Have a family member guess what animal you are (Make it harder by not making the animal noise, actions only)</p>	<p>CAPA:</p> <p>Create</p> <p>Create an artwork of your own choice. You can do as many of these as you like. Try lots of different art media.</p> <p>Expand your child's fine motor skills by choosing activities from the fine motor activity grid in your Kindergarten Pack 2</p>
<p>History:</p> <p>Listen to the story</p> <p>'Night Noises' by Mem Fox</p> <p>Lead your child on a discussion about the things we remember. Describe one of your earliest memories to your child, then ask your child to draw a picture of theirs.</p>	<p>History:</p> <p>Share a story with your child of your family's past using a source such as a photograph or a treasured object (for example something belonging to their grandparents). Include information such as where did it come from? How old is the photo/object? How was it made? Who used it? Why is it special to your family?</p>	<p>History:</p> <p>Listen to the story</p> <p>This is actually my party</p> <p>Lead your child on a discussion about events or celebrations we celebrate. With your child, record birthdays, special events, festivals and holidays on a calendar.</p> <p>Print a calendar here</p>	<p>History:</p> <p>Get your child to discuss and draw a picture to describe how they celebrated their birthday this year. Ask them to think how their parents or grandparents celebrated when they were the same age? Do you think anything was different (presents, technology, birthday party venues)?</p>	<p>History:</p> <p>Using the template in the resource pack, draw a picture of you at your favourite celebration. What do you do at this celebration? Who do you celebrate it with?</p>