


Framework for teaching (non-digital) – Stage 2 Week 11

This is a sample that could be used to inform your own framework, [using the available K-6 template](#).

You will not need access to a digital device to complete the following activities. You will need help from a parent/carer and the resource pack from your teacher.

	Monday	Tuesday	Wednesday	Thursday	Friday
Morning	<p>ENGLISH</p> <p><u>Reading</u></p> <p>Read one chapter of a book from home or you can read 'Once Upon a Time' (resource)</p> <p>Summarising</p> <p>Draw a timeline of events that happen in the story.</p> <p><u>Writing</u></p> <p>Chose 6 ingredients from your fridge/pantry. Write a recipe that your mum could cook for your family.</p>	<p>ENGLISH</p> <p><u>Reading</u></p> <p>Read one chapter of a book from home or you can read 'Once Upon a Time' (resource)</p> <p>Visualising</p> <p>Write an invitation inviting the main character to a party.</p> <p><u>Writing</u></p> <p>Write an acrostic poem using your name.</p>	<p>ENGLISH</p> <p><u>Reading</u></p> <p>Read one chapter of a book from home or you can read 'Once Upon a Time' (resource)</p> <p>5 Questions</p> <p>Write 5 sentences telling why this is a good story, then why it is not.</p> <p><u>Writing</u></p> <p>Write a short narrative on being stranded on an Island. Think about how you got there, who you are with, how you will</p>	<p>ENGLISH</p> <p><u>Reading</u></p> <p>Read one chapter of a book from home or you can read 'Once Upon a Time' (resource)</p> <p>Making Connections</p> <p>Design a dinner menu for a character in the story.</p> <p><u>Writing</u></p> <p>Retell</p> <p>"Finish retelling the story of the Goldilocks and the Three Bears".</p>	<p>Good Friday</p> <p>Enjoy the first day of your holidays. Keep safe!</p>

	Monday	Tuesday	Wednesday	Thursday	Friday
	<p>Spelling</p> <p>Find 6 compound words from the story 'Once Upon a Time'. Write the words as a sum and draw a picture to match.</p> <p>Sun+shine=sunshine</p> 	<p>Spelling</p> <p>Word Building with 's', 'ed' and 'ing'.</p> <p>stop:</p> <p>clap:</p> <p>glide:</p> <p>hope:</p> <p>love:</p>	<p>survive on the island and how you will find you way home.</p> <p>Spelling</p> <p>Write the past and present tense for the following words.</p> <p>swimming, coming</p> <p>going, winning, losing</p>	<p>Spelling</p> <p>Use the following words in questions.</p> <p>protect</p> <p>favourite</p> <p>taught</p> <p>mistake</p> <p>anybody</p>	
Break	Break	Break	Break	Break	
Middle	<p>Mathematics</p> <p>Number (money) – Using a supermarket catalogue find items that add up to \$25. You are only allowed to buy 1 of each item. Write the list, prices and total.</p> <p>3D</p> <p>Draw and label your favourite 3D object and find 3 objects that are the same in your house.</p>	<p>Mathematics</p> <p>Number – 64</p> <p>Show all the ways you can represent this number.</p> <p>Data</p> <p>Collect data on the types of furniture you have in each room of your house and design a graph.</p>	<p>Mathematics</p> <p>Number</p> <p>Write word problems for the following facts.</p> <p>$100 + 125 =$</p> <p>$267 - 68 =$</p> <p>$4 \times 9 =$</p> <p>$84 \div 12 =$</p> <p>Time – Write the times (in digital and analog, as well as in words) that you have breakfast, lunch and dinner.</p>	<p>Mathematics</p> <p>Number - Write a division fact to go with each of the multiplication facts.</p> <p>$9 \times 3 = 27$, $5 \times 4 = 20$,</p> <p>$4 \times 7 = 28$, $10 \times 6 = 60$,</p> <p>$3 \times 5 = 15$, $8 \times 11 = 88$</p> <p>Time</p> <p>Write a timetable for your day from when you wake up to when you go to bed. List the time (in digital or 24 hour time) down the page and place the activity/event</p>	

Monday		Tuesday		Wednesday		Thursday		Friday	
						next to each time.			
Break	Break	Break	Break	Break	Break	Break	Break		
Afternoon	Creative arts Draw a portrait of someone in your family or your pet.	Science and technology Time how long it takes an ice cube to melt under different conditions; <ol style="list-style-type: none"> 1. In sunlight 2. In the shade 3. indoors 	Geography Design a travel brochure for an Australian neighbouring country. Things to include; where it is, the weather, food, dress, how you would get there, things to do and see.	STEM Design the perfect paper airplane. Measure how far it flies.					