

# Framework for teaching online – Stage 2 Week 9

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

You will need access to a digital device and help from a parent/carer to complete the following activities.

	Monday	Tuesday	Wednesday	Thursday	Friday
Morning	<p><b>English</b></p> <p>Read one chapter of a novel and answer the questions below in full sentences.</p> <ul style="list-style-type: none"> <li>How are the characters and plot creating an interesting narrative?</li> <li>How have the main character/s changed? What/who is responsible for this?</li> <li>What do you think will happen next?</li> </ul>	<p><b>English</b></p> <p>Read one chapter of a novel and write a summary of what it was about.</p> <p>Writing – Write a description on what you can see out your door or window at your home.</p> <p>Spelling: Complete a spelling activity from your spelling grid based on your spelling words from work. Spelling grid was uploaded on Seesaw.</p> <p>Journal writing – write and draw how you're</p>	<p><b>English</b></p> <p>Read one chapter of our class novel and complete an activity from your reading grid that was uploaded on Seesaw.</p> <p>Writing – Write a letter to a character from a text you are reading. Let them know what you like about their character, what you would like their character to do in the text.</p> <p>Watch <a href="#">BtN</a> and choose your favourite story. Explain what the story was about. Think about</p>	<p><b>English</b></p> <p>Read one chapter of our class novel and complete an activity from your reading grid that was uploaded on Seesaw.</p> <p>Writing – Write a detailed description of a person or animal in your home. Remember to describe their personality as well as their physical appearance.</p> <p>Write a Cinquain: <a href="#">Mrs Warner's 4th grade poetry</a></p>	<p><b>English</b></p> <p>Read one chapter of our class novel and complete an activity from your reading grid that was uploaded on Seesaw.</p> <p>Journal writing – write and draw how you're feeling today.</p> <p>Write a story using one of these <a href="#">Scholastic story starters</a></p>

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	<ul style="list-style-type: none"> <li>Any other comments or thoughts.</li> </ul>	feeling today.	the main event, main character, setting and what was happening.		
<b>Break</b>	Take some time out to have a recess break	Take some time out to have a recess break	Take some time out to have a recess break	Take some time out to have a recess break	Take some time out to have a recess break
<b>Middle</b>	<p><b>Mathematics</b></p> <p>Number busting: our number for today is 17. Draw and write everything you know about 17 (you can use any operation you like).</p> <p>Find a partner to play <a href="#">Strike it Out</a></p> <p>Make a paper airplane. Measure how far the plane flies. Repeat the flight three more times and average the measurements. Try a new design to see if you can beat that distance.</p>	<p><b>Mathematics</b></p> <p>Play snakes and ladders with a family member...or another round of 'Strike it out'.</p> <p>What is in one of your cupboards at home? Ask your family which cupboard you can investigate.</p> <p>Group/classify objects into categories for example, tins and jars, plates and cups. How many objects in each group or category? Create a graph to represent what is in the cupboard.</p> <p><b>PDHPE</b></p> <p>Create a game that includes rules, a way to score and at least one</p>	<p><b>Mathematics</b></p> <p>Complete some activities on Studyladder.</p>	<p><b>Mathematics</b></p> <p>Play ten questions with a member of your family to guess a number (up to 1,000). One player thinks of a number, the other player asks yes/no questions and tries to guess the number in 10 questions or less. Which questions are best to ask?</p> <p>Complete the design of your dream room. Share your design and budget plan in our class Team.</p> <p>Calculate how much paint you will need for the dream room you designed this week.</p> <p>How many litres/cans of paint do you think you will need? You could</p>	<p><b>Mathematics</b></p> <p>Play a barrier game with a partner.</p> <p>Sit back to back with a family member or a friend. Draw a design on your paper or whiteboard using shapes. Describe your picture so that the other person can recreate it. Describe your design by describe the shapes you used and their location (for example, next to, on top of, between). Check to see how they went.</p> <p>Questions to think about: Do you need to rethink how you explain your drawing? Repeat the game a few times. Do the results improve?</p>

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		piece of equipment. Play the game with a family member or friend. After playing the game discuss ways that you could change the game.		estimate how much the paint would cost.	
<b>Break</b>	Take a break for lunch	Take a break for lunch	Take a break for lunch	Take a break for lunch	Take a break for lunch
<b>Afternoon</b>	<p><b>Creative arts</b></p> <p>Make up a dance to your favourite song or a play to show your family. You can get some inspiration from <a href="#">Just Dance</a></p>	<p><b>Creative arts</b></p> <p>Sketch an object from your home using pencils. Pay attention to shape, shading and tone. Post a photo of your sketch in our class Team.</p>	<p><b>HSIE: geography</b></p> <p>Draw a map of Australia, label each State and Territory. Draw pictures of a natural landmarks and a built landmarks for each state and territory in the correct location. Describe why each of these landmarks are significant.</p>	<p><b>Science and technology</b></p> <p><a href="https://gph.is/2a9WDBo">https://gph.is/2a9WDBo</a></p> <p>You can create your own tornado in a bottle. All you need is two bottles, a tube to connect the bottles, and some water.</p> <p>When you whirl the liquid in the top bottle, it creates a vortex as it drains into the bottom bottle. That's because as the water flows down, air must flow up, creating a spiralling tornado.</p> <p>You can even add glitter, food dye, or lamp oil to the bottle to make the tornado even cooler.</p>	<p><b>PDHPE</b></p> <p>Design a healthy menu for a day at home using the <a href="#">healthy eating plate</a>.</p>

