

Framework for teaching online – Early Stage 1

You will not need access to a digital device to complete the following activities. You will need help from a parent/carer. Remember to also complete your activity booklet – you can choose activities from your booklet to swap out activities from your timetable if you wish.

	Monday	Tuesday	Wednesday	Thursday	Friday
Task	Can you dress yourself today?	Can you help make lunch?	Can you make your bed today?	Can you set the table for dinner tonight?	Can you organise your toys or books?
Morning	<p>English</p> <p>Look at your 'Butterfly Words'. Practise writing them on a scrap piece of paper.</p> <p>Make your sight words or letters out of playdough.</p> <p>Read a book with your parent/carer. Retell what happened in the beginning, middle and end of the story.</p> <p>Where is the story taking place? How do you know? Discuss with your</p>	<p>English</p> <p>Practise writing your name using rainbow writing.</p> <p>Complete a tracing activity from your 'Learning from Home' booklet.</p> <p>Read a book with a parent/carer. Locate interesting words in the story and discuss them.</p> <p>Identify all the characters in the story and talk about them with your parent/carer.</p>	<p>English</p> <p>Practise typing your name on a computer.</p> <p>Create four of your sight words out of pasta or rice.</p> <p>Complete two 'initial sound recognition' worksheets from your booklet.</p>	<p>English</p> <p>Complete two 'initial sound recognition' worksheets from your booklet.</p> <p>Pretend you are hosting a big party! What food would you like? What food would your guests like? Draw/write a shopping list.</p>	<p>English</p> <p>Read a book with a family member. How did the characters feel in the story? Can you see any of your sight words in the story? Write them down.</p> <p>Tell your parent/carer about the story. Who are the characters? What happens? Why would you recommend/not recommend this story to your school friends?</p> <p>Make your sight words or letters out of</p>

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	parent/carer.	Verbally describe one of the characters – What do they look like? What do they do? What do they like/dislike? Draw this character and write or include labels. Add lots of detail.			playdough.
Break	Break	Break	Break	Break	Break
Middle	<p>Mathematics</p> <p>Ask someone at home to help you find 20 objects. Watch a counting to 20 video. Practise counting forwards, saying one number word for each item you count. Count forwards to 20; count backwards from 20, taking one item away for each number word you say; and try counting forwards or backwards from any starting quantity (for example, you might already have 5 things and you want to start from there)</p>	<p>Mathematics</p> <p>Number hunt: what numbers can you find in your house? Can you find the numbers from zero to twenty? You might find numbers on a remote control or a clock. Can you find numbers on shoes, on food in the cupboard or in the fridge?</p> <p>Play a board game with a family member, for example Snakes and ladders.</p>	<p>Mathematics</p> <p>Practise cutting a piece of paper in half. How do you know that the parts are equal?</p> <p>Go on a 'half hunt' around your house. You may like to take photos of things that are in half or draw them.</p> <p>Creative arts</p> <p>Sing a song with a family member, for example 'Heads shoulders, knees and toes' or 'Row, row, row your boat'. Can you make some actions to</p>	<p>Mathematics</p> <p>Complete the 'Find a Pattern' activity in the 'Learning from Home' booklet.</p> <p>Make a repeating pattern using counters, beads or blocks.</p> <p>Describe your pattern a family member.</p>	<p>PDHPE</p> <p>Practise throwing and catching a ball with a family member.</p> <p>Identify three ways you can keep your body healthy.</p> <p>Draw three ways that you can keep your body healthy.</p> <p>Science</p> <p>Find 5 things that are living in your house and 5 things that are not. Draw a picture of these.</p>

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	Count how many steps it takes to get from the bedroom to the bathroom and back.		go with the song? Make up a dance sequence and perform it for your family.		
Break	Break	Break	Break	Break	Break
Afternoon	<p>Imagine</p> <p>Your task is to design and create a cubby house that will fit in a room inside your house. Check with the people you live with about the best place to construct this.</p> <p>Dream big! Create an artwork of your ultimate cubby. Use the materials you have available and whichever form or technique you would like, including collage, sculpture, painting or drawing with pencils, textas or crayons. Make sure you use your equipment safely and respectfully, and always clean up after yourself!</p>	<p>Plan</p> <p>Go on a material hunt in your house! What can you collect to make your cubby house tomorrow? For example, a pillow and a sheet or blocks. Ask a family member if they think you have chosen suitable materials and objects.</p> <p>(Science and Technology)</p> <p>Look at your artwork and the materials that you have gathered, draw a design plan of the cubby house that you will build tomorrow. Label your plan.</p> <p>(Science and Technology)</p>	<p>Create</p> <p>Ask a family member to help create your cubby house with you.</p> <p>What shape is your cubby house? Were the materials suitable? Is the cubby house large enough for you to crawl inside?</p> <p>(Science and Technology and Mathematics)</p>	<p>Refine</p> <p>How can you make your cubby house a special place for you and a family member to enjoy? What can you put inside the space (for example, family photos)? What does your family like to do together?</p> <p>(Geography and History)</p>	<p>Present</p> <p>Record yourself talking about your cubby house or get a family member to scribe for you.</p> <p>Take a photo or a short (10 second) video of your cubby house. Use different angles, filters or colours, such as black and white or bright colours in your photo app on a device.</p> <p>(Creative Arts)</p> <p>Enjoy playing in your cubby house over the weekend!</p>

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	Take a photo of your artwork and try using different angles, filters or colours such as black and white or bright colours in your photo app on a device. (Creative Arts)			