

Name _____



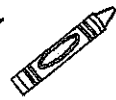
Cut.



Glue.

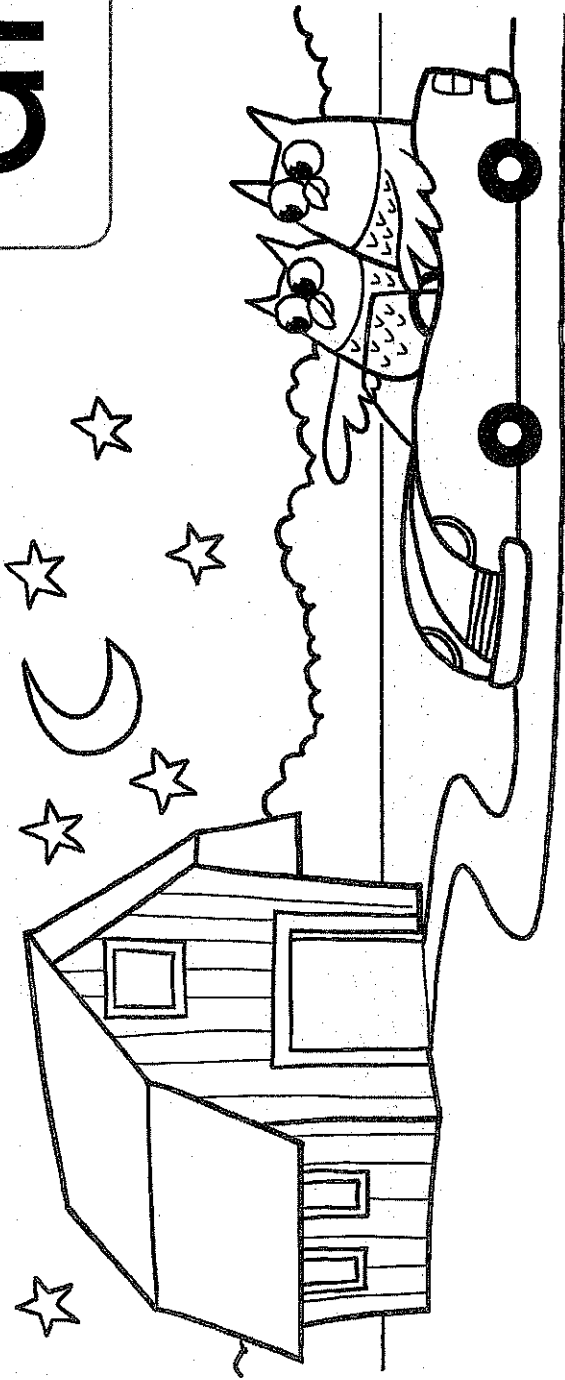


Write.



Color.

ar

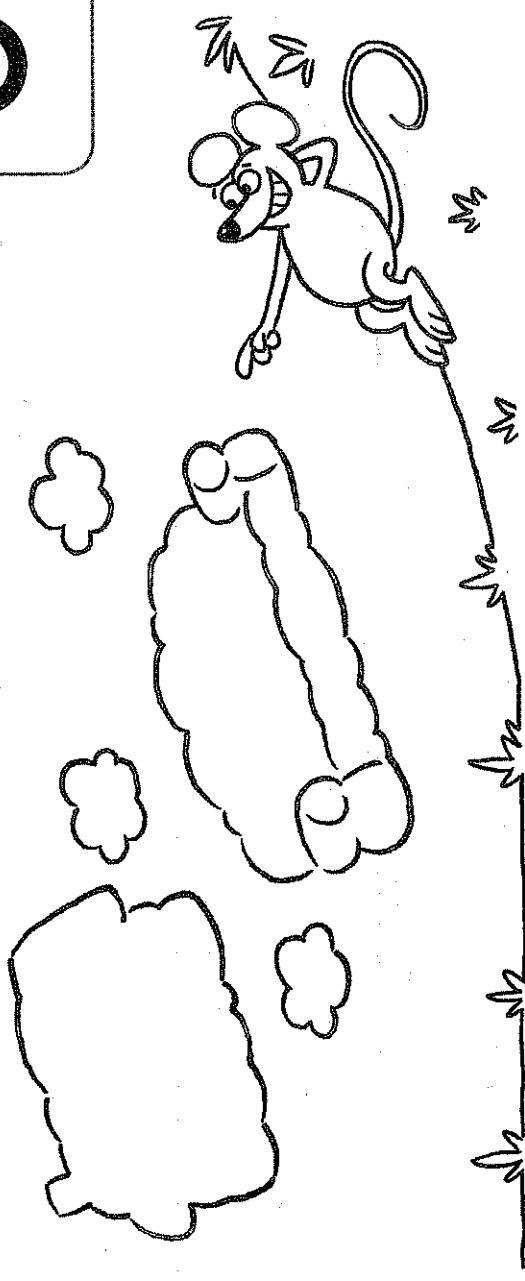



Glue words here.


the in car barn. the Park


Name _____


ou



 **Cut.**

 **Glue.**

 **Write.**

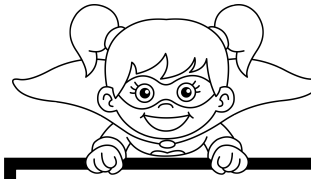
 **Color.**

Glue words here.

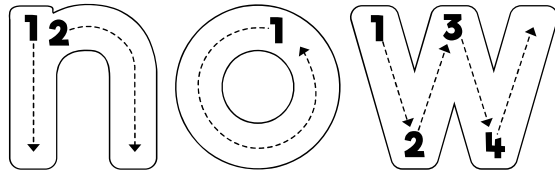
at the Mouse looks clouds. around

Read the word.

now



Trace the word.



Find the word and circle it.

now

who

now

new

get

well

now

yes

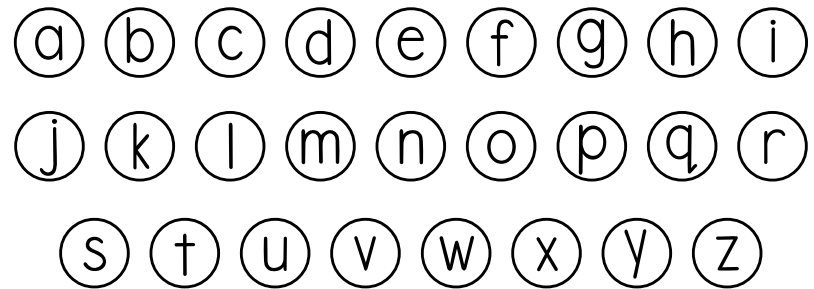
was

Write the word.

Decorate the word.

now

Color in the letters needed to make the word.



Fill in the missing letters.

n	o	
---	---	--

n		w
---	--	---

	o	w
--	---	---

Name: _____ Date: _____

The Hare and the Tortoise

by Aesop

A Hare was making fun of the Tortoise one day for being so slow.

"Do you ever get anywhere?" he asked with a mocking laugh.

"Yes," replied the Tortoise, "and I get there sooner than you think. I'll run you a race and prove it."

The Hare was much amused at the idea of running a race with the Tortoise, but for the fun of the thing he agreed. So the Fox, who had consented to act as judge, marked the distance and started the runners off.

The Hare was soon far out of sight, and to make the Tortoise feel very deeply how ridiculous it was for him to try a race with a Hare, he lay down beside the course to take a nap until the Tortoise should catch up.

The Tortoise meanwhile kept going slowly but steadily, and, after a time, passed the place where the Hare was sleeping. But the Hare slept on very peacefully; and when at last he did wake up, the Tortoise was near the goal. The Hare now ran his swiftest, but he could not overtake the Tortoise in time.

**Moral: The race is not
always to the swift.**

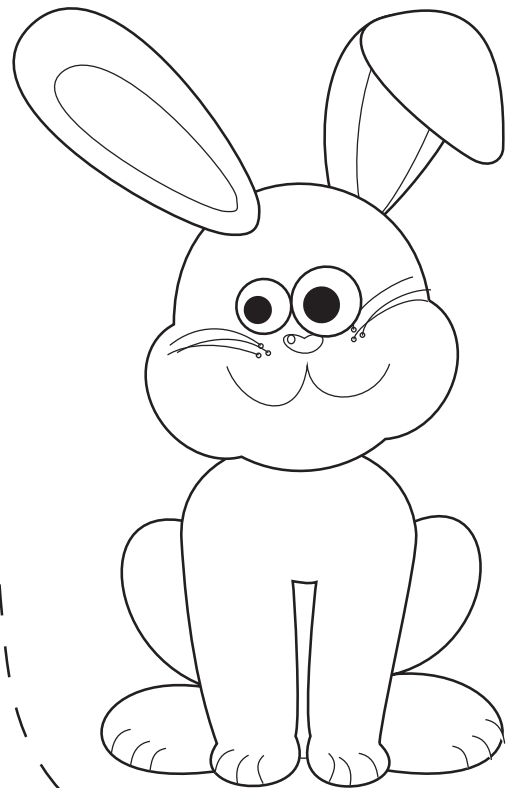
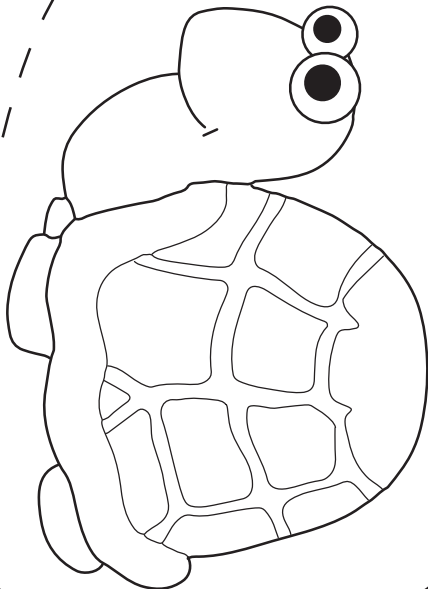


The Hare and the Tortoise

by Aesop

Activity For "The Hare and the Tortoise"

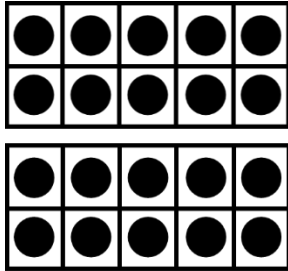
Print out the patterns for the tortoise and the hare. If available, print on cardstock or thicker paper. Ask children to color in the patterns, then help cut them out and glue them onto popsicle sticks. Put on a puppet show with the puppets based on the story, "The Hare and the Tortoise."



Number Fun

Outside or inside

Collect 20 small objects and put them into 4 rows of 5.



I used _____

Outside

Do some star jumps and count backwards from 20 (or 10)



I counted back from _____

Outside

Make some numerals using sticks, rocks or leaves



I made these numerals

Outside

Hop and count as far as you can



I counted to _____

Inside

Look for numbers in your house. Draw four things you found with numbers on them.



I found these 4 things:

Outside

Jump with 2 feet and count by 2s as far as you can



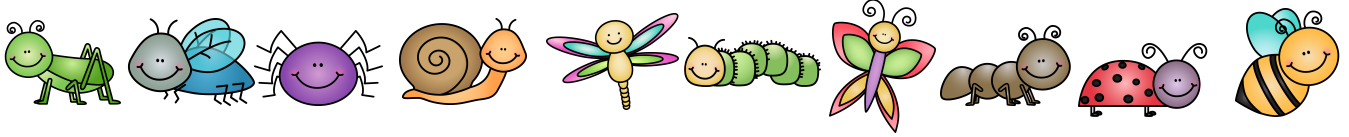
shutterstock.com · 1090001888

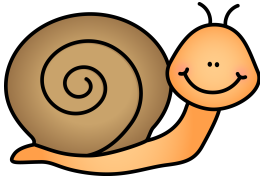


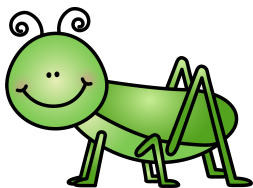
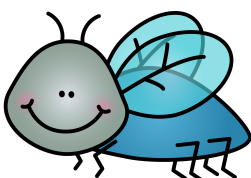
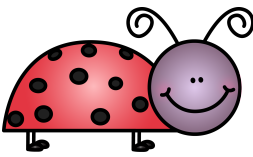
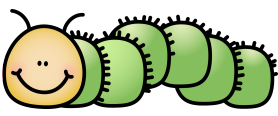
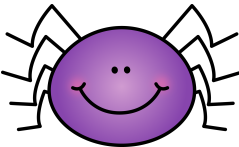
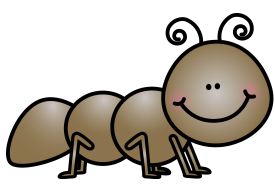

I counted to _____

Name: _____

Ordinal Numbers

Look at the order below and cut out the ordinal number and paste it next to the correct animal.



1st	2nd	3rd	4th	5th
6th	7th	8th	9th	10th



Use the balloons to find the answers.



6

take away

2

leaves

7

take away

3

leaves

5

take away

3

leaves

7

take away

4

leaves

Use the teddies to find the answers.



8

take away

3

leaves

8

take away

5

leaves

10

take away

4

leaves

9

take away

5

leaves

Name: _____

Date: _____

The Hare and the Tortoise

by Aesop

A Hare was making fun of the Tortoise one day for being so slow.

"Do you ever get anywhere?" he asked with a mocking laugh.

"Yes," replied the Tortoise, "and I get there sooner than you think. I'll run you a race and prove it."

The Hare was much amused at the idea of running a race with the Tortoise, but for the fun of the thing he agreed. So the Fox, who had consented to act as judge, marked the distance and started the runners off.

The Hare was soon far out of sight, and to make the Tortoise feel very deeply how ridiculous it was for him to try a race with a Hare, he lay down beside the course to take a nap until the Tortoise should catch up.

The Tortoise meanwhile kept going slowly but steadily, and, after a time, passed the place where the Hare was sleeping. But the Hare slept on very peacefully; and when at last he did wake up, the Tortoise was near the goal. The Hare now ran his swiftest, but he could not overtake the Tortoise in time.

**Moral: The race is not
always to the swift.**

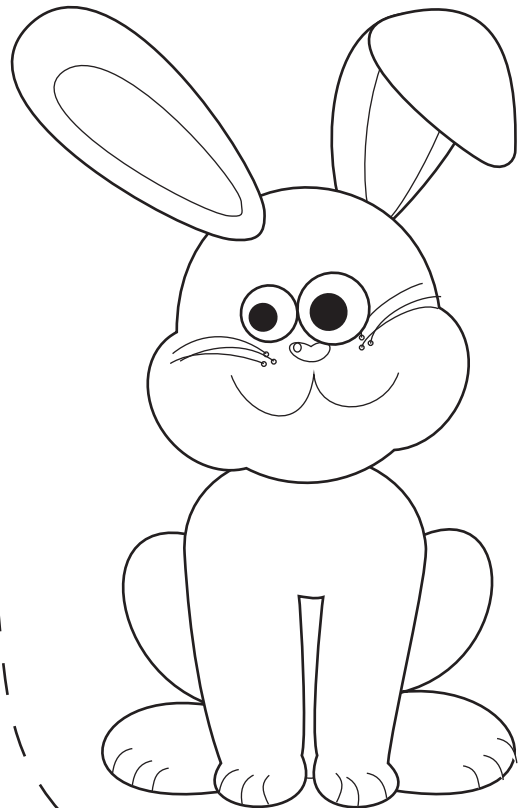
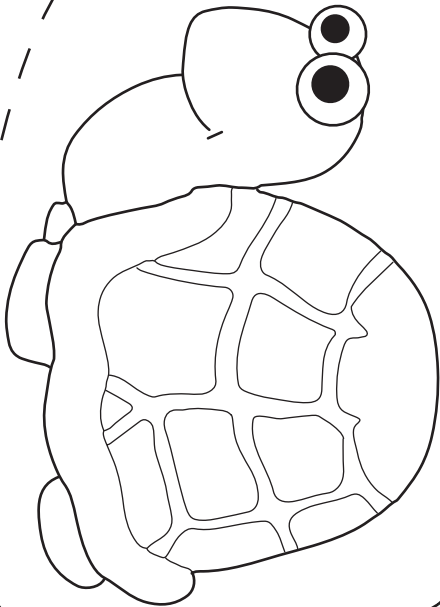


The Hare and the Tortoise

by Aesop

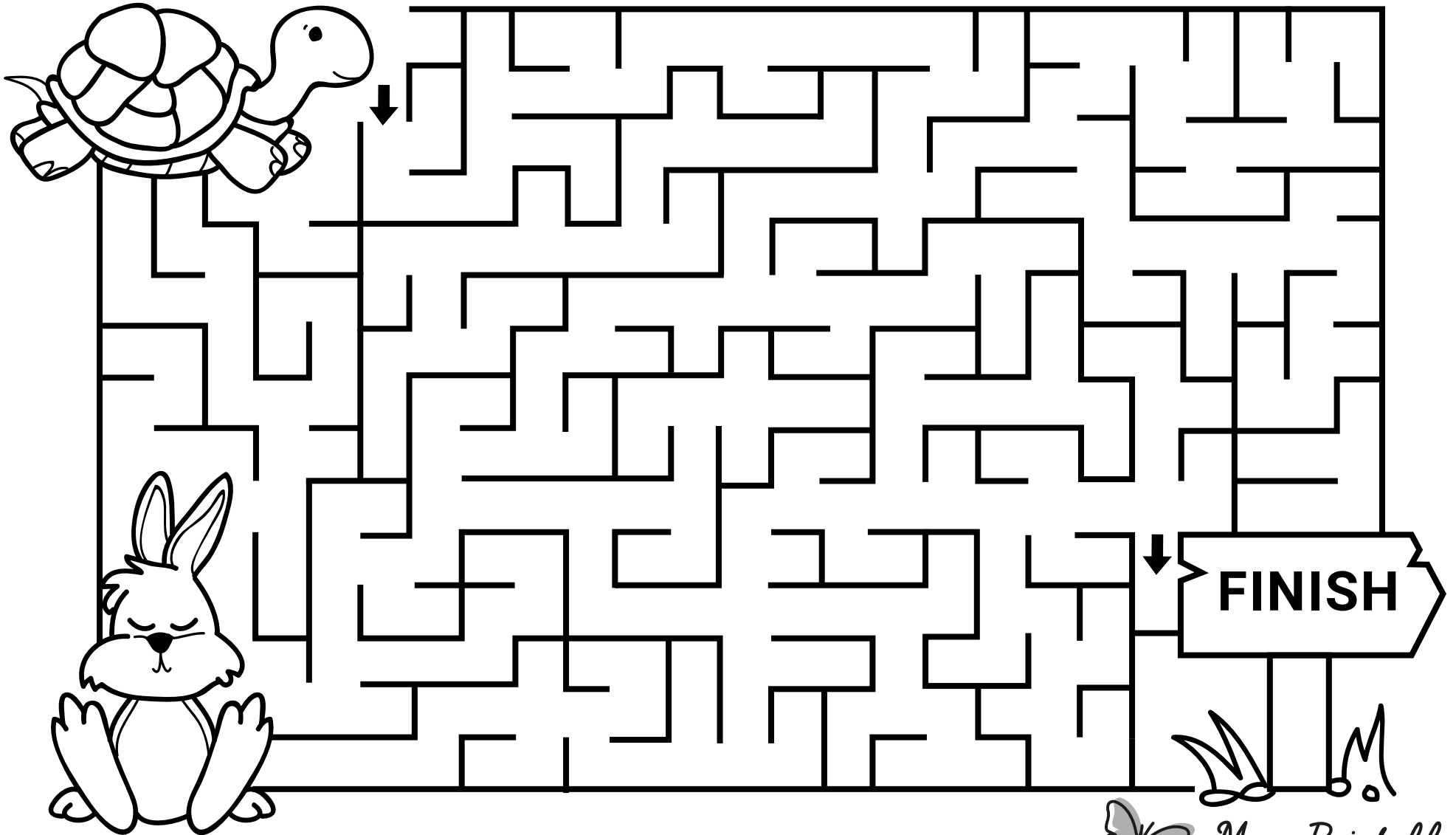
Activity For "The Hare and the Tortoise"

Print out the patterns for the tortoise and the hare. If available, print on cardstock or thicker paper. Ask children to color in the patterns, then help cut them out and glue them onto popsicle sticks. Put on a puppet show with the puppets based on the story, "The Hare and the Tortoise."



The Tortoise and The Hare Maze

Help the tortoise reach the finish line to win the race. Be careful to not wake the hare.

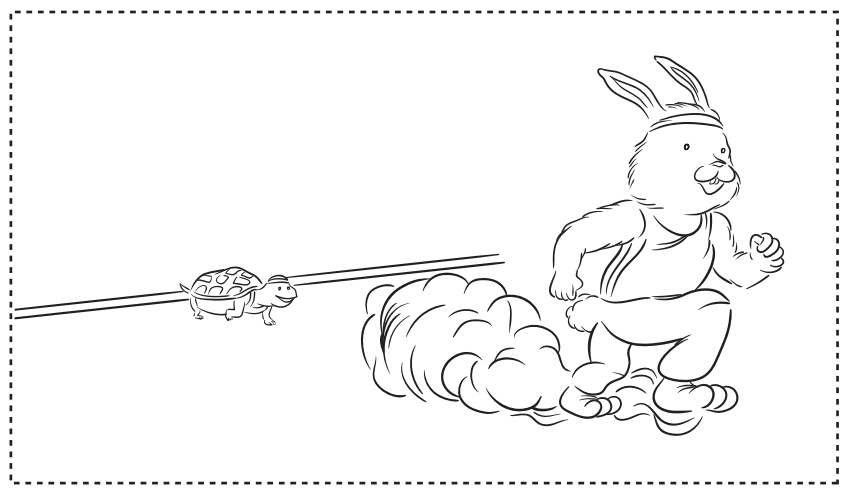
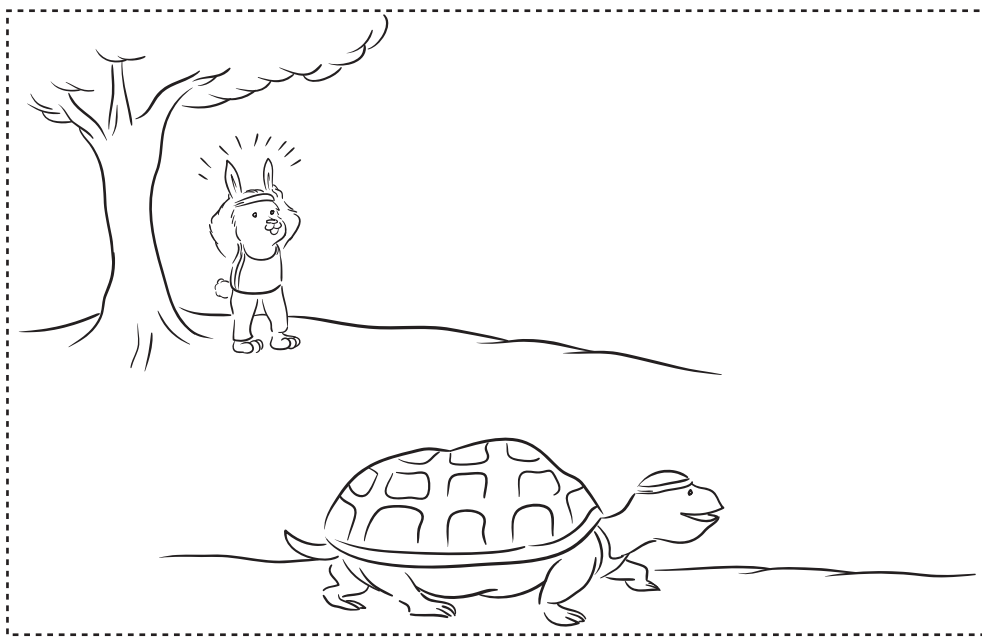
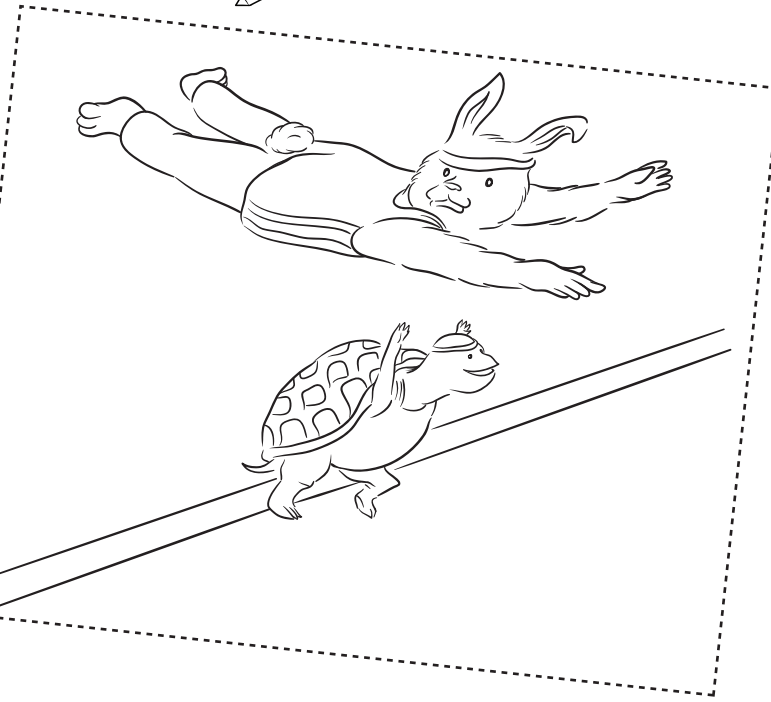
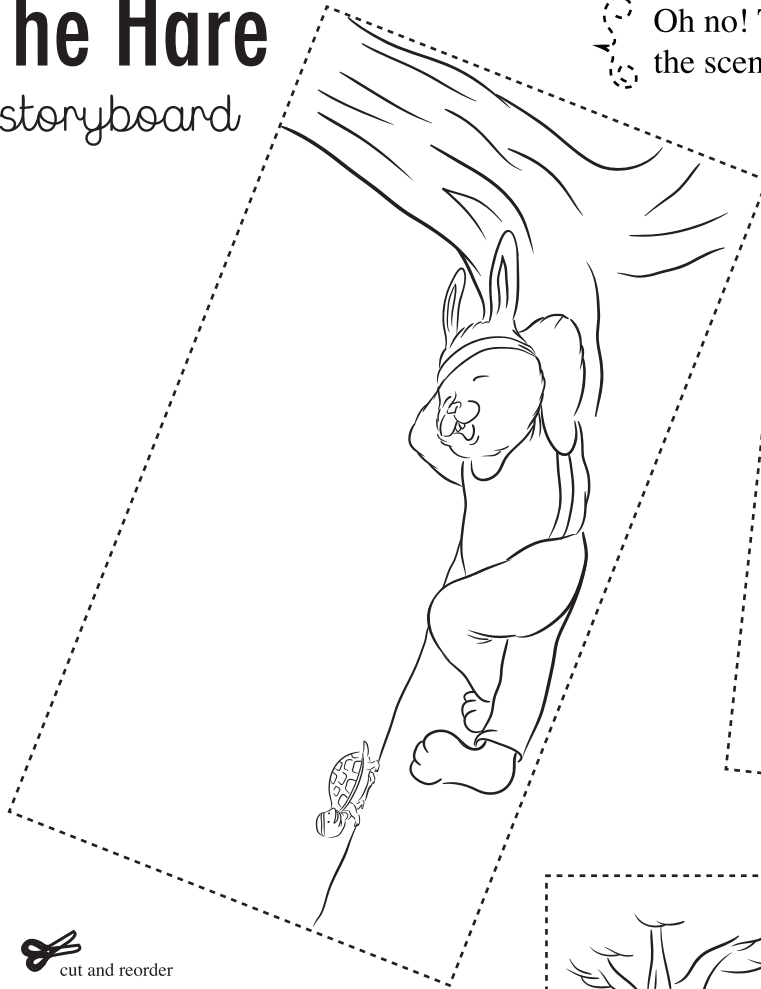
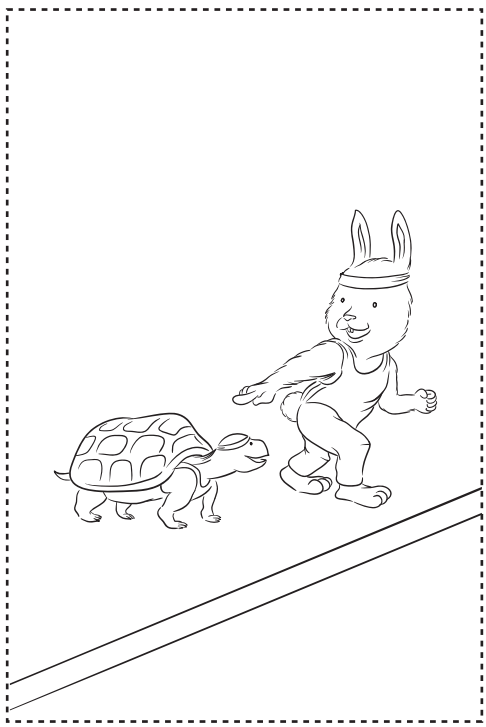


The Tortoise & The Hare

Fairytales storyboard

Oh no! This story has gotten all mixed up. Can you put the scenes from this famous fairytale in the right order?

Bonus activity: Give the tortoise and the hare some life by coloring in the panels.



 cut and reorder

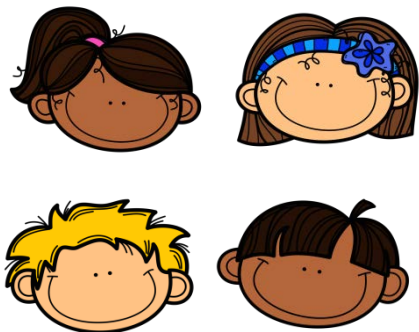
You see kids playing soccer and ask them to join. They say no.

What do you do?

You see kids playing on the swings. You want to use the swings, too, but they are all taken.

What do you do?

get help



play with
someone new



ask



share



walk away



play
together



say
"please stop"



trade



wait



ignore



say how
you feel



take turns



Kolap

Background

This object throwing game was observed being played on Mer Island in the Torres Strait late last century. The game is named after the beans of the Kolap tree which were used as throwing objects.

Players

Two players form a team to compete against another team or the game can be played with one player against another

Equipment

- Two mats (softball bases, rubber mats or towels) are laid at a distance of 5–7 metres apart
- Use bean bags (for younger players), coins, large buttons or flat bocces to represent the kolap beans

Game play and basic rules

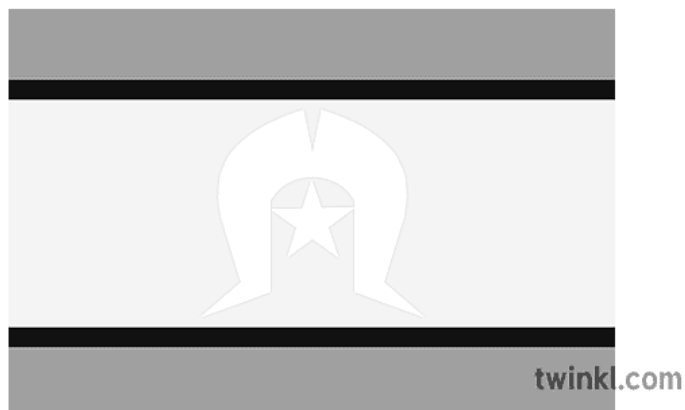
Two players sit (or stand) behind each mat. The players who are partners are placed diagonally opposite each other. Each player has four kolaps which they try to throw to land on the mat opposite them. One player has their turn. The kolaps are collected and the player on the opposite team at the other mat has their turn. Continue in this manner.

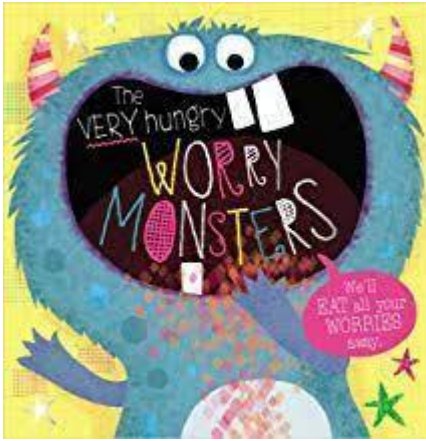
Scoring

Players score when their kolap lands on the mat. The kolaps must land completely on the mat to count as one point. A combined score of 20 finishes the game for a team.

Reference:

<https://www.sport.nsw.gov.au/traditional-indigenous-games/kolap>





What is a Worry Monster?

A worry monster is designed to make worries go away by eating them!

You can write or draw your worry onto a piece of paper and then feed it to your worry monster. Once the monster has eaten it, the worry can then be discussed and shared with an adult.

Listen to Mrs Vitnell read 'The Very Hungry Worry Monsters' by Rosie Greening, here:

https://drive.google.com/file/d/1rGzQfFz185rw0CbaJ_4kkEf9df80S165/view?usp=sharing

Worry Monster Poem

I'm your little worry monster

I am always here

When worries pop into your head

Don't let them turn into fear

Take a piece of paper

Make sure you write your name

Explain your worry with your words

Write it clear and plain

Put the worry in my mouth

And let me eat the fear

Put a smile upon your face

Then give a great big cheer!

Making your Worry Monster:

Please see below for some ideas of how to create your own worry monster. Egg boxes, tissue boxes and cylinders all work well. Take a photo of your worry monster to share with your class. 😊

