Framework for teaching – MPS Stage 2 2021 T3 W6

You will not need access to a digital device to complete any of the following activities. Your teacher may put some of the activities on Google Classroom for those who are able to access it. You will need help from a parent/carer for some of these activities.

	Monday	Tuesday	Wednesday	Thursday	Friday
Morning	English	English	English	English	English
	Read one chapter of our class novel or a book that you have at home.	Read one chapter of our class novel or a book that you have at home.	Read one chapter of our class novel or a book that you have at home.	Read one chapter of our class novel or a book that you have at home.	Read one chapter of our class novel or a book that you have at home.
and plot cr interesting How have character/s What/who for this? What do ye happen ne	How are the characters and plot creating an interesting narrative?	Writing – Write a description on what you can see from out of your	Writing – Write a letter to a character from a text you are reading. Let	Writing – Write a detailed description of a person or animal in your	Journal writing – write and draw how you're feeling today.
	How have the main character/s changed? What/who is responsible for this? What do you think will	door or window at your home. Watch 'Behind the News' at 10am on ABC Me. Choose your favourite story. Write a summary of the story. Journal writing – write and draw how you're feeling today.	them know what you like about their character and what you would like their character to do next in the text.	home. Remember to describe their personality as well as their physical appearance. Ask your parent or carer for some feedback on your writing. What changes could you make?	
	happen next? Any other comments or		Can you replace three words in your letter with a more interesting synonym?		
Break	Break	Break	Break	Break	Break



	Monday	Tuesday	Wednesday	Thursday	Friday
Middle	Monday Mathematics Number busting: our number for today is 17. Draw and write everything you know about 17 (you can use any operation you like). Find a partner to play 'Strike it out'. You need a number line from 0- 20. First person writes a number sentence, such as: 5+12=17. They cross out the 5 and 12 on the number line and draw a	Mathematics Play snakes and ladders with a family memberor another round of 'Strike it out'. What is in one of your cupboards at home? Ask your family which cupboard you can investigate. 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	Wednesday Mathematics Our number for today is 64. Draw and write everything you know about 64 (you can use any operation). Design your dream bedroom using grid paper where 10cm = 1 metre. Your budget for new furniture is \$1000. Make a list of the items you would buy, where you are buying them from, and their cost. You will have time to finish this tomorrow.	Mathematics 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? Complete the design of your dream bedroom. Calculate how much paint you will need for the dream	Friday Mathematics Play a barrier game with a partner. 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.
	circle around 17. Next person uses 17 in their number sentence, such as 17-10=7. They cross out 17 and 10 and draw a circle around 7. The game continues till a player is unable to write a number sentence with the numbers left or there are no numbers available.	cupboard. PDHPE Create a game that includes rules, a way to score and at least one piece of equipment. Play the game with a family member or friend. After playing the game discuss ways that you could change the game.	Ask for feedback on your design from a family member.	room you designed this week. How many litres/cans of paint do you think you will need? You could estimate how much the paint would cost.	Questions to think about: Do you need to rethink how you explain your drawing? Repeat the game a few times. Do the results improve? 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.
Break	Break	Break	Break	Break	Break

	Monday	Tuesday	Wednesday	Thursday	Friday
Afternoon	Creative arts Make up a dance to your favourite song or a play to perform to your family.	Science and technology Sketch an object from your home using pencils. Pay attention to shape, shading and tone. Show your sketch to a family member for feedback.	Geography Can you find a map of Australia? Or have a go at drawing one at home? Add a picture of a natural landmark and a built landmark for each state and territory in the correct location. Describe why each of these landmarks are significant.	STEM Plan: a machine that moves a small object from one side of a room to the other without you touching it. Find: things around your house like a chair to start your machine from, for example, a tube from a lunch wrap to make a tunnel, some boxes to make a track. Review your design for success.	PDHPE Design a healthy menu for a day at home. Present the menu to your family in a creative way.