

Year 0/1 Home Learning - Week 1 Term 4 2021

These are all just suggestions and you can swap days, times and activities so that it suits you and your child.

Please contact your child's teacher with any questions/problems/successes or help. Please send any photos or movies to your teacher. We love receiving them :)

Look at the bottom of the page for some fun activities.

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	DAY 1
Morning	<p>*Exercise: Let's Go - Body in Motion Let's Go (K-3) Body in Motion</p> <p>*Watch this video based on the story The Rainbow Fish The Rainbow Fish (HQ)</p> <p>Draw and colour your own Rainbow Fish complete with scales and copy and complete this sentence: I feel happy when I share my_____.</p>

<p>Afternoon</p>	<p>*Watch how to make tally marks</p> <p>How to Do Tally Marks</p> <p>Use tally marks to count and record how many scales your rainbow fish has.</p> <p>Use tally marks to count and record items around your house. eg; shoes, windows, beds, bags...make a list then count and tally.</p> <p>Roll a dice and add tally marks. Continue to roll and add tally marks. Don't stop till you reach 50 (that would be 10 groups of 5). Play by yourself with a buddy or in a group.</p>
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	<p>DAY 2</p>
<p>Morning</p>	<p>*Exercise: Taco Nacho Dance</p> <p>Taco Nacho Dance Class 6 - 7 years</p> <p>*Practice writing letters correctly</p> <p>Watch the video below .</p> <p>1st view, do the actions</p> <p>2nd view, practice writing the letters correctly on paper.</p> <p>View and write as many times as you like. Notice your improvements. Circle the letters you like best.</p> <p>Letters of the Alphabet Lower Case Letter Formation Alphabet Workout Jack Hartmann</p> <p>*Alphabet Scavenger Hunt</p> <ul style="list-style-type: none"> ● Sticky Notes or pieces of paper ● Marker to write Aa - Zz on each piece ● Objects from around the house

	<p>Find objects around the house that begin with each letter of the alphabet and stick or attach correct letter. That's it!</p> <p>Have an adult, older brother or sister check your efforts.</p> <p>*Watch DUCK ! RABBIT ! Duck! Rabbit! Read Aloud Storybook for Kids*</p> <p>Draw your own DuckRabbit character.</p>
Afternoon	<p>*Memory matching Te Reo Play Tahi Two</p> <p>Just for fun Play Flying Kiwis</p> <p>For a challenge Play Mu Torere</p> <p>https://www.heihei.nz/games</p>


	DAY 3
Morning	<p>*Exercise: Rhyme and Freeze</p> <p>Exercise, Rhyme and Freeze Rhyming Words for Kids Exercise Song Jack Hartmann</p> <p>*Try your hand at rock painting.</p> <p>Collect rocks (or shells or leaves) from your garden. Clean them if needed and dry them.</p>

	<p>Decorate with pens or paint or nail polish. Leave to dry. <u>What to do with them?</u></p> <p>Keep for yourself. Give away to a friend. Hide in your neighbourhood for rock hunters to find and rehide.</p> <p>click this link: Rock Painting Ideas</p> <p>*Practice writing letters correctly</p> <p>Letters of the Alphabet Lower Case Letter Formation Alphabet Workout Jack Hartmann</p>
Afternoon	<p>*Practice learning the addition facts to 5.</p> <p>Find or make 5 objects that are the same eg. 5 counters or 5 pebbles or 5 coins colour or mark one side eg. 1 side red 1 side blue scatter and record eg. 2 blue 3 red / $2+3=5$</p> <p>Extention: increase objects to 10 and do the same to learn and record addition facts to 10. eg. 6 blue 4 red / $6+4=10$</p>

	<p>DAY 4</p>
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Morning	<p>*Exercise: Learn how to play Human Paper Scissors Rock - so that you can play anytime, anywhere.</p> <p>Human Rock Paper Scissors!</p> <p>*Try making finger paint and finger painting.</p> <p>Create a masterpiece and make a print by putting paper over and creating a second copy.</p> <p>home made fingerpaint</p>
Afternoon	<p>*Play The dice game <i>PASSAGE</i>:</p> <p><u>What you need:</u> 2 dice; 2 or more players</p> <p><u>Objective:</u> to be the first player to reach 11 points.</p> <p><u>Instructions:</u> To set up the game each player rolls a die. The highest scoring roll will be the player who begins the game. The player who rolled the lowest number will now roll a second time and the number on the die becomes the "point number."</p> <p>Starting with the first player, players take turns rolling two dice. If he rolls the point number, he gets one point. If he rolls doubles of the point number he gets two points. Each player gets only one roll per turn.</p> <p>The first player to get 11 points wins.</p> <p>Use the tally marks you may have learnt on Mondays suggestion.</p> <p> and / then and / then = 11 points.</p>

	DAY 5
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<p>Morning</p>	<p>*Exercise: Dinosaur Stomp</p> <p>Koo Koo Kanga Roo - Dinosaur Stomp (Dance-A-Long)</p> <p>*Practice writing letters correctly</p> <p>https://www.pinterest.de/pin/219761656790165891/</p> <p>Write your full name and also the full names of every member of your family, maybe include your Grandparents, Auntys and Uncles and cousins. How about your friends, pets, toys ...</p> <p>*Practice writing numbers</p> <p>https://www.youtube.com/watch?v=gfcWmASibk</p> <p>Write the ages of all your family members. Write out cell phone numbers. Roll a dice and write the number.</p>
<p>Afternoon</p>	<p>*Use numbers and letters to make simple drawings</p> <p>How to draw pictures from numbers 1 to 9</p> <p>How to draw using Numbers 1-10 numbers drawing for kids</p> <p>How to Draw using Letters Fun with alphabets Drawing Kids Drawing</p> <p>Draw using Alphabet - Drawing with Letters  Drawing with alphabet A to Z</p> <p>*Hapa Zome Art</p> <p>Hapa Zome means <i>leaf dye</i>. Using nature's gifts to produce dye and colours. Leaves, berries, fruit, grass mud, moss, seaweed, flowers.</p> <p>Hapa Zome, with Wildly Curious</p>