

Cambridge Gardens Public School

Year 1 - Grevillea Unit Part A



Name: _____











Class: _____

Google Classroom Username: _____@education.nsw.edu.au

Class Code: jvr7qqz

Look out for this icon  in the Unit Framework. When you see this icon, you will know that there's an awesome video on Google Classroom to help you with the activity.

Framework For Remote Learning - Grevillea

Day One (14.9.21)		Day Two (15.9.21)		Day Three (16.9.21)		Day Four (17.9.21)	
<p><u>Half Day</u> MATH DAY! Woohoo! <u>Number of the Day</u> Today's number is 46. Complete the worksheet. (10 minutes)</p> <p><u>TEN Activity</u> Choose activity A, B or C to complete.</p> <p> (10 minutes)</p> <p><u>Mathematics</u> Find 3D objects around your house and draw a picture of each (20 minutes)</p> <p><u>Mathletics</u> Complete two assigned mathletics tasks.</p>		<p><u>Whole Day</u> Wellbeing Wednesday!</p> <p>TAKE CARE</p> <p></p> <p>OF YOURSELF</p> <p>Today you will step away from your work booklets, play our very own CGPS board game, have a picnic lunch with your families and run a paper plane race!</p>		<p><u>Half Day</u> STEM Activity 1, 2 and 3</p> <p></p> <p>Activity 1 Listen to "If i Built a School" by Chris Van Dusen and write a letter to persuade Mr Wynn to change our school</p> <p>Activity 2 Complete the table by writing how many faces, vertices and edges each 3D object has</p> <p>Activity 3 Use 2D shapes to design and draw a layout of your new school</p>		<p><u>Half Day</u> STEM Activity 4 and 5</p> <p></p> <p>Activity 4 Calculate the cost of building a 3D model of your new school</p> <p>Activity 5 Use 3D object nets to build a model of your school</p>	
Break							
<p><u>Principal's Assembly</u> Tune into this afternoon's whole school assembly at 2pm. We are looking forward to seeing lots of you receiving your Bue, Maroon and Principal's Awards!</p> <p></p>		<p><u>Year 1 Zoom</u> Our favourite time of the week! Join your Year 1 teachers at 11.30am for our Zoom catch up.</p> <p> (30 minutes)</p>		<p><u>Half Day SPORT DAY!!</u></p> <p></p> <p>Athletics with Mr McDonell!! Watch Mr McDonell's videos titled, 'Athletics Lesson 1' and 'Athletics Lesson 2'</p> <p></p> <p>Get Active @ Home Head to the Get Active @ Home website and click on the video titled, 'Throwing' and be prepared to get your heart racing!</p>		<p><u>Half Day SPORT DAY!!</u></p> <p></p> <p>Athletics with Mr McDonell!!! Watch Mr McDonnell's videos titled, 'Athletics Lesson 3' and 'Athletics Lesson 4a and 4b'</p> <p></p> <p>Get Active @ Home Head to the Get Active @ Home website and click on the video titled, 'Skipping' and be prepared to get your heart racing!</p>	

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e 	h 	r 	m 	d 	g 	o 
u 	l 	f 	b 	ai 	j 	oa 
ie 	ee or 	z 	w 	ng 	v 	y 
x 	oo oo 	ch 	sh 	th th 	qu 	ou 
oi 	ue 	er 	ar 			

BLUE	YELLOW	RED	GREEN	PINK	BROWN
I	you	one	why	saw	once
the	your	by	where	put	upon
he	come	like	who	could	always
she	some	have	which	should	also
me	said	live	any	would	of
we	here	give	many	right	eight
be	there	only	more	two	love
was	they	old	before	four	cover
to	go	little	other	goes	after
do	no	down	were	does	every
are	so	what	because	made	mother
all	my	when	want	their	father

Day 1 Mathematics - Tuesday

Number of the Day - 46

Count up by 10s:

Write in words

2- digit number

Now answer all the questions in the boxes ☺

Find your number and colour it in below

Hundreds Chart

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

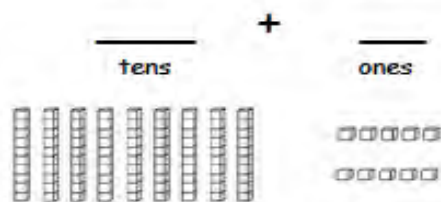
The number before

The number after

5 less -

10 more +

Partition (expand) using place value



Colour in the correct amount

For a challenge go to- <https://mathsstarters.net/numofthedayjunior/versions>

Success Criteria I can recognise and model the number 46 in multiple ways. 😊😊

Teacher recognition

Select one of the 3 activities below and complete.

Activity A	Activity B	Activity C
<p>1. Roll two dot dice (Note: If no dice are available, use virtual at: https://www.teacherled.com/iresources/tools/dice/)</p> <p>2. Use counters to add the total and write your number sentences below</p> <p>Example</p> <p>If you rolled 6 and 5, you would add the two numbers together and write the number sentence as follows:</p> <p>$6 + 5 = 11$</p>	<p>1. Roll three dot dice (Note: If no dice are available, use virtual at: https://www.teacherled.com/iresources/tools/dice/)</p> <p>2. Add the total</p> <p>3. Find the difference between your total and 35, and record your answers below</p> <p>Example</p> <p>If you rolled 6, 5 and 4, you would add the three numbers together:</p> <p>$6 + 5 + 4 = 15$</p> <p>and then find the difference between your total and 35:</p> <p>$35 - 15 = 20$</p>	<p>1. Roll two dot dice to make a two digit number, and write it down (Note: If no dice are available, use virtual at: https://www.teacherled.com/iresources/tools/dice/)</p> <p>2. Roll another two dot dice to make a second two digit number, and write it down</p> <p>3. Add your two numbers together using the split strategy and then double your answer</p> <p>Example</p> <p>For step 1, if you rolled 6 and 5, you could create 56 or 65, and for step 2, if you rolled 3 and 2, you could create 32 or 23. Use the split strategy and record your number sentence:</p> <p>$65 + 23 = 88$</p> <p>Then double (times by 2) your answer using repeated addition</p> <p>$80 + 80 = 160$ $8 + 8 = 16$</p> <p>$160 + 16 = 176$</p>
<p>Success Criteria I used flexible strategies to find the answer</p>	<p>Teacher Recognition</p>	



3D Objects

Solid Shape Scavenger Hunt

Directions: Find the following solid shapes around your classroom or house and draw a picture of the object you found.



cylinder



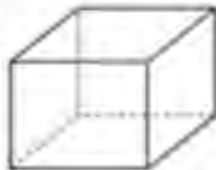
cone



Sphere



Pyramid



cube



Success Criteria

I can identify and draw 3D objects



Teacher Recognition

Mathletics - Complete one Mathletics task.

Task completed - _____

Break - Do 15 minutes of physical activity.

Day 1 - Tuesday

DEAR - Drop Everything And Read!

Choose a book of your choice to read for enjoyment (10 minutes)

Principal's Assembly

Please join us at **2pm** for our Principal's Zoom Webinar Assembly. There will be many students receiving their Blue awards, Maroon awards, Principal medallions and Reading Eggs awards.

Zoom Webinar Assembly link:

<https://nsweducation.zoom.us/j/65430515008?pwd=VGZYSklxZkpQaUI3dEZXTzllM3FQZz09>

Zoom PBL Expectations

Safe:

- I am using my own name (first and last name) when logged on.
- I won't take screenshots of my classmates or record any zoom sessions.

Respectful:

- I mute my microphone.

Proud:

- I am on my best behaviour, just like if we were at school.

Learner:

- I am on time for my meeting.

We look forward to seeing our students and parents at our Principal's Zoom Webinar Assembly.



WELLBEING WEDNESDAY HOW-TO GUIDE:



Yay! It's wellbeing Wednesday! Follow these steps to play the board game!

The order of play goes from youngest to oldest. Roll a dice, or use an interactive online dice to see how many spaces you need to move.

When you land on a space, check the corresponding activity below.

All players need to complete the activity that has been selected before continuing the game. Check it off on the list as you go. The first player to reach the end of the board wins! You can play the board game as many times as you would like!

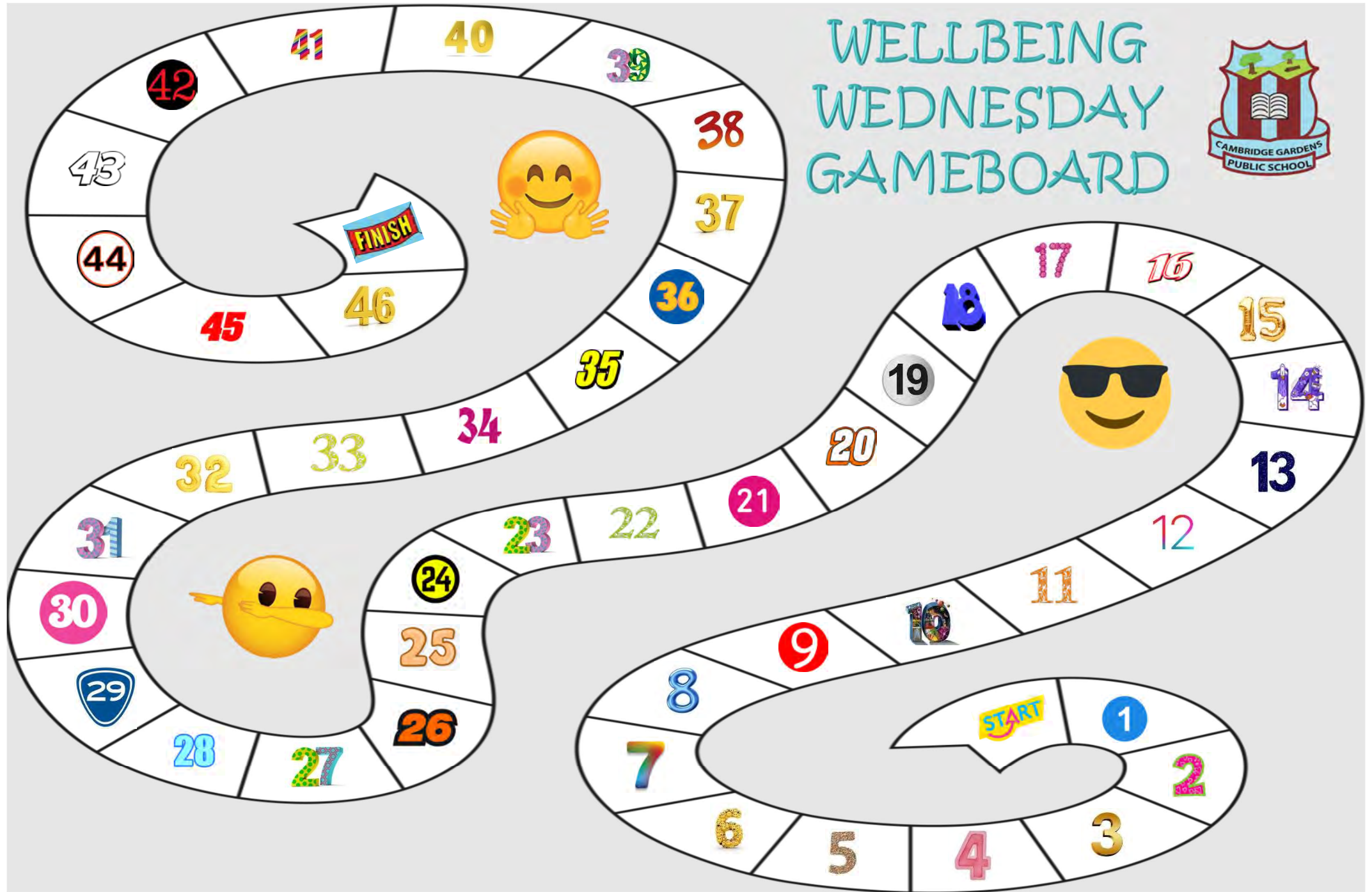
If you do not have the certain resources needed for an activity, you can replay your turn!

if YOU Landed on...	YOU HAVE to....	if YOU Landed on...	YOU HAVE to....
1	Draw a mind map and write all the people you care about.	24	Put your favourite song on and sing along!
2	\$100 challenge activity!	25	Check out the recipe for berry muffins and watch Mrs Patrick's video to help you make them!
3	Take a walk out in nature and collect some nature items that make you happy.	26	Go outside and draw a picture of the beautiful day.
4	Watch video 4 and learn about brain!	27	Riddle 2
5	Cut out some pictures from a magazine and create a collage.	28	Fitness Time Do 15-star jumps
6	Riddle 1	29	Watch video 29 and follow the steps to make a nature sensory bottle.

7	Put your favourite song on a do a happy dance!	30	Play naughts and crosses.
8	Draw a chalk drawing on your driveway or footpath	31	Watch video 31 and follow the steps to make origami with Mr Burke.
9	Watch video 9 about 3 ingredient scones and have a go at making them.	32	Watch video 32 and do some sunshine singing and drawing!
10	Interview a grown up about what 'wellbeing' means to them.	33	Fitness Time Knee high jog on the spot for 30 seconds
11	Watch video 11 and follow along with Mrs Latter's story.	34	Watch video 34 and have some science fun with Mr Tate!
12	Make a card for someone you care about.	35	Go outside, have a running race with your family.
13	Fitness Time Hop on 1 leg for 30 seconds	36	Play a game of paper, scissors, rock. Best out of 3 wins.
14	Read your favourite book or a chapter of your favourite book.	37	Watch video 37 and do some wellbeing weaving with Mrs Williams.
15	Watch video 15 and play Teacher Bingo with Miss Mulock!	38	Fitness Time Jump backwards and forwards 10 times.
16	Draw a portrait of your mum or dad.	39	Play a game of movie charades.
17	Watch video 17 and work with Mrs Stoekl to do some super science.	40	Watch video 40 and have some trivia fun with Mrs Ivimey.
18	Fitness Time 10 squats	41	Riddle 3
19	Watch video 19 and follow along with Mrs Thompson on her senses wellbeing.	42	Put on your mum or dad's favourite song. Sing and dance to the song.
20	Play a game of animal charades.	43	Fitness Time Sprint on the spot for 30 seconds.

21	Watch video 21 and move along with Miss Antonelli.	44	Listen to the audio 'inner rainbow' to do some meditation with Mrs Fry.
22	Play a game of paper, scissors, rock. Best out of 3 wins.	45	Mrs McSweeney's cup challenge!
23	Fitness Time March on the spot for 30 seconds.	46	Watch video 46 and make some fun playdough with Mr Bale.

WELLBEING WEDNESDAY GAMEBOARD

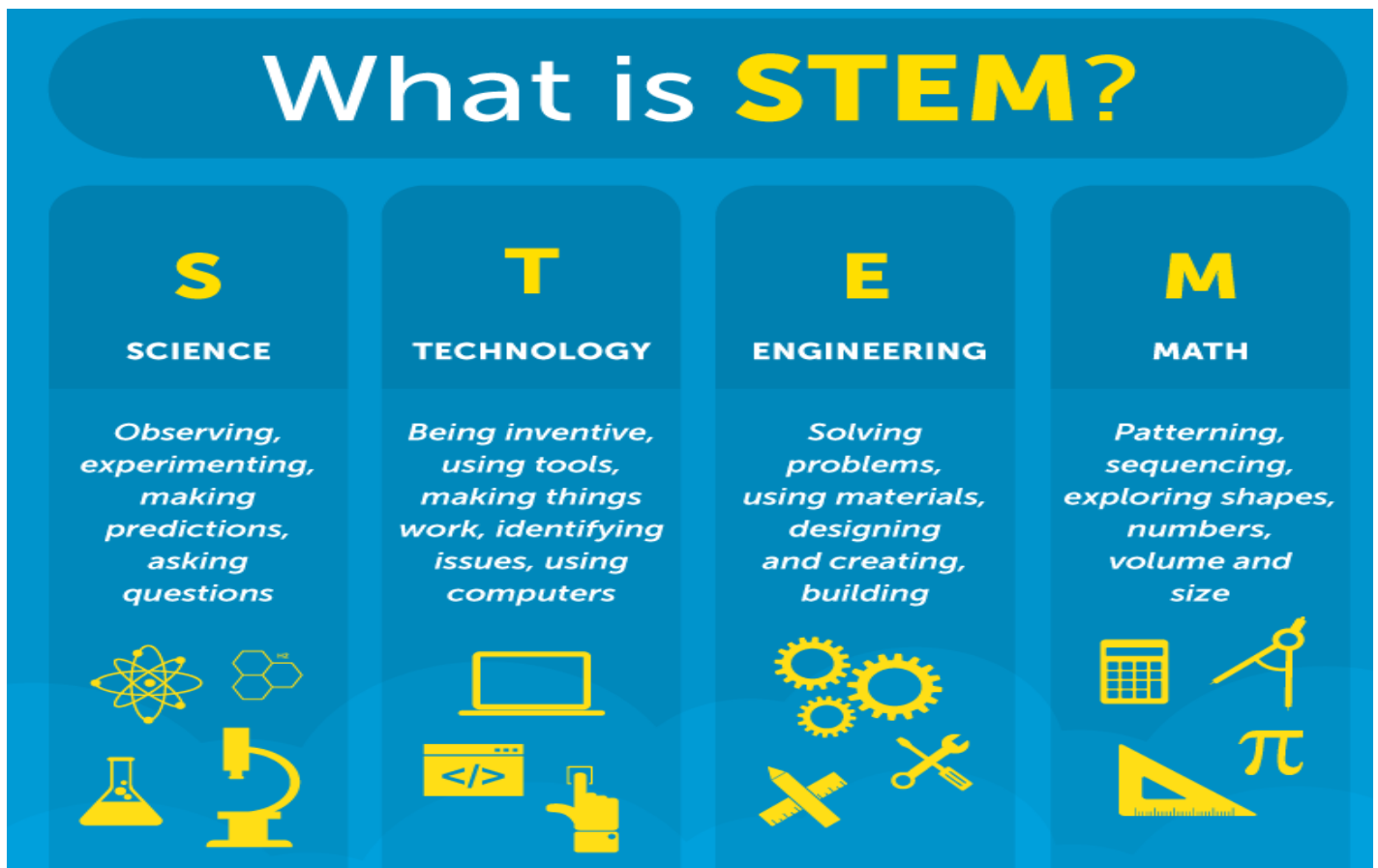


STEM Project

Today you will undertake a new **STEM** project!

What is STEM?

STEM stands for science, technology, engineering, and mathematics. Within these learning areas, STEM cultivates critical thinking, problem solving and creativity.



For your STEM project, you will be **designing your own school**.

Activity 1

Listen to the following story:

After listening to the story, think about your own school. What do you like about it? What don't you like about it? Is there anything you think is missing, or something you think doesn't get used? Are the classrooms too small, or perhaps too big? Should the playgrounds be bigger, or smaller? Do you think we need more shaded areas? Or maybe even a swimming pool? **Think about what a perfect school looks like to you.**

Mr Wynn has asked all students for their ideas to build a brand new school, but remember, there has to be very good reasons for everything you would want to change. If you want a trampoline installed, why would that be a good idea for the school? Why would we need bigger classrooms? Why would a swimming pool be useful? Think back to your persuasive writing last year. How are you going to *persuade* Mr Wynn to make these changes?

Using the lines on the next page, write a letter to Mr Wynn proposing the changes you would make to the school and why. Think about how the changes could help the school be better for students to learn, and teachers to teach. Don't forget to use **high modality words** to help persuade him!

Some **high modality words** you might consider using in your letters could be:

absolutely

always

certainly

definitely

obviously

surely

clearly

Dear Mr Wynn,

Success Criteria I can reason my ideas and persuade a reader 😊 😊

Teacher recognition

Activity 2

Look closely at the illustrations in **If I Built a School** by Chris Van Dusen.

What 3D objects do you notice in Jack's school designs?

How are they used?

Are they big or small?

Are they upright, or upside down?

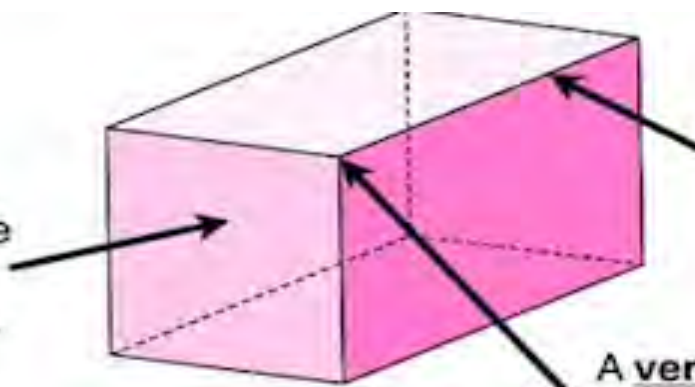
Are they complete objects, or separated in parts?

Do you notice any 2D shapes in his designs?

3D Objects

3D Objects have **faces**, **edges** and **vertices**.

Faces are the flat surfaces.



Edges are where the two faces meet.

A **vertex** is another word for corner. The plural is **vertices**.



Rectangular Prism



Sphere



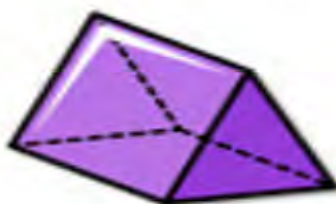
Cube



Cone



Pyramid



Triangular Prism

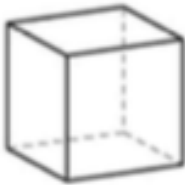
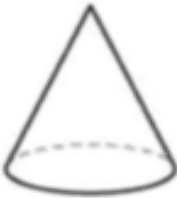



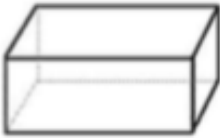
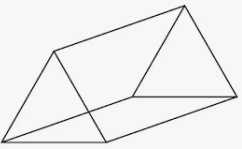

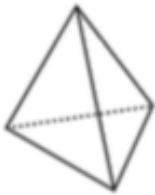

Cylinder

© Harcourt-Clark 2002

Complete the table below by recording the faces, edges and vertices of familiar 3D objects.

3D OBJECTS

Shape	Name	Faces	Edges	Vertices
	cube			
	cone			

	cylinder			
	cuboid			
	triangular prism			
	square-based pyramid			
	triangle-base d pyramid			
Success Criteria I can label faces, edges and vertices on 3D objects		 Teacher Recognition		

Activity 3

Look at the map below and think about our school's layout.

The diagram illustrates a school layout divided into four distinct areas, each containing various rooms and facilities. The layout is as follows:

- AREA 1 (Top Right):** This area contains a row of five classrooms at the top. Below them, from left to right, are a toilet, a GA (Garden Area), a canteen, a large hall, and an office.
- AREA 2 (Top Left):** This area contains three classrooms arranged in a row at the top. Below them is a multi-purpose court.
- AREA 3 (Bottom Left):** This area contains a sport store at the bottom. Above it is a multi-purpose court.
- AREA 4 (Bottom Right):** This area contains a library in the center. To the left of the library is a cola vending machine. To the right of the library is an office. Below the library are two classrooms, and to the right of these is another classroom.

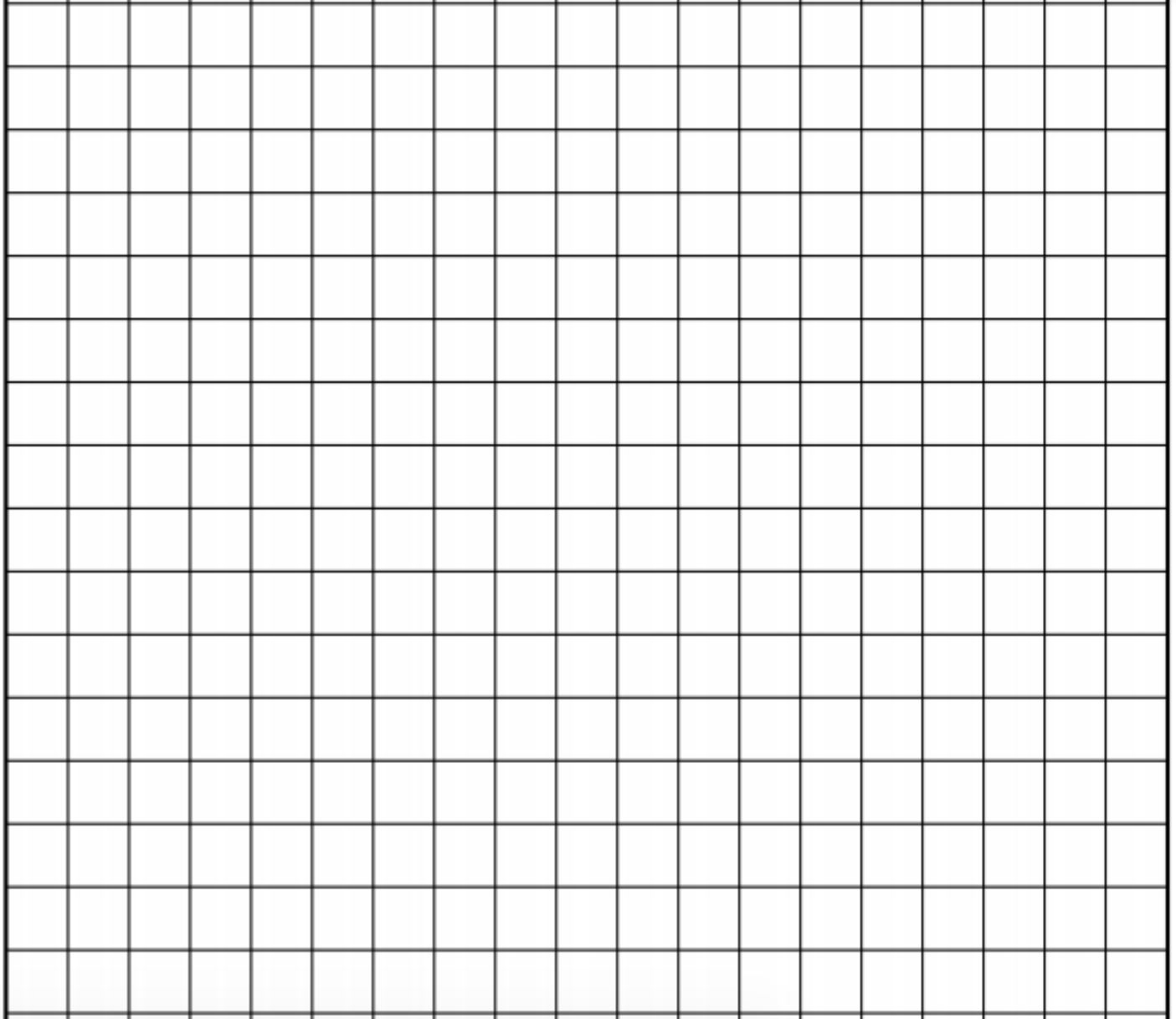
The diagram uses rectangles of various sizes to represent different rooms and their relative positions. The labels for the rooms are: CLASSROOMS, TOILET, GA, CANTEN, HALL, OFFICE, LIBRARY, COLA, MULTI-PURPOSE COURT, and SPORT STORE.

Even though you are designing your own school, certain amenities **must** be included to ensure the safety and success of students, teachers and the wider community. When designing your school, be sure to include **an office, toilets, drinking bubblers, classrooms, a hall, a library, a computer room and a canteen.**

Now again, think back to **Activity 1**. What changes did you propose to make to our school and why? Think about what a school needs and why certain things would be useful.

Using the grid paper below, draw the layout of your new school. Even though a traditional map shows a "bird's eye" view (from above), once your layout is complete, start thinking about the 3D Objects you will use for different buildings and structures, write them down; you will need this information for Activity 4!

My New School



Success Criteria

I can use 2D shapes to create a map



Teacher Recognition

Day 4 - Friday

Activity 4

To present your school's design to Mr Wynn, you will need to make a 3D model.

Using your plans from Activity 3, tally the 3D objects you will be using for each building and calculate the total cost to build your model.

3D OBJECT	AMOUNT USED	COST PER SOLID
Cube		\$1.75
Cuboid		\$2.15
Square-based pyramid		\$2.00
Triangular-based pyramid		\$4.00
Cylinder		\$3.50
Cone		\$1.50
Triangular prism		\$2.75
TOTAL:		\$

Success Criteria

I can use flexible strategies to add numbers



Teacher Recognition

Activity 5

You are now up to the final stage of your project - building a 3D model of your new school.

Using the templates (nets) on the following pages, cut out and construct a model for your new school. Remember, you can use these shapes as building blocks to make larger or more abstract shapes. Be sure to ask a parent or sibling to help you with this stage of the project, as it can be quite tricky!

Don't forget to colour and decorate your new school and upload a picture to *Google Classroom*!

If you can't upload a photo to *Google Classroom*, draw an illustration or glue a photograph of your 3D model here.



Success Criteria

I can use 2D shapes and 3D objects to design, build and illustrate a new school

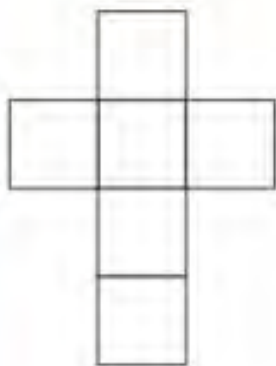


Teacher Recognition

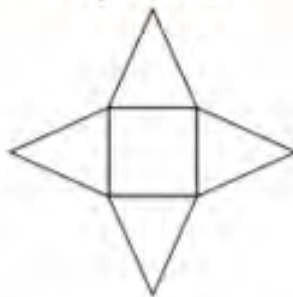
Nets of 3D Objects

Nets are arrangements of edge-joined polygons which can be folded to become a 3D object.

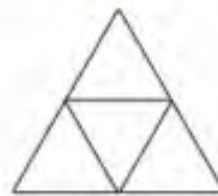
Cube



Square Based Pyramid



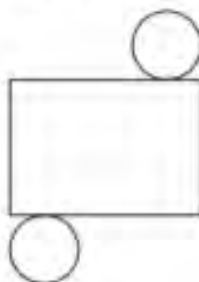
Triangular Based Pyramid



Cone



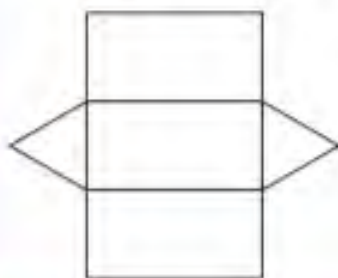
Cylinder



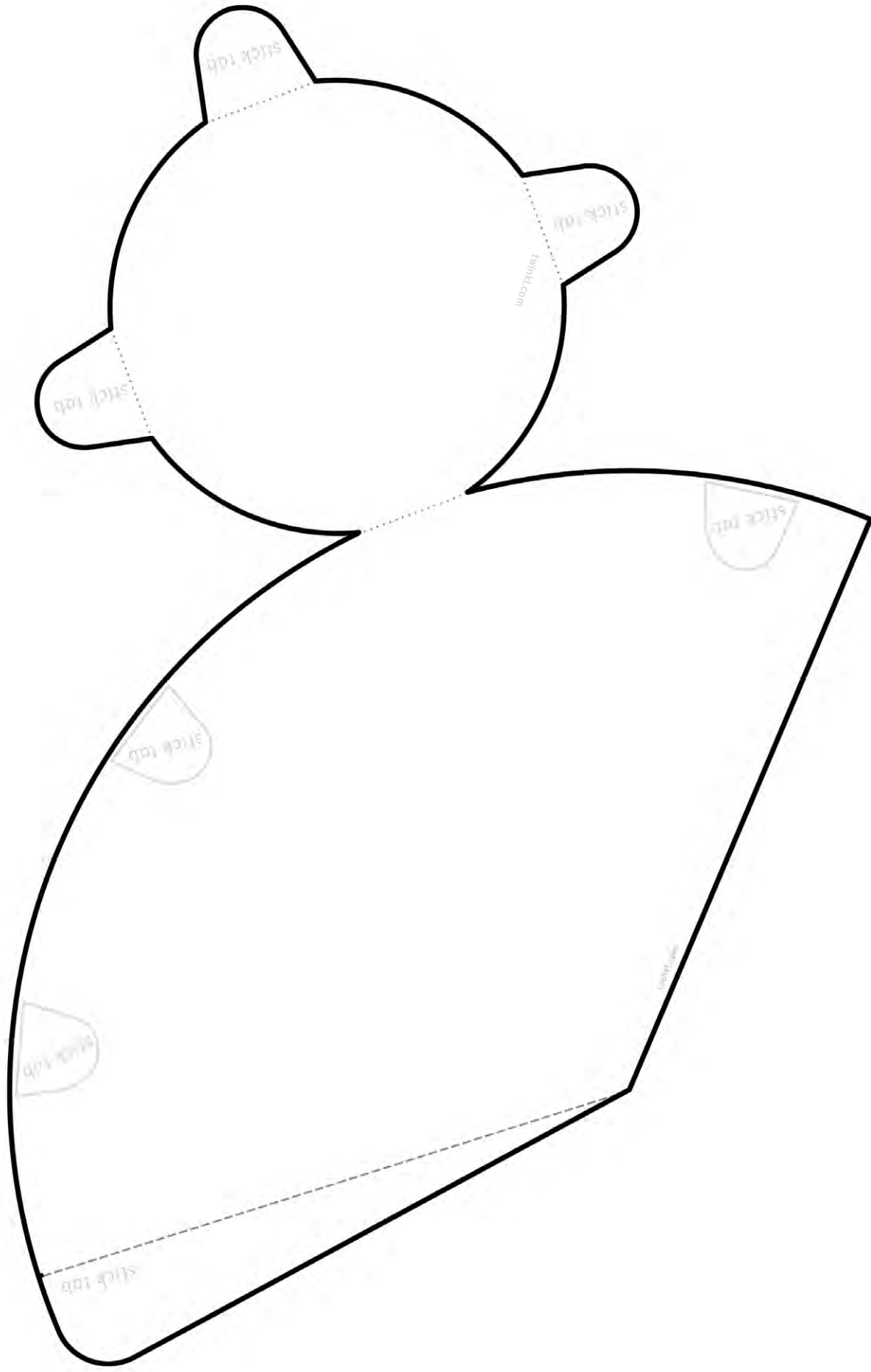
**Cuboid
(Rectangular Prism)**



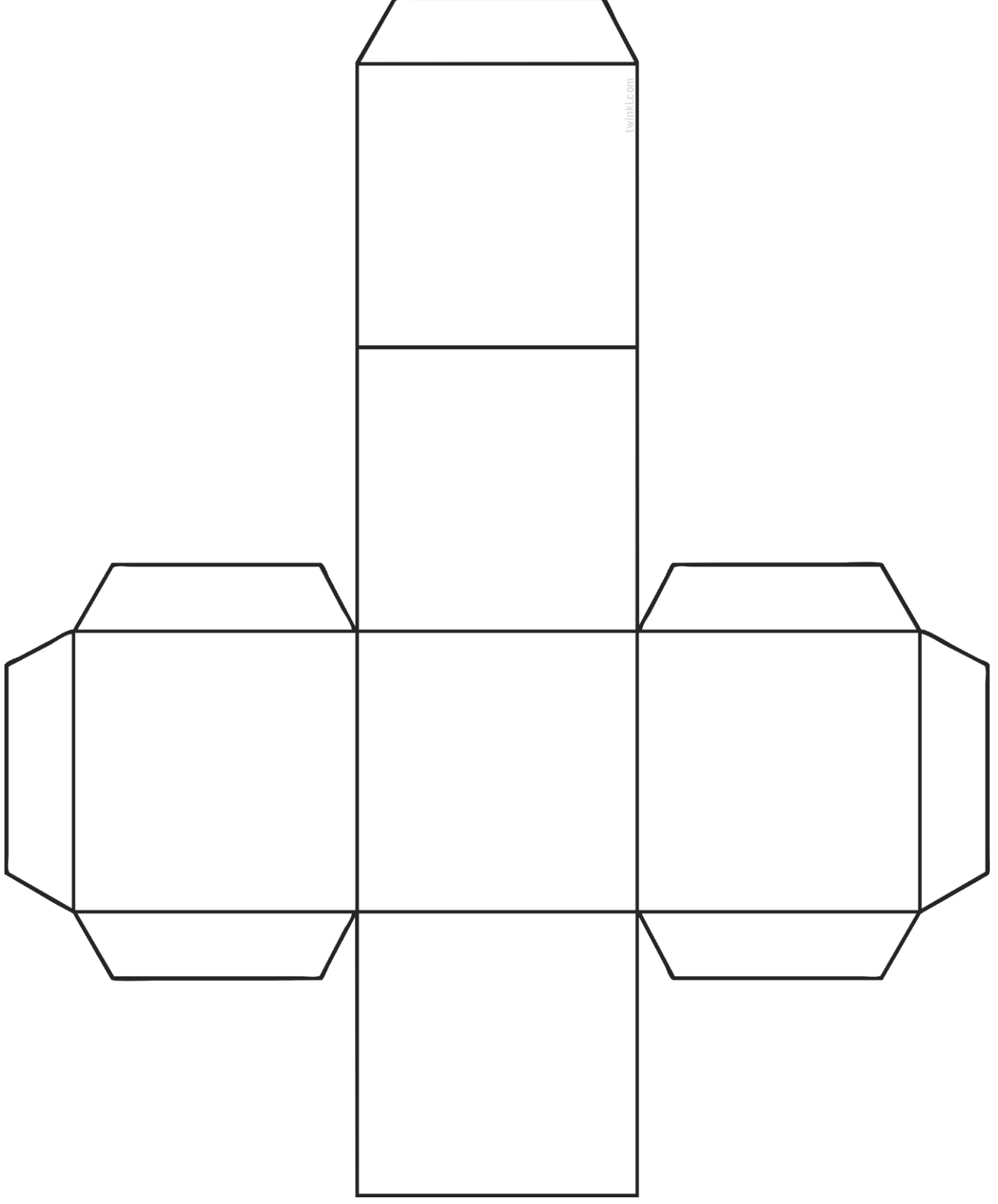
Triangular Prism



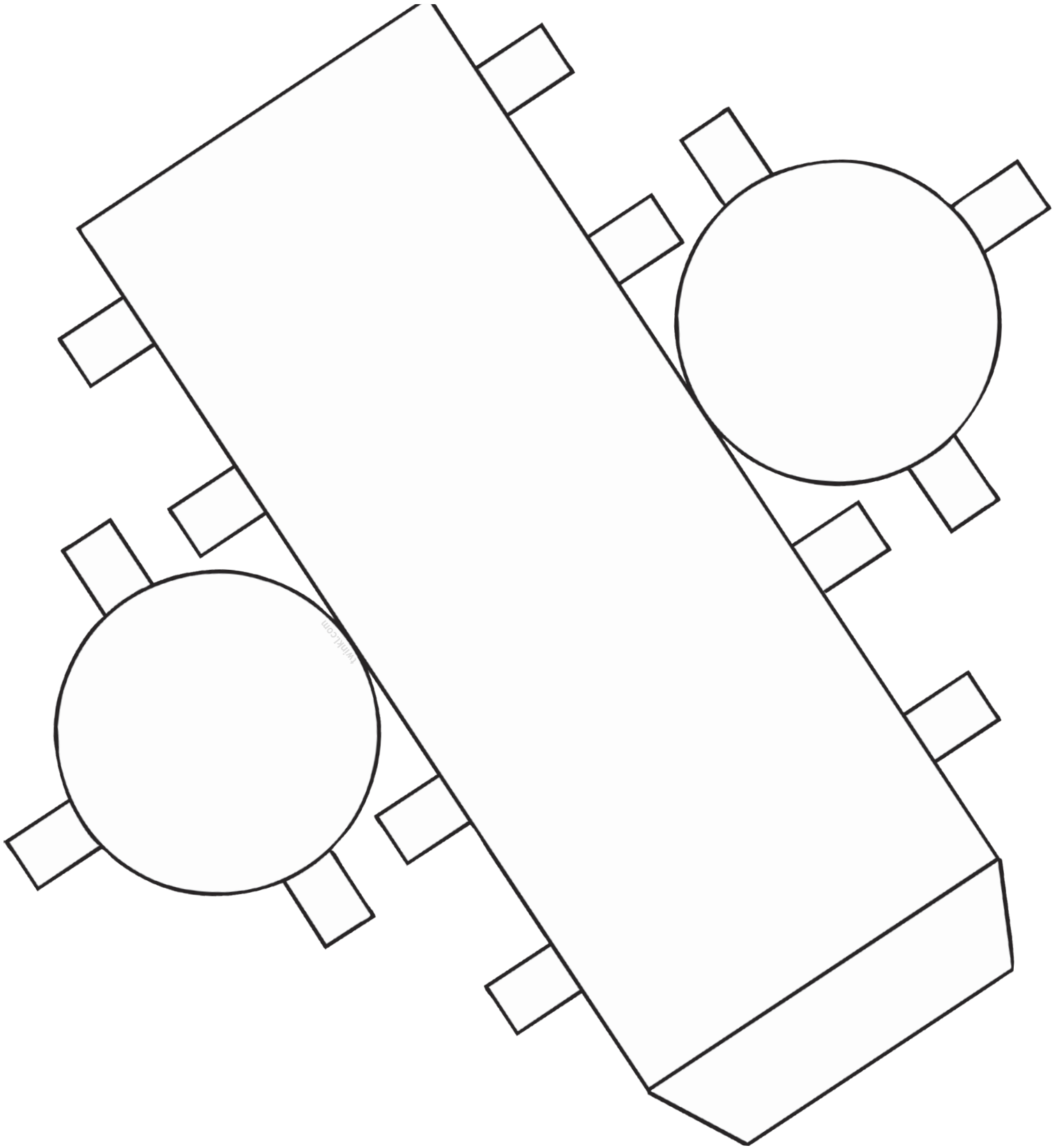
Cone



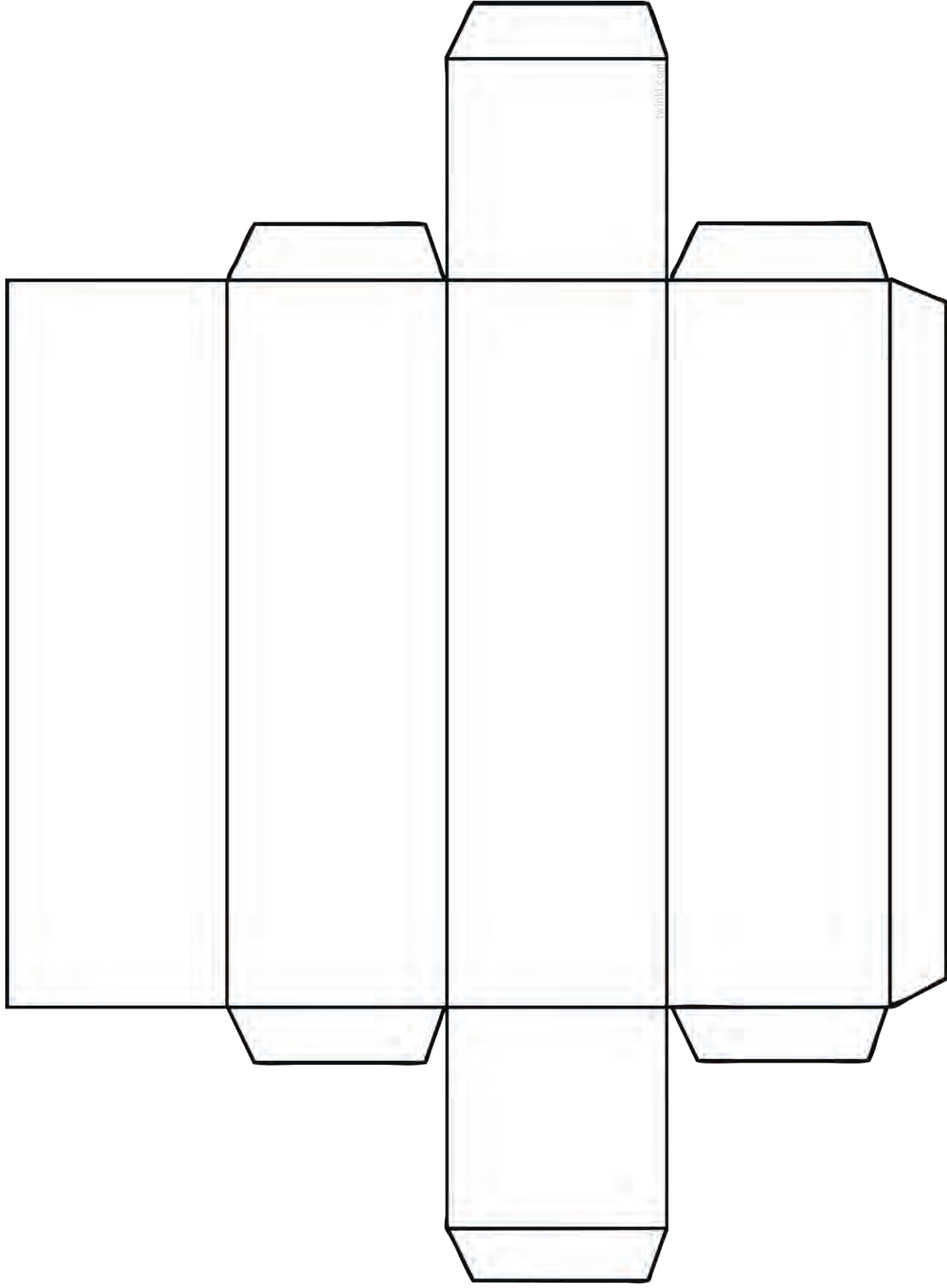
Cube



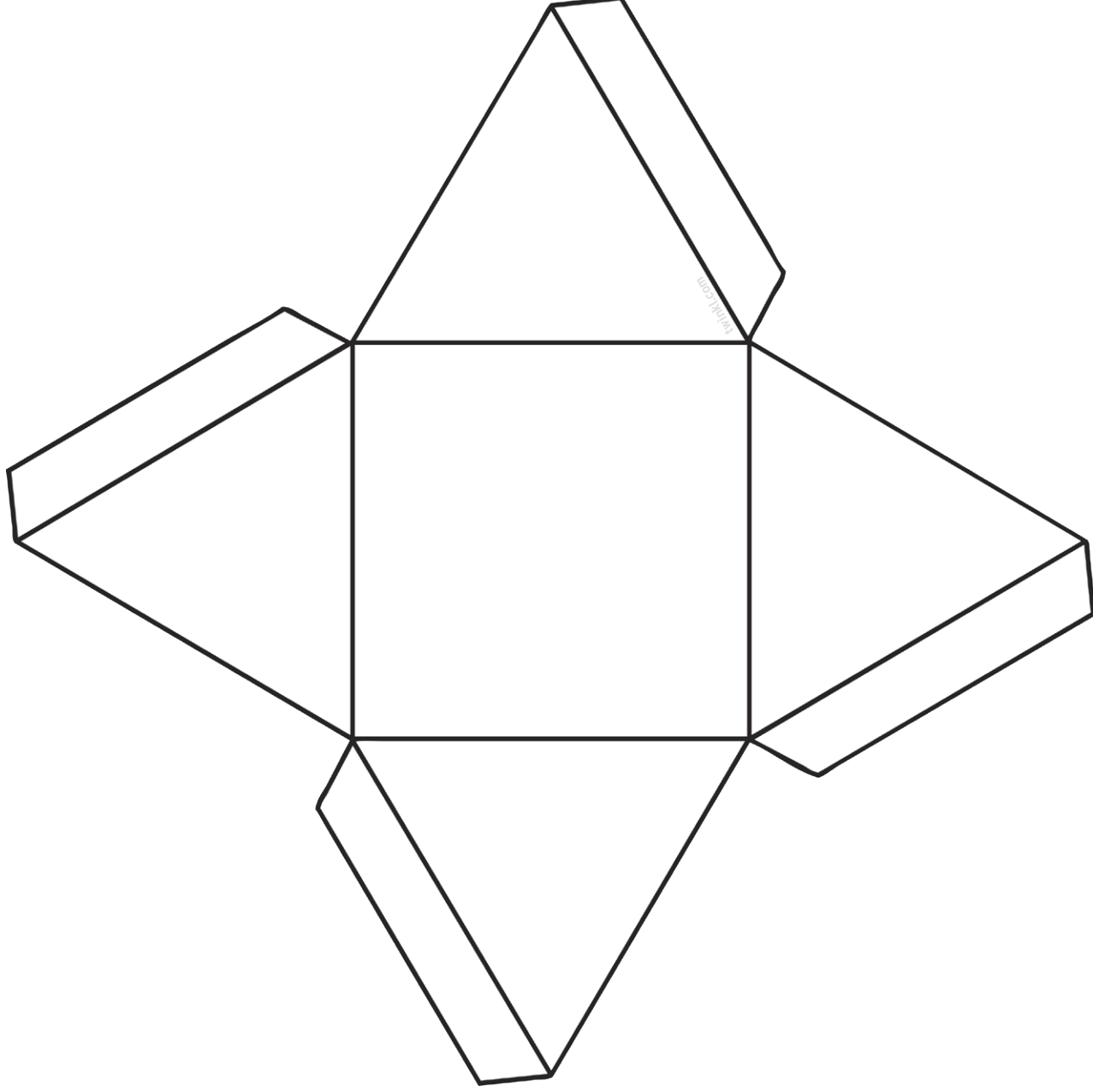
Cylinder



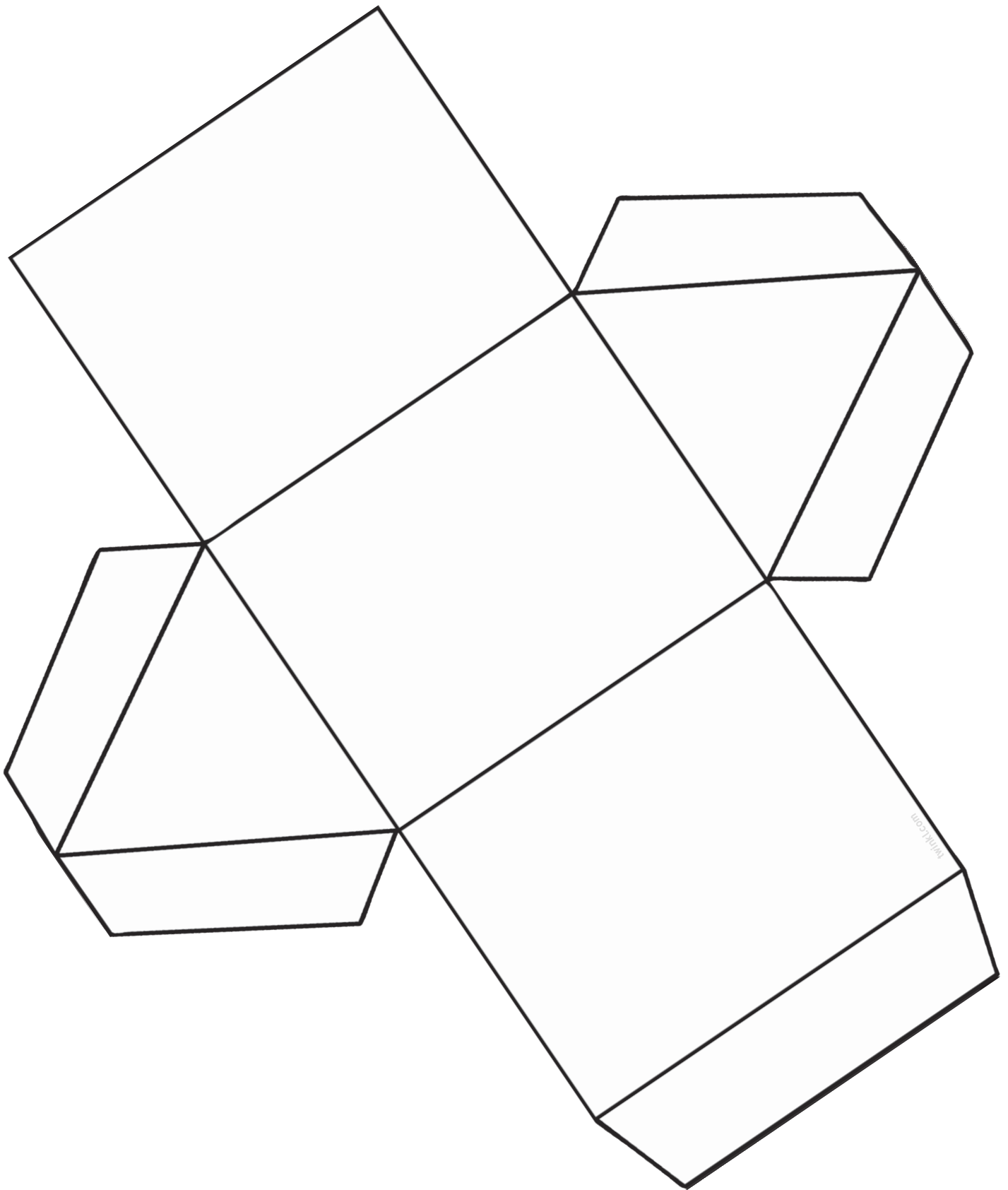
Rectangular Prism



Square-based Pyramid



Triangular Prism



Triangular-based pyramid

