

Term 3, 2018

Week 5 (14 August –)

Prep – Year 2

Reading and viewing – building vocabulary

For this task your child will need to compose a list of approximately 10-15 words (adjectives will work well) from a book that they have read. These words may come from their home reading text, a library book or a story from their own bookshelf.

Once your child has their list of words, discuss with them the meaning of each. Next to each word on their page they are to record an appropriate synonym for each. It is important that the synonyms are accurate and not a mere guess, otherwise a misconception for that word could be developed.

There are many online dictionaries that also have a thesaurus feature for this process.

<http://www.dictionary.com> is one such site, which also has a free app on both the iTunes and Google Play stores.

Extension – Make a synonym card game

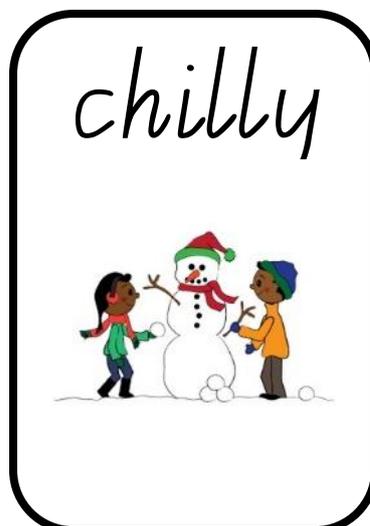
Use the template on the following page to create a card game. Your child should record all of the words from their list on individual cards. They may even wish to draw and colour a picture on each card to make it look like a real card game!

Variations:

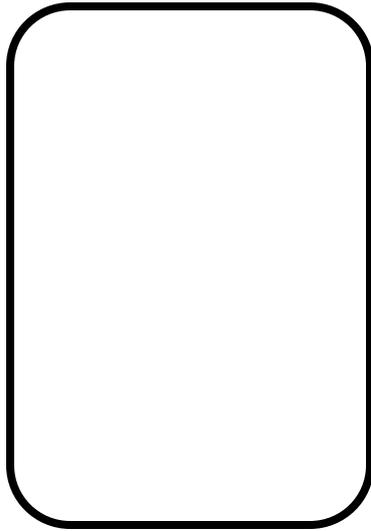
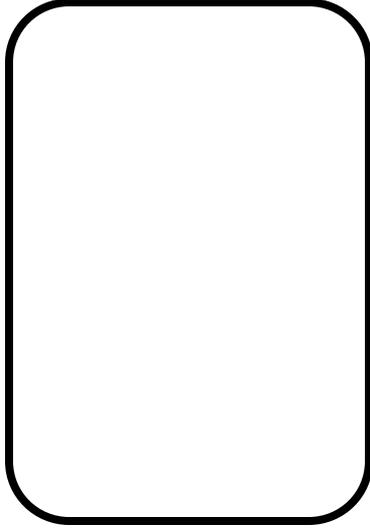
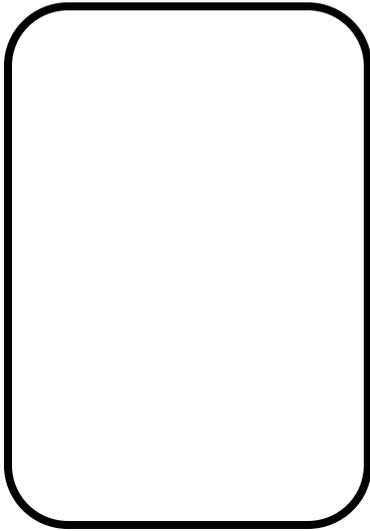
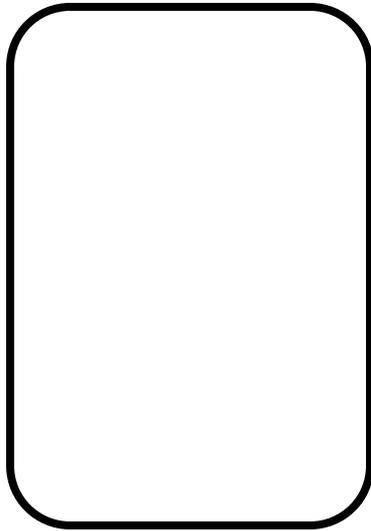
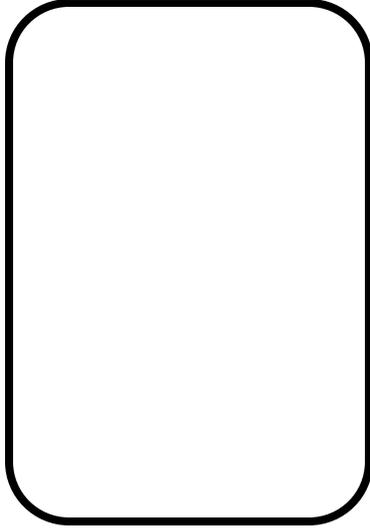
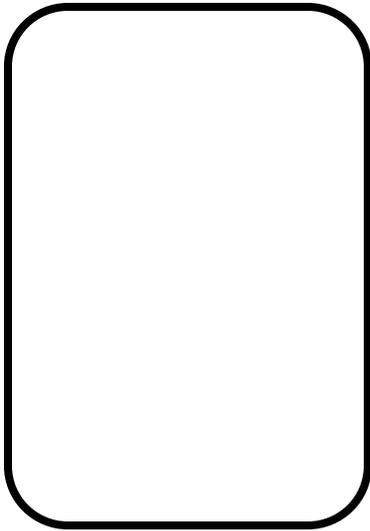
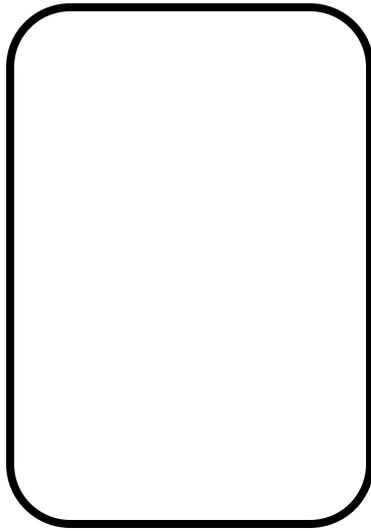
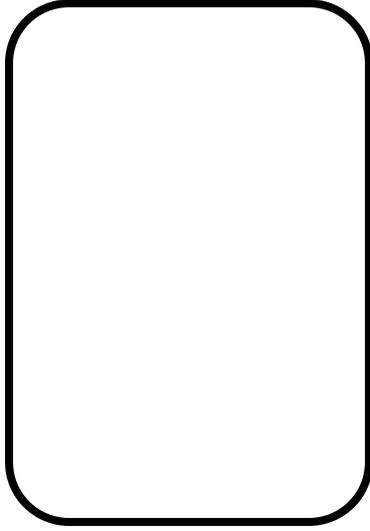
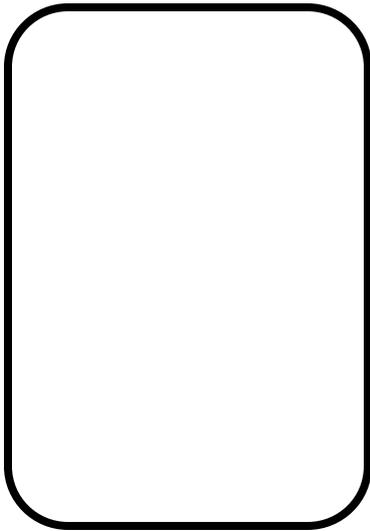
Synonym Memory – make pairs of words with the same meaning. Place all cards face down and take turns with your child in trying to make a pair as with traditional memory card games. The player with the most pairs at the end of the game wins!

Synonym Snap – make groups of four words with the same meaning. Play a game of snap with your child using the cards. Whenever two words appear that have the same meaning; SNAP!

Examples of synonym cards:



Synonym card game template



Writing – create a comic strip!

Some children, particularly in prep, may not have even seen a comic book before. Comics are a great way for visual learners and children who love art to express their talent. It can also form the basis of a meaningful writing experience. Be sure to emphasise the way that character speech is captured in a speech bubble, similarly as quotation marks capture speech in a narrative.

Begin by looking at various age appropriate comic books with your child. Keep in mind that your local library will probably have a good selection. You may even wish to share a comic book that you still have from when you were a child.

Support them to compose their own comic strip. A theme for this could be retelling something that happened to them at school, a joke or a scene from a game that they have played with their toys. Retelling a home reading text via a comic strip would be a great way to incorporate their reading skills.

A template is provided on page 4. To incorporate their digital learning skills, I strongly recommend the POW! Strip Designer app. Combine this with drawings from Apple Pencil and your child will have a professional looking comic strip set for a publisher!

<https://itunes.apple.com/us/app/strip-designer/id314780738?mt=8>



Mathematics – ‘First to 20’ number game

This is one of the simplest games that you can play with your child. They will enjoy the one-to-one interaction from playing the game with you and it is a great way to monitor the strategies that they are using to solve basic number problems. All that you will require for the game is a blank piece of paper, a standard six-sided die and materials to count with (a number chart, counters, etc.)

Begin by drawing a two column chart on a piece of paper as shown. Both players begin at zero. Take turns with your child in rolling the die. Each time a player rolls, they record the number in their column. The idea is to ‘count on’ each turn with the goal of being the first player to reach 20. You may have to scribe totals for your child to begin with, until they get the hang of it. This game is quite open-ended and can be altered in many different ways to challenge the abilities of high achievers.

Variations:

- Make the target number larger to solve more complicated addition problems
- Play ‘First to Zero’ instead, beginning at 20 and using subtraction
- Use two dice to form larger numbers to add/subtract
- Look at using place-value columns in setting out addition/subtraction problems

Player A	Player B

CREATE A COMIC STRIP! Design and draw your very own comic book by filling in the boxes and speech bubbles. Here's a tip: Print out multiple sheets to keep the story going!

by: _____

			
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by: _____

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