

# Prep – Year 2 Homework

Term 1, Week 7-8



Westgarth Primary School  
Safe, Fair & Friendly

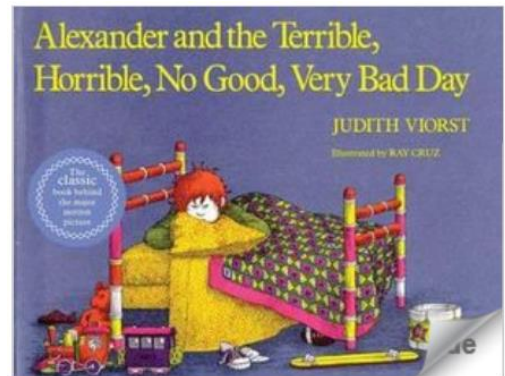
## Reading and Viewing – Making text-to-self connections

For this task, your child will read/listen to the story *Alexander and the Terrible, Horrible, No Good, Very Bad Day* by Judith Viorst.

A reading of the story is available on YouTube:

<https://www.youtube.com/watch?v=hGrpDSZX7lg>

Audible has a download of the audio book available. Audible has a 30-day free trial period.



Some local libraries may also have this text available through their [Borrow Box](#) or home delivery service.

## Task:

1. Before reading: Encourage your child to 'get their knowledge ready'. Looking at the title and picture on the front cover, brainstorm together what the story could be about, who the characters might be and what might cause Alexander to have such a terrible day. Explain that today they will be looking to make connections between the text and their life experiences.
2. Read the text
3. Respond Ask your child to say in sentences what happened in the story (recount) and to articulate the main ideas. Assist them to draw the template overleaf and explain that they will be writing/drawing in each section, focussing on how the story connects with their life.
4. Going further Complete this task with another text from your bookshelf.

## Spelling and Vocabulary

Information about onset and rime: [https://www.readingrockets.org/strategies/onset\\_rime](https://www.readingrockets.org/strategies/onset_rime)

- Have you child say and, with support, record words with the same onset as a given word (for example words that begin like 'd/og', 'bl/ack').
- Have you child say and, with support, record words rime as a given word (for example words that end like 'c/at', 'pl/ay').

## Text-to-self connections

### Recount

What happened in the story?

### Compare

How is the story similar to your life?

### Contrast

How is the story different to your life?

## Maths – Number Facts Game

This game is a great and engaging way to master 'friends of ten', that is the different combinations of numbers that add to 10. The game can also be modified for more advanced students by using larger numbers than 10.

# Hit the Target

**Focus** – Building 10 facts.

### **What you need:**

2 x 10 frames (print out overleaf or draw), calculator (or calculator app on phone/iPad), 20 counters (2 colours, 10 of each).



**Number of players:** 2

### **How to play:**

The first player pushes a single-digit number on the calculator, followed by the + button. The other player has to press the number that makes it to 10 and presses =. If the answer is 10 on the screen, the answer is correct and the player gets one point and places a counter on their 10 frame. If the answer on the screen is not 10, the player misses their turn.

### **How to win:**

Fill your 10 frame with counters.

# Ten Frames

