

# **Year One Resources**

# Writing Resources

# Numbers 1 - 20

1 one

2 two

3 three

4 four

5 five

6 six

7 seven

8 eight

9 nine

10 ten

11 eleven

12 twelve

13 thirteen

14 fourteen

15 fifteen

16 sixteen

17 seventeen

18 eighteen

19 nineteen

20 twenty

# Roll a story

Roll a dice three times to create your own Australian themed adventure story.

Number Rolled	Character	Setting	Problem
	a daring dingo	busy camp site	has a secret
	the jumpy kangaroo	an island	lost their friends
	Ed the emu	Snowy Mountains	fell in a hole
	the snapping crocodile	the desert	got lost in the bush
	Tasmanian Devil	Great Barrier Reef	lost at sea
	a cackling kookaburra	a rainforest	scared of the dark

# Somebody

Who is the main character?

# Wanted

What does the character want or what is the character's goal?

# But

What is the problem in the story or what is keeping the character from his/her goal?

# So

What is the solution to the problem or how does the character reach his/her goal?

# Then...

How does the story end?

# Reading Resources



fly



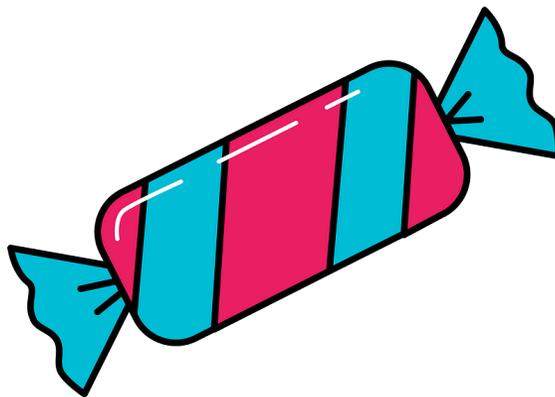
cry



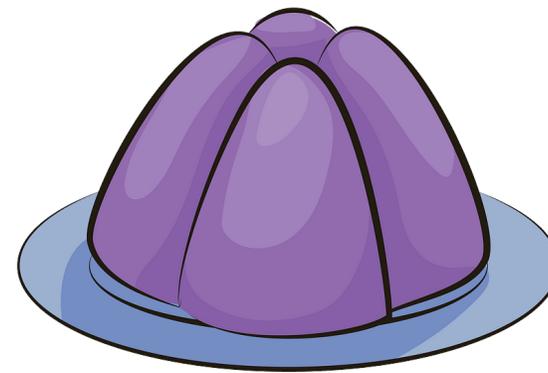
spy



lady



lolly



jelly

<i>a</i>	<i>b</i>	<i>c</i>	<i>d</i>	<i>e</i>	<i>f</i>
<i>g</i>	<i>h</i>	<i>i</i>	<i>j</i>	<i>k</i>	<i>l</i>
<i>m</i>	<i>n</i>	<i>o</i>	<i>p</i>	<i>q</i>	<i>r</i>
<i>s</i>	<i>t</i>	<i>u</i>	<i>v</i>	<i>w</i>	<i>x</i>
<i>y</i>	<i>z</i>	<i>sh</i>	<i>ch</i>	<i>th</i>	<i>wh</i>

<i>a</i>	<i>b</i>	<i>c</i>	<i>d</i>	<i>e</i>	<i>f</i>
<i>g</i>	<i>h</i>	<i>i</i>	<i>j</i>	<i>k</i>	<i>l</i>
<i>m</i>	<i>n</i>	<i>o</i>	<i>p</i>	<i>q</i>	<i>r</i>
<i>s</i>	<i>t</i>	<i>u</i>	<i>v</i>	<i>w</i>	<i>x</i>
<i>y</i>	<i>z</i>	<i>sh</i>	<i>ch</i>	<i>th</i>	<i>wh</i>

# MY BOOK REPORT

Name: \_\_\_\_\_

This book was...

Book Title: \_\_\_\_\_

Author: \_\_\_\_\_

Illustrator: \_\_\_\_\_

★ Awesome

★ Okay

★ Not My Favorite

## CHARACTER

My Favorite Character Was:

\_\_\_\_\_

4 Words to Describe the Character:

\_\_\_\_\_

\_\_\_\_\_

## SETTING

Place Where the Story Happens:

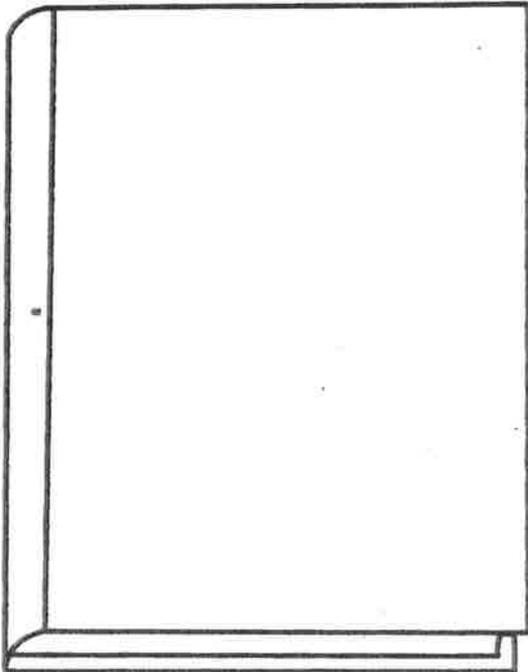
\_\_\_\_\_

4 Words to Describe the Setting:

\_\_\_\_\_

\_\_\_\_\_

Draw your favorite part:



My Favorite Part of the Story Was:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# Maths Resources

**Cut and paste the following objects into the correct position:**

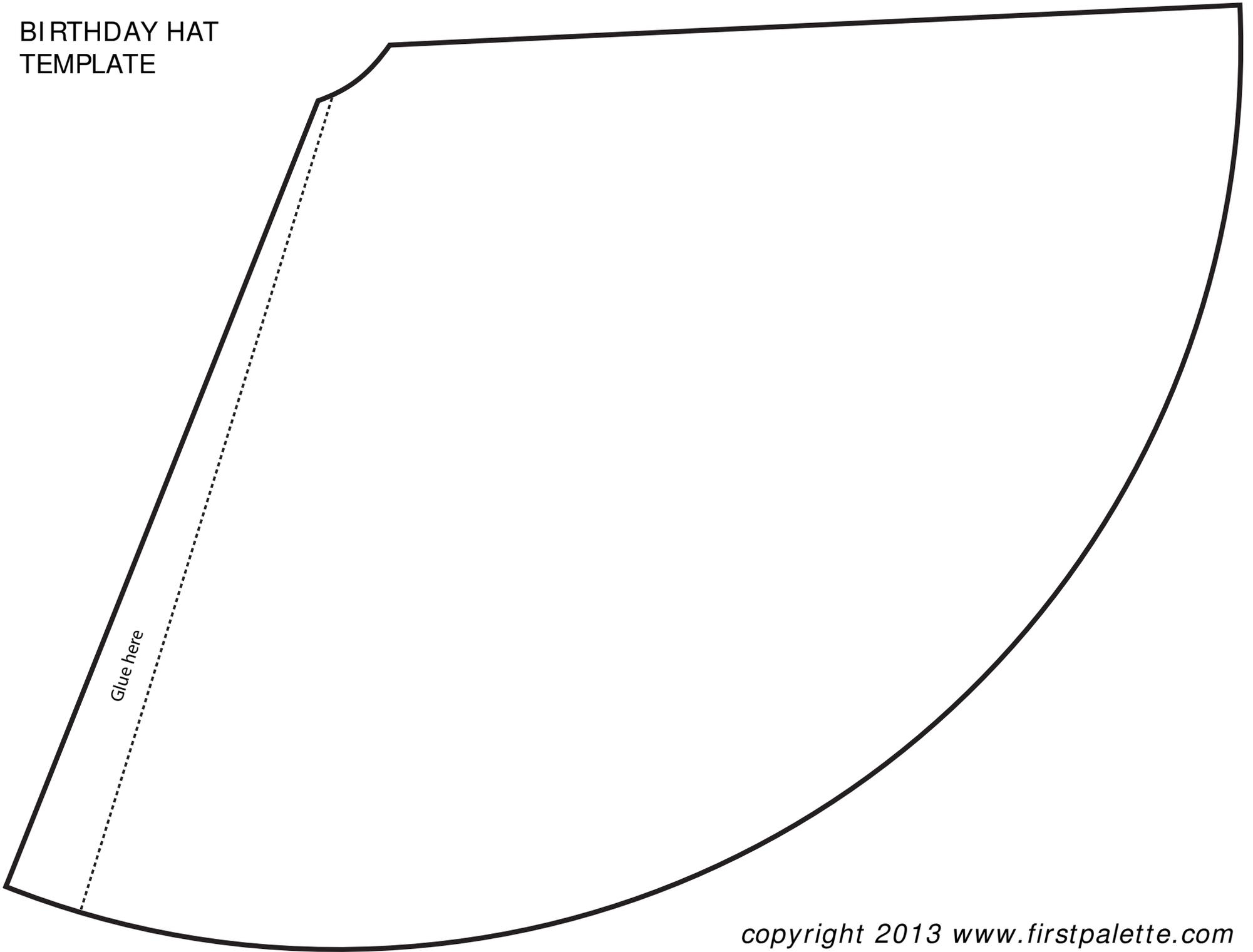
Name \_\_\_\_\_

- The sun above the hay, high in the sky.
- The owl beside the scarecrow.
- The pumpkin next to the scarecrow.
- The leaf under the fence.
- The cloud above the fence, high in the sky.
- The corn on top of the hay.
- Write your name and put it below the scarecrow.



# **Inquiry and Investigations Resources**

BIRTHDAY HAT  
TEMPLATE



# **Indonesian Resources**



## Writing your Indonesian play

- Saya mau \_\_\_\_\_.

*I want a ...*

*(The thing that you want, pensil, pena, gunting).*



- Di mana \_\_\_\_\_.

*Where is the ... (in the space write the thing that you want again).*

- Hmm, di \_\_\_\_\_?

*Hmmmm, is it in the...? (write where you think that it might be in Indonesian, lemari, meja, kursi, sekolah, perpustakaan).*

- Tidak ada!

*It's not there!*

- Hmm, di \_\_\_\_\_?

*Hmmmm, is it in the...? (write where you think that it might be in Indonesian, lemari, meja, kursi, sekolah, perpustakaan).*

- Ya, di \_\_\_\_\_!

*Yes, it's in the .... (write the place that it was).*

*Practise saying it a few times and then film it.*

**P.E.**  
**Resources**

# GRADE 1 & 2 PHYSICAL EDUCATION

## DODGING

This week we are working on the movement skill- Dodging.

### EQUIPMENT NEEDED

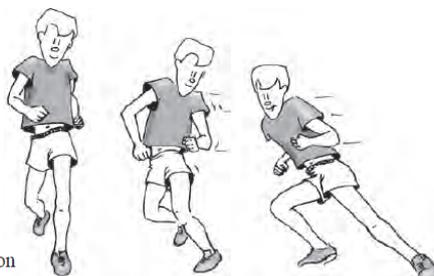
- Markers that students can dodge around (e.g. empty bottles, jumpers, toys etc.)
- Material (e.g. t-shirt, tee towel) to tuck into waistband of pants
- Objects to use as treasure (e.g. balls, toys, clothing etc.)

Below are some tips that students should attempt to follow in performing the dodging skill

### DODGING

#### Performance Criteria

1. Eyes focused in direction of travel throughout the dodge
2. Change direction by pushing off outside foot
3. Body lowered during change of direction
4. Change of direction occurs in one step
5. Dodge repeated from right to left, left to right, and so on



### MARKER DODGE

- Students lined up behind a marker.
- They jog towards another marker about 10metres in front. As they reach the marker, they must make a quick change of direction to either the right or left of the marker. Ensure they push off from one foot.
- Repeat the same activity but signal to the students whether they need to change direction to the left or right.

### ZIG ZAG RUN

- Students stay behind the marker where they started for the last activity.
- They dodge around the markers set up in a straight line. Ensure they keep their body low, they push off on outside foot and change direction in one-step (many will incorrectly use several steps).
- First time through they jog slowly. After 1-2 turns, they can try dodging as quickly as possible.
- Variation- place the markers in a zig-zag formation. They must run from marker to marker touching each as they push off on their outside foot (foot closest to the marker).

### SHADOW

- Student finds partner to play with and they stand one behind the other.
- On the "go" signal the front partner "dodger" walks in general space, making quick changes of direction. The other partner is the "shadow" and tries to follow as closely as possible to the dodger without touching him or her.
- On the 'stop signal' (called by another helper or one of the partners if necessary) both partners freeze. If the shadow can take one-step and touch the dodger, then the two partners change roles. Try while jogging.
- Variation- if it is a sunny day and the partner's bodies create a shadow play the same game but with one partner trying given the task of stomping on the shadow created by the other partner who is trying to avoid this happening by moving and dodging around. Swap roles after 10 seconds or when the shadow is stomped.

## TAIL SNATCH

- Played with two or may players
- Each player tucks a "tail" (e.g. a t-shirt or material) into the waistband of their pants so it dangles down.
- On go, the aim is to steal the tail of the others while protecting your own
- If the steal a tail, they tuck it into their own waistband
- Anyone that loses a tail tries to steal it back.
- I suggest that when a tail is stolen, that student is safe for five seconds or can go to a safe zone to tuck the tail in in before the game continues
- You cannot hold onto your tail to prevent it being stolen or knock the hands away of the other player/s try to steal the tail.
- Whoever has the most tails wins!

## TREASURE HUNT!

- Scatters small objects around the yard with a bucket (treasure chest in the middle)
- On the signal "go" the student must run and collect one object at a time and place it in the treasure chest (bucket)
- They must only collect one piece of treasure at a time and continue until they have collected all of the treasure. Time how long it takes and repeat trying to beat the score

Variation- a second player is the guard of the treasure scattered in the yard.

- Set up a 2 metre safe zone around the treasure chest where the student cannot be tagged by the guard
- Now the player must try to retrieve the treasure without being tagged by the guard.
- If tagged the student must drop any treasure they have and do five star jumps before they can return to their treasure chest and continue.
- Swap the student roles after a designated period of time or when all treasure has been retrieved.