

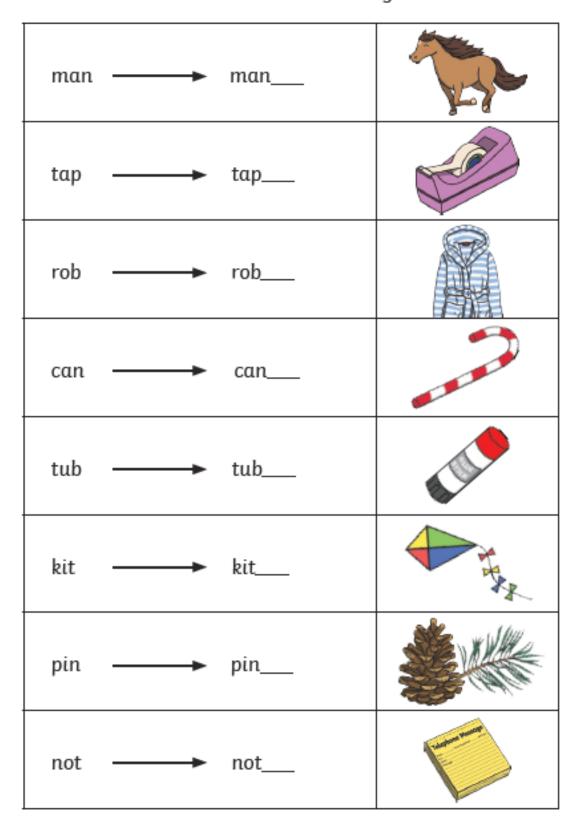
Reading 12:00pm – 12:30pm	Reading Eggs/Home Readers: Sign in and use the app for approximately 30 minutes. https://readingeggs.com.au/
Maths 12:30pm – 1:30pm	Maths: 3D Shapes Look at the 3D shape feature posters (see attached). Using the materials you have collected throughout the week, build a 3D shape creation. Complete the checklist to identify the 3D shapes used.
Lunch 1:30pm – 2:00pm	Enjoy a movement break and some food
Dance 2:00pm – 2:45pm	Dance Focus: Dance with Shapes Listen to 'Name the Shape Game – Jack Hartmann'. Discuss with a family member what you know about 2D shapes and show with your body how to make a triangle, square, diamond, circle, star and heart.
	your body now to make a thangle, square, and nona, encle, star and nearth

e

Make a Bossy 'e' Word

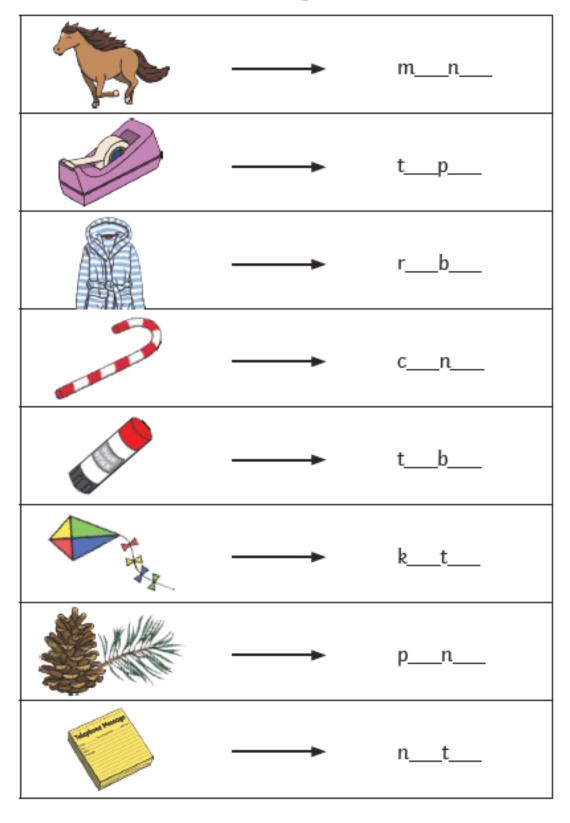


Bossy 'e' tells you to say its name instead of the sound. Add an 'e' to the end of each of these short vowel words. The 'e' will turn the words into long vowel words.



Make a Bossy 'e' Word

Bossy 'e' tells you to say its name instead of the sound. Look at the pictures. Add the first missing vowel to each of the words. Add an 'e' to the end of each of these short vowel words. The 'e' will turn the words into long vowel words.

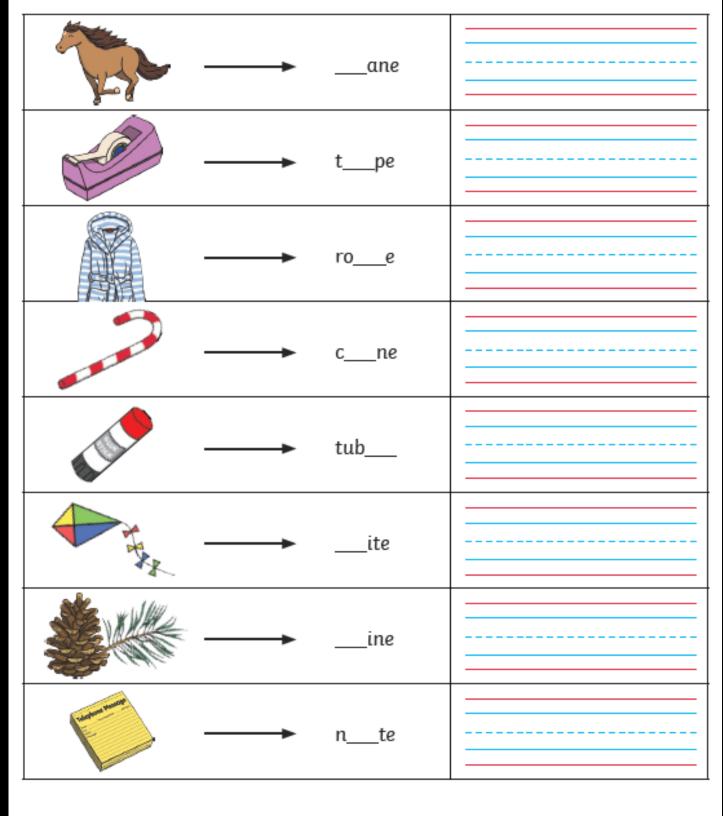


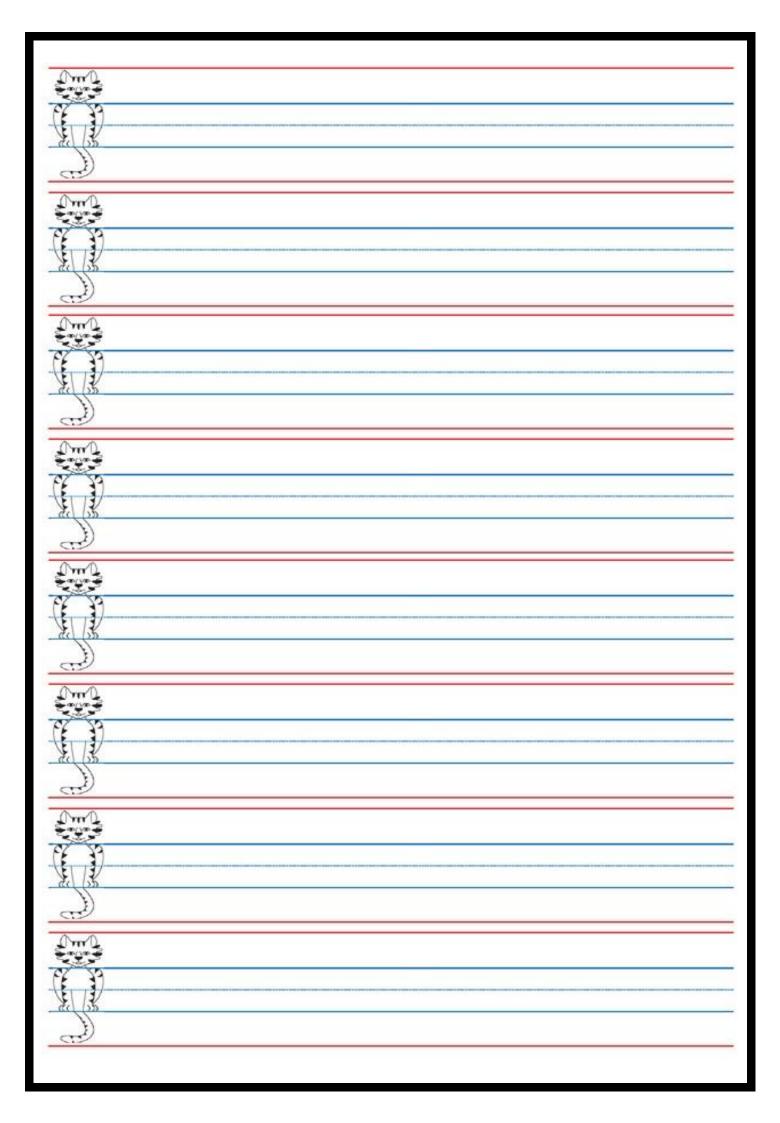
Make a Bossy 'e' Word



Bossy 'e' tells you to say its name instead of the sound.

Look at the pictures. Add the missing letter for each word. Then, write the word. The 'e' at the end of each of these short vowel words turns the words into long vowel words.



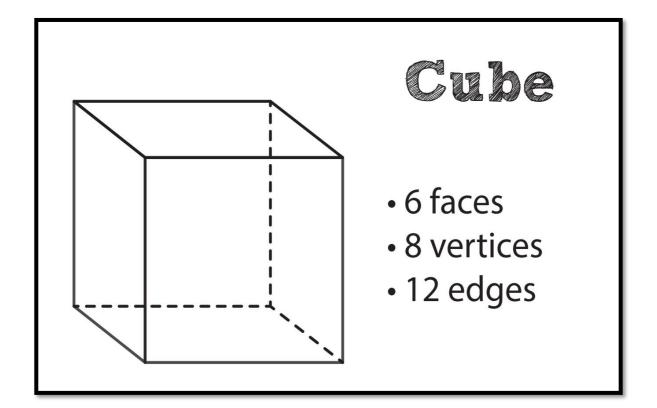


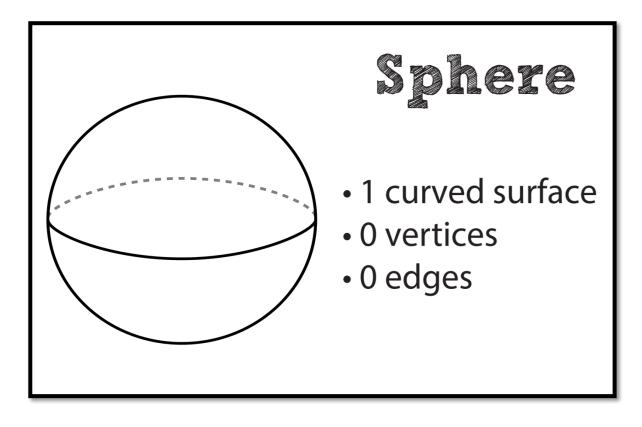
<u>The Very Blue Thingamajig</u>



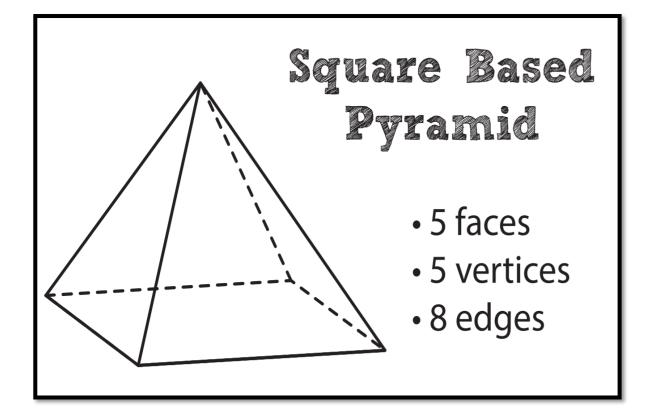


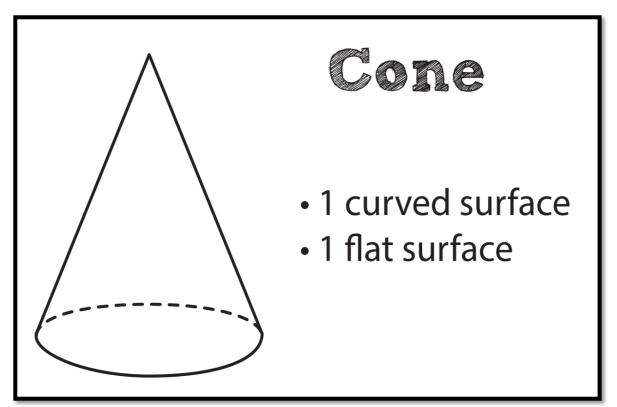
3D Shapes – Features Posters



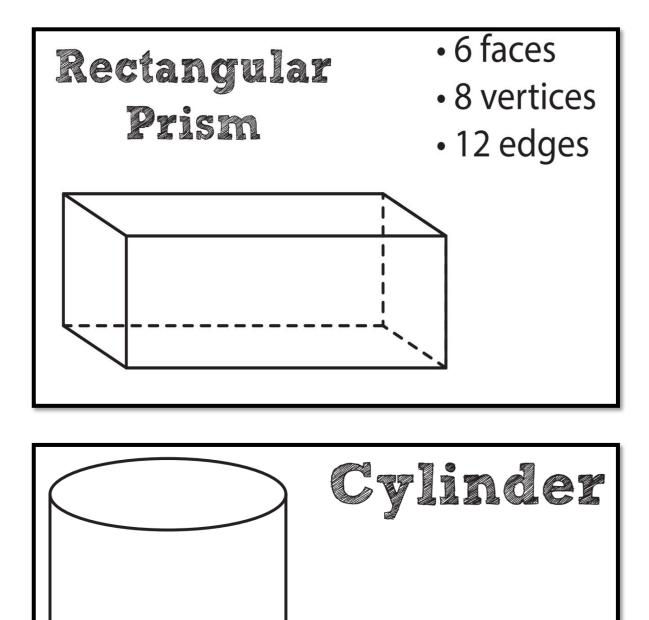


3D Shapes – Features Posters



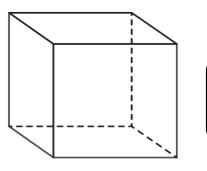


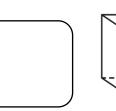
3D Shapes – Features Posters

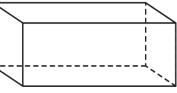


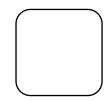
- 1 curved surface
- 2 flat surfaces

3D Shape Checklist



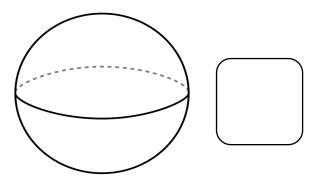




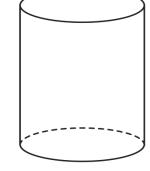


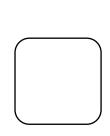
cube

rectangular prism

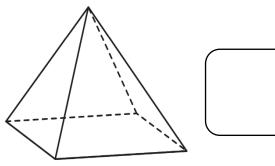


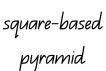


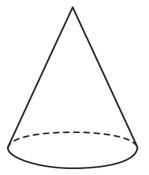


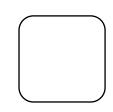












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