

Year One Resources

FATHER'S DAY EDITION

The Scoop!

Written by _____

My dad was voted #1 Dad because...

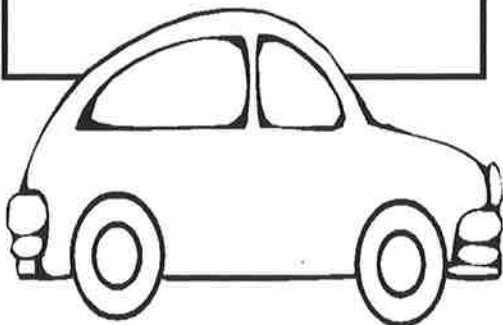


Just Voted
#1 Dad

I love when my Dad _____



My Dad and I like to...



3 Fun Facts About My Dad

- 1.
- 2.
- 3.

FATHER'S DAY EDITION

The Scoop!

Written by _____

My grandpa was voted #1 Grandpa because...



Just Voted
#1 Grandpa

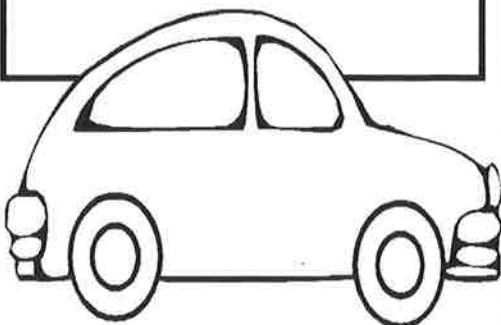
My Grandpa and I like to...

I love when my grandpa _____



3 Fun Facts About My Grandpa

- 1.
- 2.
- 3.



Created by KB...Konnected

FATHER'S DAY EDITION

The Scoop!

Written by _____

My step-dad was voted #1 step-dad because...

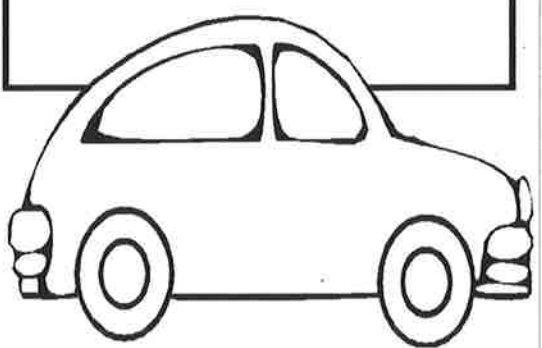


**JUST VOTED
#1
STEP-DAD**

I love when my step-dad _____



My step-dad and I like to...



3 Fun Facts About My Step-Dad

- 1.
- 2.
- 3.

FATHER'S DAY EDITION

The Scoop!

Written by _____

My uncle was voted #1 Uncle because...

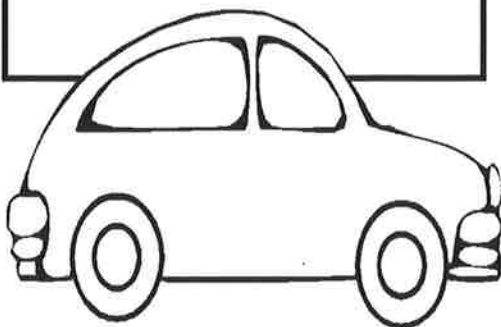


Just Voted
#1 Uncle

I love when my uncle _____



My Uncle and I like to...



3 Fun Facts About My Uncle

- 1.
- 2.
- 3.

Writing Resources

Spring

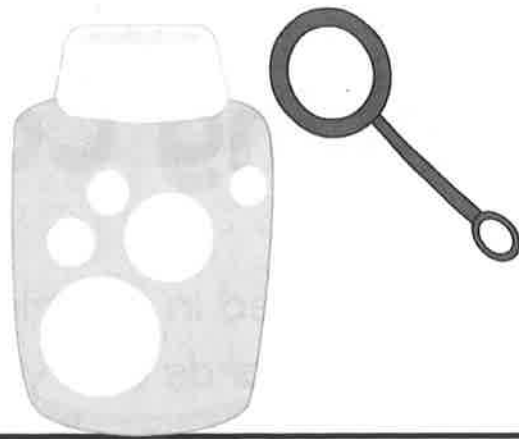
The wind told the grass
And the grass told the trees.

The trees told the bushes
And the bushes told the bees.

The bees told the birds
And the birds sang out clear.

“Wake up!
Wake up!
Spring is here!”

First



bubble
wand
dip

Next



slowly
blow
grow

Then



bigger
air
float

Last

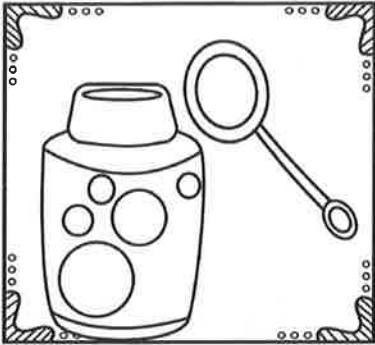


catch
touch
pop

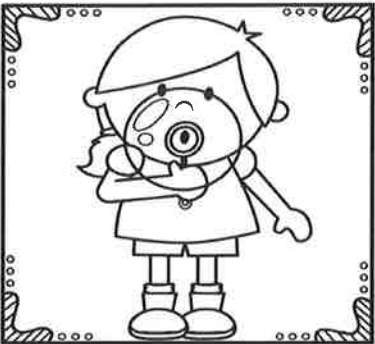
Name: _____

How To

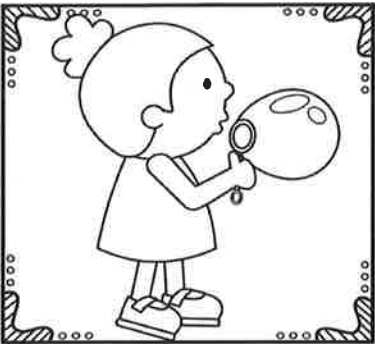
Blow a Bubble



First



Next



Then



Last

capital letters

A B C

punctuation

. ? !

finger spaces



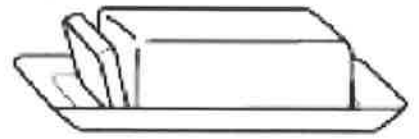
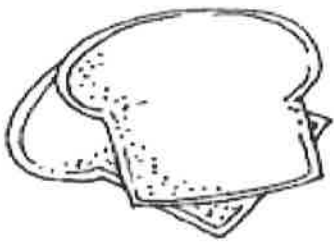
spelling

the to



How to make fairy bread

What you need:



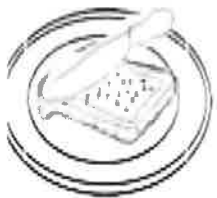
First



Next



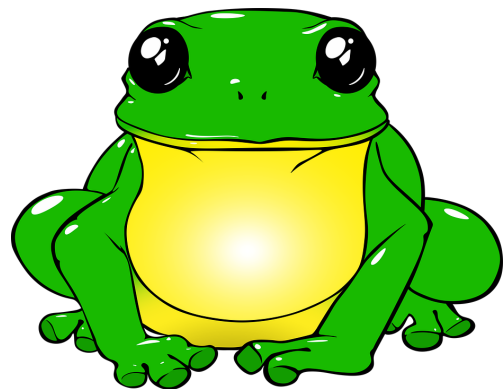
Then



Last



Reading Resources



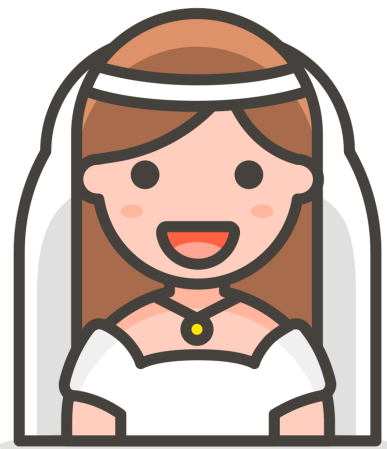
frog



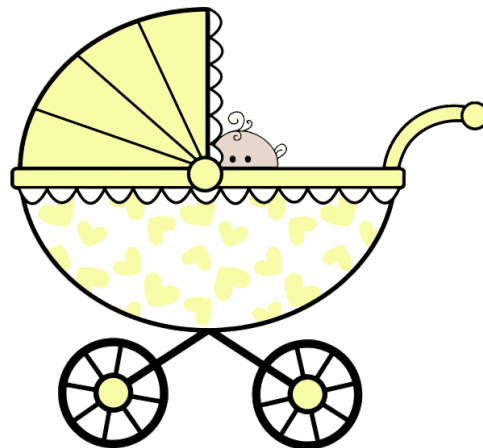
crunch



trip



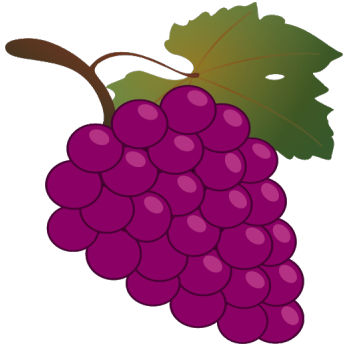
bride



pram



drink



grapes

<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>

Optional Initial
Consonant Blends'
Spelling Activities



Blends at the Beginning



A blend has 2 or 3 letters together

but you can hear their individual sounds



grab



frog



glass



drum



press



clap



flap



clip



blush



brick



crab

Name: _____

Tap--Write--Spell

Say it

Tap it



Write it

flap



flag



crab



smog



slim



crash



clock



Name: _____

Tap--Write--Spell

Say it

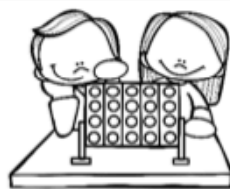
Tap it



Write it



Name _____



S P E L L 4 I N A R O W

Directions: (2 Player) Each person gets a different color marker. Take turns reading and the words. Then cover the word and spell it. First person with four of the same color in a row wins.

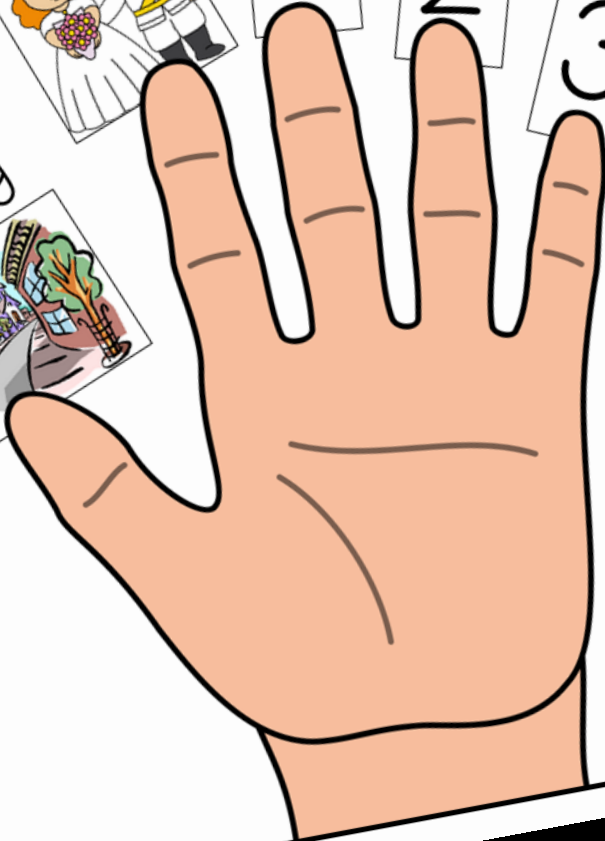
©Smart and Special Teaching

trap	blot	black	grit	snap	drab
blip	trip	drip	grab	snip	drat
grip	blob	trick	drop	smog	snack
spot	grim	spit	trip	frog	flip
flat	flick	prop	grin	brim	stop
drip	crop	crab	crib	flop	brick
stun	brat	drag	skip	skid	skin

5 Finger Retell

Characters Beginning Middle End

Setting



FREE

© The Simplified Classroom

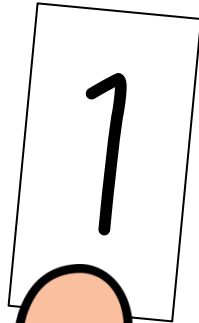


5 Finger Retell

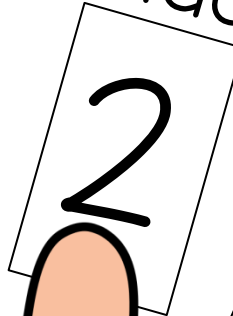
Characters



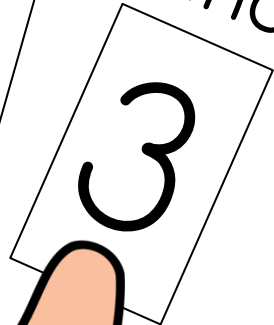
Beginning



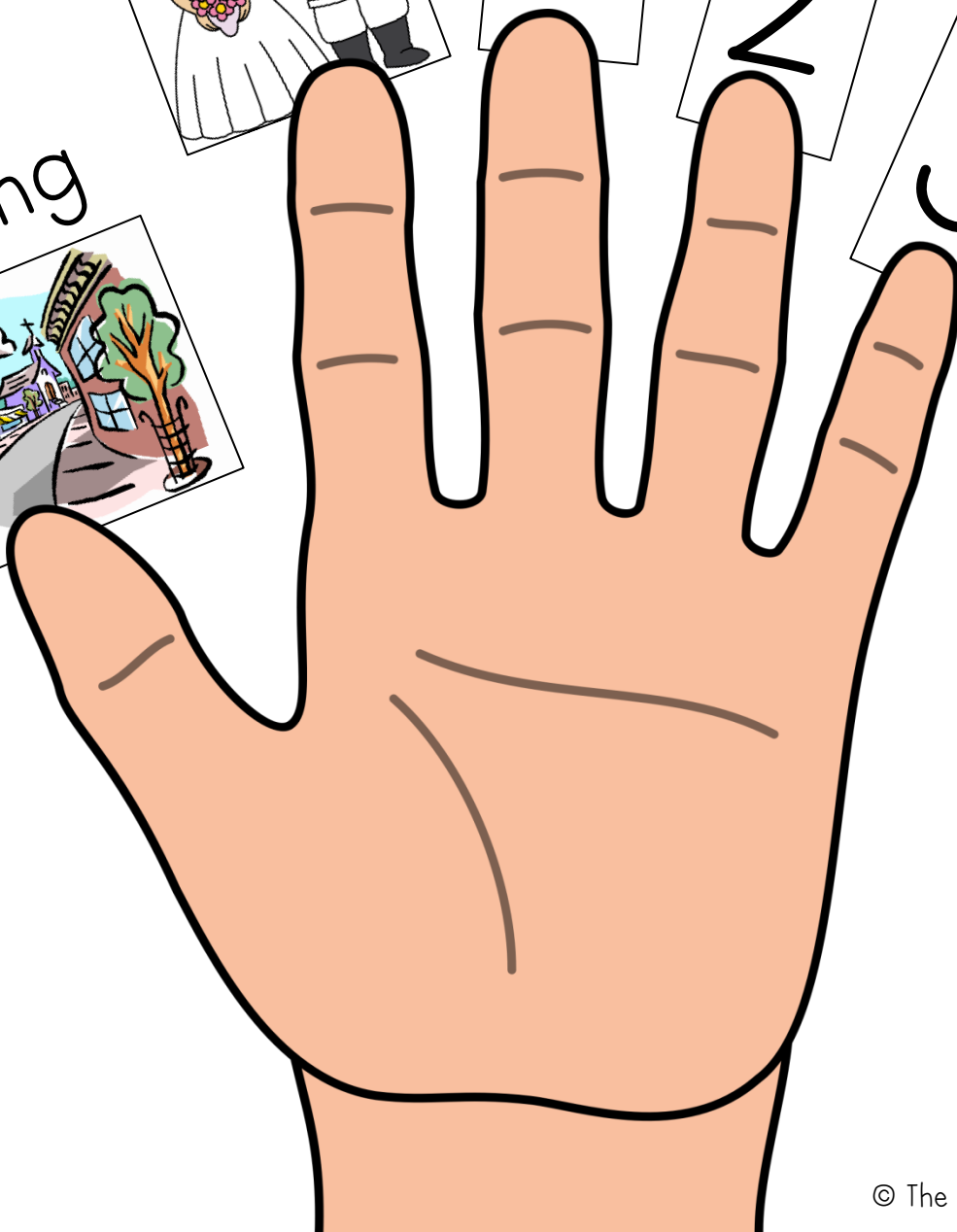
Middle



End



Setting



5 Finger Retell

Setting



Beginning

1

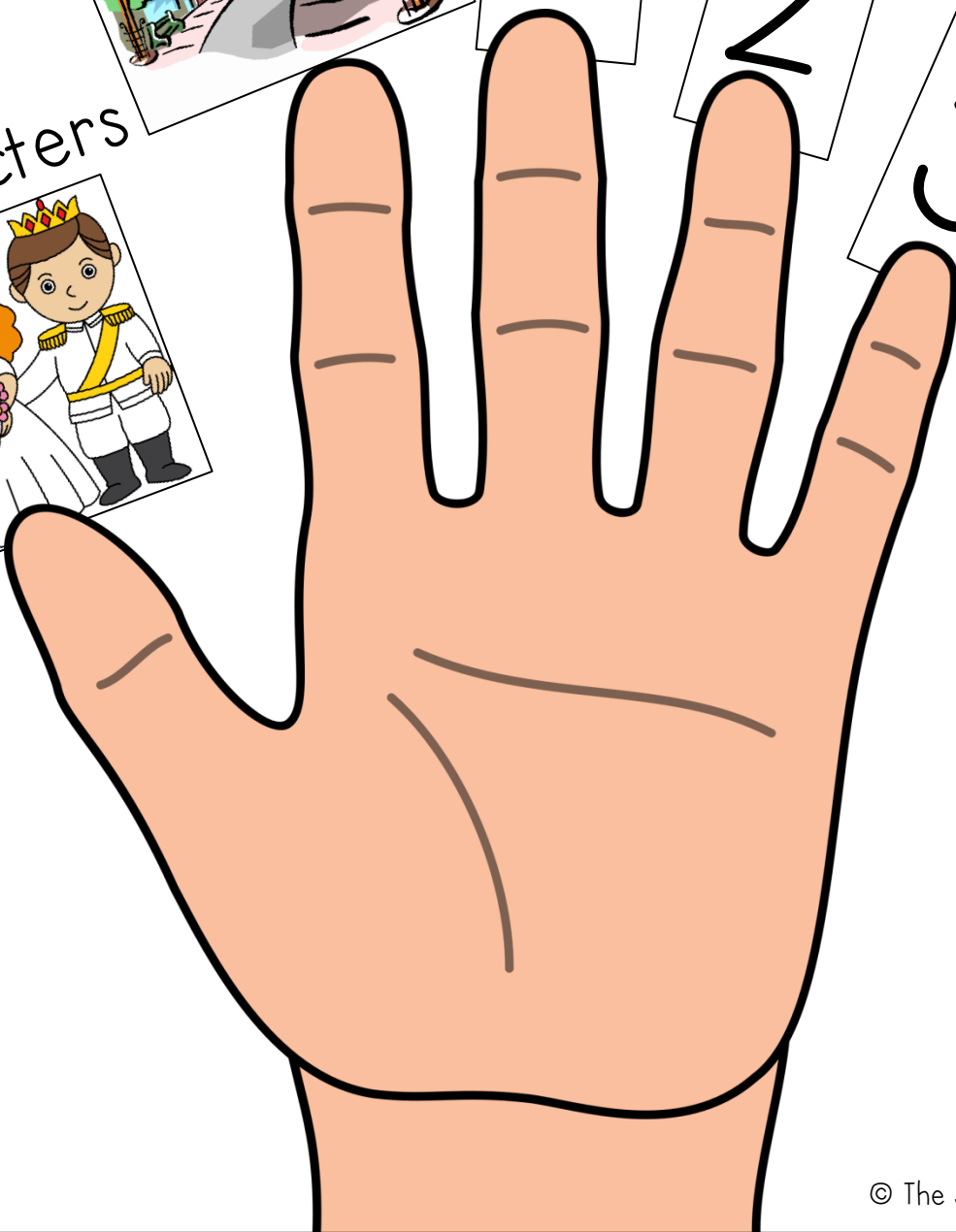
Middle

2

End

3

Characters

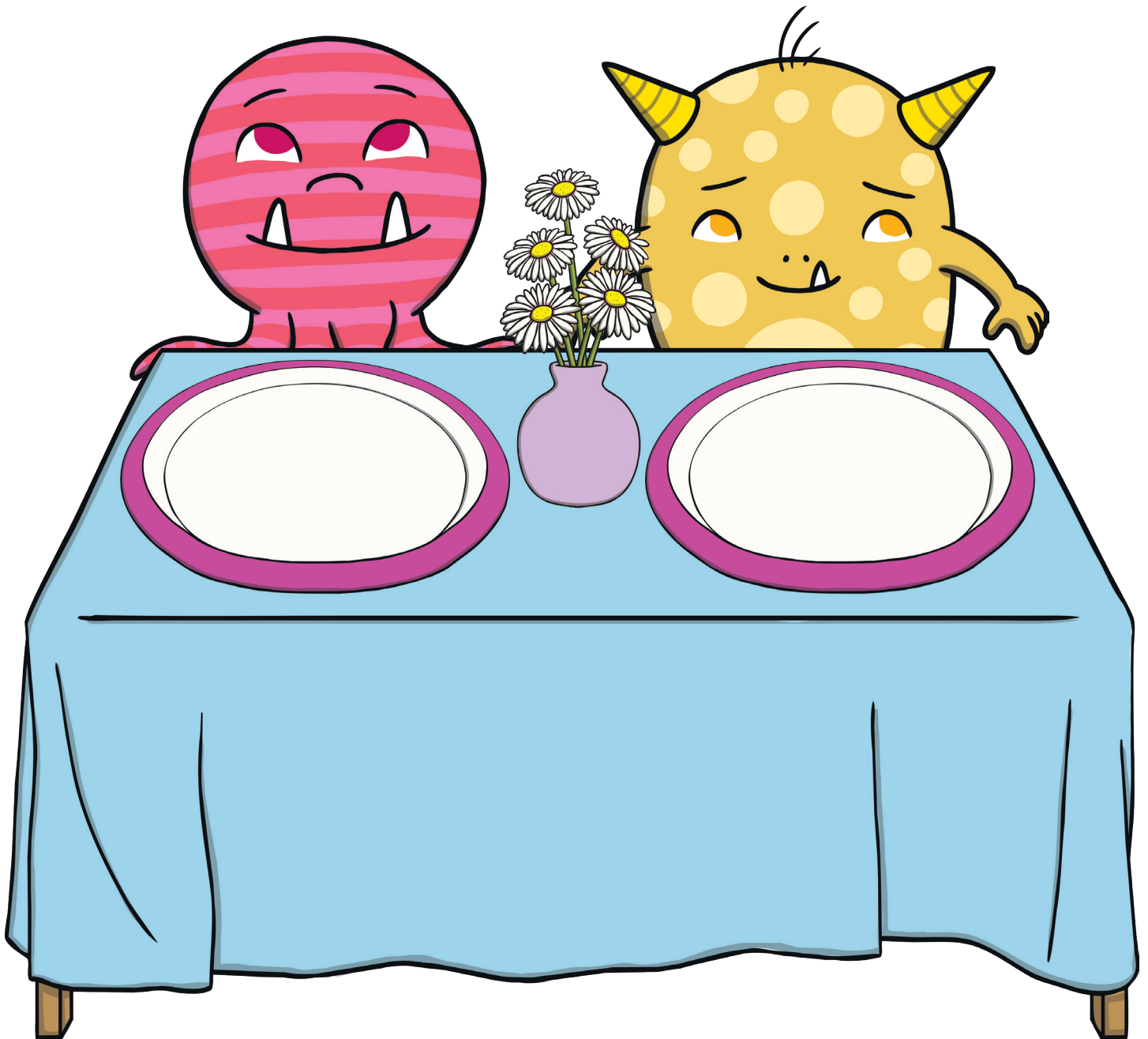


Maths Resources

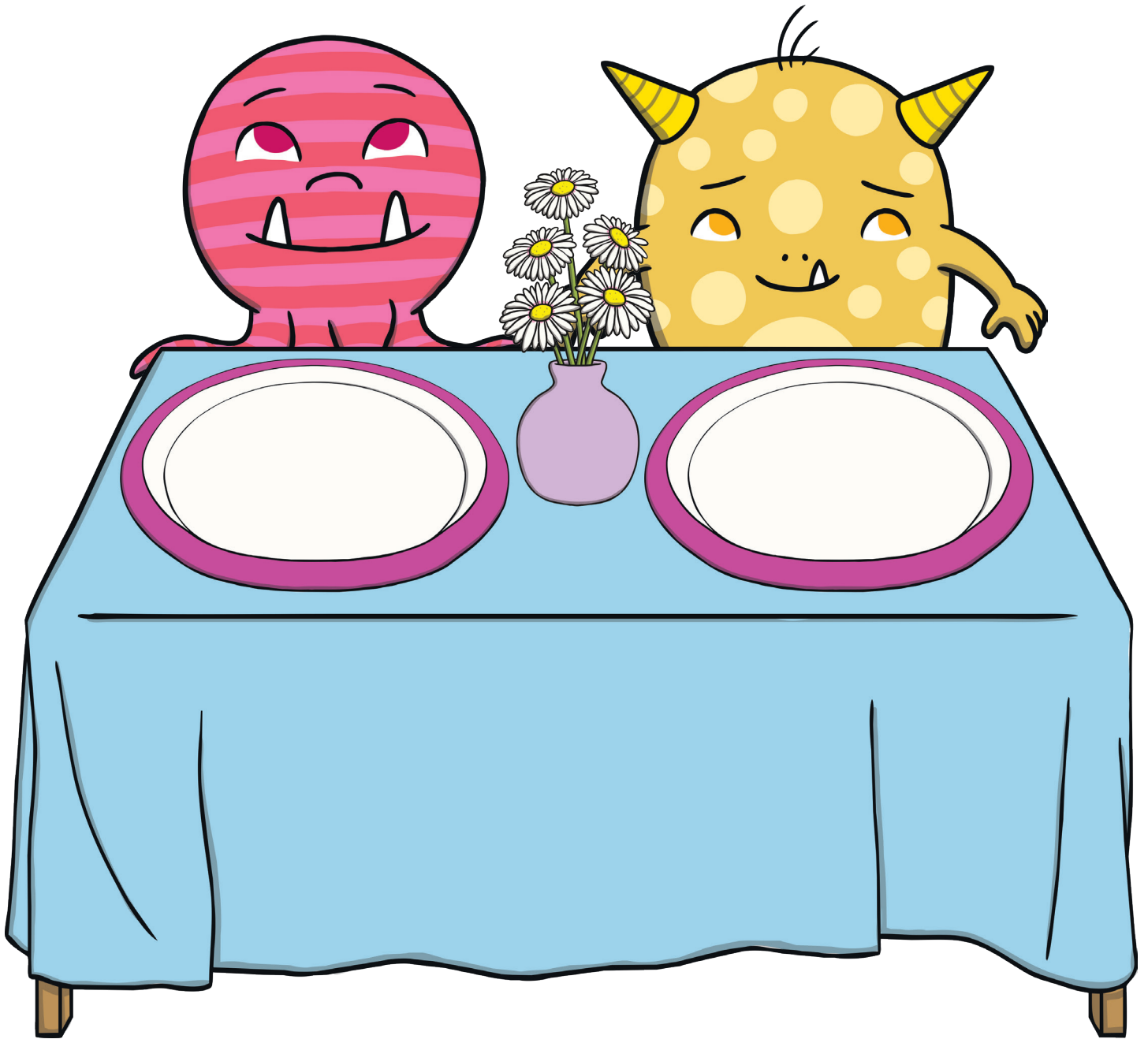
Greedy Monsters Halving

The greedy monsters are feeling hungry. They want to share their food so that each monster has half the total amount.

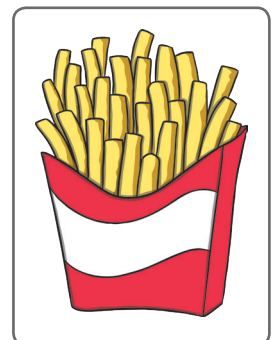
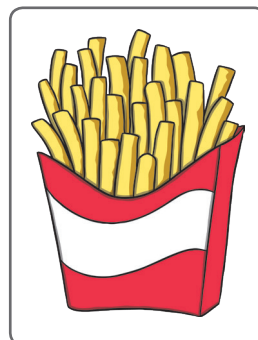
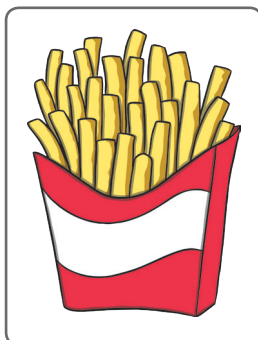
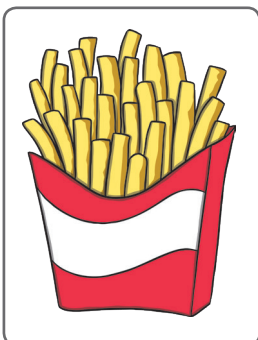
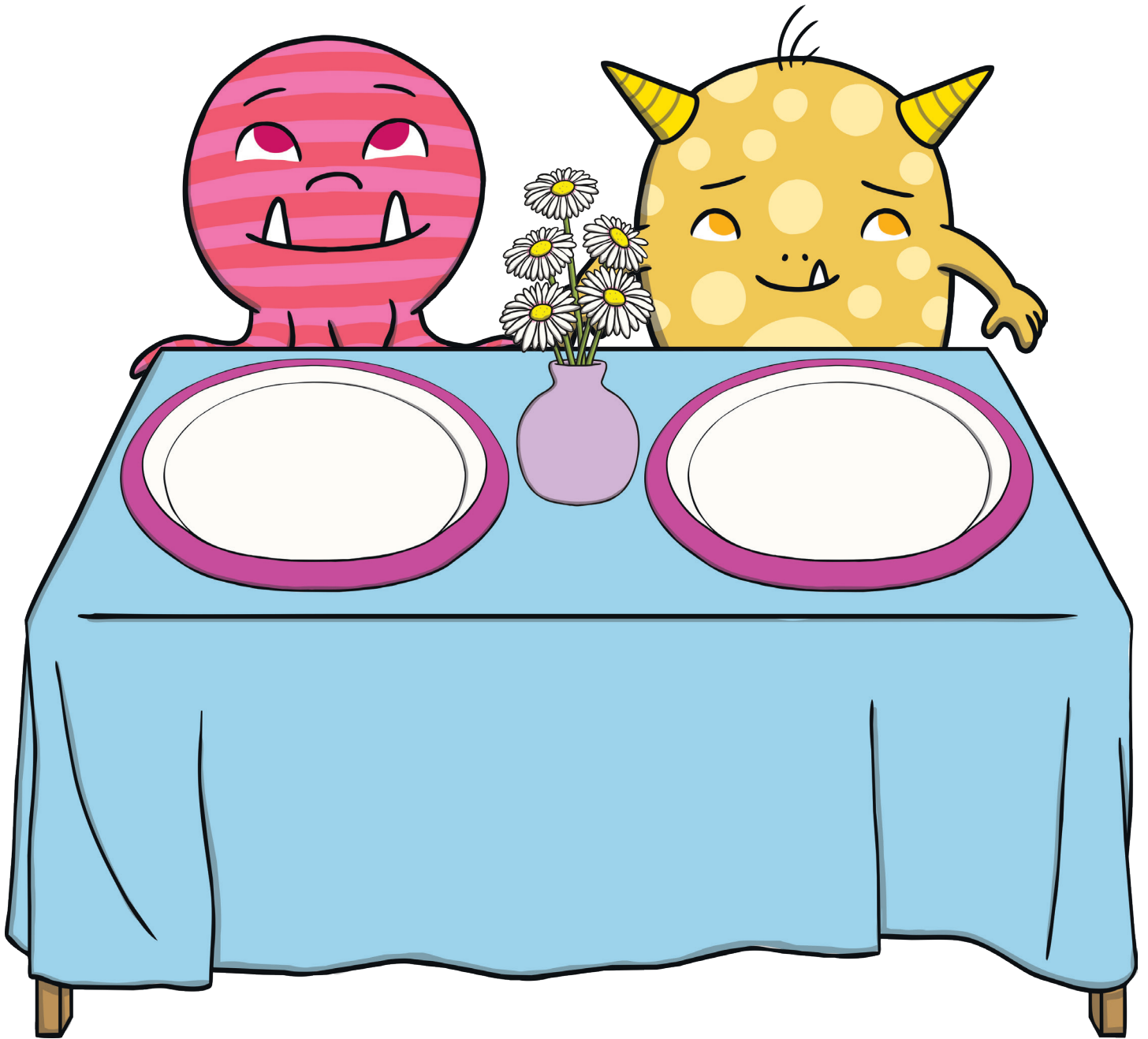
How many items of food are there altogether? Can you give half to each monster? Cut out the food and stick it onto each monster's plate. How much food does each monster have?



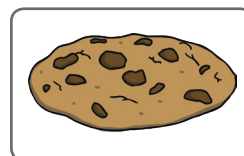
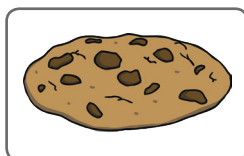
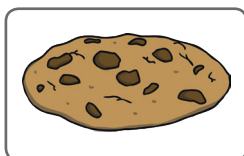
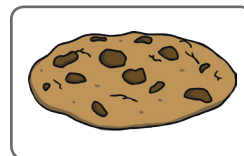
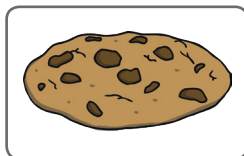
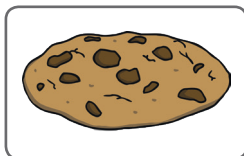
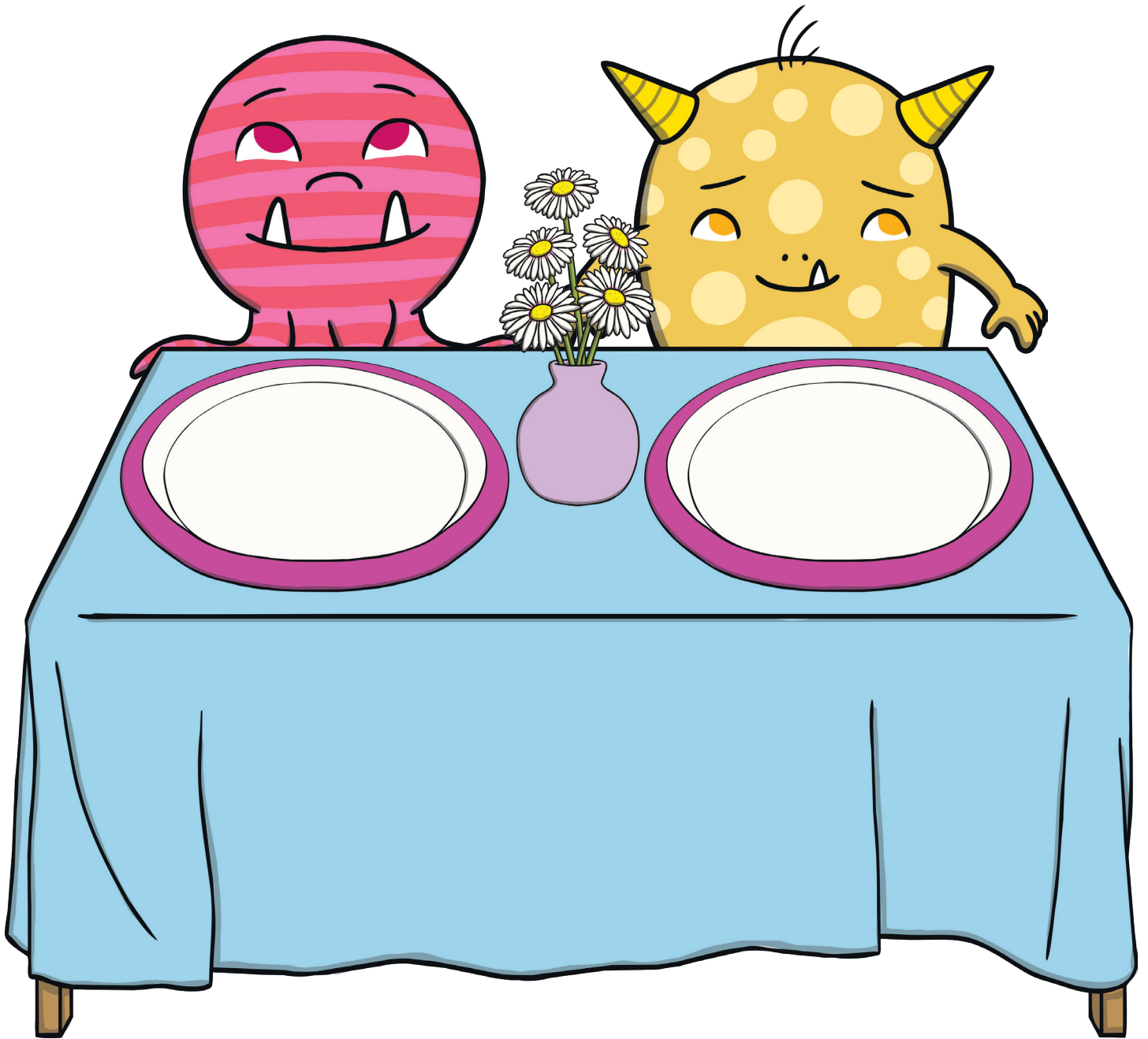
Halve the Monsters' Food



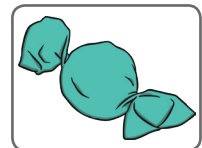
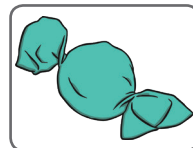
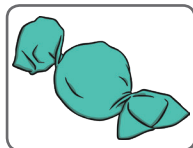
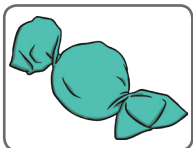
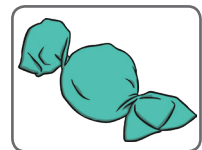
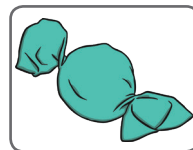
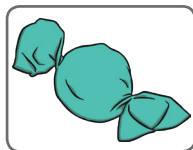
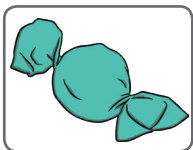
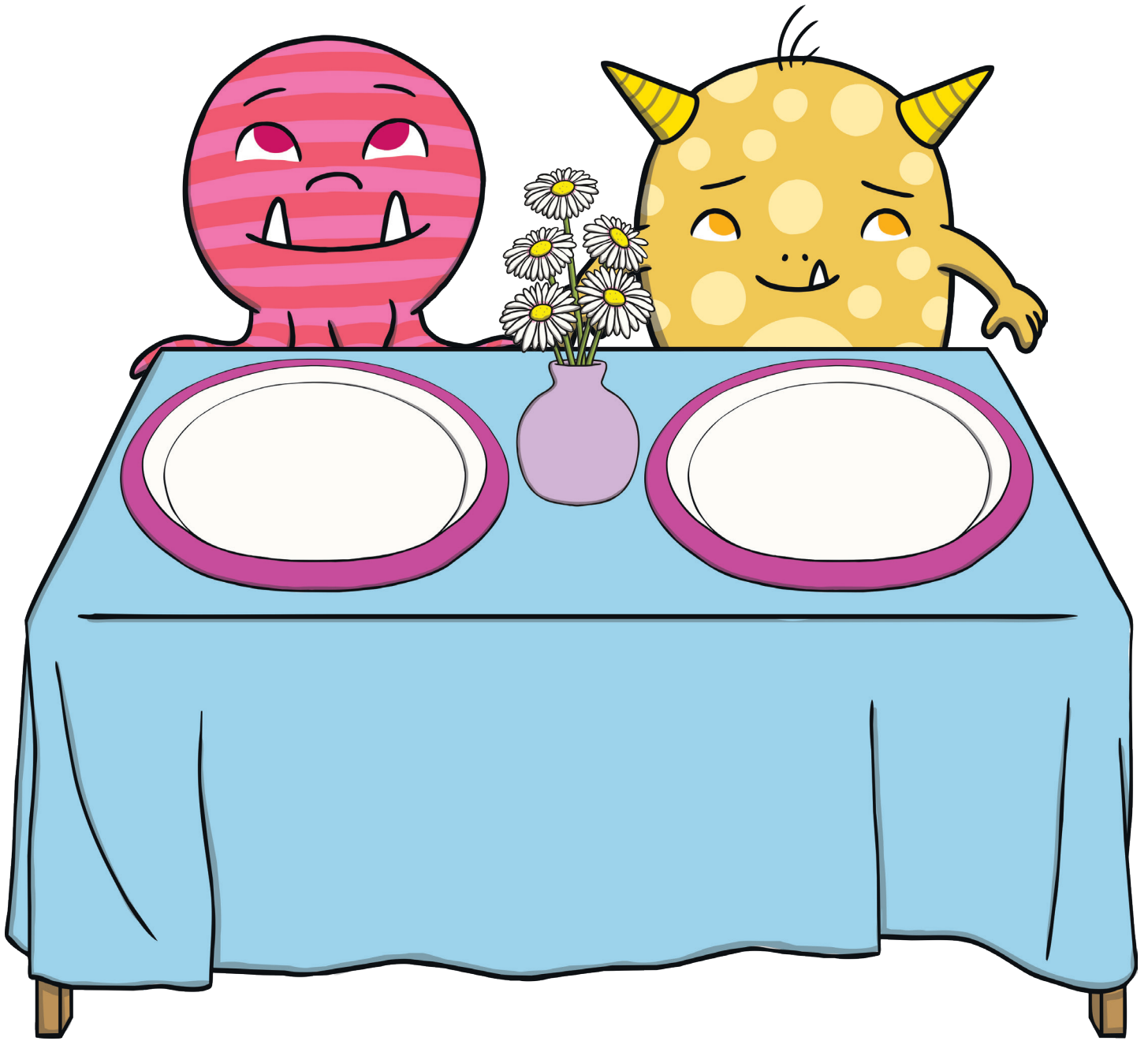
Halve the Monsters' Food



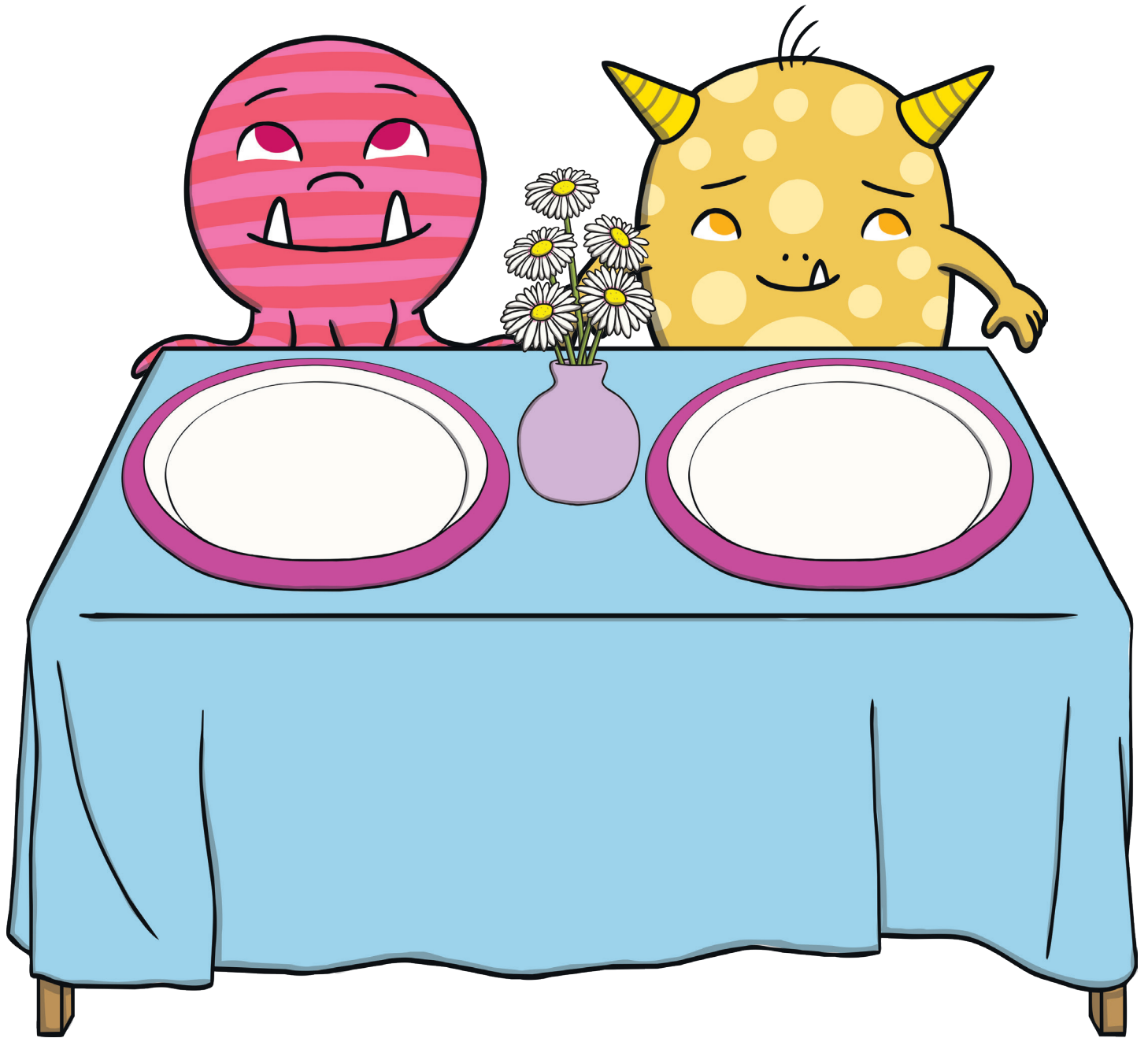
Halve the Monsters' Food



Halve the Monsters' Food

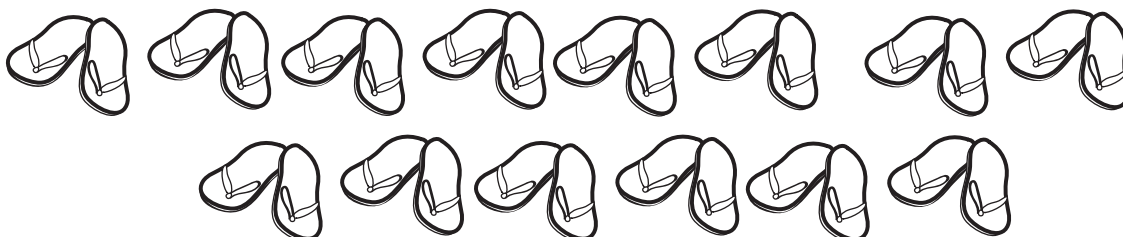
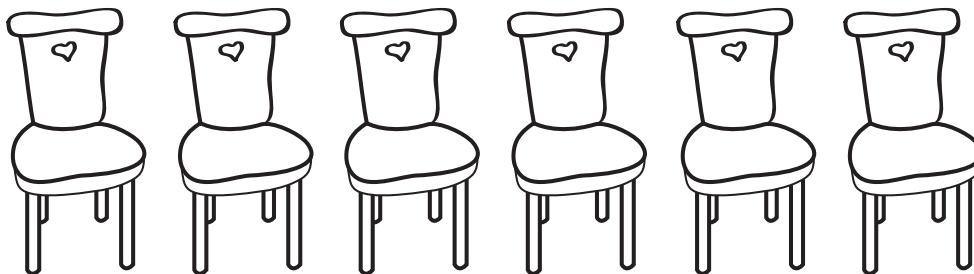
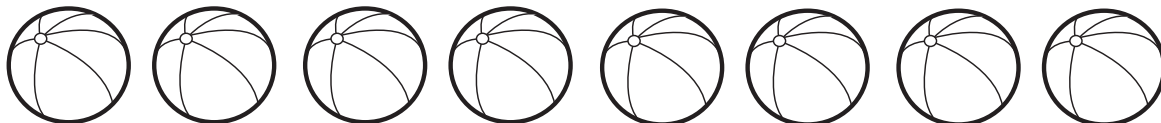
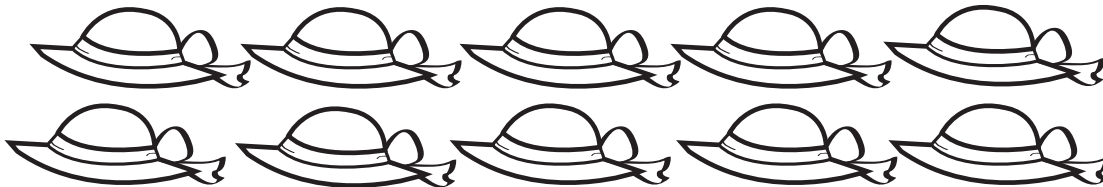


Halve the Monsters' Food



Find $\frac{1}{2}$

Circle $\frac{1}{2}$ of each group of items. Note: One of them does not split in half evenly. Do you know which one?

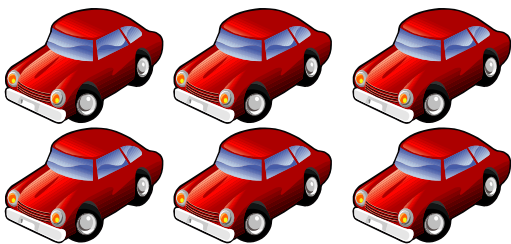
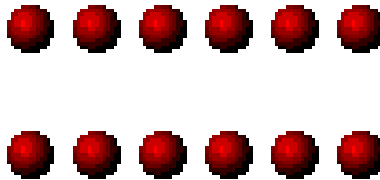


Fraction of a Collection

Draw a ring around $\frac{1}{2}$ of the items below

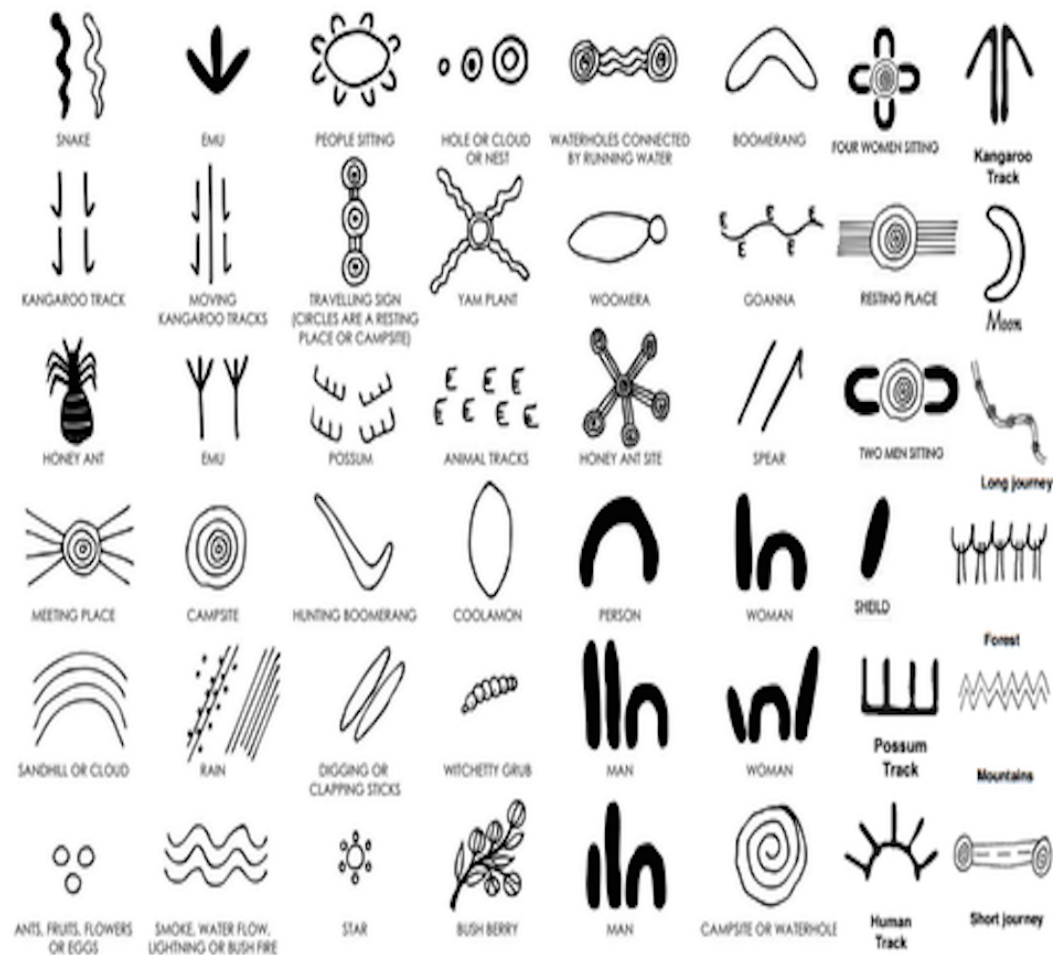
Name _____

Grade _____



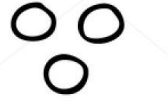
Art Resources

ABORIGINAL SYMBOLS





ANIMAL TRACKS



ANTS, FRUITS, FLOWERS OR EGGS



BOOMERANG



HUNTING BOOMERANG



BUSH BERRY



CAMPSITE WATERHOLE



waterhole



meeting place



CAMPSITE



COOLAMON



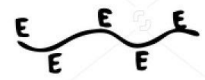
DIGGING OR CLAPPING STICKS



EMU



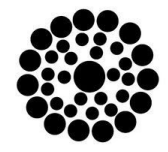
EMU 2



HOLE OR CLOUD OR NEST



rain



campfire



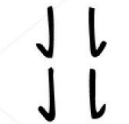
HOLE OR CLOUD OR NEST



HONEY ANT



HONEY ANT SITE



KANGAROO TRACK



MOVING KANGAROO TRACKS



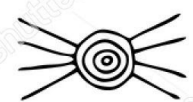
PERSON



MAN



MAN 2



MEETING PLACE



PEOPLE SITTING



POSSUM



RAIN



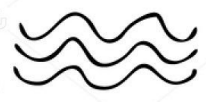
rainbow



human



SANDHILL OR CLOUD



SMOKE, LIGHTNING OR WATER FLOW



SNAKE



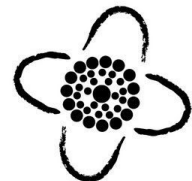
SPEAR



STAR



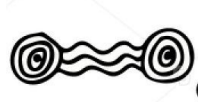
TRAVELLING SING



sitting



camp



WATERHOLES AND RUNNING WATER



WITCHETTY GRUB



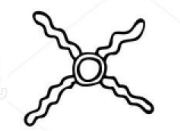
WOMAN



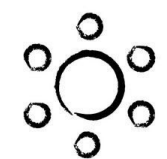
WOMAN 2



WOOMERA



YAM PLANT



star



smoke

P.E.
Resources

Grade 1 & 2 ACTIVITIES CIRCUIT

This week we are going to perform an activities circuit. This means we will move from one activity to the next with each covering a different skill- e.g. catching, bouncing, throwing... I have included 8 activities in our circuit and it is best to have them all set up before starting.

There are a couple of ways that you can complete the circuit:

1. Set a time limit you will spend at each activity (e.g. 1-2 minutes) before moving to the next activity. Repeat circuit as many times as you like.
- OR**
2. Moving to the next activity when you have reached the activity goal (e.g. complete 10 bounces). You may even like to time how long it takes to complete the entire circuit (i.e. all 8 activities) and then try to beat your fastest time. I have included examples of targets you may like to achieve before moving on.

EQUIPMENT NEEDED:

- Ball that you can roll
- Medium or large ball that you can bounce
- Medium or large ball that you can kick
- Paper target to stick to a wall or chalk to draw target on wall
- Objects that you can leap over safely
- Bucket/basket to throw a ball into
- Objects/markers you can skip and zig zag run around
- Objects/markers to create a soccer goal

1. OVERARM THROWING-

- Using an overarm throw, throw the ball at the target on the wall (e.g. paper stuck to wall, chalk target drawn on the wall).
- **Target:** When you have hit the target 3 times, move to the next activity

2. BOUNCING-

- Dribble the ball 10 times with each hand. 1 hand if this proves to tricky
- **Target:** After 10 bounces/catches move to the next activity

3. SKIPPING

- Skip around the marker placed 10m away and back to the start
- **Target:** Move to the next activity after making it back to the start line

4. CATCHING

- Toss the ball into the air (about head height) and catch the ball 5 with each hand. 1 hand if this proves to tricky
- **Target:** When you have completed 5 successful catches move on to next activity

5. DODGING

- Zig Zag run around the 5 markers spaced about 1m apart and zig zag back to the start.
- **Target:** Once back at the start, move to the next activity

6. KICKING

- Kick the ball into the soccer goal you have created
- **Target:** After you have scored 2 goals move to the next activity

7. UNDERARM THROWING-

- Underarm throw the small ball so it lands in the bucket/basket
- **Target:** Move to next activity after a successful throw

8. LEAPING-

- Leap over the three objects and run back to the start line
- Once back at start you are done! **CONGRATULATIONS!**