

Abby's Family

Read about Abby's family and answer the questions.

Abby is a little girl. She is three years old and lives with her family. Her family consists of her Mom and Dad, her older brother Jim and the family dog Lucky.

Abby's mom is a teacher. She teaches art. Abby's dad is a dentist. He is thirty years old. Abby's brother Jim is in third grade. He is a bright student.

Abby loves her dog very much and plays with it every day. Abby has a wonderful family!



Questions:

1. Who is Abby?

2. Describe Abby's family in one sentence.

3. What does Abby's mom do?

4. How old is Abby's dad and what does he do?

5. What kind of student is Jim?

Prep – Year 2

Writing – *Adjectives*

My Imaginary Monster – Create your own monster by drawing it in the large box. Choose six adjective words to describe your choice of body parts. For example: **googly** eyes, **rotten** teeth. Write a sentence on the line below.

My monster has _____ and _____.

The form consists of a large central rounded rectangle for drawing a monster. To its left and right are two vertical columns of three smaller rounded rectangular boxes each, intended for writing six adjectives to describe the monster's body parts.

Prep – Year 2

Mathematics – *Place Value*

Students practise reading, writing, naming and representing numbers by partitioning them.

Play the Place Value game on an iPad



Place Value Hockey online game:

http://www.abcya.com/place_value_hockey.htm

Mastermind

To develop understanding of place value

H	T	U
6x	8.	4.
4✓	8✓	1x
4✓	8✓	0✓

To Play:

* 2 or more players

* One game board

1. One player chooses a number and records it somewhere they will remember.

2. The other players take turns to 'guess' the number.

3. The guesses are recorded on the game board in the place value columns. For each digit; if the place value of the digit is correct it is given a tick, if the digit is in the number but has a different place value it is given a dot, if the digit is not in the number at all it is given a cross.

4. Students continue to guess using the clues given with the ticks, crosses and dots to work out the number.

Can be played to any place value

Language to use: "Are there **4 ones** in your number?"