

Active learning@Home provides parents and caregivers with easy-to-do CAPS-based activities per Grade to support their children's learning at home

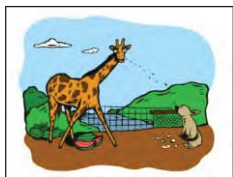
Writing about me

Parent Corner

Today in *Active Learning@Home* we are going to encourage your child to write a journal or diary in which to record events and thoughts, or to express feelings in writing. Keep your own diary too. If your child is willing to share its thoughts, so can you. A great way to put your child at ease is to admit that you are also feeling emotions during this difficult time, but you remain positive. For maths, play a game with the 'number-square', using a coin as a 'car' to help your child learn how to round off to the nearest 10.

Book of the day

The Giraffe and the Fox is a story about two best friends - a giraffe and a fox. They do everything together. One day, however, giraffe

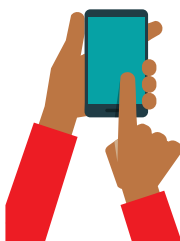


and fox do something they shouldn't and only giraffe gets caught.

Giraffe is very disappointed that fox abandoned him in that situation. Find out what happens and if the two remain good friends afterwards. Talk about what you expect from your friends.

Download this book (it's free) here: <https://nolibali.org/story-library/multilingual-stories/the-giraffe-and-the-fox>

Online Resources



FREE online applications (Apps) recognised by the Department of Basic Education (linked to the curriculum) are available.

These provide support materials in all languages for several Grades.

2Enable register here:

<https://www.2enable.org/>

Also visit the DBE's Cloud at:

<https://dbecloud.org.za>

Learning together is FUN

Do the following activities with your child. They are linked to the work that he or she is already doing in class. In this way you help him or her to stay up to date with his or her learning.

How I feel today

Journals or personal diaries, are a way in which we can express our experiences on paper. They are a nice way to practise the writing skill of expression.

Ask your child to write a journal in which it will use words to express (talk about) what it did during the day as well as its thoughts and feelings.

Explain to your child that it is his or her choice whether to **keep the diary private** or to **share it** with someone else.

Encourage him or her to start with the diary today, using the questions below as a guide to get started. Remember to start with the date.

Some ideas:

- What I did today.
- What I am thinking about today.
- How I feel today.

As parent you can also start your own diary in which you write your experiences.



Where am I going?

In this activity your child will learn how to **round off to the nearest 10**. Play this game using a 'number-square', like the one below (make one from an old cardboard box). Use a small object (like a 10 cent coin) as a 'car'.

Let your child throw the coin onto the 'number-square' and see what number it lands on. He or she needs to decide where her car is closest to: the home or the petrol station?

0	1	2	3	4	5	6	7	8	9	10
10	11	12	13	14	15	16	17	18	19	20
20	21	22	23	24	25	26	27	28	29	30
30	31	32	33	34	35	36	37	38	39	40
40	41	42	43	44	45	46	47	48	49	50
50	51	52	53	54	55	56	57	58	59	60
60	61	62	63	64	65	66	67	68	69	70
70	71	72	73	74	75	76	77	78	79	80
80	81	82	83	84	85	86	87	88	89	90
90	91	92	93	94	95	96	97	98	99	100

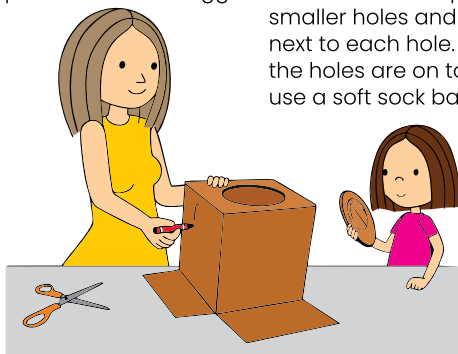
Your child must follow that row, going either left or right until he or she is under the house or the petrol station. For example, if the coin lands on **54**, ask him or her to decide whether the coin is closer to **50** or closer to **60**. The answer is **50**. Explain that we can remember this by asking ourselves 'what is the shortest route (or the least number of squares) from our 'car'?

There is a rule in this game: if you land in the **middle**, you always go to the petrol station (rounding off to the next 10). For example, if the 'car' lands on 65, you go to 70.

Let your child play this with a brother, sister or the whole family!

Play today

Sock ball throw! A game to play with that large cardboard box you were about to recycle. Cut holes of different sizes and shapes on one side of the box (but big enough that the sock ball can go through it). Each hole counts a different number of points. Make the bigger holes count fewer points than the smaller holes and write the points next to each hole. Flip the box so that the holes are on top. You can now use a soft sock ball and try to throw it



through the holes. Add up the points after 5 throws to get a winner.

You could even play this on your own.

Healthy Habits

Greet with the **elbow greet** - do not shake hands



Remember to keep it **PLAYFUL** and **FUN**. That is how children learn.