



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

Visiting a rural village

Parent Corner

In **Active Learning@Home** you and your child will visit a rural village and write about the trip.

You will also start to introduce your child to 2D (two-dimensional) shapes and 3D (three-dimensional) objects. In Grade 2 the children need to understand the properties (what things look like) of 2D shapes and 3D objects. A 2D shape is 'flat', for example when you draw a square on a piece of paper. A 3D shape has 'more than one' side, for example a cube. Today's activities will help with understanding these differences.

Book of the day

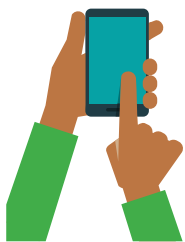
An Autumn Walk is a story about a dad who takes his family for a walk through the forest to find some chestnuts and other natural treasures. Read the story to find out how their outing went. Download this book (it's free) here:

An Autumn Walk
by
Jade Maitre



<https://www.storyberries.com/besti-me-stories-an-autumn-walk/>

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>

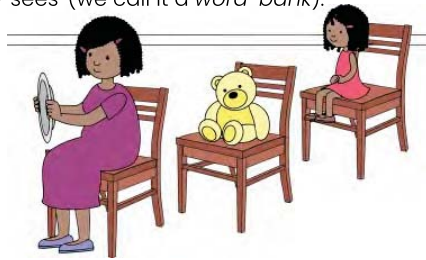
Learning together is FUN

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.

Visiting a rural village

Ask your child to pretend that they are on a bus ride to **rural village**. Make this more fun by stacking chairs or pillows behind one another as it would be in a bus. You can pretend to be the bus driver.

Your child must use her imagination and look out of the 'window' of the bus and **describe all the things she 'sees'** while the bus drives through the rural village. This is a fun way for her to learn how to use words to describe what she 'sees' (we call it a *word-bank*).



After the 'bus ride' ends, ask your child to write down all the things or places she saw during the 'bus ride', for example, a shop, a person on a bicycle or a school.

Next ask her to use as many of the words she wrote down to **write a paragraph** about her "bus ride through a rural village". This way she is making use of her *word-bank* to write sentences.

2D shapes 3D objects

Today you will assist your child to discover **2D (two-dimensional) shapes** and **3D (three-dimensional) objects**. Explain this to your child by using the pictures below.

Discuss *Picture 1* with your child and explain to him that these shapes are flat. We can only see 'one part' of the shape as drawn in the picture. This is called 2D shapes. The picture of the house also has shapes, and is also 2D, because we can only see one side (it is flat).

Picture 1:
2D shapes



Discuss *Picture 2* with him. Ask him what the main difference between these objects and the shapes in *Picture 1* is. Assist him to get to answers such as: 'They have more than one side,' 'They are not flat.' and 'It looks more like the real thing.' (if one has to make it). Explain to him that these objects are 3D.

Picture 2:
3D shapes



Ask him to look around the room and try to find 2D shapes and 3D objects.

Play today

Draw an orange tree: In this game, the players (at least two) will be drawing an orange tree by throwing a dice and following the instructions that are linked to each number on the dice.

First, write the numbers 1 to 6 with the following instructions next to each number: **1.** Draw the trunk of the tree. **2.** Draw one branch. **3.** Draw ten leaves. **4.** Draw one orange. **5.** Draw two oranges. **6.** Draw a bird sitting in the tree.

The first one who has drawn an orange tree with 1 trunk, 3 or more branches, 20 or more leaves, 10 or more oranges and 1 bird, wins!

Two important rules:

1. A player can start to draw the orange tree from any number, for example if a player throws 3 first, he can start drawing the tree's leaves.
2. If a player throws number 1 on the dice more than once, he or she needs to skip that round (as you can only draw a trunk once).

Healthy Habits

Read
every day!



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