

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

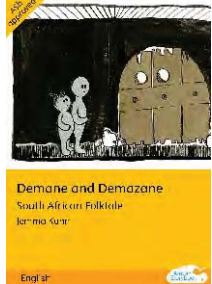
Giving and following instructions

Parent Corner

Today in **Active Learning@Home** we are focusing on following instructions. Our lives are filled with instructions that we need to follow. Parents and teachers instruct children, employers instruct employees and the government instructs its citizens. Following instructions is important because it's the way we learn and the way we stay safe. Some instructions should NEVER be followed like being told by a stranger to get into his car. However for the most part, children really should learn to take instructions seriously. Ignoring good instructions can cause your child to lose out on learning.

Book of the day

The South African folk tale, **Demane and Demazane**, is a story of twins who run away from home because their uncle beats them. They make their new home in a cave and Demane gives his sister Demazane



strict instructions about how to stay safe – but does she follow his instructions? No! And this leads to all kinds of trouble.

Download this book (it's free) at: www.africanstorybook.org to see what happens to the twins.

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.

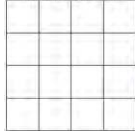
Listen here!

You are going to play a fun game with your child on **giving and following instructions**. You need a piece of paper for each player, a ruler and some colour pencils.

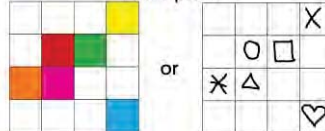
Explain the rules of the game below to your child before you start.

1. Each player must draw an **identical** 4 x 4 grid on a piece of paper (example A below).
2. The players need to sit back to back.
3. Player 1 colours in a selection of **6** blocks on her grid in any colour scheme or pattern (example B below).
4. Player 2 leaves her grid blank.
5. Player 1 explains step-by-step to player 2 how to make the pattern on her grid. For example, "Colour the fourth block along the top in yellow."
6. If player 1 gives instructions clearly and player 2 listens and follows the instructions correctly, they should both finish with the identical pattern.
7. If it is not the same, discuss what went wrong. Maybe it has something to do with the instructions.

Example A



Example B



or



Follow what you read

You are going to play another game with your child, but this time you and him will **read** and **follow instructions** that will direct you to draw a geometric shape (that is the name for a circle, triangle, rectangle, rhombus, square and trapezoid). This is fun if two or more people are playing because you can compare how similar or different the shapes are – depending on how well the instructions were followed. You need a piece of paper for each player, a ruler and some colour pencils. Read and follow the instructions below with your child

- Draw a triangle with a base measuring 10cm.
- Find the midpoint of the base line and draw a straight line down the page, measuring 5cm.
- Draw a line joining the end of the straight line and the left-hand end of the base line.
- Do the same to the right side.



When you are finished ask your child the following questions:

- How many triangles can you count in this design?
- Do any of the triangles have the same dimensions (measurements)?

Play today

Telephone: This listening game is an oldie but a goodie. The more people play, the more fun it becomes. Let everybody in the house join. The aim of the game is to pass on a whispered message as accurately as possible.

Player 1, the messenger, thinks of a message (one sentence to start with) and whispers it to the next player. This player must whisper it to the person next in line and so on until the message is whispered to the last player who says the message out loud. The messenger (player 1) repeats the actual message and you can compare the two to see whether the message has stayed the same... or not! The longer the message, the harder and funnier the game becomes.



Healthy Habits

Read
every day!



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