

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

Time waits for nobody

Parent Corner

Today in *Active Learning@Home* we are focusing on time management. All of us get the same number of hours. It's how we manage our time that makes the difference between coping and collapsing. Learning to manage time is more than a life skill, it's a gift we can give children to help them cope with the increasing workload that comes with growing up. In today's activities your child will learn some figurative sayings about time. Then, together with your child, you will draw up a time budget which is the first step to managing time.

Book of the day

The **Tortoise's Song** tells the story of how a slow and steady tortoise helps to dig a deep hole and find



water. This saves the lives of many other animal. Many children learn and work slowly at school. This story shows them how important it is never to give up

and that speed doesn't always mean success. Read or download this book (it's free) at:

<https://nalibali.org/story-library/multilingual-stories/the-tortoise%E2%80%99s-song>

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.

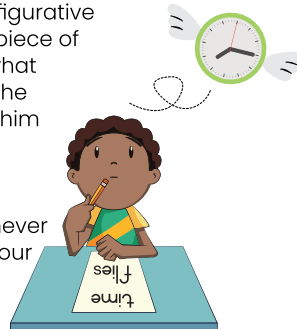
Figurative and literal language

When we speak, we can say something **exactly as it is**: "I have not seen you for five days" (called **literal language**). We can also use words and phrases that are more imaginative or even a bit dramatic: "I have not seen you in ages!" (called **figurative language**). These differences are sometimes hard for children to understand. The saying, "To fall on deaf ears" means to say something and no one listens (as a parent you will relate). It's meaning is figurative, or imaginative. It does not mean people are actually, or literally, deaf.

To assist your child to have a better understanding of figurative sayings in English, we are going to look at some of them that relate to time.

Ask him to write the figurative sayings below on a piece of paper and explain what each could mean. If he does not know, help him to find out.

- Time flies
- Beat the clock
- Better late than never
- At the eleventh hour
- Around the clock
- Time is money



Time budget

To learn how to manage time, you first have to find out how your time is spent.

Draw up a table like the one below. Your child can change the headings according to what he does during an average week.

Ask him to be honest about how much time is spent on each activity and fill in these amounts.

He must then add up the total amount of time spent per week per activity.

| My time budget | | | | | | |
|----------------|----------|-----------|----------|--------------|--------|--------|
| | School | Transport | Homework | Play / sport | Chores | Social |
| Monday | 6 hours | 1 hour | 2 hours | 1 hour | 30 min | 50 min |
| Tuesday | 6 hours | | | | | |
| Wednesday | 6 hours | | | | | |
| Thursday | 6 hours | | | | | |
| Friday | 6 hours | | | | | |
| Saturday | | | | | | |
| Sunday | | | | | | |
| TOTAL | 30 hours | | | | | |

A **time budget** will help him see, literally, how he is spending his time. Some things, like school, are unchangeable, but others can be adjusted like time spent on chores.

This is also a good way for children to plan (budget) how they want to use their time.

Play today

Time tag: This game works best when there are a number of people to play. It is a mental maths game, but have paper and pencil handy for children who need to see the numbers and a place to work out answers.

Let's start by adding 15 minutes.

Player 1 says 2 o'clock plus 15.

Player 2 says 2:15 (2 o'clock plus 15 minutes) plus 15.

Next player says 2:30 plus 15.

Next player says 2:45 plus 15.

You can go on and on, adding 15 minutes to each time. Make it easier: add in 2-, 5- or 10-minute intervals.



Make it harder: start at, for example 3:10. Different numbers can also be used, for example, add 13 minutes, or 22 minutes. You can also subtract minutes to go backwards in time.

Healthy Habits

Read every day!



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