

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

Telling a story with pictures

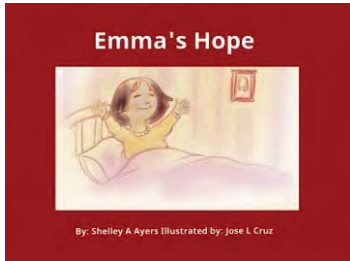
Parent Corner

Today in **Active Learning@Home** we are focusing on creativity by acting out a fantasy story.

This is followed by activities on how to use fractions in order to understand time. It is also important to have fun and the game called *Bucket Ball*, is just right for that.

Book of the day

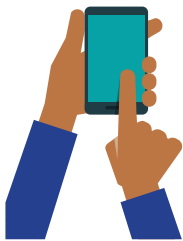
Emma's Hope is a story about a young girl who loves her grandfather and expresses her emotions to him on her Birthday.



It is a fun interactive book that you and your child can read together. Emma asks you to draw and share your experiences with her as you read the story.

Read the story (for free) here:
<https://www.storyjumper.com/book/read/30866706/Emma-s-Hope#>

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

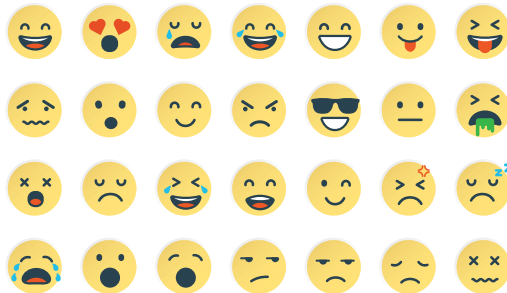
Do the following activities with your child. They are linked to the work that he or she is already doing in class. In this way you help him or her to stay up to date with his or her learning.

Writing a story...

Writers **tell stories with words and pictures** to describe different types of emotions. For example, comic books are written using mainly pictures with short sentences to explain what is happening in the story. When we send WhatsApp messages, we use **emoji** (pictures showing emotions) to describe how we are feeling.

Today you and your child are going to create an **Emoji Book**. It's going to be great fun. Ask her to 'write' a story using only *emoji* (see example below). She needs to draw each emoji and may not use any words. Give her some time to 'write' the story and then go back and ask her to share it with you.

This allows her to be creative while also explaining emotions clearly.



Fun with congruency

In **geometry**, if two objects have the **same shape, angle and size** they are called **congruent**. This means that both shapes are a mirror (the same) image of each other.

You will assist your child to understand congruency in a creative way. Ask him to draw a square with a ruler and pen on a piece of cardboard (like the inside of a cereal container) and cut it out neatly. The sides of the square must be 5 cm. Next, he must use this square and draw (trace) another square on any piece of paper and cut it up. Let him place the two squares next to each other and ask him what makes them the same (their shape, size and angles). Explain that we say that these two shapes are congruent.

Next, ask him to find different pieces of paper from old magazines and brochures not being used. He needs to draw and cut out the same square from all of them until he has about 10. Stick them all on top of each other (see example). Finish by cutting out a picture and stick it in the middle. Now he has a 'photo frame' made of congruent squares.



Play today

Bucketball. You need 3 empty buckets (or containers) of different sizes and a few small balls (you can make some of old socks as well). Place the buckets in a line.

The players need to stand at least one meter from the buckets. Each player has a turn to try and throw a ball into one of the buckets. Make the game more exciting by giving each bucket a different number of points, for example:

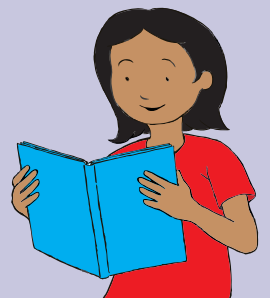
- bucket 1 = 20 points,
- bucket 2 = 30 points and
- bucket 3 = 50 points.

The player with the most points at the end of the game wins. This game is not only fun but develops good concentration and aiming skills.



Healthy Habits

Read every day!



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