

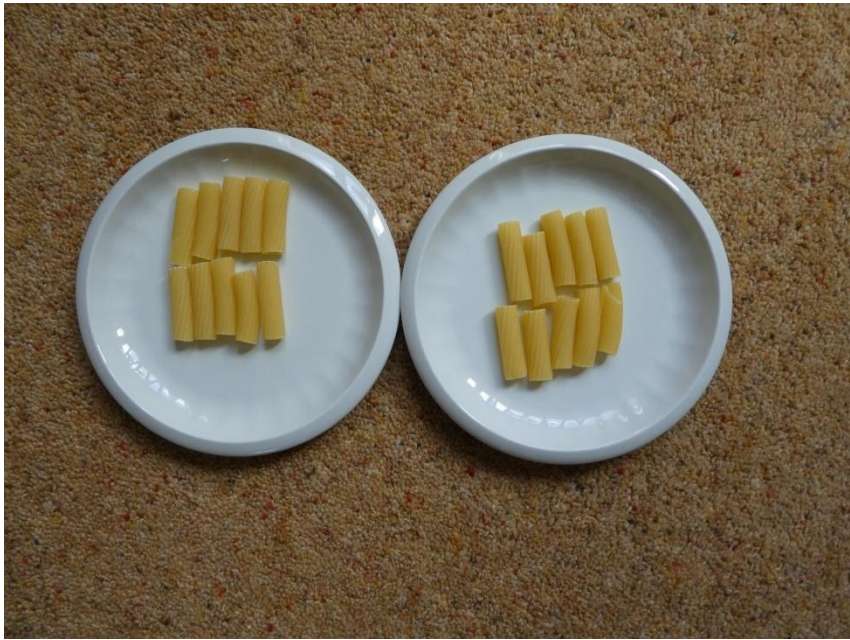
Primary 1		
Literacy	Numeracy	Health & Wellbeing
<p>Aim: To identify tricky words.</p> <p>Can you pick some tricky words and air-write them onto someone's back with your finger? Can they guess what your word is? Swap over and have someone do the same to you!</p> <p style="text-align: center;">was he she</p> <p style="text-align: center;">looked asked Mr Mrs</p> <p style="text-align: center;">their people called could</p>	<p><u>Aim:</u> To understand the concept of multiplication</p> <p>You can look at the pictures on the next page for this activity or use your own plates and small objects.</p> <p>At this stage we are introducing multiplication as 'sets of' or 'groups of' and using pictures or practical materials to ensure a deep understanding of the concept.</p> <p>Look at the pictures on the next page. First the adult will tell you what the pictures show by reading the words.</p> <p>Now you need to tell the adult what you see in each photograph on the next again pages.</p> <p>Perhaps you could try making your own sets of small objects and practise saying what you can see. Remember to put the same number of items on every plate so that all the sets are the same!</p>	<p>Aim: to develop body balance and control.</p> <p>Use a dice to play the game on the next page.</p>

3 groups of 10
3 sets of 10
10 and 10 and 10
10, 20, 30



4 groups of 2
4 sets of 2
2 and 2 and 2 and 2
2, 4, 6, 8







How to play



1
Players start in the same space.

2
One player throws the dice. Each player makes a shape (a balance) that has that number of contact points with the floor. If you throw a 2: do a handstand with two hands, or balance on one knee and one elbow, you can make it as hard or as easy as you like.

3
Keep throwing the dice and practise making different shapes/balances for a few minutes.

4
Each player throws the dice and gets a number. (Don't show each other!) Each player moves to a different room and practises making a shape/balance to match their number.

5
Players come back to one room to show off their shapes. Players then make a sequence of the shapes and perform a routine. Add some music!

Variations

- Players teach each other their shapes before doing a joint routine.
- Instead of numbers, use different ideas, e.g. make shapes of letters or copy animal movements.

Challenge yourself

- Can you make a more difficult shape?
- Can you hold your balance without wobbling for longer?
- Can you add some movements between balances?