



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

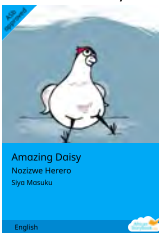
# Play and learn with verbs and measuring length

## Parent Corner

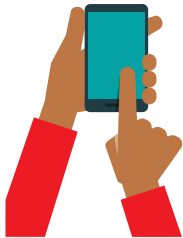
Today we are going to combine two concepts: verbs and measurement. Coincidentally to 'measure' is a verb. How do we know this? Clue 1: we can do it, clue 2: it can be used in different tenses. Because measurement is part of maths, and is a life skill, we are going to practise measuring and comparing length. This will help your children understand concepts like long, longer, longest and help them use measuring tools like rulers. They will also learn to work with units for measurements like centimetres and metres.

## Book of the day

**Amazing Daisy.** Have you ever wished you could fly? Well Daisy the chicken really wants to be able to fly, but she is a chicken, and although chickens are birds, they are not great at flying. See if Daisy's wish comes true by reading the story, Amazing Daisy written by Noziziwe Herero. You can find the story, Amazing Daisy at [www.africanstorybook.org](http://www.africanstorybook.org) (search for the title). We hope you enjoy reading about this courageous little chicken.



## 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.

### Past tense verbs

In English, we usually add 'ed' at the end of a verb to show the *past tense*, for example, jump becomes jumped in the past tense. There are, however, a few **irregular verbs**. These are verbs that don't follow the 'ed' rule.

You will help your child to practise the present and past tense of some irregular verbs with a fun card game.

To start, cut 36 playing card-sized pieces of paper or cardboard.

Divide the cards into two sets of 18 each.

On set one, write the following verbs (present tense): speak, break, steal, eat, write, fall, fly, go, sing, drive, take, give, get, have catch, think, buy, sleep.

Write these verbs on set 2 (past tense): spoke, broke, stole, ate, wrote, fell, flew, went, drove, took, gave, got, had, caught, thought, bought, slept.



Mix up all the cards and ask your child to organise them as quickly as possible into matching pairs (present tense verb next to past tense verb). Make it fun by timing your child to see how quickly he or she can organise them. You can also play SNAP with these cards.

### Let's measure

You can assist your child to learn and understand **measurement** by playing a fun game. For this game you will need a measuring tool like a ruler or tape measure. If you don't have these, you can use string.

#### How far can you jump?

This is a jumping competition to see how far everyone can jump.

The rule is to start at the same place and jump forward.

The length of the jump is measured and written down (recorded). If using the string, cut it to the length of the jump. At the end compare the lengths of string to find the longest one.

After everyone has had a turn, compare the recorded measurements of the jumps to find the winner (furthest jump).

You can use the same idea to see who can do the widest splits, lift their leg the highest, and who can stretch their arms the widest.

Measuring while playing is the best way to learn.



## Play today

**Six actions:** Here is a game that is fun and will keep you all fit.

To start, write down a list of six actions. Here is an example:

1. Jump forwards once.
2. Clap you hands behind you back.
3. Give yourself a hug.
4. Balance on one leg for 5 seconds.
5. Hop on the spot 7 times.
6. Swing both arms backwards.

To play, one person rolls a dice and must do the action matching the number on the dice. For example, if a 3 is thrown then that person must give themselves a hug. You can make lot of these cards, all with different actions. It's a great way of using verbs, writing instructions and moving your body.



## Healthy Habits



Cough and sneeze into your elbow please

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