

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

Building knowledge through words

Parent Corner

Today in *Active learning@Home* we are focusing on **dictionaries** as amazingly useful resources. Good dictionaries explain word meanings (sometimes with pictures), show different word forms, identify parts of speech, help with pronunciation and of course show correct spelling. Great dictionaries also explain grammar and punctuation. English is known as a difficult language that breaks as many rules as it follows, which is why every child should make friends with a dictionary. After all, words are the seeds that blossom into life-long learning.

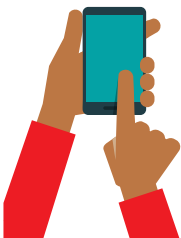
Book of the day

Why the Bat Flies at Night: Have you ever watched bats flutter about and wondered why they only come out to hunt at night?



Read the story, 'Why the Bat Flies at Night' to find out why. After reading the story, ask your child to explain if it thinks this story is fact or fiction. You can also make a list of any new words learnt from the story. Download this book (it's for free) here: <https://nalibali.org/story-library/multilingual-stories/why-the-bat-flies-at-night>. It is available in English / Afrikaans / isiXhosa / Sepedi / isiZulu / Sesotho / Xitsonga / Setswana

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.

Our home's dictionary

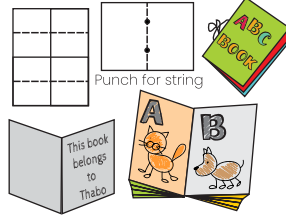
Today your child will start to **make a dictionary** that lists items in your home. It's a fun way to improve our understanding of words and their meanings. This is quite a big project so do a little bit every day.

Firstly, ask your child how words are organised in a dictionary [answer: alphabetically]. Explain to your child that he or she needs to make a book with 26 pages (one page for each letter of the alphabet) for the dictionary. Any type of paper can be used, including scrap-paper.

Start by planning the dictionary:

design a front cover and encourage your child to write the letters of the alphabet (UPPER and lower case) at the top of each page. Then he or she needs to find items in your house to list in the dictionary.

For example, 'Television' goes under T and 'bed' goes under B. For each word that your child lists, he or she needs to write one sentence using that word and draw a picture that shows what the word means.



Sums with words

For our maths today, we will focus on the numbers: 20 000, 9 752, 4 918, and 2 029.

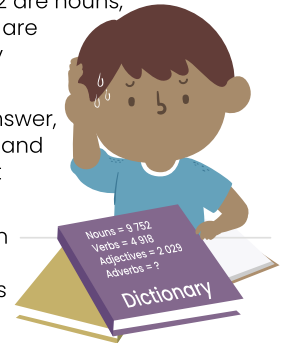
Start by practising reading these numbers with your child. Breaking them up in the following way is helpful if your child is struggling: **13 644** = 1 ten thousand + 3 thousands + 6 hundreds + 4 tens + 4 units.

Now that you can say the numbers, try and write them as words, for example **thirteen thousand six hundred and forty-four**.

The next step is to solve the following problem: A dictionary has 20 000 head words (the main words in bold). If 9 752 are nouns, 4 918 are verbs, 2 029 are adjectives, how many words are adverbs?

To check his or her answer, add all four numbers and if they equal 20 000, it is correct.

To end, write your own appropriate and interesting word sums using these numbers.



Play today

One letter, four words: This game can give a great boost to a child's vocabulary. To play, each person has a piece of paper that is divided into 4 columns. Write in headings as shown in the picture. Then, write the letters of the alphabet on 26 little squares of paper and put them into a plastic bag.

Start with one player taking out a letter. Everyone must write the name of an animal, a food, a place, and a person's name starting with that letter (the example in the picture uses 'b').

To make it more interesting, set a time limit for each round. Maybe the one who finishes first with all 4 words counts back from 10 and if he or she gets to 0, everyone must stop.

Animal	Food	Name of a place	A person's name
bear	bread	Botswana	Boitumelo

Healthy Habits



Cough and sneeze into your elbow please

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