

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

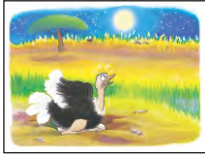
Spell checks and number checks

Parent Corner

Today in *Active Learning@Home* we are focusing on **dictionaries**. Dictionaries can sound so old fashioned - why use those old books when we have computers? Think of words as money: the more money you have the more you can buy. It is the same with words: the more words you know and understand, the more you can learn. So, if words are like money, then dictionaries are like banks - full of wealth and not to be underestimated.

Book of the day

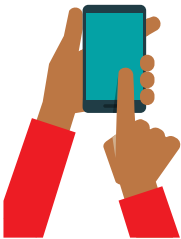
How the Ostrich Got a Long Neck is about ostrich parents who take turns to sit on their eggs and keep them warm. They are a bit suspicious and keep stretching their necks to check up on each other.



After reading, ask your child to review the story, explaining if she enjoyed it and giving reasons for her opinions.

Download this book (it's free) here: <https://nalibali.org/story-library/multilingual-stories/how-the-ostrich-got-long-neck>

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>

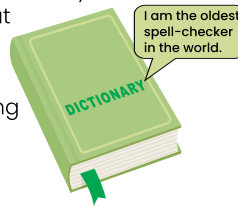
Learning together is FUN

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.

Spell check

Get your child to use a dictionary. Let him read the passage below about dictionaries and find the **20** spelling mistakes.

He needs to fix the spelling mistakes and use a dictionary to check any tricky words.



Dictionaries were first made to help people translate from one language to another. They were called bilingual ('bi' means two and 'lingual' means language). The earliest surviving single language dictionary is a Chinese dictionary from around 300BC. Samuel Johnson took nine years to produce his dictionary called, "A Dictionary of the English Language". It was published in 1755. His dictionary was used for over 150 years and is thought by many to be the first 'modern' dictionary. Modern dictionaries are arranged in alphabetical order, but very old dictionaries were arranged by subjects. Dictionaries change over time because languages change. Two English words that aren't used anymore are 'nickum' (a dishonest person) and 'awhape' (to amaze). Words that have joined English quite recently are 'meme' and 'emoji'.

Number check?

In this activity your child will continue 'checking' whether things are correct, but this time with numbers.

Ask her to do the following exercises:

Ask her to check the following numbers carefully to see if they are all arranged from the **smallest to the biggest**.

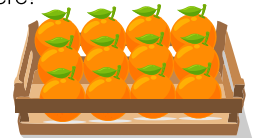
- 123 231, 123 321, 123 123
- 324 440, 324 340, 324 335
- 109 190, 109 901, 109 019

Fact check these statements:

- The difference between 123 231 and 123 102 is 129.
- 324 335 is 129 less than 324 203.
- 318 380 equals double 109 190.

Can you do these sums? If not, **try to work out what's missing**.

- If a runner runs daily, how many kilometres will be covered in a 5-day week?
- A box of sweets has 14 red sweets, 23 green sweets and 11 orange sweets. How many black sweets are there?
- A farmer packs a dozen oranges per box. How many boxes will she pack?



one dozen oranges = 12 oranges

Play today

Letter fun: For this game you need counters (coins or beans), a dice and paper. Draw a grid of at least 26 spaces. Write in numbers and letters as in the example below.

1	a	2	b	3	c	4	d	5	e	6	f
7	g	8	h	9	i	10	j	11	k	12	l
13	m	14	n	15	o	16	p	17	q	18	r
19	s	20	t	21	u	22	v	23	w	24	x
25	y	26	z	27	a	28	b	29	c	30	d

To play:
Player 1 throws the dice and moves the counter accordingly. For example, if a 2 is thrown, the counter is moved two spaces. The player must think of a word starting with the letter he or she lands on.



You can also play this in the following different ways:

Instead of the first letter, the player must think of a word that ends with the letter. Instead of single letters, add in double sounds: bl, ch, th.

Healthy Habits

Greet with the **elbow greet** - do not shake hands



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