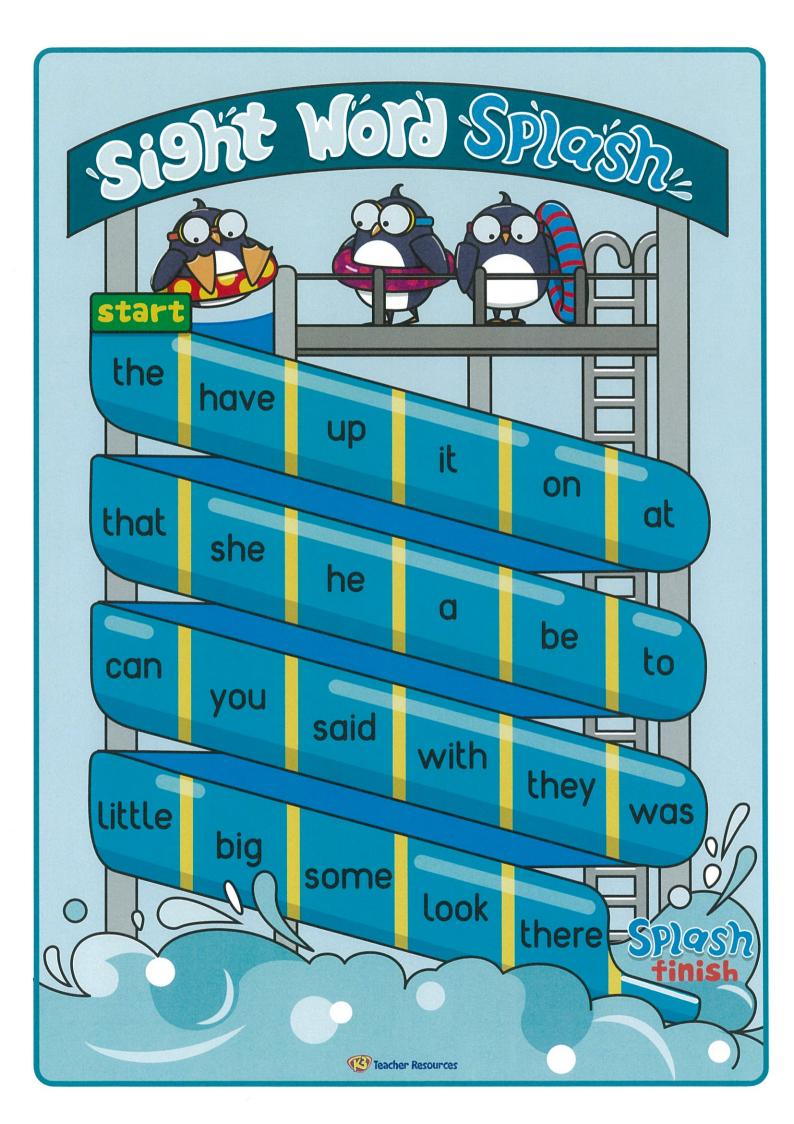


# Activity Book for Stage 1



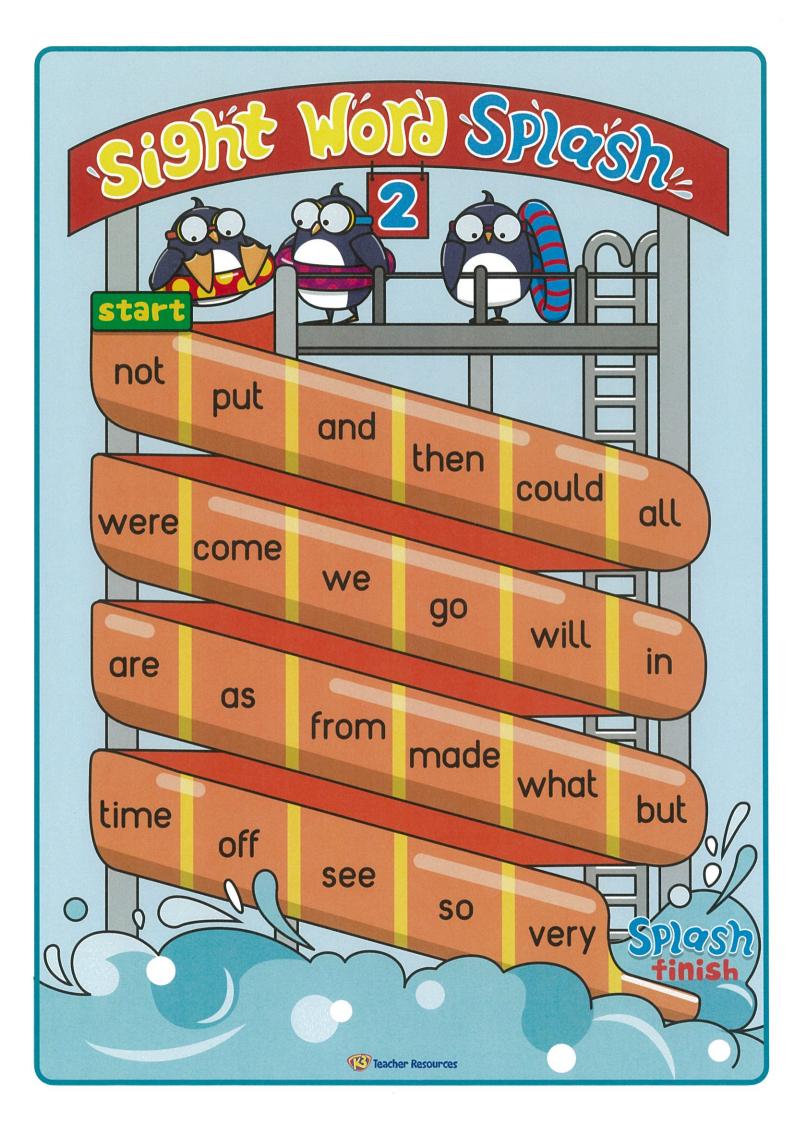


Land on a word, say it then write it. The player with the most words wins!

If you can't say the word, you must miss a turn. But watch out! Your partner can steal your word and add it to their list!

Sight Word Splash	Player's Word List
Player 1	Player 2

(C) Teacher Resources





Land on a word, say it then write it. The player with the most words wins!

If you can't say the word, you must miss a turn. But watch out! Your partner can steal your word and add it to their list!

ight Word Splash	Player's Word List
Player 1	Player 2
	·

(C) Teacher Resources

	BONUS! \$1		Set the table 40c	Bought a lollipop 20c	Miss a turn	
Miss a turn	W					BONUS! 20c
Vaccumed the floor 60c	MONEY GAME	Emptied rubbish \$1	Gave my brother 70c			
Helped wash car 50c	NEY			BONUS! 30c		Helped wash-up 60c
		Miss a turn				Go back 1 square
Gave to charity 50c	POCKET	FINISH	<b>3</b>	Go back 3 squares		
Used kind words \$1.60	٥			Bought a comic \$1.50		Made my bed 50c
BONUS! 80c		Go back 6 squares	Grandma gives you \$2			START



# MY POCKET MONEY

MY POCKET MONEY



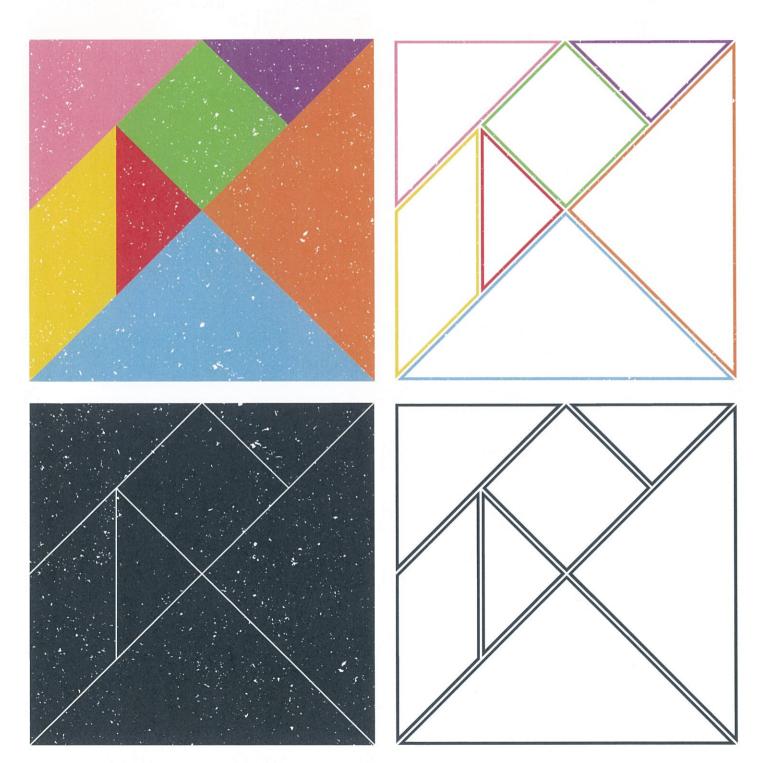




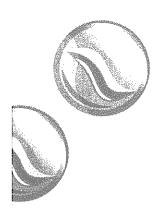




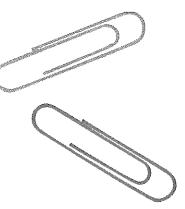
## MANGRAM TREATS



Date			
p title:			
Comic strip title:			
Name —			



### At-Home Scavenger Hunt



As quickly and safely as you can, go find something in your home that matches each item below. Each time you find an item, check it off the list. When you have found all of your items, bring them back to your workstation to show the class.

0	Find your favourite book.	
0	Find a picture of you and your family.	
0	Find your favourite toy or game.	
0	Find something that makes you laugh.	
0	Find something that you are proud of.	
0	Find an object that is your favourite colour.	
$\bigcirc$	Find something to show your favourite school subject.	
0	Find your favourite shirt.	
0	Find your favourite pair of shoes.	
0	Find something that starts with the first letter of your last name.	
$\bigcirc$	Find something to show what you did over the holidays.	
0	Find something to show your favourite sport.	
0	Find something to show your favourite animal.	
$\bigcirc$	Find something to show your favourite thing to do on the weekends.	A.C.
0	Find something to show your favourite movie.	

(C) teachstarter

### Hail, Hail, the Zero-Tail!

#### Instructions

#### Aim

The aim of the game is to identify numbers which, when added together, make a 'Zero-Tail' (a number ending in a zero). The winner is the player who has the most coloured cells in a row when the teacher calls, "Game over!"

#### **Players**

2

#### Equipment

1x game sheet (this could be laminated for repeated use)
1x whiteboard marker/pencil for each player (each a different colour)
2 x dice

#### How to Play

- 1. Players roll a dice to determine who will go first. The player who rolls the highest number becomes Player 1.
- 2. Player 1 rolls both dice, then nominates which two-digit number they will form e.g. if they throw a 5 and a 2, they can choose the number to be 52 or 25.
- 3. Player 1 scans the game sheet to see if they can find a number which, when added to their two-digit number, will make a Zero-Tail (a number which ends in a 0). If they can, they colour in that cell. If they cannot, they must wait until their next turn to try again.
- 4. Play then moves to Player 2 and the process outlined in the above steps is repeated.
- 5. Play continues until the teacher calls, "Game over!" The winner is the player who has the most coloured cells in a row (rows may be vertical, horizontal or diagonal).

#### 5 9 9 M N $\infty$ $\infty$ 5 $\infty$ 7 9 9 $\sim$ $\infty$ $\sim$ 9 5 9 9 9 7 $\infty$ 5 5 $\infty$ $\infty$ 4 9 9 $\sim$ **M** $\sim$ 5 9 $\Box$ 9 9 M

# Hail, Hail, the



(C) teachstarter

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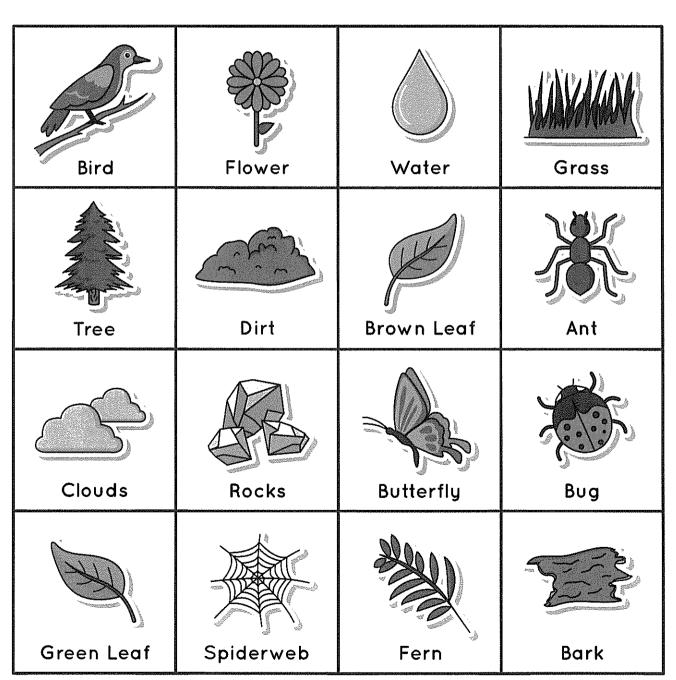
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### HATURE SCAVENGER HUNT



See if you can find all the items below.



Miller Manuelle and Manuelle an