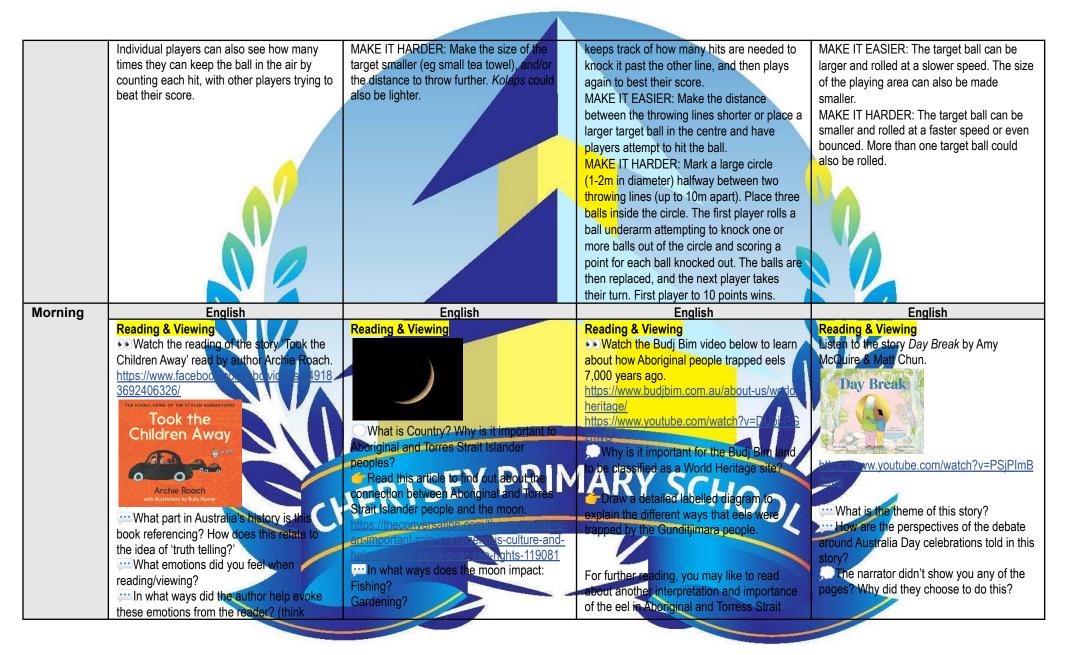
Chertsey Primary School Remote Learning – NAIDOC WEEK 3-6

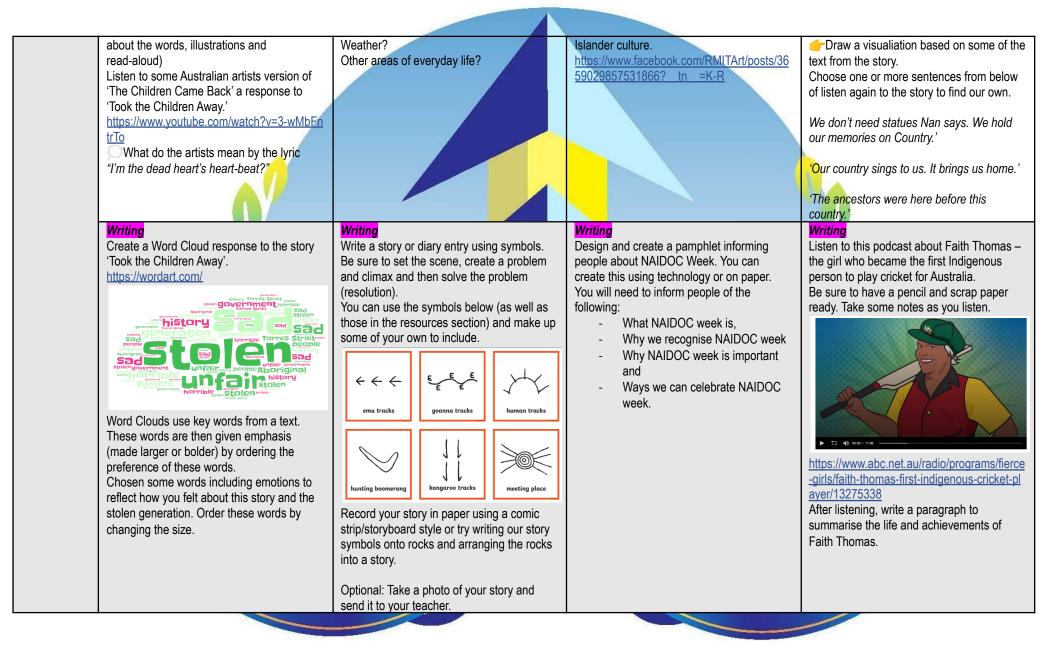


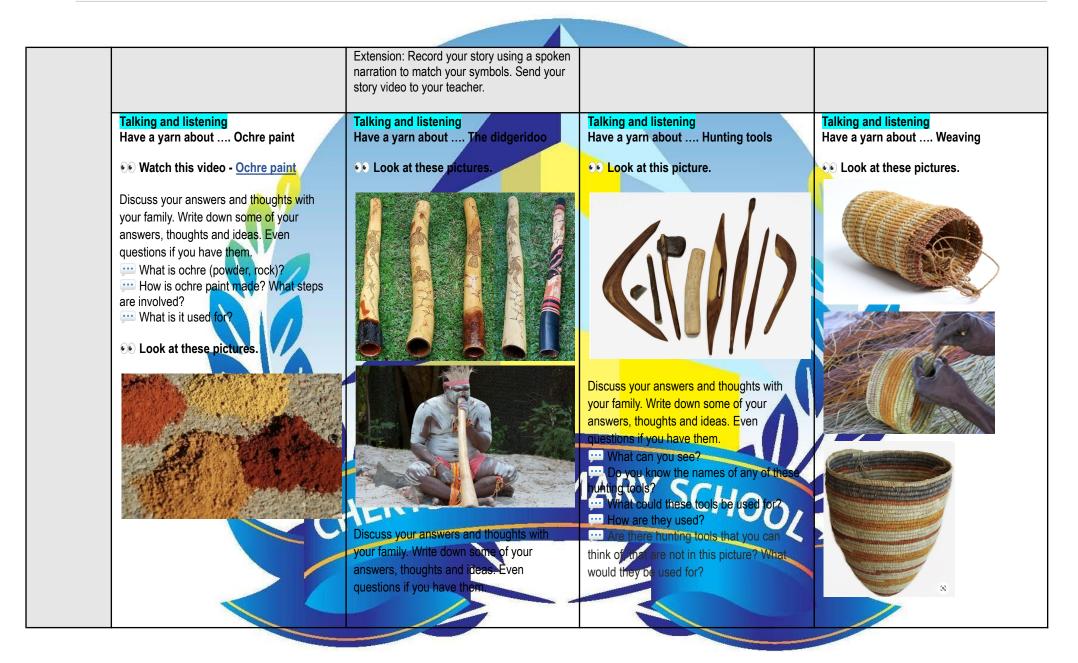
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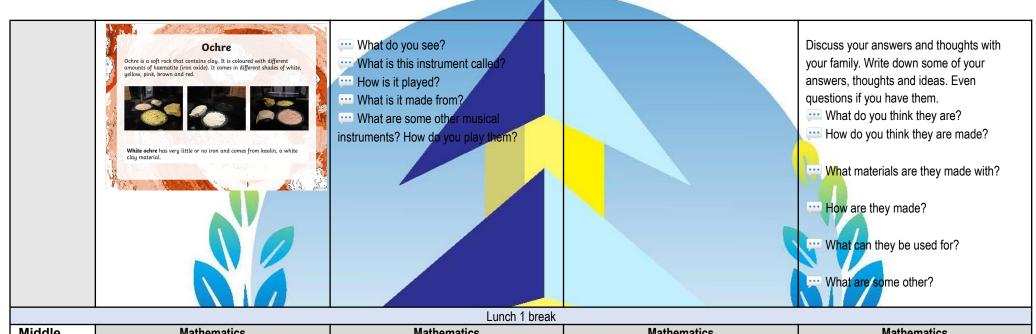
Fitness: Indigenous Game KAIFitness: Indigenous Game KOLAPFitness: Indigenous Game WEMEKai is a game from the Torres Strait where players stood belia song as they hit a ball up in the air wer (ball song) as they hit a ball up in the air wer (ball song) as they hit a ball up in the air wer (ball song) as they hit a ball up in the air wer (ball song) as they hit a ball up in the air wer (ball song) as they hit a ball up in the air wer (ball song) as they hit a ball up in the air wer (ball song) as they hit a ball up in the air wer (ball song) as they hit a ball up in the air wer (ball song) as they hit a ball up in the air wer (ball song) as they hit a ball up in the air the kail tee, which is guile light whend in Z. Equipment needed: small beach ball or sont ball, playing area free of obstructions (inside or outside)Fitness: Indigenous Game WEME Were is a stone bowling game played by the ball with the parm of heir hands. The game was player three a to wellor math. Stole Sont math, song method with the song of the kolap tree - use a towellor math. Stole Sont math, song method wellow is player. For two or more players Players stand belain the air by counting few alphabet without the ball in the air by counting the arget. The player who lands the most kolaps wins.Fitness: Indigenous Game WEME Were is a stone bowling game played by the kall tee, which is guilt and the first player is stand belain the air by counting the sole player can keep the ball in the air by counting team bit and thring the score.Fitness: Indigenous Game WEME Were is a stone bow many they can hand to ball, store the arget in a set time (for example one)PLAY IT SOLO: See how many theshey can keep the ball in the air by counting deal hit and thring the score.Fitness: Indigenous Game WEME Were is a stome blayer is		Tuesday	Wednesday	Thursday	Friday
 Kai is a game from the Torres Strait where players stood in a circle and sang the <i>kai</i> were (balls conditional in the torres Strait. Kolap is a throwing game that was played by the Walbin people of central Australia. One players were played by the Walbin people of central Australia. One players the balls conditional in the torres Strait. Kolap is a throwing game that was played by the Walbin people of central Australia. One players were played by the Walbin people of central Australia. The game was played using a thick, oval, deep rediffuit from the kai tree, which is guide light whend dry. <i>Equipment needed</i>: small beach pail or soft ball, playing area free of obstructions (inside or outside) <i>How to play: For two or more players</i> Players stand approximately in a pair. They say a letter of the alphaper hist the ball in the air by counting a static static caway (for example 2m). They say a letter of the alphaper hist the ball in the air by counting and the ground. A more players by to lad their Kolap completely on the target. The player two lands the most alphapet without the ball in the air by counting a static caway (for example 2m). They say a letter of the alphaper static ball, not the target. The player who lands the most alphapet without the ball in the air by counting and the target. The player who lands the most can keep the ball in the air by counting a static caway (for example 2m). They say a letter of the alphapet without the ball miting the ground. PLAY IT SOLO: See how many timesthey can keep the ball in the air by counting a static in a set time (for example cample cample cample ball) in the air by counting a static in a set time (for example cample c	Task		Could you organise your toys today?		How can you help a family member today?
MAKE IT EASIER: Catch and throw the ball minute) and try to best their score. 'hot potato' style, rather than hit with the palm of their hands. PLAY IT SOLO: Do a 'fair roll' a target ball, sturdy surface, such as a brick wall or fer so that the target ball rolls back. The play		 Kai is a game from the Torres Strait where players stood in a circle and sang the <i>kai</i> wed (ball song) as they hit a ball up in the air with the palm of their hands. The game was played using a thick, oval, deep red fruit from the kai tree, which is quite light when dry. <i>Equipment needed:</i> small beach ball or soft ball, playing area free of obstructions (inside or outside) <i>How to play:</i> For two or more players Players stand approximately 1m apart. They hit the ball with the palm of either hand or both hands, in an underarm action similar to volleyball. As a player hits the ball, in the air, they say a letter of the alphabet, starting with A. Players try to reach the end of the alphabet without the ball hitting the ground. PLAY IT SOLO: See how many times they can keep the ball in the air by counting each hit and trying to best their score. MAKE IT EASIER: Catch and throw the ball 'hot potato' style, rather than hit with the palm of their hands. 	Fitness: Indigenous Game KOLAP Kolap is a throwing game that was played on Mer Island in the Torres Strait. Kolap refers to the beans of the kolap tree – the throwing objects. <i>Kolaps</i> are thrown onto a target such as a mat. Equipment needed: Target (one per player – use a towel or mat), 4x <i>kolaps</i> (small objects for throwing – use bean bags, small soft toys, coins, Lego/Duplo pieces, or similar), large playing area free of obstructions (inside or outside) <i>How to play: For two or more players</i> Players stand behind a line with their target a set distance away (for example 2m). Players try to land their <i>kolap</i> completely on the target. The player who lands the most <i>kolaps</i> wins. PLAY IT SOLO: Using up to 20 <i>kolaps</i> , a solo player can see how many they can land on the target in a set time (for example one minute) and try to best their score. MAKE IT EASIER: Make the size of the target larger (eg large beach towel), and/or the distance to throw shorter. <i>Kolaps</i> could	Fitness: Indigenous Game WEME Weme is a stone bowling game played by the Walbiri people of central Australia. One player threw a stone which was used as a target by the second player. Equipment needed: Smaller, heavier balls such as softballs, cricket balls or Bocce balls, rope (or similar) to mark out throwing and target lines, large marked playing area free of obstructions (outside is best) How to play: For two players Mark out two throwing lines using rope or similar, and up to 10m apart. Player 1 stands behind one throwing line and rolls their ball underarm along the ground, aiming to not have it go past the other line. If it does. Player 2 scores a point. If it is a fair roll, which stops before the other line, Player 2 rolls their ball to try and hit the first player's ball. A point is scored for a hit. Both players then collect their balls, and the game starts from the other end. Players take turns going first. PLAY IT SOLO: Do a 'fair roll' a target ball, them use another ball to knock the target ball	Fitness: Indigenous Game GORRI Bowl ball or disc games were played by Aboriginal boys and men in all parts of Australia. For example, in Western Australia a piece of rounded bark (disc) was rolled and used as the target. Accuracy of eye and speed in casting the spear were easily learned from the disc game. A large ball is rolled, and players try to hit it with a tennis ball. Equipment needed: Targets – a variety of balls of different size (for example exercise ball, beach ball, soccer ball), 1 or 2 tennis balls (or similar small balls) per player to throw at the moving target How to play: For two or more players A player designated as the roller stands on one side of the playing area. The roller calls out-gool-gool (going-going) and rolls the ball in front of the other player(s), who attempt to hit it with their tennis ball. PLAY IT SOLO: Roll the target ball against a sturdy surface, such as a brick wall or fence, so that the target ball rolls back. The player then quickly attempts to hit it with a tennis











MIDDIE	Mathematics	Mathematics	Mathematics	Mathematics
	Warm Up:	Warm Up:	Warm up:	Warm up:
	Practise your 2x times tables. Write them out	Practise your 3x times tables. Write them out	Practise your 3x times tables. Write them out	Practise your 4x times tables. Write them out
	once, say them out loud five times. Say them	once, say them out loud five times. Say them	once, say them out loud five times. Say them	once, say them out loud five times. Say them
	while you skip, do jumping jacks or chalk	while you skip, do jumping jacks or chalk	while you skip, do jumping jacks or chalk	while you skip, do jumping jacks or chalk
	writing outside, time and film yourself. Try and beat your fastest time throughout the	writing outside, time and film yourself. Try and beat your fastest time throughout the	writing outside, time and film yourself. Try and beat your fastest time throughout the	writing outside, time and film yourself. Try and beat your fastest time throughout the
	day.	day.	day.	day.
	uuy.	uuy.	uuy.	uuy.
	Activity 1:	Activity 1:	Activity 1:	Activity 1:
	- <u>Time</u>	Discuss what is a digital clock? What is an	Direction	-Watch the video for Cardinal directions or
	Discuss and answer the following questions	analogue clock? What are the different	-Watch the video for Cardinal directions or	using a compass rose N, E, S, W.
	with a friend or adult.	features of the clocks?	using a compass rose N, E, S, W.	-Draw a picture of your house in the middle
	-What things help us keep track of time?	-Draw an image of an analogue clock in your	-Take the sundial that you made yesterday	of a piece of paper and put the cardinal
	(e.g Calendar, clock.) What else?	book, add the hours, minutes and hands.	outside at 12pm, lay it in the sun with the	directions N, E, S, W around the picture of
	-What units of time does a calendar show?	Label the clock features.	shadow over the 12 that you wrote on the	your house.
	-What units of time does a clock show?	-Show on your image past the hour and to	sundial. This means that 12pm is facing	-Now draw something that is N, E, S, W of

-Record in your books a list of time conversions: how many seconds in a minute, minutes in an hour, hours in a day, days in a week, month, year etc.



-What do you know about one hour? Write your answers in your book. -What are some things that take less than one hour to do?

-What are two things you might do that together take about one hour to do combined?

-Write your activities and estimates of the times for each activity in your book or on a piece of paper. Write at least 3 activities that you think take an hour to complete. -What do we use to tell the time in modern days?

Activity 2:

-Do you know what Indigenous people used to tell the time? Discuss with a family member.

-How can the sun help us tell the time? -Watch the <u>Aboriginal Astronomy</u> BTN video link. This video is about the discovery of the oldest astronomical map right here in the hour, you can use arrows and words. -Take a photo of it and add it to seesaw for your teacher to see.

Activity 2:

<u>Create a sundial</u> -You can use the sundial design you completed yesterday OR follow the 'How to

make a sundial design below'.

Equipment needed

- crayons
- paper plate
- sharp pencil
- thumb tacks
- ruler
- plastic straw

What to do:

1. Use the sharp pencil to poke a hole

through the very centre of the plate.

2. Put the plate upside down.

3. Write the number 12 on the edge of the plate with a crayon.

4. Using the ruler as a guide, draw a straight line from the number 12 to the hole in the centre of the plate.

Example:



Instruction sheets attached

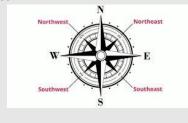
north.

-Make an arrow on the ground using objects such as sticks or rocks pointing in the north position. Leave it clear to find later for another activity.

- Draw a compass rose on a piece of paper and answer the following questions. When the sundial shadow is pointing to the 6 the direction you are facing is now what direction?

-Find the direction for the hour numbers 3 and 9.

-If you feel confident find and write the direction of all numbers using the compass rose.



Activity 2:

<u>Star gazing and directions</u> -When it gets dark go outside and look up at the night sky.

-Find the arrow you made earlier on the ground that is facing the direction of south, -Take a photo or draw them in the sky. -Can you find the Aboriginal Emu symbol in

the stars? It starts at the tip of the Southern Cross.

- Spend time star gazing, discuss with your family what you see in the night sky and how Indigenous people could read the stars for directions and food hunting.

your house, it could be a shop, your grandparents house, a park etc. -Take a photo of it and add it to seesaw for your teacher to see.

Activity 2:

-Research and create a poster or video mapping the stars and constellations you were able to see in the night sky. -Make sure you are creative and add the direction they are in and the Aboriginal and European name they hold. -Take a photo of it or upload the video to Seesaw for your teacher to see. Have fun doing this project!

Traditional Aboriginal Game

'Nor-go'

Short description

Making and playing with a spinner toy. Equipment

• Use a very large button or object such as a flat stick or small round wheel from a toy.

• Sticks may be used at the end of the string to protect the thumb/fingers when the spinner is twirled.

• A length of strong twine up to 2 metres. Game play and basic rules

• Two holes are drilled either side of the centre of a small wheel or other object. A length of string is passed through both holes and joined to form a large loop with the spinning object in the centre.

• A thumb is inserted at either end of the loop of string, and the 'spinner' rotated over and over.

• The hands extend and the doubled string

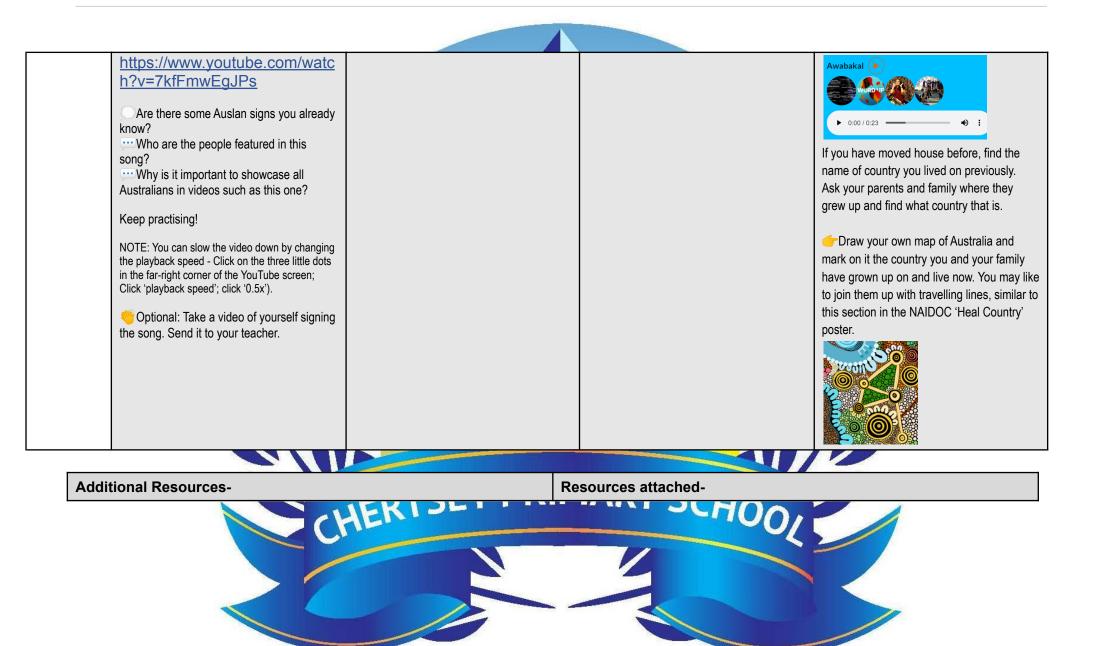
Australia. The sacred Aboriginal site is	5. It needs to be a sunny day! Take the plate	-Take some picture with a phone or ipad and	untwirls the ball or spinner. The hands are
believed to have been made to map the	outside at noon (12:00 pm).	upload on Seesaw for your teacher to see	brought together and the spinner untwirls in
position of the sun, moon and stars in the	6. Put the plate on the ground and poke the		the reverse direction. Continue in this
sky.	straw through the hole.	Traditional Aboriginal Game:	manner so it may be kept spinning for a long
The Sun is a centre point of Aboriginal and	7. Turn the plate so that the shadow of the	'Ga-rum-ba'	time.
Torres Strait Islander cultures across	straw falls along the line to the number 12.	Short description	Make sure you count and keep score!
Australia. Featured on the Aboriginal flag,	8. Using your thumb tacks, fasten the plate	In this wrestling game players attempt to	
the Sun is the source of life and death,	to the ground.	push an opposing player out of a circle or	- Activity on Reading Eggspress
bringing life and heat to the people. In many	9. One hour later, at one o'clock, check the	past a line.	
Aboriginal traditions, the Sun is a woman,	position of the shadow along the edge of the	Playing area	
and the Moon is a man.	plate and write the number 1 on that spot.	 A designated area marked with three 	
and the second	10. Use the positions of the 12 and 1 to	parallel lines about 1.5 metres apart. Each	
A state of the second s	predict the positions of the other numbers on	line is 3 metres long.	
	the sundial.	 The two players face each other along the 	
A Later of the second sec	11. Continue observing and adding each	outside lines (3 metres apart) before moving	
	hour as it comes to the shadow line.	to the middle to wrestle. An alternative is to	
and the second	12. Complete your sundial clock with the	mark circles based on a diameter of 3–5	
	number 1 to 12, these numbers represent	metres.	
Activity 3:	the hours on a clock.	Scoring	
-Watch the video link How does a sundial	13. The next day, take your sundial out and	One point is scored each time a player	
work.	you will be able to tell the time	pushes the opponent completely back over	
	without a clock.	an end line (or out of a circle). Game play	
-Research different types of sundials, think		and basic rules	
about how you would make a sundial.	Activity 3:	Gurumba (wrestlers) in each team compete	
-Draw a design of your sundial and write	-Indigenous people also used the stars and	one at a time against their opponents.	
instructions on how you would assemble it.	the moon to tell the time and the seasons.	Players should compete against an opposing	
	-Stars help Aboriginal and Torres Strait	player of the same age, weight, height and	
Traditional Aboriginal Game:	Islander people by being position markers in	ability.	
'Seg-ur E-tug'	the sky. The Southern Cross constellation	• To start the contest players face each other	
This is a number guessing game to play with	helps with directions, like knowing which way	in the middle of the area and place their	
your family.	is south. The stars also helped to inform	hands on the shoulders and upper arms of	
<u>Equipment</u>	when it was time to hunt for certain foods.	their opponent. Players attempt to push their	
Several small objects such as seeds or		opponent back over their own end line.	
marbles		Players must keep even contact on both	
Game play and basic rules		shoulders and upper arms of their opponent.	
 One player takes a quantity of small 		No tripping or pulling is allowed. If one or	
objects and places them in a closed hand or		both players lose their grip the contest is not	

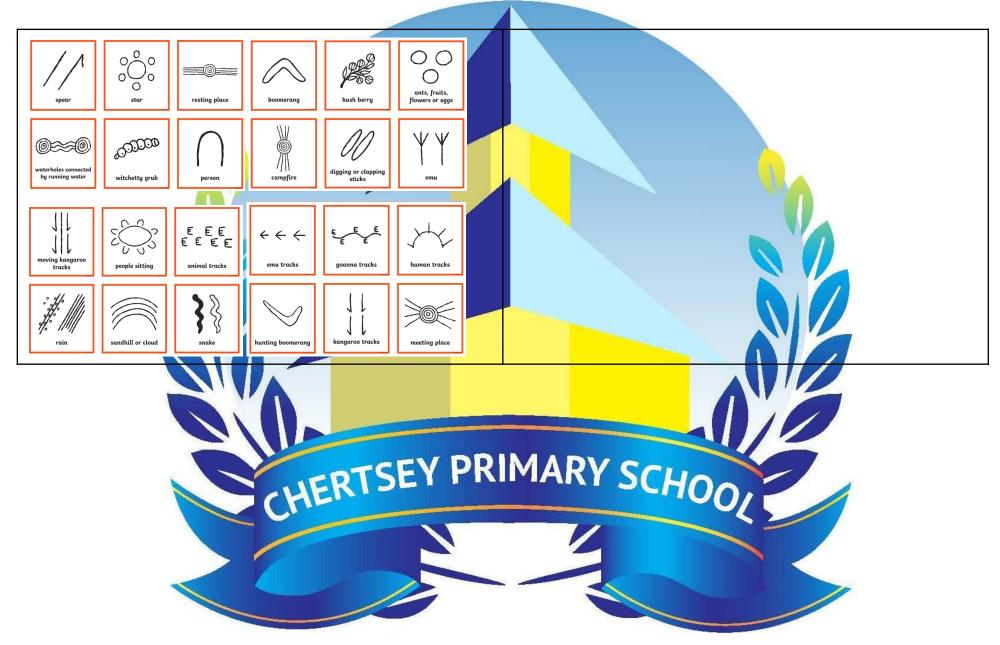
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c.p. nstatistic program is in our players attempt to guess the number. The player wois is corset that the number. The player uses scored ythe player has another turn. If no player subsec scored ythe player has another turn. State super score you count and keep score! nstate sure you count and keep score! nstate sure you count and keep score! nstate sure you count and keep score! nstate A player is disqualified if the or disqualified is the opponent to the discualities if the or disqualified if the or disqualified is the opponent to the order. Note the disqualified if the or disqualified is the opponent to the disqualified if the or disqualified is the opponent to the order. Note the value of the order of the				
	• The other players attempt to guess the number. The player who is correct has the next turn. If no player guesses correctly the player has another turn. Make sure you count and keep score!	 Creational additional of the source of the dark particles is made up of the dark particles. Suther Core Suther Cor	correct contact. • If the wrestlers fall to the ground the bout is re-started. A player is disqualified if he or she deliberately takes the opponent to the ground. Make sure you count and keep score!	

Arts m artwork of Jarra Karalinar <u>itube.com/watch?v=dwmd3Jr</u> s has she told her story in her inspired her artwork? significance of the tram to her is the difference between er/canvas in preference to art public space? 'our story' using images, ay words. gn into a circle shape. (()) to see some of your finished possible art installation at
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