



Moulamein Public School

2019 Term 2 Week 9

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- Last Day of Term-5th of July
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Principal's Messages

Pop down to the Moulamein Art Gallery and check out our Year 5/6 artworks that were entered into an exhibition at Balranald Art Gallery. As mentioned in previous Wongi publications, we used materials that were headed for the trash or Op shop and recycled them into artworks. You will notice we also used old cables, knitting needles, sporting equipment, cutlery and bits and pieces left over from board games. It is interesting to see what the students used and how they constructed and assembled them to create an individual artwork. Thank you to the Moulamein Gallery for supporting our school and encouraging our students continuously.



End of Term- Keep coming to School!

Next Friday, 5th July, is our last day of Term 2. It is really important that students continue to come to school until the last day. All teachers have made some great plans to finish the term with some great activities and to finish off themes and wrap up their units of work. It is always disappointing if students miss the last few lessons of a unit and have unfinished work. They often get upset if their artworks and posters aren't finished due to unnecessary absences.



Moulamein Public School is dedicated to providing an engaging and innovative learning environment that encourages each child to excel and thrive.

Mathematical Card Games for Kids- Especially for the Holidays!

With just a deck of cards, you can have so much fun at home and also practice your mathematics!

Kindergarten Games

Snap – Recognising numbers. numbers before and after a given number, combinations to 10,

Divide the cards amongst the players. Snap the cards that are the same.

Variations:

- Snap the cards that come after the one played.
- Snap the cards that come before the one played.
- Snap the cards that add up to 10.

Fish – Recognising numbers

Deal out seven cards to each player.

Each player finds pairs of numbers from their hand and places them down in front of them. Player 1 asks the player sitting to their left if they have a card that matches one of theirs so that they can make a pair. If they do have the card, they give it to player 1. If they do not have the card they say “fish” and player 1 picks a card from the pack. Play continues in this way. After all the deck has been used, players count the number of pairs they made. The winner is the one with the most number of pairs.

Place in order – Numeral recognition, numbers before and numbers after a given number

Place all the cards 1(ace) -10 face down in rows of ten so that there are four rows with ten cards in each row.

The aim of the game is to have the cards in order in each row. (cards places 1 – 10). Player 1 turns over the first card and tries to work out where it should be in the row and places the card down. The next player picks up the card where player 1 placed their card and then works out where to put that card. Play continues in this way until all the rows are from 1 – 10.

Make 10 – Addition

One player deals out ten cards and places them face up in a row. The first player then looks across the row of cards for combinations that add up to 10 (any

number of cards is fine). Only one combination can be removed. The aim of the game is to collect as many cards as possible, so combinations that require more cards are favoured. Once a combination of cards has been removed the cards are replaced with new ones from the pack. Play continues until there are no more cards or combinations to 10. The winner is the player with the most cards.

Year 1 - Year 3

Addition snap – Addition of number facts

You need:

- Cards 1(ace) – 9
- two players

Players divide the cards evenly. At the same time each player turns over one card. Players add the two numbers together as quickly as possible and say the answer aloud. The player who says the correct answer first, keeps the two cards. Play continues until one player collects all the cards.



24 – Addition and subtraction using mental strategies

Deal out all the cards, an equal number to each player. The person to the dealer's left goes first and the game continues clockwise. The first person turns over a card and places it face up in the centre of the play area. The next player turns over a card and adds it to the card already played, says the sum out loud, and places the card on top of the previously played card. The next player turns over a card and adds the card to the sum of the first two cards. Play continues in this way until someone adds a card that makes 24 or more. If the sum is exactly 24 that player wins. If the sum is over 24 the value of the card is taken away from the previous total. Play continues until someone gets a total of exactly 24.

Year 2 - Year 6

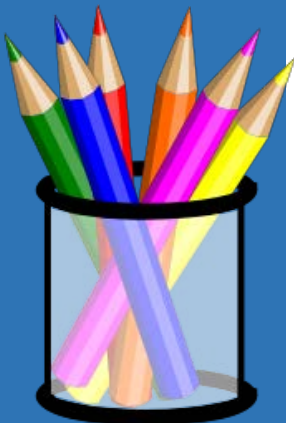
Addition and subtraction – addition and subtraction facts

You need cards 1 (ace) - 10

Players divide the cards evenly between themselves and place one card face up in the middle/ The first player places down a card places the card next to the card in the middle. If it is a black card the cards are added together. If it is a red card subtract the number from the previous total.

Add or subtract – Addition and subtraction

Start with a selected two digit number such as 35. Players take turns to turn over a card. If the card is black it is added to the number (35). If the card is red, the number of the card is subtracted from the number.



Play continues by adding or subtracting the card turned over from your total. The player with the highest number at the end of the game is the winner.

Salute – Addition and subtraction

You need:

- a short deck 2-10
- 3 players

Deal one card each, face down. When the dealer says “salute”, each player raises the card to his or her forehead. The dealer states the total of the cards. Each player has to determine the value of the card being held to his or her forehead by looking at the other person’s card and subtracting this amount from the total.

This can also be played with multiplication.



Variation

The dealer looks at the colour of the cards. If the colours are the same the dealer adds and if the colours are different, the dealer multiplies. This time, the player has to state both the colour and the value of the card being held.

Flip 4 and add

The first player flips 4 cards to make two 2-digit numbers and adds these together. The next player also flips 4 cards and adds the two 2-digit numbers together. The player with the largest number gets a point. The player with the most points wins.

Variations:

- Flip 6 cards and make two 3-digit numbers to add together.
- Begin with 50 and flip 2 cards to make a 2-digit number. Subtract the number from 50. The next player flips 2 cards and subtracts their 2-digit number. Play continues by subtracting a number when it is your turn. The person closest to zero is the winner.

Make the largest number – Numeral recognition. You need a short deck 1-9. Players take turns drawing one card at a time until they have 5 cards. Each player makes the largest number they can and says the number. The person with the largest number receives a point. Play continues this way. After using all the cards in the pack, the player with the most points is the winner.

Make 20 – Addition, subtraction, multiplication and division. Players are given 4 cards each. Using any of the four operations, (\div , \times , $+$, $-$) the player tries to make a total of 20. If the player makes exactly 20, they score 10 bonus points for making 20 plus their score of 20 (30 altogether).

The next player has his or her turn. If they are unable to make 20, their score is the number they have made that is less than 20. Play continues with players trying to make 20 with another four cards.

After each turn the scores are added to the player's total. The first player to reach 200 is the winner.

Learning Grammar through Writing Alliteration Poems and using the Dictionary to extend our Vocabulary!

In 4/5/6 we have been looking at making our sentences more exciting through the use of adjectives. We have enjoyed creating 'Animal Poems' using our dictionaries to support our learning of new vocabulary. We were only allowed to use one letter for our animals and our adjectives. Some of them are some funny! Here are some great samples

Mr Svenssek

Kind Koala
King Koala
Keen Koala
Kidnapped Koala
Kung-Fu Koala
Knowledgeable Koala
Kidding Koala
Knitting Koala
Kicking Koala
Kind-hearted Koala

Kung-Fu Koala kicked keenly

- Will

Colourful Chameleon
Crazy Chameleon
Careful Chameleon
Cardboard Chameleon
Carefree Chameleon
Cautious Chameleon
Casual Chameleon
Cartoon Chameleon
Carpet Chameleon
Cool Chameleon

Carsick Chameleon Chucked calmly

- Sophie

Lazy Lion
Large Lion
Lethargic Lion
Lonely Lion
Loopy Lion
Lively Lion
Loyal Lion
Little Lion
Leather Lion
Light Lion

Loyal Lion Lunged Lethargically

- Colby and Archie



<p>Shift Snake Sneaky Snake Satisfied Snake Scratched Snake Sad Snake Salami Snake Slithery Snake Scared Snake Salty Snake Sacred Snake</p> <p>Satisfied Snake Slithered Successfully</p> <p>- Ryleigh</p>	<p>Marvellous Monkey Magnificent Monkey Massive Monkey Messy Monkey Miserable Monkey Mutant Monkey Mischievous Monkey Muscly Monkey Musical Monkey Misbehaved Monkey</p> <p>Muscular Monkey Meditated Madly</p> <p>- Mia</p>	<p>Climbing Cow Cheeky Cow Clumsy Cow Courageous Cow Crying Cow Caring Cow Colourful Cow Casual Cow Captivating Cow Creative Cow</p> <p>Courageous Cow Cartwheeled Correctly</p> <p>- Baxter</p>
<p>Optimistic Orang-utan Offensive Orang-utan Old Orang-utan Odd Orang-utan Outstanding Orang-utan Outrageous Orang-utan Overweight Orang-utan Overgrown Orang-utan Outcast Orang-utan Orange Orang-utan</p> <p>Overweight Orang-utan overreacted obnoxiously</p> <p>- Meg</p>	<p>Gold Goat Godly Goat Generous Goat Glossy Goat Golden Goat Groovy goat Gifted Goat Giant Goat Gloomy Goat Gassy Goat</p> <p>Groovy Goat Glowed Glamorously</p> <p>- Rhys</p>	<p>Laidback Lemur Lactose-intolerant Lemur Large Lemur Lavish Lemur Left-handed Lemur Laughable Lemur Lazy Lemur Lawless Lemur Loyal Lemur Lethargic Lemur</p> <p>Lactose-intolerant Lemur Leg-yielded Lethargically</p> <p>- Jessie</p>

Congratulations to our Merit Card winners from our Assembly last week!



Jennie Wilson- Principal