

NOOSH SENIOR WEEKLY PROGRAM TERM 2, WEEK 5

MONDAY- Fire Safety Day



Morning:

Fire Truck Craft

Afternoon:

At Home Fire Drill Plan Making

Stop, Drop & Roll

Handball (C) (J.F.)

Tuesday- Stranger Safety



Day

Morning:

Stranger Danger Colouring In

Silent Ball

Afternoon:

Stranger Danger Role Play Scenario

Soccer Drill (C) (A.R.)

Wednesday- Cyber Safety



Day

Morning:

Cyber Safety Bingo (C) (W.H.)

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Afternoon:

Comic Making

Capture The Flag

Thursday- Germ Safety



Day

Morning:

Hand-Washing Bread Experiment

Afternoon:

How Are Germs Spread?: Glitter Experiment

Tennis (C) (T)

Friday- Sun Safety Day



Morning:

Paper Hats

Board Games

Afternoon:

Lego Sun Prints Experiment/Craft

Wall Ball

My Time, Our Place Outcomes

Outcome 1: Children have a strong sense of identity

Outcome 2: Children are connected with and contribute to their world

Outcome 3: Children have a strong sense of wellbeing

Outcome 4: Children are confident and involved learners

Outcome 5: Children are effective communicators

Fire Truck Craft

Resources

- Paddle Pop Sticks
- Match Sticks
- Wool/String
- Black Paper
- White Paper
- Red Paper
- Pencils/Textas

Method

- Get the children to cut out a truck shape out of red paper.
- Cut out 2 black wheels
- Cut out 2 white wheels
- Make a ladder out of paddle pop sticks and match sticks
- The children can decorate their truck and make accessories like seen in the picture
 - Suggestions: hose, fire-fighter



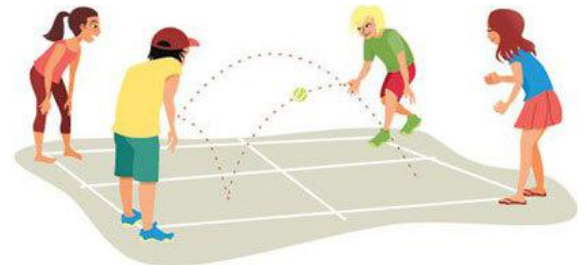
Handball

Resources

- Hand Ball
- Hand Ball Court/Hard Court

Method

- Person in leading square 'serves' the ball, bouncing it in their square before entering an opponent's square
- Once the serve is complete, the receiver must hit the ball to another player
- The ball must be hit so that it bounces in the player's own square on the first bounce, and into another player's square on the second bounce



Stranger Danger Colouring In

Resources

- Stranger Danger Colouring In
- Pencils
- Textas

Method

- Get the children to colour in the colouring in page
- The children can answer the questions such as:
 - What should we do next?



Stranger Danger Role Play Scenario

Method

- Begin by asking the children what they believe a stranger is and explain what you believe a stranger is
- Ask children who are some trusted adults they know of that they can call/go to if in danger (Police, teachers, friend's parents, Noosh staff members)
- Ask children what they would do in these situations:
 - You are waiting for the bus and a stranger tells you "your mum is sick, I'm taking you home today"
 - Never get into a vehicle with someone you don't know.
 - Immediately return to school and ask a teacher/principle to ask your parent if someone else is really picking you up.
 - You're playing a game online and someone asks for your personal details
 - Teach them to never share personal details over the internet

Soccer Drills

Resources

- Soccer balls
- Soccer goals
- Cones

Method

- Get the children to set up cones where they will take goals from
- Have one student be the goal keeper
- Get the other children to stand at the cone and practice their shooting

Cyber Safety Bingo

Resources

- Cyber safety bingo sheet
- Counters/textas to cross off the sheet

Method

- Print out extra grids and get the children to cut them up
- Place the extra tiles in hats and get the children to draw tiles out of the hat
- The first person to get 4 in a row wins



Cyber Safety Poster

Resources

- Paper
- Pencils
- Textas

Method

- Get the children to create a poster around cyber safety
- They should include things about what being cyber safe means, what is safe information to share online etc.

Capture The Flag

Resources

- Flag/Object
- Cones

Method

- Divide playing area into equal-sized territories, one for each team. You can use cones to mark boundaries and make sure each player understands the lay of the land
- Clear the area of any hazards
- Place one flag into each territory. This can be done by a representative from each team or a neutral person who isn't playing. The flag can be mostly hidden, but some part of it must be visible. Once it's placed, the flag can't be moved by its home team.
- Start all players at a neutral location on the edge of the playing area. When the game begins, players try to cross into opposing teams' territories to grab their flags.
- Teams should not guard their flags too closely
- When a player is in an opposing team's territory, he can be captured by that team's players. If they tag him, he must perform a task—say, five jumping jacks or three push-ups—before returning to his own territory
- Any time players cross back to their own team's territory, they are safe and can't be captured
- The game ends when one team has successfully grabbed the flag(s) from the other team or teams and returned to their own territory



Hand-Washing Bread Experiment

Resources

- Snap lock bags
- Bread

Method

- Label three bags: Control, dirty, clean
- Place one slice of bread in the control bag without touching it
- Get a child to touch another slice of bread with their unwashed hands. Place this in the dirty bag
- Lastly, get a child to wash their hands and then touch the bread. Place this in the clean bag
- Place these bags in a cool, dry place. Write down observations daily to see which grows the most/least mould.

Glitter Experiment

Resources

- Glitter
- Hand lotion/sunscreen
- Small bowl
- Bucket
- Small toys

Method

- Mix some lotion and glitter in the bowl.
- Then have your child put some of the “germs” on their hands and rub them together.
- Shake hands with each other or let them touch different surfaces to learn about how germs can be spread!



Tennis

Resources

- Tennis rackets
- Tennis balls

Method

- Get children to stand apart
- Hit the ball into the air and get the children to hit the ball back and forth using the racket



Paper Hats

Resources

- Paper
- Textas

Method

- Have children fold a piece of paper into a shape.
- Allow them to decorate it in any way they like.

Lego Sun Prints Experiment/Craft

Resources

- Lego pieces
- Coloured Paper
- Sunny Day

Method

- Grab a bowl of lego
- Set the paper into the area that will get sunlight
- Build patterns & design mosaics. The kids can build structures and see what happens when sun and the shadows hit the paper. It's fun to compare the bricks laying flat on the paper
- Leave the designs in the sun.
- Come back and check. The paper should be faded in the areas around the lego.



Wall Ball

Resources

- Wall
- Bouncy ball

Method

- The game begins when one player serves the ball by hitting the ball towards the wall
- The ball must bounce one time on the ground before it reaches the wall
- The receiving play must be let the ball hit the wall and bounce before returning it
- The player can then return the ball by hitting it and reaching the wall in one bounce off the ground

