

Yr 1	Attribute of God	Social Studies Sci/Health	Literacy	Maths	Phys.Ed/ Music	Art and home skills	Values
WEEK	<b>God is a Servant</b>	See links below	Read to your children - 20 minutes everyday.	Use things to count with, like bottle caps or stones	BM song: A servant for Jesus (ACS)	Prepare paper and pencils	Helpfulness
<b>WK 1</b>	Matthew 23:11 What is a servant? (The servant of all)	Act out some ways in which you can help others?	<b>Level 3 Lessons 9 &amp; 10</b> 3-letter words with 'e' in the middle Sight words – makes, them, too Story: I hear music Revision of sight words Test story: The fat cat	<b>Level 6 Card 1</b>	Use the following to make an obstacle course: broom, bucket, rope	Helping inside the house – Make a list of jobs and a daily schedule. Draw yourself doing jobs.	What is a servant?
<b>WK 2</b>	1 Samuel 3 Children can work for Jesus (boy Samuel)	People who help us: Parents, teachers, friends, people in the community	<b>Level 4 Lessons 1 &amp; 2</b> 3-letter words with 'i' in the middle Sight words – Revise set 3 Stories: Go crab go I went for a walk	<b>Level 6 Card 2</b>	Throw objects into a bucket. Stand behind a line and throw from a distance.	As above  Draw your family in size order.	Talk about saying thank you to the people who help us.
<b>WK 3</b>	Luke 2:41-52 The boy Jesus	Helping at home and school  At my house small book	<b>Level 4 Lessons 3 &amp; 4</b> 3-letter words with 'i' in the middle Sight words – off, into, across, eat, under Stories: Jump frog jump Look at me	<b>Level 6 Card 3</b>	How fast can you do your job? Time yourself.	Helping outside the house – Make a list of outside jobs.	What can you do to help at home or school?
<b>WK 4</b>	Genesis 6-8 We can serve by caring for our world.	Helping in the community	<b>Level 4 Lessons 5 &amp; 6</b> 3-letter words with 'o' in the middle Sight words – you, does, goes Stories: Who can help? Who will help?	<b>Level 6 Card 4</b>	Play hopscotch	Help someone that is not in your family. Make them a card or gift.	Why should we help others?