## learning@home Offline Activities

Providing students and young people with learning opportunities to develop and consolidate knowledge and skills is not limited to times of formal instruction by a teacher.

The best learning actively engages students and young people across a variety of contexts. Learning may take place in play situations and in real-life situations, from dressing up to changing light bulbs. There is even learning to be done in the day-to-day routines of family life if we choose to take advantage of them.

Have a try at some of these….

1. Early years activities <https://www.earlyyearscount.earlychildhood.qld.gov.au/getting-started/>
2. On small pieces of card, write/draw pictures of regular daily activities, sequence them to create your own daily schedule to follow.
3. Count how many windows are in the house and work out how many right angles there are.
4. Have a treasure hunt – for older children, get them to design the treasure hunt, including the development of a map, instructions and clues.
5. Using the inside of the shower door as a ‘canvas’ mix some food colouring with shaving cream and paint the glass door – easy to wash off when you’re in the shower.
6. Design a new school uniform.
7. Find some leaves in the garden and do some leaf rubbings using pencil or crayon.
8. Nature collage – collect outside materials and use these to make your art.
9. Write out your spelling words with chalk on the cement.
10. Write numbers 1 to 25 (or as an example you could challenge your older students by getting them to write the factors of number) with chalk on the bricks.
11. Write the days of the week / months of the year with chalk on the fence.
12. Paint with water – find a huge wall, driveway, outdoor area and paint letters, numbers, whatever you like using water and a paint brush.
13. See how many bugs/animals/birds you can find in the garden (in the grass, ground or trees) – Create an encyclopaedia of wildlife in your yard. Take photographs or draw pictures of insects, animals and birds - see if you can label their body parts.
14. Find items within the kitchen that start with a particular letter.
15. Paper plane challenge – see how far they can fly, for the older students – think about the different design styles and modifications.
16. See how tall everyone is in your family – measure them using lots of different measurements – a ruler, your hand, a tape measure, see who the tallest is and who the shortest is.
17. Design a new book cover and write a review for your favourite book.
18. Learn to knit / sew / crochet.
19. Use building blocks to make a structure like a house, school, or bridge.
20. Write your own recipe, and make it if you can.
21. Write a short story, or write and illustrate your own storybook.
22. Invent your own board game using only drawing and using household objects (eg. bottle tops).
23. Measure household objects with a tape measure and order them from smallest to largest.
24. Think of a common problem in your house and design an invention to solve it. Draw and explain the invention or if you can, build it.
25. Measure the temperature every day and record it on a graph.
26. Start each day with 20 minutes of physical exercise outside: dance, run, throw/kick balls, hoola-hoop, skip, jump, play tag, set up a balance beam.
27. Start a handball tournament – play a round each day (best out of 5).
28. Use different sized balls and containers/buckets to create a ball-in-hole challenge – throw from behind a line.
29. Draw a sports field: netball / basketball court outside with chalk and use rocks to ‘set your field’ and make ‘moves’ with your brother, sister, mum, dad, carer.
30. Listen to music outside and move to the beat or play freeze when the music stops.
31. Create a performance. Maybe act out a favourite story or write a script of their own or choreograph your own dance. Practice, find costumes around the house and perform for the family.
32. Sit outside quietly and try to identify every sound you hear.
33. Guided meditation (children) – download a free app designed for children to give them some time to be still.
34. Design and make your own sundial.
35. Make your own kite and test it outside.
36. Make a game of snap using old magazines and cardboard.
37. Make your own jigsaw puzzle as a family or by yourself.
38. Make yourself a designer shirt using an old shirt and paint or fabric marker pens.
39. Guess which objects in your house are magnetic then use a magnet to test your theory.
40. Play the alphabet game by yourself or with a friend/family member – start with an easy category like “foods” and get harder each time.
41. Read a non-fiction book and explain the subject to somebody.
42. Recyclables – make a car; marble run; musical instrument; maze.
43. Ask a friend or relative to tell you about their life, then write and illustrate their story for them.
44. Design a photo frame and decorate with things you find outside.
45. Design a house and then make it using materials you have around the house. Shoe box, cardboard walls, etc.
46. Fingerpaint or paint – use a drop sheet/plastic packaging/bubble wrap to paint whatever you choose.
47. Design your own restaurant and menu.
48. Make a shop and put prices on all items.
49. Enter a competition.
50. Start writing a story then pass it to a friend/mum/brother/ to write the next bit and keep passing it until it ends.
51. Imagine you are the teacher of your class/principal. What 5 rules would you want to have in your classroom? Write them down.
52. If you have a pet make them a sign for their cage/kennel/mat/house.
53. Use letters in old newspapers and magazines to spell out your name.
54. Collect some sticks from around the yard, sort them from shortest to longest, get a tape measure out and measure each one, add up how many centimetres all together.
55. Make instruments out of everyday items and start a band with your siblings.
56. Use a stopwatch to time and record how long it takes to clean your room/load a full dishwasher/rake the yard etc. try and beat your record.
57. Take a deck of cards and remove all the picture cards. Then pull out two number cards and add them together.
58. Take a deck of cards and remove all the picture cards. Then pull out two number cards and subtract one from the other.  Extension: Pull out three cards or more and add them together.
59. Plan out a vegetable garden. Research the best types of vegetables to plant depending on the weather. Make labels for each of the seedlings and take care of them.
60. Measure the perimeter of some rooms in the house and work out the area of each room.
61. Make playdough – there are many different cooked and uncooked recipes. Add glitter, colour, and essential oils to make it a multi-sensory experience.
62. LEGO – Invent a new Lego toy - and draw the plans of how you made it.
63. Word games - make little words from a big word; hangman.
64. Cooking – reading recipes and measuring ingredients; following steps in a procedure.
65. Make indicator from red cabbage or rose petals and test if substances are acid or alkali.
66. Draw the shape of the moon each night at the same time of night.
67. Learn how to use the washing machine.
68. Learn how to change a car tyre and how to check the oil in the car.
69. Make a potato battery – Chemical and Electrical Energy.
70. Design a new logo for your school.
71. Learn how to do a monthly budget tracker.
72. Learn the names of the 5 closest streets.
73. Work out 3 different ways to get from your house to the store.
74. Solve a Rubik’s cube.
75. Learn computer coding.
76. Make a time capsule about April and bury it in the garden (or hide it) and open it in 5 years’ time.
77. Write a letter to yourself to open in 10 years.
78. Play Maths Hopscotch – Set up a hopscotch grid with a calculator layout, including the square root and negative symbols for older students. Students hop on one digit, then an operation, then another digit, then the equal’s symbol, and lastly the answer (using two feet for a two-digit answer).
79. Take photos of tessellations around the home. Design your own tessellation.
80. Make a stop-motion video using your toys as the actors. Use Duplo, Lego or building blocks to create two pairs of columns side by side and slide in a piece of white paper to create a movie screen. Shine a torch behind and use figurines, dinosaurs, small objects to put on a movie. Step it up by filming on a phone or iPad. Older kids can use the software on the iPad or phone to cut this into a movie (adults can help younger kids to do the same).
81. Make an instructional video of something you’re good at.
82. Sort groceries in the pantry into 3 groups: less than 1kg, about 1kg, more than 1kg (could do the same with liquids: ml and L).
83. Interview a parent about what life was like growing up for them – do a list of what is similar and what is different.
84. Write out the number facts (times table) you find the hardest. Time yourself and compare each day over a week.
85. Do a search at home and list items shaped like a cube, a rectangular prism and a sphere.
86. Do a timeline of your life (in years). Try to list one significant thing about each year (i.e. started kindy).
87. If you have baking soda and vinegar - create a volcano.
88. “Walk like a…” game. Walk like a bear, crawl like a lizard, run like a cheetah. Can be outdoors or up and down a hallway.
89. Balloons. Try to keep hitting the balloon so it stays in the air. Tie a string on the end of the balloon and bounce it back and forward on your hand.
90. Salt writing. Put a coloured piece of paper (or colour it in rainbow stripes) on the bottom of a shallow baking tray. Cover over with enough salt so you can’t see the paper. Kids use their index finger to ‘write’ and reveal the colour underneath. Great for formation of letters, shapes or numbers.
91. Create a ‘small world’. You might like to fill a large container with water, add a little blue food dye if you’re feeling adventurous, and bring out the toy sea animals. Can also be done with found ‘nature’ from outside – twigs, leaves – and toy lizards or snakes, or add fairies or Lego people.
92. Make a tin can phone with your sibling or close by neighbour.
93. Design a new school flag for your school.
94. Design a family crest – what things would you put on it that make your family who they are.
95. Write your own play or musical – you may need to write a script, design the set and developing a marketing strategy.
96. Research the state of Queensland – design a poster or brochure.
97. Design a new board game – you’ll need to design the board and the rules.
98. Establish your own daily timetable – set yourself a daily physical challenge.
99. Write a song.
100. Write a book.
101. Make a tent or cubby house using a sheet or a blanket over some furniture. Make signs and decorate it.
102. Use an old shoebox or cardboard box to make a diorama of a sea scene or a farm scene – you can make items to go in it from paper or card.
103. Trace around items in the kitchen that start with a particular letter.
104. Draw a picture of yourself doing something kind. Think of a random act of kindness you could do for a family member.
105. Design a superhero. Draw and identify their special attributes – wisdom; strength; agility; feature them in your own cartoon.
106. Find some old socks – create puppets from them and conduct a puppet show.
107. Design a bingo game – you could make it about animals, space, scientific elements, dinosaur names – whatever you like!
108. Create a moving sequence of drawings. Place small pieces of paper together (post-it-notes are perfect), draw a cartoon on the corner of each piece, making a small difference in their movement for each drawing – flick and create a movie!
109. Design a travel brochure to your favourite or dream holiday destination
110. Design an emoji message! Write a code for each one and see if a family member can solve it.
111. Use binary code to code your name; create a binary alphabet chart to help.
112. Design an create a Rube Goldberg machine using recyclable materials, toys, blocks and kitchen gadgets.
113. Design a new animal. Think about what adaptations it would have; camouflage, speed, jaw strength, long arms to swing from a tree; think about why it needs that particular characteristic.
114. Design an indoor exercise program. Think about exercising your arms, legs, stomach, shoulders and general fitness.
115. Collect 10 objects. Count your collection forwards, backwards and in small groups.
116. Practise your counting! Count your steps from one room to another.
117. Number hunt – what numbers can you find in your house? Write these numbers in a book.
118. Draw a clock to show your favourite times of the day. If you have a paper plate you can make one too.
119. Collect all of your toys! Sort them into groups, tell someone how you sorted them. Can you sort them in another way?
120. Think about everyone in your family – you could include cousins, siblings … choose some of them and draw a picture of them.
121. Find a large number of small things – dried pasta, buttons – and put them in a bowl. Reach in and grab some with your hand, shake them and drop them onto a table or mat. Practise knowing how many there are each time without counting. Count them to check how close you were.
122. Design a map of your bedroom. Use a top-down view.
123. Do you have some straws? Use scissors to cut them into small parts. Arrange them onto a piece of paper so they look like a spider web. How many shapes have you made? Can you name the shapes?
124. Go on a shape hunt. Draw each one as you find it.
125. Find a piece of paper. How would you find exactly half? Practise making half with biscuits or sandwiches at lunch.
126. Play ‘scissors, paper, rock’ with someone. Decide how many times you will play and tally your results. Predict what result you think will come next.
127. Find a ball and a timer. Bounce the ball for one minute counting how many bounces you did. Make a picture graph to show your results.
128. What can you do in 1 minute? What can you do in 30 seconds? Write them down.
129. Find some toy cars and a large piece of paper. Create a parking lot for your cars, don’t forget to have a road where they can come and go. Number each parking space.
130. Find some things at home that are longer than 1 metre. List them and estimate their length.
131. What numbers can you write that are larger than 100?
132. Make a net for common three-dimensional shapes. Use sticky tape or glue to create the objects.
133. Draw up a 100 chart. Colour all the prime numbers one colour and the composite numbers another colour. Think of a special colour for square numbers.
134. Check your fruit bowl! Make a picture or column graph showing what’s in the bowl.
135. Conduct a survey. Think about a question you could ask and collect the information. Present your data using a graph or table.
136. Use some grid paper or rule up your own. Make a map of your neighbourhood with co-ordinates on the x and y axis. Write some directions and have someone use your map and directions.
137. Calculate what happens when you start from 1, double it and then keep doubling. See how quickly you get past 1000.
138. Use a calculator to write! Some numbers look like letters on the screen. Make some words and write some number sentences that someone at home can solve.
139. Practise your skip counting using the constant function on the calculator.
140. Create a table that shows common fractions, their equivalent decimal fractions and their equivalent percentages. Include ratios and division number sentences if you can.
141. Create a number facts quiz.
142. Make a calendar that shows all the birthdays and special celebration days of everyone in your family.
143. Think of all the symbols that are used in mathematics. Create a table of them all including what they mean and an example of how they are used.
144. Conduct an audit of exactly how many pairs of shoes there are in your home! Create a table and use tallies to keep track.
145. Create a 0 – 10 counting book for a younger child.
146. Collect statistics on your family – age, height, shoe size, birthdate – create a table and graph to show the results.
147. Create a times tables poster with tables from 1x to 10x.
148. Write 5 really hard algorithms for a family member to solve.
149. Know another language? Someone in your family may be able to help. Create a poster with English on one side and foreign language on the other.
150. Make an object city! Use cubes and rectangular prisms for buildings – maybe even pyramids.
151. Use your knowledge of base 10 number systems to create a new numbers system.
152. Compare your mobile phone plan to another provider. Are you getting the best deal?
153. Calculate how long it would take you to save for a $5 000 car with different interest rates. Calculate the difference if you paid the loan off early.
154. Use ratio and scale factor to enlarge an object you trace on a grid page.
155. GST in Australian is 10%. Calculate how prices would change if it was 11% or 12%?
156. Create a table of examples of real life linear and non-linear relationships e.g. linear = cost of babysitting by the hour; non-linear = social media post going viral.
157. Calculate the mean, median and mode of the height of each family member.
158. Choose some rooms at home. Calculate the value of the room by estimating for each item in that room. Create a table with the sets of values.
159. Create an exponential growth tree showing how a social media post can quickly go viral!
160. Use some isometric grid paper or create your own. Draw all the three-dimensional objects you can.
161. Practise pacing with a stride of 1 metre. Use it to ‘measure’ the length of your yard, room or driveway.
162. Find a media report that uses data, tables or graphs. Identify the perspective, possible bias and any errors in data displays. If you know the sampling, analyse its appropriateness.
163. Assign values to each letter of the alphabet. Create a message or code using these new values.
164. Create and solve some ‘silly’ maths problems. What is one-third of one-third of one-third?; What is ten times ten times ten times ten?
165. Check out the tiling on the walls and floor of your home. Can you replicate it? Can you create a more intricate version?
166. Investigate the probability of a prize draw if 20 people are in the draw and 5 prizes are drawn. Compare with and without replacement.
167. Find a square piece of paper. Fold it in half over and over. Find out how many fold you can get.
168. Design an alphabet chart. Use post-it-notes or small pieces of paper for each letter. Draw a picture that matches the letter.
169. Choose three of your favourite toys and write a sentence about each one.
170. Write a card to someone you care about to brighten their day.
171. Divide a piece of paper into four quadrants. In each quadrant write a season and draw what you would typically wear in that season.
172. Make a list of foods that you would typically have for breakfast, lunch, dinner and snacks.
173. Find your favourite story book. Draw one picture to illustrate what happens in the beginning, middle and end.
174. Find one of your toys. Sit and read it some stories.
175. Sing some nursery rhymes.
176. Go on a senses walk around your garden or home. List what you could see, hear and smell.
177. Create a healthy plate for a meal. If you have a paper plate you can draw straight on it!
178. Write an ‘All about shapes’ book and include all the shapes you know.
179. Write three things you want to learn, three things you want to do and three places you want to go and three people you want to meet.
180. Draw a picture of something scary, something happy and something funny.
181. List three facts on a topic you know really well.
182. Choose some characters from a story. List their character traits.
183. Copy the words from a book using rainbow colours.
184. Walk around on a syllable hunt. As you walk say the names of the objects you see and clap their syllables.
185. Pretend to have a telephone call with someone really famous! Write down what you would talk about and what questions you would ask. Act it out.
186. Think of a favourite story. Re-write the ending.
187. Write an acrostic poem using your name.
188. Think of a topic you know a lot about and write a quiz for someone at home to solve.
189. Write a word chain. Start with a word and use the last letter to start the next word e.g. egg/giant/turtle… see how far you can go.
190. Design a crossword puzzle with all the clues and create an answer sheet.
191. Make a wanted poster for an escaped criminal!
192. Look in your pantry. Select a cereal box or packet. Design and create a new label and packaging for it.
193. Create a family crest. Think about the attributes of your family and what could represent that.
194. Create a family accordion book. Fold a piece of paper back over itself over and over and use each page for one family member.
195. Think of a topic you love! It could be about space, science, dinosaurs or sport. Create a find-a-word using some words from the topic. Create an answer sheet too.
196. Make a ‘Guess who’ game by drawing cards and writing clues about each person.
197. Write a limerick. Make it funny!
198. Write your own joke book.
199. Pretend to be a reporter. What topic would you report on? Maybe a space-ship has landed in your street!
200. Write a nonsense story about something really normal – e.g. ‘The Adventures of the Cheese Grater’.