

Recall Facts and Details

The History of Pizza

Pizza has been around for thousands of years. Ancient Babylonians first made plain flat bread in mud ovens. The Ancient Greeks then improved the plain flat bread. They added a range of toppings, such as olive oil and herbs.

In the 17th century, mozzarella cheese was developed and added as a topping to the flat bread. Soon after, it was discovered that tomatoes were not poisonous and they too were added as a staple topping.

Eventually Greek and Italian peasants developed the pizza dough we know today.

By the 1800s, pizza became a popular fast food. It was mostly sold as street food by young boys wearing small tin stoves.

In 1830, Antica Pizzeria Port'Alba was the world's first pizzeria to open and is still in business today. In 1889, Queen Margherita went to Antica Pizzeria. The chef, Rafaele Esposito, made her a pizza using the Italian flag as inspiration – red tomato sauce, white mozzarella cheese and green basil leaves. Queen Margherita loved the pizza so much, they named it after her. Pizza is now one of the most popular meals in the world.



Recall Facts and Details

The History of Pizza

1. What was used to make the first pizza?
Who made it?
2. In the 17th century, what two ingredients were added as staple pizza toppings?
3. What was the name of the first pizzeria?
When did it open?
Who was the chef?
4. When and how was the Margherita pizza invented?

CRAZY CREATIVE CHALLENGE

Make a list of the ingredients you would use to make your ultimate pizza!

Give your pizza a name, explain how to make it and illustrate what it would look like.

Unit 31

Providing Opinions

Language can be used to **express** feelings.
Sometimes we can show how we feel by using very simple words.
For example: I dislike eating peanuts. I like eating peanut butter.



1 Finish these sentences using your own words. (Do not use people's names.)
E.g. I like reading books. I dislike it when it rains.



I like _____ . I dislike _____ .
I really like _____ . I dislike _____ .
I really like _____ . I really dislike _____ .

2 Think of your favourite book or magazine.

- a What book or magazine do you like? _____
b Write down two things you like about this book or magazine.



If we are going to **justify** our opinion we need to say a bit more or give a reason.
E.g. I hate eating mud because the soil gets stuck in my teeth.

3 Underline the part of the sentence that justifies the opinion.

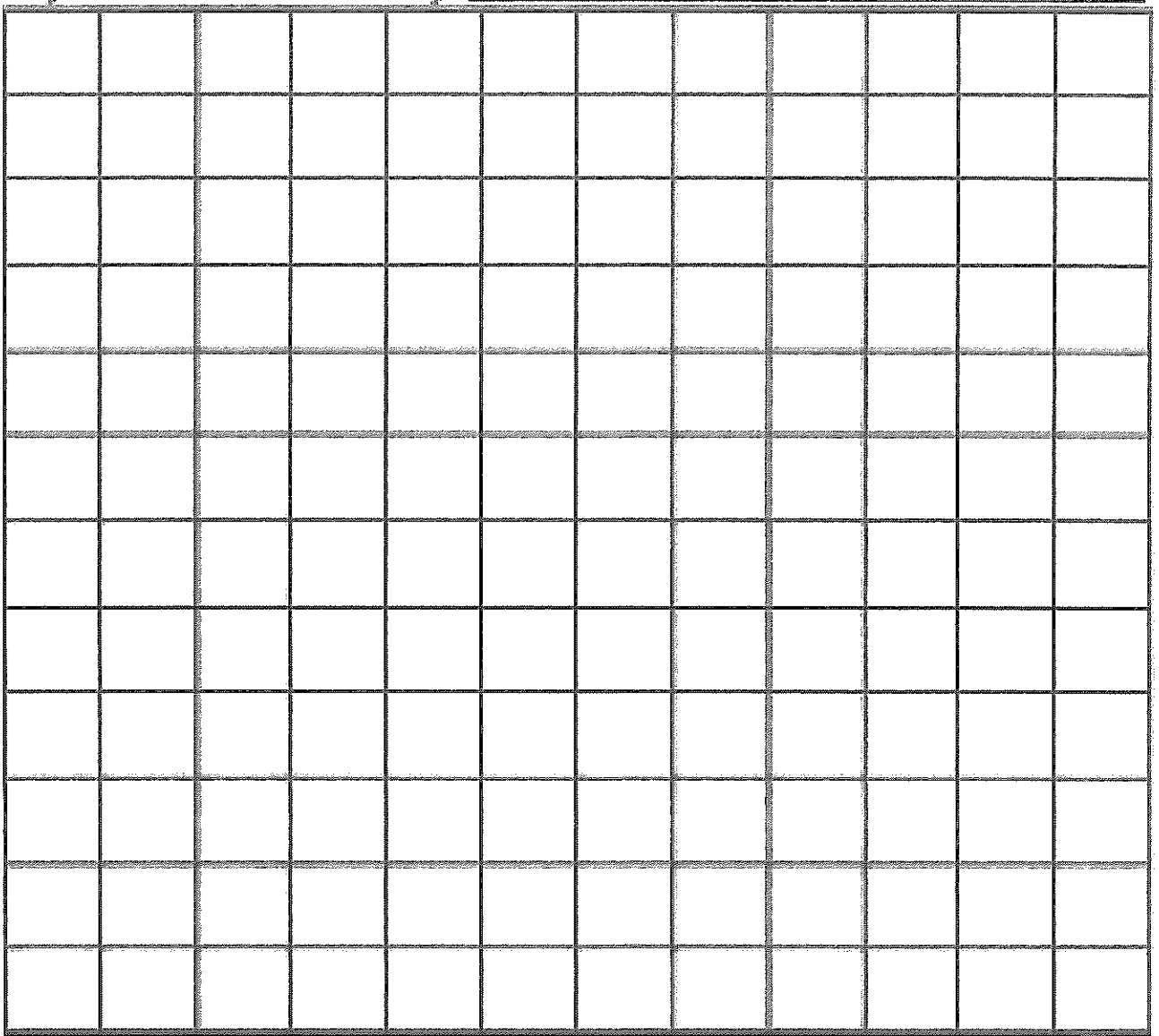
- a I think that red is the best colour because it is bright.
b I think dogs are better than cats because you can play fetch with them.
c They think she will win because she is much faster than Sia.
d I think this ball is bigger because it won't fit in the bag.
e I think that skiing is dangerous because I hear about many accidents.
f I like watching Jarrod play because he is an exciting attacking player.



4 Finish these opinions in your own words.

- a I like my friend _____ because _____
b My favourite sport is _____ because _____
c My favourite food is _____ because _____

My Word Search by: _____



How to Play...



Today you are going to write a procedure.

The topic you have been given for your procedure is "How to Play..."

Think:

What game are you going to explain how to play?

Think of a game you know how to play well. This could be a board game, a game you play with your friends at lunch time, a computer game or a card game.

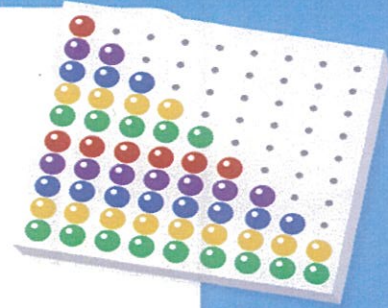
Plan:

Plan your writing before you begin. Remember to include:

- the goal
- the ingredients/materials/equipment
- the steps.

Remember to check:

- Use verbs, nouns, adjectives, adverbs and time sequence words.
- Check your spelling and punctuation carefully.
- Make sure your writing makes sense.



Procedure Text Writing Scaffold

Title: _____

Goal: _____

Materials/Equipment/Ingredients

Method

Step 1: _____

Step 2: _____

Step 3: _____

Step 4: _____

Step 5: _____

Message in a Bottle

Today you are going to write a narrative or story. The idea for your story is 'Message in a Bottle'.

Your story could be about a person who write a message in a bottle or a person who finds one.

Think about the following:

- Who are your characters?
- Where is your story set?
- What is the problem or complication and how will it be solved?
- How will your story end?

Remember to:

- Plan your story with a beginning, middle and end.
- Organise your ideas into paragraphs.
- Choose your words carefully to entertain the reader.
- Write in sentences.
- Pay attention to your spelling and punctuation.
- Check and edit your work carefully.



visit [twinkl.com.au](https://www.twinkl.com.au)



Adding Up to Multiplication

One of the strategies for multiplication is to turn the multiplication into an addition problem. For example, 3 groups of 2 (3×2) can also be thought of as $2+2+2$.

Try rewriting these multiplication number sentences as addition number sentences before solving them. The first one is done as an example.

1) $3 \times 6 =$

$6 + 6 + 6 = 18$

6) $3 \times 7 =$

11) $2 \times 5 =$

2) $2 \times 4 =$

7) $10 \times 2 =$

12) $3 \times 4 =$

3) $5 \times 10 =$

8) $3 \times 8 =$

13) $2 \times 6 =$

4) $2 \times 8 =$

9) $2 \times 9 =$

14) $10 \times 1 =$

5) $5 \times 5 =$

10) $5 \times 4 =$

15) $3 \times 3 =$

1)	$4 \times 5 = \underline{\quad}$	so	$40 \times 5 = \underline{\quad}$	and	$4 \times 50 = \underline{\quad}$
2)	$2 \times 7 = \underline{\quad}$	so	$20 \times 7 = \underline{\quad}$	and	$2 \times 70 = \underline{\quad}$
3)	$3 \times 2 = \underline{\quad}$	so	$30 \times 2 = \underline{\quad}$	and	$3 \times 20 = \underline{\quad}$
4)	$5 \times 4 = \underline{\quad}$	so	$50 \times 4 = \underline{\quad}$	and	$5 \times 40 = \underline{\quad}$
5)	$2 \times 8 = \underline{\quad}$	so	$20 \times 8 = \underline{\quad}$	and	$2 \times 80 = \underline{\quad}$
6)	$6 \times 5 = \underline{\quad}$	so	$60 \times 5 = \underline{\quad}$	and	$6 \times 50 = \underline{\quad}$
7)	$3 \times 8 = \underline{\quad}$	so	$30 \times 8 = \underline{\quad}$	and	$3 \times 80 = \underline{\quad}$
8)	$9 \times 2 = \underline{\quad}$	so	$90 \times 2 = \underline{\quad}$	and	$9 \times 20 = \underline{\quad}$
9)	$4 \times 7 = \underline{\quad}$	so	$40 \times 7 = \underline{\quad}$	and	$4 \times 70 = \underline{\quad}$
10)	$5 \times 3 = \underline{\quad}$	so	$50 \times 3 = \underline{\quad}$	and	$5 \times 30 = \underline{\quad}$
11)	$3 \times 9 = \underline{\quad}$	so	$30 \times 9 = \underline{\quad}$	and	$3 \times 90 = \underline{\quad}$
12)	$6 \times 2 = \underline{\quad}$	so	$60 \times 2 = \underline{\quad}$	and	$6 \times 20 = \underline{\quad}$
13)	$3 \times 7 = \underline{\quad}$	so	$\underline{\quad} \times \underline{\quad} = \underline{\quad}$	and	$\underline{\quad} \times \underline{\quad} = \underline{\quad}$
14)	$4 \times 4 = \underline{\quad}$	so	$\underline{\quad} \times \underline{\quad} = \underline{\quad}$	and	$\underline{\quad} \times \underline{\quad} = \underline{\quad}$
15)	$7 \times 5 = \underline{\quad}$	so	$\underline{\quad} \times \underline{\quad} = \underline{\quad}$	and	$\underline{\quad} \times \underline{\quad} = \underline{\quad}$
16)	$6 \times 4 = \underline{\quad}$	so	$\underline{\quad} \times \underline{\quad} = \underline{\quad}$	and	$\underline{\quad} \times \underline{\quad} = \underline{\quad}$
17)	$5 \times 9 = \underline{\quad}$	so	$\underline{\quad} \times \underline{\quad} = \underline{\quad}$	and	$\underline{\quad} \times \underline{\quad} = \underline{\quad}$
18)	$5 \times 5 = \underline{\quad}$	so	$\underline{\quad} \times \underline{\quad} = \underline{\quad}$	and	$\underline{\quad} \times \underline{\quad} = \underline{\quad}$

$6 \div 3$

LUCKY BONUS

$33 \div 3$

$18 \div 3$

$36 \div 3$

$21 \div 3$

$12 \div 3$

$9 \div 3$

27

$12 \div 3$

Dandy Division Dash

Roll & Cover Game

$24 \div 3$

3

9

7

11

12

4

10

2

1

5

$6 \div 3$

8

11

3

9

6

$30 \div 3$

10

5

12

1

6

$27 \div 3$

LUCKY BONUS

3

8

2

7

$3 \div 3$

$18 \div 3$

$36 \div 3$

$24 \div 3$

$15 \div 3$

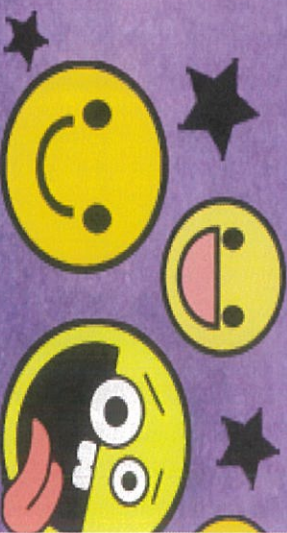
$21 \div 3$

$9 \div 3$

$3 \div 3$

3

How To Play: Put your playing pieces anywhere on the outside path. Now rolling a die. When you land on a die problem, find and cover the answer in the centre board. The first player to land on the bonus circle, gets to cover it. Who can get five in a row, the game is over. A challenge? Set a timer and see how fast you can get five in a row, out of three



1)	$12 \div 2 =$	so	$120 \div 2 =$	and	$120 \div 20 =$
2)	$15 \div 3 =$	so	$150 \div 3 =$	and	$150 \div 30 =$
3)	$10 \div 5 =$	so	$100 \div 5 =$	and	$100 \div 50 =$
4)	$8 \div 4 =$	so	$80 \div 4 =$	and	$80 \div 40 =$
5)	$14 \div 2 =$	so	$140 \div 2 =$	and	$140 \div 20 =$
6)	$9 \div 3 =$	so	$90 \div 3 =$	and	$90 \div 30 =$
7)	$20 \div 5 =$	so	$200 \div 5 =$	and	$200 \div 50 =$
8)	$20 \div 4 =$	so	$200 \div 4 =$	and	$200 \div 40 =$
9)	$18 \div 3 =$	so	$180 \div 3 =$	and	$180 \div 30 =$
10)	$12 \div 6 =$	so	$120 \div 6 =$	and	$120 \div 60 =$
11)	$24 \div 8 =$	so	$240 \div 8 =$	and	$240 \div 80 =$
12)	$18 \div 2 =$	so	$180 \div 2 =$	and	$180 \div 20 =$
13)	$21 \div 3 =$	so	$210 \div 3 =$	and	$210 \div 30 =$
14)	$35 \div 5 =$	so	$350 \div 5 =$	and	$350 \div 50 =$
15)	$21 \div 7 =$	so	$210 \div 7 =$	and	$210 \div 70 =$
16)	$32 \div 4 =$	so	$320 \div 4 =$	and	$320 \div 40 =$
17)	$30 \div 6 =$	so	$300 \div 6 =$	and	$300 \div 60 =$
18)	$36 \div 9 =$	so	$360 \div 9 =$	and	$360 \div 90 =$



Stay safe around electricity

Here are six pictures of dangerous situations involving electricity.

Explain why each one is dangerous (what might happen?)



Picture 1 - This is dangerous because



Picture 2 - This is dangerous because



Picture 3 - This is dangerous because



Picture 4 - They should



Picture 5 - Everyone should



Picture 6 - I would

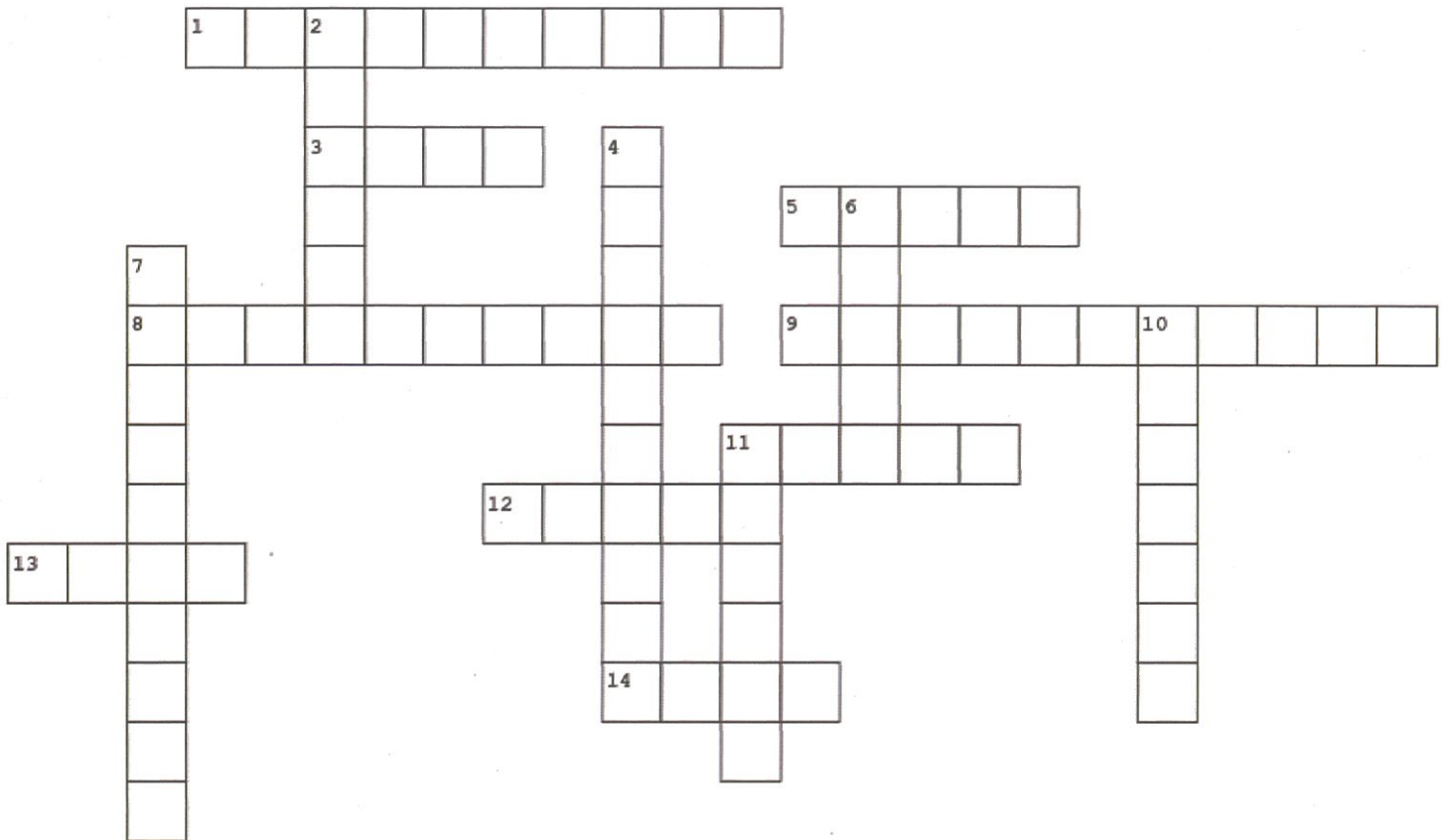
Here are six safety rules. Each rule goes with one of the six pictures you have seen already.

Match the right picture to each rule.

- Picture Number _____ Rule: Stay away from electricity substations!
- Picture Number _____ Rule: Electricity and water do not mix!
- Picture Number _____ Rule: Know what to do in an electrical emergency!
- Picture Number _____ Rule: Be careful around electricity poles and wires when you play!
- Picture Number _____ Rule: If you see a dangerous situation tell an adult!
- Picture Number _____ Rule: Metal is a conductor of electricity and can be dangerous!



Stay safe around electricity



Across

1. Spell the phone number to call in an electrical emergency (6,4)
3. You should never ---- in flood waters (4)
5. Keep appliances away from ----- (5)
8. When flying your kite, stay away from these (10)
9. Play away from electrical equipment and ----- (11)
11. This is a conductor of electricity (5)
12. Install ----- detectors. Test them regularly and change the battery (5)
13. ---- before you dig (4)
14. Look up before climbing a ---- (4)

Down

2. Go ----- during an electrical storm (6)
4. You plug electrical appliances into this (10)
6. Tell an ----- if you see a dangerous electrical situation (5)
7. Switch off the power before plugging or unplugging ----- and hold the plug, not the cord (10)
10. Never put a knife in a ----- (7)
11. You should stay 8 ----- away from fallen powerlines (6)



Stay safe around electricity

Here's your chance to switch onto safety and find all the words relating to electricity and using it safely.

The words run forwards, backwards, up, down and on the diagonal. Time how long it takes you to find them all!

R Y E R E T C S K Q N L Y J E S V L V W
 M F U N P L U G C Z O J T A D M A I M P
 M Y R O T A R E N E G W I I H O H G D Y
 Y J N J P A P P L I A N C E S K R H R A
 R E G N A D R E T A W M I I C E H T Z O
 S N O I T C U R T S N I R B L D N N T I
 G V G Q Z K I L O W A T T Y X E K I N G
 Q E Y T I K M R O T S R C Q P T O N I Y
 C Z Y Z D E R A P E R P E B C E G G O C
 G A M N A I C I R T C E L E I C M U P N
 B F B W M S A F E T Y H E R O T S F R E
 G V F L Q E X T E N S I O N C O R D E G
 R S A F E T Y S W I T C H O A R F R W R
 I T E C N A N E T N I A M U U P H Z O E
 M S B P O W E R P O L E R F O H C G P M
 L E K C T N N S S W I T C H B O A R D E
 L T C Y H C T I W S T H G I L S U R G E
 A B S R Y G R E N E H I C X S X L N Q T
 M S E L E C T R I C S H O C K Y U J H A
 A E N I L R E W O P K C A B Y G G I P K

Hidden words

- APPLIANCES
- BE PREPARED
- CABLE
- DANGER
- ELECTRICIAN
- ELECTRICITY
- ELECTRIC SHOCK
- EMERGENCY
- ENERGY
- EXTENSION CORD
- GENERATOR
- INSTRUCTIONS
- KILOWATT
- LIGHTNING
- LIGHT SWITCH
- MAINTENANCE
- PIGGY BACK
- POWERLINE
- POWERPOINT
- POWER POLE
- SAFETY SWITCH
- SMOKE DETECTOR
- STORM KIT
- SURGE
- SWITCHBOARD
- UNPLUG
- WATER