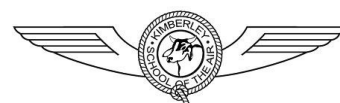




Kimberley School of the Air



School News

Important Dates

Term 2 2020

28 April - 3 July

KSOTA Freecall

1800 816 212

Term 2, Issue 2

????? 2020

Mr Noble's News

As I write we are under cloud. True to form we are experiencing some connectivity issues around the place. We are a resilient lot at KSOTA and if connection fails we need to forge on!

New Programmes

I am pleased to announce that we have two new initiatives starting at KSOTA. We have instituted a "Wednesday Afternoon Club" which will include two on air lessons.

Miss Kerr will run an AUSLAN lesson and after that she will be teaching the Ukulele!

These are both exciting programmes. We will offer them to all students in Year 1-6. They will be in the one group. The sessions will run concurrently beginning at 1.00 pm each Wednesday and will run for approximately one hour in total.

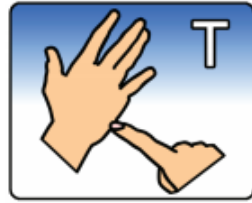
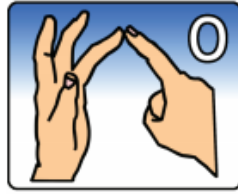
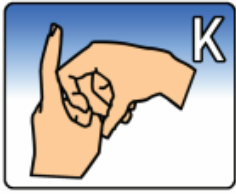
For several reasons, we will begin with AUSLAN at 1.00 pm on Wednesday 10th June in the Muster Room. The Ukulele lessons will begin asap. Stay tuned for freight schedules as the Ukulele's make their way to Derby and further, as they start their journey out to you.

Rock Cairns and Skipping

It was great to see all the photos last week of the Rock Cairns. I have already have received some photos from other families that weren't in last weeks group and some videos of skipping!

Maybe there are some Rock Sculptures/ Rock Art pieces out there?





AUSLAN @

KSOTA



We are very excited to be providing on-air AUSLAN sessions. These are **optional** for all families from yr 1-6. Sessions will be held in the Muster room at 1pm, starting on Wednesday 10th June. Please contact Miss Kerr if you are planning to attend, or if you have any questions.

We look forward to seeing you there!

Practice Makes Progress

This week's game has oodles of variations, making it perfect for practicing those maths facts! Be sure to let us know how you are getting on with these games, and what you are enjoying.

Maths Battle

2+ players.

Each player will need:

A deck of *maths cards* (picture cards removed). A maths deck contains 40 cards, so a single battle game lets a child work out 20 problems and hear each opponent work out 20 more. To give a greater challenge, make a double deck of maths cards but remove the Ace, 2s and 10s. This will give each player a 56-card deck full of the toughest problems to calculate.

How to play:

Each player turns one card face up. The player with the greatest number wins the 'skirmish', placing his own and all captured cards in his prisoner pile.

If there is a tie for the greatest card, all the players battle: each player lays 3 cards face down and a fourth face up. The greatest of these new cards will capture everything on the table. If there is no greatest card at this time, repeat the 3-down-1-up battle pattern until someone breaks the tie.

When the players have fought their way through their entire deck, count the prisoners. Whoever captured the most cards wins the game.

Variations:

For most variations, the 3-down-1-up pattern becomes 2-down-2-up

For more advanced game, in the case of a tie, the cards are placed in a centre pile. The next hand is played as normal and the winner of that skirmish takes the centre pile as well.

Addition: Players turn up two cards for each skirmish. The highest sum wins

Advanced Addition: Players turn up 3 or 4 cards for each skirmish and add them together

Subtraction: Players turn up 2 cards and subtract the smaller number from the larger. This time, the greatest difference wins

Product: Turn up two cards and multiply

Advanced Product: Turn up 3 or 4 cards and multiply

Fractions: Players turn up 2 cards and make a fraction, using the smaller number as the numerator. Greatest fraction wins the skirmish.

Improper Fractions: Turn up 2 cards and make a fraction, using the larger number as the numerator. Greatest fraction wins.

Integer Addition: Black cards are positive; red cards are negative. The greatest sum wins.

Integer Product: Black cards are positive; red cards are negative. The greatest product wins. Remember that two negative numbers make a positive product.

Wild: Players turn up 3 cards and may do whatever maths manipulation they wish with the numbers. The greatest answer wins.

Advanced Wild: Black cards are positive; red cards are negative number. Players turn 4 or 5 cards and may do whatever maths manipulation they wish.

Reverse Wild: Players turn up to 3 cards and may do whatever maths manipulation they wish with the numbers. The answer with the lowest value wins the skirmish.

Multi-digit: Turn up 2+ cards and create the biggest/smallest number

Multi-digit Subtraction: Turn up three cards. Make two of them into a 2-digit number, then subtract the third.

Multi-digit Product: Turn up three cards. Make two of them into a 2-digit number, then multiply by the third.

Speed Racer: For two players of matched ability. Each player turns up one card, and the first player who calls the correct sum (or difference, or product) of those two cards wins the pair.

If you do not have packs of cards, please contact KSOTA and we will send some in the next dispatch. 😊

Miss Kerr

P&C Merchandise

KSOTA polo shirt uniforms are available from P&C via Kerry Doust at School. Shirts are \$20 each and can be sent out in Red Mail Bags. Please deposit money direct into P&C bank account with your name and "uniform" as reference.

Please note we have new shirts in stock.

Account Name	KSOTA P&C
BSB	016 620
Account #	463336408

Other merchandise available via same method:

- | | |
|---|-----------|
| ♦ KSOTA logo work shirts asst sizes: Men's green/navy, Women's blue/purple, Boy's green/blue, Girl's turquoise/pink | \$45 each |
| ♦ Stubby Holders | \$10 each |
| ♦ Bucket Hats/Trucker Caps | \$20 each |

FEES AND CHARGES 2020

VOLUNTARY CONTRIBUTIONS

Voluntary Contributions are funds used towards the cost of materials, services and resources used by the students in the education program

Single Child	\$60 per year
Family of 2 or more children	\$120 per year

CAMP CONTRIBUTIONS

SOTA Muster Years 4-6

DEC 2020 Dates TBA	\$650
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Term 4 Camp Whole School

Nov 9-13 2020	\$20 per Student K-6
	\$35 per Adult

TIPS FOR LAPTOPS

- ◆ Ensure you save all your work onto a USB thumb drive
- ◆ Empty recycle bin on desktop regularly
- ◆ Wipe clean with a slightly damp cloth
- ◆ A small paint brush is handy to remove any dust on keyboard

Help desk numbers

Education Department WA – It Helpdesk 1800 012 828

**Clear Networks help desk – connectivity – Satellite services – 1300 855 215
(DoE Customer Number 14052)**

Please don't hesitate to use these services – they are for you to use !