

Enthusiastic Excellence in The Arts

E1	Perform or present to the class a dance, drama, musical performance or some artwork. Are you really good at dancing, playing a musical instrument or acting? Have you created some awesome artwork? Make a time to show it to your class.
E2	Learn a new handicraft such as: knitting, cross-stitching or pottery etc. Make something simple and show it to your class. Handicrafts take time and patience but in the end, it is very rewarding to see what you have created. Your class would love to see what you have made.
E3	Learn some circus acts. Show off your talent to the school. Some circus trick ideas are: clowning, juggling, walking on hands, spinning plates, hula hoops, stilt walking and using a Diablo. Practise your tricks until you are really good and then make a time to perform at assembly.
E7	Design your own quest which shows off your enthusiasm and excellence in The Arts. Discuss your idea with your teacher

Resourceful Environmental Awareness

RF1	Design and make something useful using junk. Show it to your class. Collect recycled materials and items which are going to be thrown away and make something out of them. You can decorate and repaint the items to make them look new. A costume, toy, game or a storage box are a few ideas.
RF2	Help to start a recycling programme at home. Keep a journal of your family's progress and the positive outcomes of their recycling. This recycling website is designed especially for kids. http://www.allbriteonline.com/recycling_know_how/recycling_for_kids/index.htm
RF3	Create an ongoing scrapbook of news articles relating to the environment. Use newspapers, magazines and other printed materials to make a scrapbook about any environmental issues that interest you. Write comments and reflections about some of the articles. The Dominion Post newspaper has a specific 'Green Zone' section about current environmental issues.
RF7	Design your own quest which reflects an environmental awareness and a sense of resourcefulness. Discuss your idea with your teacher

FRASER'S QUEST

Home Learning Quests for Year 1-2 students



- Year 1-2 students must complete a minimum of 4 Quests over the period of a year
- Students can choose Quests from any of the 6 FRASER sections

Future Focussed Future Thinking	
F1	Keep a diary every day for a month. Identify positive things about yourself. Start each diary entry with the date. Record daily events as well as thoughts and feelings. Write positive comments about your achievements and what you are good at. If you enjoy writing in your diary keep it going for more than a month.
F2	Write a CV for yourself – update it through the year with your achievements, new learning, certificates, experiences etc. A CV (curriculum vitae) is a record of achievements and events you have participated in. Start your CV at the beginning of the year. You can make display pages or collect certificates etc. A clear-file is an effective way to display pages.
F3	Plan a week long family holiday in New Zealand. Write an itinerary, collect brochures. An itinerary is a travel plan which helps to organise activities for a trip. The Upper Hutt Visitor Information Centre has brochures for local and surrounding area activities. Ring other NZ information centres for different brochures.
F7	Design your own quest involving future thinking and being future focussed. Discuss your idea with your teacher.

Active Adventurer Physical Activity and The Outdoors	
A1	Join, commit to and participate in an out-of-school sports team. Being in a sports team is an excellent way to stay fit as well as meeting new people and making new friends. On this website you can search for any type of sports team in your local area: http://www.upperhuttcity.com/page/488/ActivationTeam.boss
A2	Start a new physical activity you have never tried before. Keep a journal using the 5W's: what, where, when, with who, why. A physical activity is one that helps or maintains physical fitness and overall health. Some ideas are: walking, running or playing tennis. Your journal will record what you did, where and when you went, who you went with and why.
A3	Join the school Active Adventurers Fitness Club and attend every Thursday morning for a term. Attending the fitness club is an effective way to get fit as well as learning new games and participating in team activities. Write about the Fitness Club in your Home Learning Journal. Have you noticed any changes in your fitness level?
A7	Design your own active adventurer quest involving physical activities and the outdoors. Discuss your idea with your teacher

Respectful Serving The Community	
R1	Do a 'good deed' every day for a term. Keep a journal of what you did. A 'good deed' is something nice that you do for someone else, usually without having to be asked or expecting thanks. Tidying your room, drying the dishes, or making someone a cup of tea are just a few ideas.
R2	Join a local club such as Cubs, Brownies, Girl Guides or Scouts. Attend the club each week and keep a journal of the activities you did. These websites have useful details and contact information. www.rimutakazone.wellington.net.nz www.upperhuttcommunity.net/guides/
R3	Join the Cre8tive Club and take a supportive, leadership role by reading to others or leading a game. A leader shows support by helping others and displaying responsibility. Discuss your leadership ideas with the teacher in charge of each club. They will appreciate your help.
R7	Design your own quest which demonstrates respect and service to the community. Discuss your idea with your teacher.

Striving For Success Academic Excellence	
S1	Read a chapter book (by yourself or with an adult in your family). Choose a chapter book from the school or community library. Talk to the librarian about how to choose a suitable chapter book for your reading level. Reading with an adult means they can help you with understanding tricky words.
S2	Be a Reporter: report on an event (school or community) and write an article for the school newsletter. A report gives the reader specific facts about an event (where & when it happened, who was there etc) as well as including interesting information. Think about including photos with captions and using interesting fonts for headings.
S3	Join the Reading, Writing or Maths Club. Plan and run an activity for the other students. Can you think of an activity which would help other students with their learning? Discuss your idea with the teacher in charge and then write a plan for the activity. Run your activity during one of the club times.
S7	Design your own quest showing the value of striving for success and achieving academic excellence. Discuss your idea with your teacher

<u>Future Focussed</u> <i>Future Thinking</i>		<u>Respectful</u> <i>Serving The Community</i>		<u>Active Adventurer</u> <i>Physical Activity and The Outdoors</i>	
F1	Keep a diary every day for a month. Identify positive things about yourself.	R1	Do a 'good deed' every day for a term. Keep a journal of what you did.	A1	Join, commit to and participate in an out-of-school sports team.
F2	Write a CV for yourself – update it through the year with your achievements, new learning, certificates, experiences etc	R2	Join a local club such as Cubs, Brownies, Girl Guides or Scouts. Attend the club each week and keep a journal of the activities you did.	A2	Start a new physical activity you have never tried before. Keep a journal using the 5W's: what, where, when, with who, why.
F3	Plan a week long family holiday in New Zealand. Write an itinerary, collect brochures.	R3	Join the Reading Club or Maths Club or Writing Club and attend regularly.	A3	Join the school Active Adventurers Fitness Club and attend every Thursday morning for a term.
F4	Write monthly goals for yourself. Reflect on the progress and outcome of your goals. Make links to the goals on your report.	R4	Volunteer regularly at the Marae or at a retirement home [help out by reading or performing music etc to the residents. Keep a diary of your activities.	A4	'Push Play' (30 minutes physical activity at least 3 times a week) for a whole term. Keep a weekly journal of activities.
F5	Think ahead... where do you see yourself in 10 years time? Write a plan and goals for how you could achieve your vision.	R5	Prepare lunch or afternoon tea for your family. Write a menu, prepare the food, set the table and do the dishes afterwards.	A5	Train for and compete in the Weet-Bix Tryathlon. Keep a journal of your training as well as reflecting on your progress.
F6	Find an adult in a career that you may like to do one day. Find out as much about it as you can and prepare a presentation/talk to share your findings and information.	R6	Volunteer regularly at an organisation such as Animal Rescue or the SPCA. Keep a journal of the jobs and activities you are involved in each session.	A6	Complete a minimum of 3 short walking, hiking or tramping trails. Take photos or draw maps of where you went.
F7	Design your own quest.	R7	Design your own quest.	A7	Design your own quest.
F8	Explain how you prepare for a special event, occasion, celebration such as Matariki, Hangi, Diwali, Ramadan, Hanukah, Hair cutting Ceremony, Festival of the lights etc.	R8	Undertake a Marae study, choose either your own Marae or our local Marae and identify the elders, the culture, customs, protocols, and myths & legends associated with the Marae.	A8	Carry out a research task about a Maori Hero who has had a significant impact in the sporting, outdoors or military area.
F9	Create your own mini movie, documentary, TV show or advertisement for a Fraser Value, product, event or to promote Fraser Crescent School at our local pre-schools.	R9	Give your skills to others by joining St Johns or completing a First Aid Course. Keep a journal of your activities and reflections.	A9	Carry out a tramp (minimum 2 hours). Take on the role of 'trip leader': prepare and plan for the tramp by writing a RAM form. Take photos or draw maps of where you went.
F10	Identify and research a current social issue affecting New Zealanders. Explore any implications and find possible solutions.	R10	Prepare dinner for your family. Write a menu, prepare and serve the food, set the table, create ambience with music and lighting, clear the table and do the dishes afterwards.	A10	Coach a sports team for a term. Plan weekly training sessions and reflect on the strengths and 'next steps' for the team.

<u>Striving For Success</u> <i>Academic Excellence</i>		<u>Enthusiastic</u> <i>Excellence in The Arts</i>		<u>Resourceful</u> <i>Environmental Awareness</i>	
S1	Read a chapter book (by yourself or with an adult in your family).	E1	Perform or present to the class a dance, drama, musical performance or some artwork.	RF1	Design and make something useful using junk. Show it to your class.
S2	Be a Reporter: report on an event (school or community) and write an article for the school newsletter.	E2	Learn a new handicraft such as: how to knit, sew, cross-stitch or crochet etc. Make something simple and show it to your class.	RF2	Help to start a recycling programme at home. Keep a journal of your family's progress and the positive outcomes of their recycling.
S3	Join the Reading, Writing or Maths Club. Plan and run an activity for the other students.	E3	Learn some circus acts. Show off your talent to the school.	RF3	Create an ongoing scrapbook of news articles relating to the environment.
S4	Read a series of books and write reviews for each one. Share the reviews with your class.	E4	Learn to play a musical instrument. Practise playing your favourite piece of music and perform it to your class or the school.	RF4	Use recycled materials to make a 'Fraser Wearable Arts' outfit. Create a photo journal of each part of the process.
S5	Complete a research project on another country and compare it to NZ. Decide on the best place to live and justify your decision.	E5	Write and perform a play supporting the FRASER values. If needed, 4 other students may be included in the performance.	RF5	Get involved in environmental issues in your local area – cleaning parks and streams etc. Keep a journal of your activities.
S6	Design and carry out a Science or Technology investigation. Display your results in a creative way.	E6	Write a children's picture book or a short story.	RF6	Find an area around the school or your local community that you feel needs improvement. Present your design ideas (landscaping, gardening etc) at a school assembly.
S7	Design your own quest.	E7	Design your own quest.	RF7	Design your own quest.
S8	Learn to speak a language other than your own i.e. Te Reo Maori/NZ Sign Language. You could attend a course or be self-taught. Pass on your learning by teaching your class how to say some simple phrases.	E8	Present pieces of your own art works created in any form or media, visual arts, flax weaving, bone carving, Kowhaiwhai patterns, poi making etc. and explain how you made them.	RF8	Look at an environmental issue through a cultural lens, i.e. traditional fishing rights, fishing quotas, size and species allowed and why this is important to sustain the fish stocks.
S9	Design a webpage to support the learning in your class by basing it around an up-coming or current unit topic. The webpage will be loaded as a link onto the school website.	E9	Write a musical composition of your own. Perform it to your class or the school.	RF9	Create a presentation [PowerPoint] which Explains the physical features of New Zealand through Maori Myths and Legends, i.e. Maori Legend of Mounts Ruapehu and Taranaki.
S10	Learn a new skill or complete a course such as astronomy, photography or cake decorating. Document your learning with photos and reflective journal entries.	E10	Organise and run a musical event or dance extravaganza within your syndicate or the school.	RF 10	Volunteer with an environmental groups such as 'Forest and Bird'. Keep a journal of your involvement.

