



# Regentville Public School

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*"Learn Wisely, Live Proudly"*

## ***From the Principal - Mrs Maraga***

11 November 2015

### **We welcome our new Kindergarten 2016 students and their families to our school**

Ninety six excited young girls and boys were welcomed to our school last Wednesday for the first of the Kindergarten Orientation visits. While the children were busily engaged in the classrooms their parents were provided with a range of information about schooling and in particular Regentville PS. The next orientation will be held on Thursday 19 November with a range of activities planned for both the students and their parents.

Miss Simpson, Mr Bamford and I have also had the pleasure of meeting with our newest students and their families in our face to face interviews this week.

### **Congratulations to Mia, Lachlan and Isabella our Public Speaking finalists**

On Monday Mia 3G, Lachlan 5J and Isabella 6B represented our school in the finals of the Penrith Valley Public Speaking Competition. These students have competed in a number of heats to progress through to the finals and have done an outstanding job in representing our school in each event. Congratulations are extended to all our participants and in particular to Mia who was the winner of the Year 3 Penrith Valley Public Speaking Competition. A fabulous achievement!

### **No Litter November**

The students have been working well in trying to ensure our playground remains rubbish free in No Litter November. Earlier this week the cleaners awarded the playground a perfect score for cleanliness! We are hoping this will continue in the upcoming days and weeks.

### **Milo Cup State Finalists**

Congratulations to our girls' cricket team on reaching the finals of the State Milo Cup Cricket Championships. What a wonderful achievement for our team and Mrs Weir.

### **Learning to swim at Regentville!**

Over the past weeks some of our students have developed their swimming skills at the intensive learn to swim classes held daily at the pool. Friday will see the completion of this valuable learning opportunity for this year.

### **Parking in the staff car park is not allowed**

Parents are reminded that parking in the staff car park is not permitted. It is not safe or equitable to allow parents to use the car park. There may be special circumstances where parents need to use the car park, if this is the case please contact the school to ask for approval. Your assistance in ensuring that we keep our children safe when travelling to and from school is very much appreciated.

### **Selective High School applications for Year 7 2017 are still open**

Parents of Year 5 students are reminded that applications close on 16 November. Further information can be accessed on the website [www.schools.nsw.au/shsplacement](http://www.schools.nsw.au/shsplacement)

### **Having Fun Learning Mathematical Concepts**

Included in this newsletter are some Dice activities that you can play with your child at home to support your child's development of numeracy concepts.

You may wish to give one or two of this a try over the weekend.

### Dates for the Calendar

<b>13 Nov</b>	Swim School ends
<b>20 Nov</b>	Awards Trading ends for 2015
<b>23 Nov</b>	School Leader 2016 speeches
<b>26 Nov</b>	Fun Fair
<b>1 Dec</b>	Last day of Scripture for 2015
<b>1 Dec</b>	P&C Meeting
<b>3 Dec</b>	High School Orientation
<b>4 Dec</b>	Gold and Silver Assembly
<b>7 Dec</b>	Presentation Assembly
<b>8 Dec</b>	Year 6 Graduation Assembly
<b>9 Dec</b>	Year 6 Farewell Dinner
<b>9 Dec</b>	Helpers Morning Tea
<b>11 Dec</b>	Reports Home
<b>14 Dec</b>	K-2 Party Day
<b>15 Dec</b>	Christmas in the Grove
<b>16 Dec</b>	Stage 2 and 3 Party Day
<b>16 Dec</b>	<b>End Term 4</b>
<b>28 Jan</b>	Students return 2016

### Payments Due

- Fun Fair passes \$6
- Walkathon money to the library each morning

### Traffic and Parking around the school

The safety of the students at Regentville PS is everyone's concern. Please be mindful of parking signs, drop off/pickup points and pedestrian traffic around the school. Staff carparks are not to be used for drop off/pickups.

### Awards Trading closes on Friday 20 November for 2015.

4 x Blue Awards or 3 x Silver Awards or 2 x Gold Awards can be traded.

Infants awards to Mrs Garland

Primary awards to Mrs Macleod-Jones

*If students don't have enough to trade this year they can trade in 2016.*

### School Leaders 2016

The process for electing the student School Leaders for 2016 has begun today. Year 5 students will nominate themselves and students in Years 2 to 6 will have the chance to vote on Monday 23 November.

The 2016 School Leaders will be announced at the Presentation Assembly on Monday 7 December.

### Star Performers

- Congratulations to Mia C 3G for winning the Year 3 section of the Penrith Valley Public Speaking Competition. Lachlan S 5J and Isabella B 6B put in strong performances in a tough competition.
- Outstanding effort from the Girls Milo Cup Cricket team to make the State final where they were runners up. They only lost one game in the whole competition. Congratulations to Shae H 6B and Gabby G 56R for receiving individual awards on the day.
- Well done to the students for their efforts with "No Litter November" here at school.

# FUN FAIR

***Thursday 26th November 2015***  
***COME AND ENJOY THE FUN!***

Activities include:

- Hair Spray
- Nail Polish
- Face Painting
- Guessing Games
- Pillow Fighting
- Lolly stall
- Slushies
- Haunted House
- Water Balloons
- Dance Party
- Art and Craft Stalls



Wristbands are \$6

Tokens are 5 for \$1.00

No money will be accepted on the day.

**STUDENTS WILL NEED TO BRING THEIR OWN RECESS AND LUNCH**

***Stage 3 Teachers and Students***






## Dice games



Stage	Why play this game?	Game
Kindergarten	Recognising numbers and counting	<p><b>Collect 10</b></p> <p>A game for pairs of students, with each student having a regular dice (the dice used for this game can be varied according to the needs of the students). Counters are also required. The players roll the dice and the player with the higher number showing scores a counter; if both throw the same number they both score a counter. The first player to collect 10 counters is the winner.</p> <p><b>Variations</b></p> <ul style="list-style-type: none"> <li>The player with the lower number scores the counter each time.</li> <li>Start with ten counters and the player with the higher number on the roll of the dice takes away this number of counters. The first player to have no counters is the winner.</li> </ul>
Kindergarten Year 1	Addition	Same as <i>Collect 10</i> above, but each student has 2 regular dice and the total is obtained by adding the numbers rolled.
Year 1 - 2	Addition	<p>Same as <i>Collect 10</i> above, but the total is obtained by adding three regular dice.</p> <p>Note: Encourage the students to find quicker ways of adding the numbers.</p> <ol style="list-style-type: none"> <li>Doubles, eg <math>4 + 4</math></li> <li>Doubles plus one, eg <math>4 + 5</math> (<math>4 + 4 + 1</math>)</li> <li>Doubles less one, eg <math>4 + 3</math> (<math>4 + 4 - 1</math>)</li> <li>Combinations to 5, eg <math>1 + 4</math></li> <li>Combinations to 10, eg <math>6 + 4</math></li> </ol>

Stage	Why play this game?	Game																								
Year 1 - 2	Addition	<p><b>Cross out</b></p> <p>Cross out is an activity for two students. Each student writes the numbers 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, and 12 on a piece of paper. They take turns to roll two regular dice, add both numbers rolled and cross out the total on their piece of paper. The first player to cross out all the numbers is the winner.</p>																								
Year 2 - 6	Subtraction	<p><b>Take 100</b></p> <p>Each student begins with 100 points. In turn, students roll a regular dice and subtract the number from their 100 points. The first player to reach zero is the winner.</p> <p><i>Variations</i></p> <ul style="list-style-type: none"><li>• Change the number of points to begin.</li><li>• The students may roll two regular dice and either add or multiply the numbers together before subtracting from the total.</li></ul>																								
Year 2 - 4	Addition	<p><b>Make 24</b></p> <p>This game for individuals requires only 1 dice. The player throws the dice repeatedly, listing the numbers thrown in columns as follows.</p> <table><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td></tr><tr><td>1</td><td>2</td><td></td><td>4</td><td></td><td>6</td></tr><tr><td></td><td>2</td><td></td><td>4</td><td></td><td></td></tr><tr><td></td><td>2</td><td></td><td></td><td></td><td></td></tr></table> <p>The player has to keep a running total of each column in their head and stop when one of the columns reaches exactly 24 (The fifth column will never reach 24). Players play the game several times and compare their findings.</p>	1	2	3	4	5	6	1	2		4		6		2		4				2				
1	2	3	4	5	6																					
1	2		4		6																					
	2		4																							
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Year 4 - 8	Addition Subtraction	<p><b>Make 100</b></p> <p>An activity for two players.</p> <p>Equipment: two regular dice, paper and pencil</p>																								

Stage	Why play this game?	Game																								
	Multiplication Division	<p>The aim is to make a total of 100 or as close to 100 as possible. Players take turns to roll the two dice and combine the numbers with any operation to produce a score. The player who reaches 100 or is closest to 100 is the winner. Encourage players to record their choices and calculations. For example:</p> <table> <tr> <th>Dice throw</th><th>Calculation</th><th>Running total</th></tr> <tr> <td>4 and 6</td><td><math>4 \times 6 = 24</math></td><td>24</td></tr> <tr> <td>1 and 4</td><td><math>1 + 4 = 5</math></td><td>29</td></tr> <tr> <td>2 and 5</td><td><math>2 \times 5 = 10</math></td><td>39</td></tr> <tr> <td>6 and 6</td><td><math>6 \times 6 = 36</math></td><td>75</td></tr> <tr> <td>5 and 3</td><td><math>5 \times 3 = 15</math></td><td>90</td></tr> <tr> <td>2 and 3</td><td><math>2 + 3 = 5</math></td><td>95</td></tr> <tr> <td>6 and 1</td><td><math>6 - 1 = 5</math></td><td>100</td></tr> </table>	Dice throw	Calculation	Running total	4 and 6	$4 \times 6 = 24$	24	1 and 4	$1 + 4 = 5$	29	2 and 5	$2 \times 5 = 10$	39	6 and 6	$6 \times 6 = 36$	75	5 and 3	$5 \times 3 = 15$	90	2 and 3	$2 + 3 = 5$	95	6 and 1	$6 - 1 = 5$	100
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Year 4 - 8	Multiplication Division	<p><b>Double, halve or stay</b></p> <p>An activity for two to four players</p> <p>Equipment: two different coloured regular dice</p> <p>Decide on one coloured dice to represent the tens and the other to represent the ones. Choose a target number between 5 and 122. Players take turns to roll the dice. Once the dice are rolled a number is formed. The player then makes a decision to produce a number that is as close as possible to the target number. They can choose to:</p> <ul style="list-style-type: none"> <li>• double their number</li> <li>• halve their number</li> <li>• keep the number as is</li> </ul> <p>The player closest to the target is the winner.</p>																								
Year 4 - 8	Addition Subtraction Multiplication	<p><b>Total three</b></p> <p>An activity for two players.</p> <p>Equipment: two regular dice, paper and pencil</p> <p>Players take turns to roll the two dice and complete the following calculations on each roll:</p>																								

Stage	Why play this game?	Game
		<ul style="list-style-type: none"> <li>• add the two numbers shown on the dice</li> <li>• find the difference between the two numbers</li> <li>• multiply the two numbers</li> <li>• add the three numbers to produce the score for that round</li> </ul> <p>For example</p> <div data-bbox="710 672 925 840">  </div> $6 + 3 = 9$ $6 - 3 = 3$ $6 \times 3 = 18$ $\text{Score} = 9 + 3 + 18$ $= 30$ <p>After 10 rounds the player with the highest total is the winner. To make the activity more challenging change the type of dice used to 8, 10, 12 or 20 sided.</p> <div data-bbox="1098 996 1337 1176">  </div>
Year 2 - 6	Addition Strategy	<p style="text-align: center;"><b>Cross out 9</b></p> <p>An activity for two to four players. Equipment: two regular dice, paper and pencil Each player writes the numbers 1 to 9 on a piece of paper. The first player rolls the two dice then crosses out the numbers shown on the dice or the sum of the two numbers.</p> <div data-bbox="667 1482 842 1617">  </div> <p>For example On this roll, the player may cross out 2, 3 or 5 (2 + 3).</p> <p>When six numbers or less are left only a single dice is used. The player's turn continues until they cannot cross off any more numbers. The remaining numbers are totaled and this is the score for that round. After five rounds the player with the smallest total wins.</p>