



KIWI CAN WEEKLY FUN SHEET

Kiwi Can Theme Term 2

Resilience

Resilience means being able to cope with challenges (difficulties) and bounce back.

Today we have a new topic which is **goal setting**.

Goal setting means thinking about what you want to achieve and making a plan to get there.

Have a think about something you may want to achieve while still in lockdown or for when you get out and then think about how you can achieve these goals. Break it down into small steps if you need to.

Catch phrase

Kiwi Can says.....

“Make your dreams come true - stick with courage and pursue.”

See if you can find the sign language actions for this new catchphrase and send us a video which we can put up on our face book page.

Leader Profile

Kia ora Whanau!!

My name is Angelene and I have been a Kiwi Can Leader for 6 months now. The schools I work at are: Mangonui, Te Hapua & Ngataki and I have also relieved at the following schools...Matauri Bay, Hato Hohepa, Totara North, Oruaiti and Peria.

The following challenges I have chosen for this week are simple and yet fun for you and your Whanau - so enjoy, I can't wait to see you all and hear all your exciting stories during lockdown...kia pai to ra!!



GKQ

1. What are the three primary colours?
2. Who is the Prime Minister of New Zealand?
3. How many Planets are there in the Solar System?
4. Name x 2 of these Planets
5. Name x 5 Native NZ Trees
6. How many sides does a triangle have?
7. How many strings does a guitar have?

Card Game

KINGS IN THE CORNER

This card game is for 2 or more players.

OBJECTIVE: is to be the person to have the least amount of points at the end of the game.

To play, deal seven cards to each player.

Place the remaining cards face down in the middle of the table. This is the stockpile.

Turn the four top cards over, placing one on each of the four sides of the deck (e.g. north, south, east, and west so that the cards on the table are in the shape of a plus sign). These are the foundation piles that you play on.

The player to the left of the dealer starts the play by drawing one card from the center stockpile and makes an appropriate move.

Valid moves:

1. Place a card from your hand on top of one of the foundation cards. It must be the opposite color from the card it is placed on top of. It must also be the next lower numerical number.

For instance, if the card in the foundation pile was a black 5, the next card to be played on top of it has to be a red 4.

2. If you have a king in your hand, lay it in one of the four diagonal corners. Only a king can be placed in a corner. This starts a new foundation. You can then play as many other cards as you can making sure they are valid moves.

3. You can pick up an entire foundation pile and place it on top of another foundation pile as long as it follows the correct number and colour sequencing.

4. Put any card from your hand in a foundational pile area if that area is empty (because it has been moved to another foundational pile).

A player can continue laying down as many cards as she can. When she can't lay down any more, the play goes to the next person to the left. That person draws a card from the stockpile and makes as many valid moves as she can.

If all of the cards in the centre stockpile are gone, play continues until either someone runs out of cards or until no further moves can be made.

The first player to get rid of all of her cards is the winner of that round.

Scoring

A person gets one point for every card left in her hand at the end of a round. If she is holding a king card, she gets 10 points for that card. Points are accumulated until a player reaches or exceeds a target score

that is agreed upon in advance (say 50 points).

The winner of the game is the person who has the lowest number of points when someone reaches the target score.

Messy Play

Cornflour Goop

2 cups cornflour

1 cup cold water

Pour the cornflour into a bowl. Add the cold water slowly, stirring constantly and stop when the water is barely absorbed by the cornflour.

The resulting solution is fascinating to play with. It can be scooped up with the fingers as a mouldable material, but flows like liquid back into the bowl. It will brush off clothing as a dry powder.

"Mā" is White Children's Song

Mā is white, whero is red, kākāriki
green*

*Pango is black, mangu is too, A. E.
I. O. U.*

*Kōwhai yellow, pākākā brown, kiko-
rangi blue*

*Pa-raka-raka is our orange, A. E. I.
O. U.*

Wera is hot, maku wet, makariri cold

*Ua is rain, mahana warm, A. E. I. O.
U.*

*Tahi is one, rua is two, toru number
three*

Whā is four, rima is five, 1, 2, 3, 4, 5

*Ono is six, whitu is seven waru
number eight,*

*Iwa is nine, tekau is ten, 6, 7, 8, 9,
10*

RECIPE OF THE WEEK

Sweet Corn Fritters

Ingredients

- 1 can whole kernel corn
- 2 eggs
- Salt & pepper to taste
- 1/2 cup flour
- 1 teaspoon baking powder
- 1/2 cup shredded cheese
- 25grams butter
- 2 tablespoons oil
- teaspoon parsley



Directions

- Drain corn and discard the liquid.
- Put eggs, salt and pepper in a bowl and beat.
- Add flour and baking powder, whisk until smooth.
- add corn mixture in spoonfuls into your frying pan.
- When golden, turn and cook other side.
- Drain on absorbent paper/handy towel
- Serve

Outdoor

SCAVENGER HUNT

- Find something smooth 
- Find a bug 
- Find 3 different plants  (see if you can name them all)
- Find something that makes you feel happy 
- Find something that smells nice 

GKQ - General Knowledge Answers

1. Red, blue and yellow
2. Jacinda Ardern
3. Kauri, Rata, Rimu, Pohutukawa, Totara
4. There are 8 planets in the solar system (9 if you include Pluto which is no longer counted as a planet)
5. Mercury, Venus, Earth, Mars, Jupiter, Saturn, Uranus, Neptune, (Pluto)
6. A triangle has 3 sides
7. The standard guitar has six strings

Science Experiment using your cornflour gloop

Quick Sand

Did you know that quicksand is a mixture of water and sand. In real life quicksand can be dangerous because the surface of it looks hard and solid but when it is walked on it can cause objects to sink in to it.

Aim of experiment:

To see how quicksand works and its interesting qualities.

Materials

- Cornflour
- Water
- Bowl
- Or just use the magic gloop you have made previously

Steps

1. Fill the bowl about half way with cornflour
2. Now add water to it and stir thoroughly until it makes a thick paste. This is your "quicksand".
3. Now with two fingers pretend to "walk" across the quicksand. Do it quickly first. Did you make it across the quicksand?
4. Now try to walk across the quicksand slowly. Can you make it across this time?



It would be awesome if you can take photos or videos of you and your children completing any of these activities and email me on tracy.walker@dinglefoundation.org.nz or alternatively, private message to our face book page so that we can share onto our face book page.

Here is the link to our page: <https://www.facebook.com/KiwiCanFarNorth/>