

Homework



# Homework Hound



## Your Journey Guide

for parents & students





# Parent Portal

*Creating a better Parent and Student  
Homework experience.*



Parents are provided with a selection of free resources available to download to support learners at home. They can access these resources when they log into the Homework Hound Parent Portal.

## Maths Language

### Addition

Plus Sum of  
How much? Tally  
Count The total

**+** How many?  
**Add**

### Subtraction

Take away Minus  
Find the difference  
How much remains?

What's left?  
**Deduct**  
Subtract **-**

### Multiplication

Product By  
Triple Double  
Multiply Times

**x** Times

### Division

Share Group  
Quotient Split  
Parts Distribute

**÷** Divide

## Times Tables Chart

<b>x1</b>	0x1=0 1x1=1 2x1=2 3x1=3 4x1=4 5x1=5 6x1=6 7x1=7 8x1=8 9x1=9 10x1=10 11x1=11 12x1=12	<b>x2</b>	0x2=0 1x2=2 2x2=4 3x2=6 4x2=8 5x2=10 6x2=12 7x2=14 8x2=16 9x2=18 10x2=20 11x2=22 12x2=24	<b>x3</b>	0x3=0 1x3=3 2x3=6 3x3=9 4x3=12 5x3=15 6x3=18 7x3=21 8x3=24 9x3=27 10x3=30 11x3=33 12x3=36
<b>x4</b>	0x4=0 1x4=4 2x4=8 3x4=12 4x4=16 5x4=20 6x4=24 7x4=28 8x4=32 9x4=36 10x4=40 11x4=44 12x4=48	<b>x5</b>	0x5=0 1x5=5 2x5=10 3x5=15 4x5=20 5x5=25 6x5=30 7x5=35 8x5=40 9x5=45 10x5=50 11x5=55 12x5=60	<b>x6</b>	0x6=0 1x6=6 2x6=12 3x6=18 4x6=24 5x6=30 6x6=36 7x6=42 8x6=48 9x6=54 10x6=60 11x6=66 12x6=72
<b>x7</b>	0x7=0 1x7=7 2x7=14 3x7=21 4x7=28 5x7=35 6x7=42 7x7=49 8x7=56 9x7=63 10x7=70 11x7=77 12x7=84	<b>x8</b>	0x8=0 1x8=8 2x8=16 3x8=24 4x8=32 5x8=40 6x8=48 7x8=56 8x8=64 9x8=72 10x8=80 11x8=88 12x8=96	<b>x9</b>	0x9=0 1x9=9 2x9=18 3x9=27 4x9=36 5x9=45 6x9=54 7x9=63 8x9=72 9x9=81 10x9=90 11x9=99 12x9=108
<b>x10</b>	0x10=0 1x10=10 2x10=20 3x10=30 4x10=40 5x10=50 6x10=60 7x10=70 8x10=80 9x10=90 10x10=100 11x10=110 12x10=120	<b>x11</b>	0x11=0 1x11=11 2x11=22 3x11=33 4x11=44 5x11=55 6x11=66 7x11=77 8x11=88 9x11=99 10x11=110 11x11=121 12x11=132	<b>x12</b>	0x12=0 1x12=12 2x12=24 3x12=36 4x12=48 5x12=60 6x12=72 7x12=84 8x12=96 9x12=108 10x12=120 11x12=132 12x12=144

## Spelling Rules

### “T” or “D” RULE

Usually “t” before “s” except after “c” or as sounding like “o” as in “neighbour” or “weight”

Examples: guess, better, that, teacher  
Exceptions: after, fact, science, instant, west

### Plurals

Adding “s” or “es”

Just add “s” to most nouns and verbs. Examples: cats, boys  
Add “es” if the word ends in “s”, “ss”, “x”, “z”, “ch”

Examples: churches, dishes, fences, leaves

Words ending in “y”

Example: baby → babies

If preceded by a vowel, don’t change the “y”, just add “s”

Example: boys → boys

Words ending in “y”

For some words ending in “y” add “ies”

Example: lady → ladies

For some words ending in “y” add “ies”

Example: lady → ladies

Words ending in “y”

Change the “y” to “i” and add “es”

Examples: baby → babies, lady → ladies

Some nouns have different plurals.

Examples: teeth → teeth, glasses → glasses

Some nouns don’t change for plural.

Examples: sheep → sheep, fish → fish, sheep → sheep

### POSSESSIVES

Add apostrophe “s” (’s) to show possession.

Examples: teacher → teacher’s  
Plural words ending in “s”, the apostrophe is after the “s” (’s).

Examples: letters → letters’

### Adding “ing”

Words that end in a single vowel followed by a consonant.

Double consonant before adding -ing

Examples: stop → stopping, convert → converting

Words ending with consonant preceded by double vowel.

Just add -ing

Examples: beat → beating, feel → feeling

Adding -ing to silent “e”

Drop the “e” and add -ing

Examples: size → sizing, smile → smiling

Adding -ing to words ending in “y”

Just add -ing

Examples: try → trying, hurry → hurrying

### SUFFIXES

In most cases, don’t change the spelling, just add the suffix.

Examples: walk → walker, walking, walked

Words ending in “n” drop the “n” if the suffix begins with a vowel.

Examples: care → caring, safe → safely

Keep the final “n” if the suffix begins with a consonant.

Examples: care → carer, safe → safety

Double the final consonant if the word has one syllable or the suffix begins with a vowel.

Examples: sit → sitting, stop → stopping

## Adjectives

### TELL US ABOUT Nouns

How something feels? **slimy**

How something looks? **silly, funny, scary**

How something smells & tastes? **smelly, tasty**

How something behaves? **naughty**

What shape? **round**

How many? **6** (six)

How something looks? **beautiful, ugly**

How something feels? **red**

What size? **tiny**

How something looks? **loud, quiet**

How something smells & tastes? **smelly, tasty**

How something behaves? **naughty**

What shape? **round**

## RAINBOW FACTS

to 10

How many ways can you make 10?

0 + 10 = 10	10 + 0 = 10
1 + 9 = 10	9 + 1 = 10
2 + 8 = 10	8 + 2 = 10
3 + 7 = 10	7 + 3 = 10
4 + 6 = 10	6 + 4 = 10
5 + 5 = 10	5 + 5 = 10

## Narrative VS Persuasive

### Narratives tell fictional stories.

E.g. Fables, stories, myths, legends

- ORIENTATION** begins the story
  - Who are the main characters?
  - Where is the story taking place?
  - When did this happen?
- A PROBLEM or COMPLICATION** occurs.
  - What happened?
- RESOLUTION** The problem is fixed or an answer is found.
  - How did it get fixed?
  - What happened to at the end?
- Uses **descriptive language** to create vivid images e.g. adverbs, similes, metaphors, verbs, adjectives.
- Usually written in past tense.

### Persuasive writing presents an argument or point of view.

E.g. debates, arguments

- TITLE** is interesting and tells us what it is about.
- INTRODUCTION** tells us what issue you are going to be discussing. Tell your opinion.
- 3 ARGUMENTS** – Use strong words. E.g. I strongly believe, you must, it is important, it is unfair
- FIRST ARGUMENT** – This paragraph gives evidence to support your argument: statistics, quotes, persuasive tricks like *repetition, repetition and rule of three*. A good paragraph starter is: **Firstly**, ...
- SECOND ARGUMENT** – This paragraph also gives evidence to support your argument. A good paragraph starter is: **Secondly**, ...
- THIRD ARGUMENT** – This paragraph also gives evidence to support your argument. A good paragraph starter is: **Thirdly**, ... or **Finally**, ...
- CONCLUSION** summarises your main arguments and your point of view and ends with a sentence your audience will remember. A good sentence starter is: **In conclusion**, ...

## Parts of Speech

### NOUN

A noun names a person, place or thing.

dog, cake

### VERB

A verb is an action or doing word.

cry, dance

### ADJECTIVE

An adjective describes a noun.

furry, delicious

### ADVERB

An adverb describes a verb, adjective or adverb.

friendly, quickly

## Fractions

### FRACTIONS

**3** NUMERATOR  
The number of parts

**4** DENOMINATOR  
Equal parts of the whole

Fractions show equal parts of a whole.

### EQUIVALENT FRACTIONS

Equivalent fractions have the same value, even though they may look different.

$\frac{1}{2} = \frac{2}{4}$  These fractions are really the same.

When you multiply or divide both the top and bottom by the same number, the fraction keeps its value.

### PROPER FRACTIONS

In a proper fraction the numerator is less than the denominator.

$\frac{1}{4}$

### IMPROPER FRACTIONS

In an improper fraction the numerator is more than (or equal to) the denominator.

$\frac{7}{4}$

## A SENTENCE HAS...

A sentence always starts with a capital letter.

E.g. An octopus has eight legs.

We always put spaces between the words.

E.g. The race car was yellow.

A sentence always has a noun (subject).

E.g. The fish were really colourful.

A sentence always has a verb.

E.g. Sarah walks the dog everyday.

We always read a sentence from left to right.

E.g. Harry flew to Brisbane on a plane.

A sentence always ends in a full stop, question mark or exclamation mark.

A sentence always makes sense. Does it sound right? Does it look right?

E.g. Karen walks school to everyday.

The order of the words in a sentence are important.

E.g. The cat is on the girl. ~~X~~ E.g. The girl is on the cat.

Parent reports are detailed and designed to allow parents to see not only what challenges their learner is experiencing but specifically how they can help their learner at home. Parents are encouraged to connect with teachers via messaging if they would like further information on ways they can assist their learner to overcome these challenges.

Maths | Multiple Operations

By applying the patterns learnt in skip counting, we can then begin to solve simple addition and subtraction problems.

Hands-on materials and tools can assist children to see the question they are solving. A hundreds board (a grid with numbers 1-100 labelled) can also help children see the problems they are solving. You could turn it into a game using dice and counters and take turns adding (start at 1) or subtracting (start at 100) by rolling a die to see where you need to move. Board games like "Snakes and Ladders" are also really helpful for children to consolidate their skills and can help to improve their recall.

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Turning these questions into a story (Sally had 18 lollies and she was given 10 more) is another way to help your child see the real-world connections.



If you would like to contact your classroom teacher for further information or advice, complete the form below.

Your teacher's reply will be sent to:  
[john@teachthis.com.au](mailto:john@teachthis.com.au)

- I would like to schedule a face to face meeting
- I would like to schedule a phone conversation
- I would appreciate some ideas via email

SUBMIT

When student results fall below 85% in any section of homework, parents are provided with information explaining the skill covered in that section and they are provided with information on how they can help their learner to master this skill.

You can also choose for parents to have access to any worksheets allocated to their learner so they can print them at home.

Parents can contact teachers for additional assistance by selecting whether they would prefer email, telephone face to face assistance.

You can elect to turn off this feature in your settings if preferred.



Weekly emails to parents will link to this report. It provides a brief overview of results along with any allocated parent tips based on student performance. Parents can log into their account to receive further details on their child's progress and results for the year, term or week.

Parent Area

Kya Flowers

Request Login Details

Year - 4 | Week - 3 | February 08-14

Correct answers in percent at this week

MATHS 61

ENGLISH 75

Click here to view a detailed report

Your child needs improvement in the following areas

- English | English
- Maths | Multiplication
- English | Synonyms
- Maths | 3D Objects

Clicking on the drop down menus will provide access to the information provided for parents to keep them fully informed, introduce them to the vocabulary used in the Australian Curriculum and allow them to participate more confidently in their child's learning.

Maths | 3D Objects

3D (three dimensional) objects have a width, length and height. These shapes are a solid shape; you can pick the shape up and hold it in your hands opposed to a 2D shape (which is flat).

Examples: (all pyramids and prisms are 3D shapes)

cone sphere cylinder cube triangular pyramid prism

The most important thing to do is to help point out features of these objects. We're looking at the number of edges, how many flat faces, vertices (corners) and whether there is an apex (a pointed top like a cone or a pyramid). Discuss the shapes used to create the 3D object. For example, a cylinder is created using two circles for each end and a rectangle. Are there any parallel faces? In a prism, opposite sides are always parallel.

Activities:

- Make different 3D shapes out of paper. Use images of 3D nets and fold along the lines to create the 3D object. Discuss the shapes of each side, the number of sides, the number of edges, the number of flat faces, vertices (corners).
- Using play dough, model the above shapes and get your child to name each shape or alternatively name a shape and get your child to model it out of the play dough.
- Look at items for the food cupboard, kitchen plastic containers, cereal or tissue boxes and discuss their shape, their features and the name of the 3D object.
- Use lego to create the shape and label it.

Parents will land on the page above when they click the link emailed to them as their child's report each week.

It will outline the results in each subject area and provide a drop down menu with additional hints and tips written by primary teachers to empower parents to help their child at home. Parents will be provided these tips only for those topics in which their student received less than 85%.

Parents can log into their account to receive further details on their child's results including the ability to view their child's answers throughout the diagnostic testing.



Term Report / Year 4

Select the Year

Archive

Term 1

Just start type a name

JANUARY

FEBRUARY

MARCH

WK1

WK2

WK3

WK4

WK5

WK6

WK7

WK8

WK9

WK10

1 Ella Flowers

86

89

-

-

-

-

-

-

-

-

Homework Hound keeps parents fully informed and encourages a show of connectedness between school and home that has traditionally been ignored. Students need to know that parents and teachers are on the same team working to ensure their educational outcomes are met in a positive and supportive environment. Homework Hound supports all students regardless of academic ability and aims to highlight and promote individual student strengths and celebrate improvements. Personal challenges are highlighted so students know specifically where they need development and how to achieve their goals.

Edit Profile

2 ✓

Correct answers in percent at this week

WEEK HOMEWORK WAS MISSED

91 87

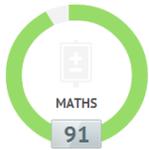
MAT ENG

Total Points: 764  
Active Points: 319

Teacher

Robert Flowers

robert@teachthis.com.au



MATHS

91



ENGLISH

87

MATHEMATICS - Number and Algebra-Number and Place Value

MATHEMATICS - Number and Algebra-Fractions and Decimals

MATHEMATICS - Measurement and Geometry-Shape

ENGLISH - Language-Expressing and Developing Ideas

ENGLISH - Language-Sound and Letter knowledge

Student Rewards:

Name	Cost	Redeemed
5 mins free time	40	Yes
1 hr of Minecraft time	40	No
Choose a special take-away meal	95	Yes

Parents have the ability to view a Term Report on their learner's progress. They can see any incomplete homework and can see an overview of strengths and weaknesses along with any rewards claimed. Knowing the rewards a child selects helps you develop a strong profile of motivators specific to that child.





The National Comparison is a powerful tool that provides a weekly benchmark of students around the country. You can easily see how your class results compare to other Australian States and Territories. It is designed to give you additional insight and provide you with ample time to remedy any problems you see well before NAPLAN testing occurs.

Your child's average will be displayed along with a graph displaying the National Comparison.

**NOTE: Parents can access National Comparison data on your child only. Parents can not compare against other individual students or the rest of the class.**

Homework Hound Home Week Report Term Report **National Comparison** Class List Rewards Spelling Settings Contact Welcome Robert Flowers

Teacher Place Student Year 2 Student Year 3 Student Year 4

Statistic Report / January 22 - April 09 Choose Date Range Choose Student Email Report

YOUR CLASS IS CURRENT RANKED **Average**  
CLASS AVG: 76%

Average  
Below Above

LEGEND Below Average Average Above Average  
↓ = ↑

Choose subject English Popular themes of this subject

Overall Rank by States:  
Map View List View  
Below average Above average

If you have learners across different grades, select the grade for which you'd like to view National Comparison Data. In this example, Year 3 has been selected.

Select your child's name from the drop down list.

You can select a date range or view the default term setting.

Overall Rank by States:  
Map View List View  
Below average Above average

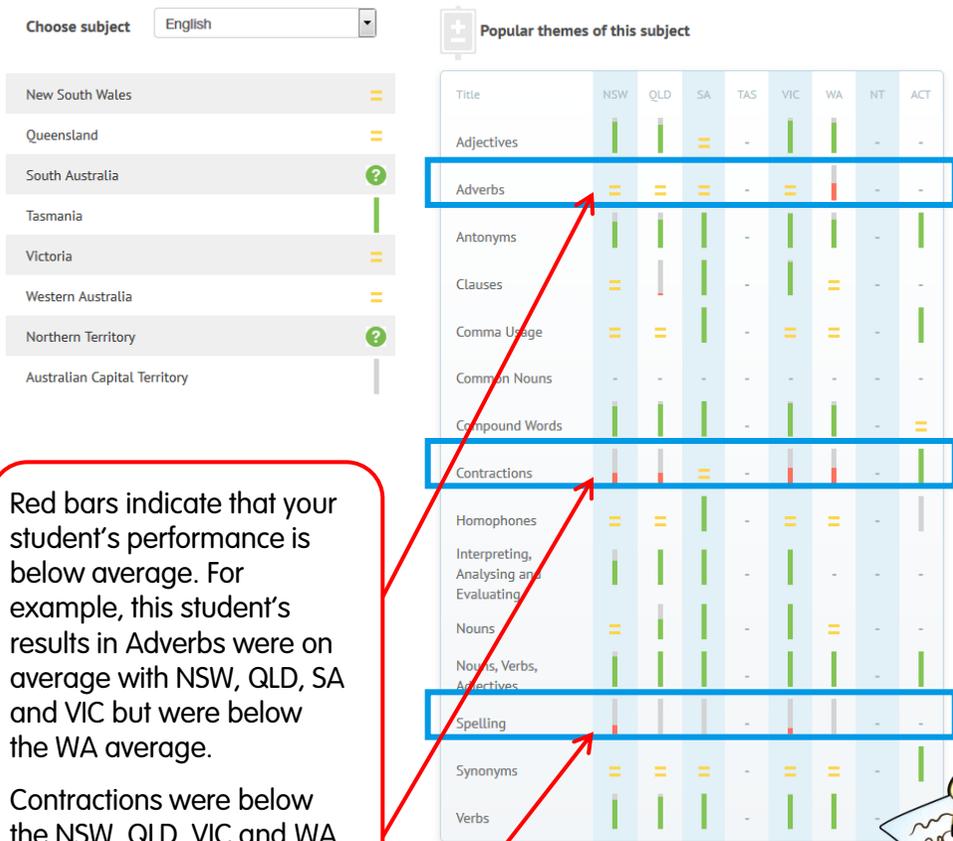
Queensland Average  
State Avg: 67%  
Class Avg: 76%

Overall Rank by States:  
Map View List View

Australian Capital Territory	=
New South Wales	=
Northern Territory	?
Queensland	=
South Australia	?
Tasmania	
Victoria	=
Western Australia	



The National Comparison allows you to dig deep and discover in exactly what parts of the curriculum your learner excel along with those areas that cause the greatest challenge. Homework Hound makes it easy to reveal these areas on a weekly basis and aim to improve throughout the year. With outcomes tested every 3 weeks, you can work on areas of challenge to compare progress against National Data regularly.



Red bars indicate that your student's performance is below average. For example, this student's results in Adverbs were on average with NSW, QLD, SA and VIC but were below the WA average.

Contractions were below the NSW, QLD, VIC and WA average but equal to SA.

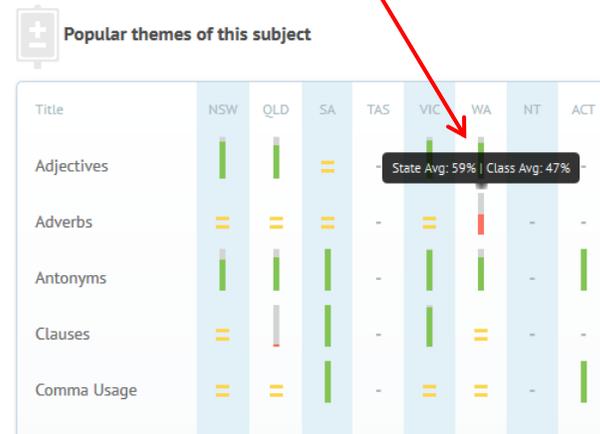
Spelling results were the poorest. The lower the red bar, the poorer the results.

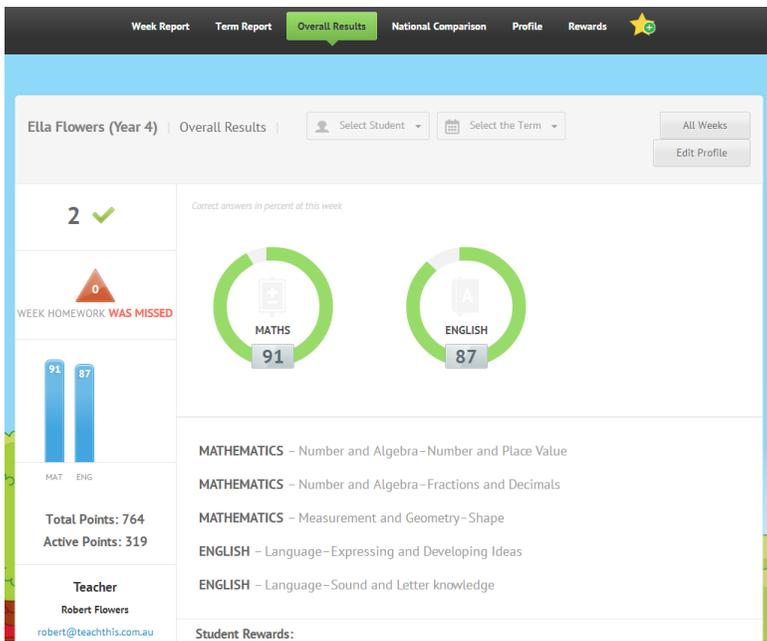
You can view National Comparison data by student from the drop down menu.

Results broken down into subject and outcome or section are displayed in this way providing details of data compared to each state or territory.

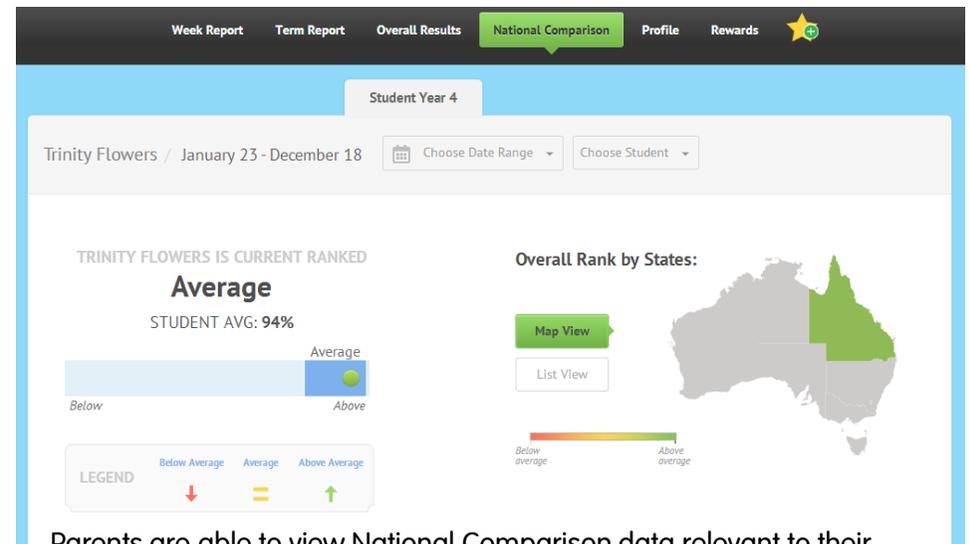
Hovering over a bar displays the class and state average as shown in the screenshot below.

Hovering over a bar displays the class and state average as shown in the screenshot below.





Parents can view an overall summary of their learner’s performance across each school Term.



Parents are able to view National Comparison data relevant to their learner.

**Your Profile** | Log Out

James | Smith | 0123456789

Change Password

New Password | Retry New Password

Save

Parents can change their password within their profile settings at any time. Ensuring personal details are up to date is important for teachers to be able to contact parents with ease.

Rewards | Enter reward redeem code | Redeem | Add New Reward

**My Rewards**

Add New Reward | How do students earn points?

Name: | Amount: | Reusable: YES NO | Add Reward

Reward Suggestions:

Choose book to be read to class	Hang out with the principal	Eat lunch with the deputy principal	Sit in the teacher's chair	Visit the principal
200	750	500	250	375
Add	Add	Add	Add	Add

Read a story to a younger class | Lucky Dip Prize | Complete silent reading outside | Play a favourite game/puzzle in | Bonus classroom cash

Control Of The TV Remote For 1 Night	100	✓	✎	🗑️
Let's Go Bowling!	250	✓	✎	🗑️
Let's Go To The Beach With Robert	200	✓	✎	🗑️
Dad Takes Your Turn Emptying The Dishwasher	90	✓	✎	🗑️

Parents can add their own rewards for their child to work towards. We recommend simple, free reward options and have a list of 50 ideas to help parents. Teachers and parents working together creates a strong picture of connectedness for students.

# Student Portal

*Celebrate strengths of all students.*

*Identify challenges and enjoy the journey.*



Students are presented with a colourful and engaging Student Portal that allows them to customise their surroundings, interact and make the area their own.

Homework Hound

Home Rewards myHound Personalise

Welcome Ella Flowers Logout

YOU HAVE 319 Bones

Welcome Ella Flowers |

Authorisation success

I love working with you! You know so much.

YOU HAVE FINISHED 2

LETS GET STARTED!

Complete your homework to earn more Bones!

WEARING HEADPHONES FOR ONE HOUR WILL INCREASE THE BACTERIA IN YOUR EAR 700 TIMES

HERE'S HOW TO TELL IF YOU'RE WHISPERING. PUT YOUR HAND AT YOUR THROAT. IF YOU FEEL NO VIBRATIONS, YOU'RE WHISPERING

Homework to Complete this week

ENGLISH VERBS DETERMINERS - 'A', 'AN' OR 'THE' 'OI' OR 'OY' CONJUNCTIONS

ROUNDING FRACTION NUMBER LINE MULTIPLICATION 3D OBJECTS TIME

THESE ARE YOUR BEST SKILLS

Expanded Form  
Prism Or Pyramid?  
Verbs

PRACTISE THESE SKILLS

Fractions  
Homophones  
English

Click here to print worksheets I've chosen to help you

REDEEM PRIZES

Students will be greeted with a different one of their favourite hounds each time they log in. Every time they will receive a welcome message and will be able to see each section still to be completed in their homework.

On the right hand column, a list of fun facts scroll down for students to like. We welcome students or teachers to send us any fun facts they'd like added to the list that may support current classroom work.

Here we can see the number of weeks that have been completed for this year.

Homework is being presented here in individual sections. This is a setting you can alter in your teacher account.

Students are shown their own areas of strength and challenge. Homework Hound doesn't allow students to compare themselves to others in their class. It simply allows them to see information about themselves and encourages self improvement.

On the bottom of their homepage, they can see a points total and redeem rewards.

They can also print any worksheets allocated to them.

HOMEWORK HOUND 319 BONES

REDEEM PRIZES

PRACTISE THESE SKILLS

Fractions  
Homophones  
English

Click here to print worksheets I've chosen to help you

Rewards are a big component of the Student Portal and you will find it is an area that is particularly motivating for students. We found that this area also encourages students to want to save.

Home Ella Flowers

My Rewards

1 hr of Minecraft time - 40 Bones

YOU HAVE 319 Bones

Students can print their reward vouchers here.

This is the list of rewards that have been redeemed by the student but not yet acknowledged by the teacher or parent.

Individual and Class Rewards

5 mins free time 40 Choose	Afternoon Walk with Family & Dogs 50 Choose	Stay up 1 hour past my bedtime 60 Choose	1hr hanging out with mum alone 50 Choose	1hr hanging out with dad alone 50 Choose
----------------------------------	---	--	--	--

I worked for this reward!

Give this card to your PARENT

1 Hr Of Minecraft Time

Parent / Teacher: Scan the QR Code with your smart phone to remove points from tally

Reward code: Jitao

Ella Flowers

Students will be directed to hand the reward to their parent or teacher

Teachers and parents can scan the QR code to remove points from the student's account.

When a student redeems a reward, they will be able to print the reward. Teachers and parents can simply scan the QR code on the Hound's body and this will automatically remove the points from the student's account. You can also log into your teacher account to remove the points. If you have not used QR Codes before, it's super easy! Download a free QR Code Reader on your smart phone. Take a photo of the QR code using the app and that's it! Simple!

Let's go to the beach with Robert  
200  
Choose

Dad takes your turn emptying the dishwasher  
90  
Choose

No household chores for 1 week!  
350  
Need More Bones

1 hr of Minecraft time  
40  
Choose

Swim with the dogs  
120  
Choose

Go to Dreamworld!!!! Wooo-hoo!!!  
231  
Donate

Choose book to be read to class  
200  
Choose

Go to skatepark  
750  
Donate

319 BONES

Whole class rewards appear in **BLUE** and prompt students to donate towards the class reward.

Rewards for which the student has not yet collected enough points appear in **RED**.

Reward the student has enough points to claim now appear in **GREEN**.

In 2014, we found that students would spend all their points for the first few weeks and then they would gradually begin to develop an understanding of the benefits of saving. This prompts a fantastic class discussion or persuasive writing task on the benefits of saving.

Students can select avatars to represent them throughout the student portal of Homework Hound. We welcome student requests for additional Hounds.

The screenshot shows the 'myHound' interface for user 'Ella Flowers'. At the top, navigation links include 'Home', 'Rewards', 'myHound', and 'Personalise'. The user's bone count is '319 Bones'. The main area displays a carousel of three dog avatars with a blue arrow pointing to the first one. A 'CURRENT MYHOUND' label is above the selected avatar. Below the carousel are three locked avatars, each with a padlock icon, a bone count of '63 bones', and an 'Unlock' button. A callout box on the right shows a 'Welcome Ella' message with the current avatar and two trivia cards: 'YOU CAN'T SAY B OR M WITHOUT TOUCHING BOTH OF YOUR LIPS TOGETHER' (107 likes) and 'AN AVERAGE LEAD PENCIL CAN DRAW A LINE THAT IS 56KM LONG' (165 likes).

The myHound page is where students can select their Homework Hound avatar.

There is a selection of free avatars and those which require students to trade bones.

Students are encouraged to personalise their backgrounds by changing colours and unlocking new images to make the Homework Hound experience their own.

Encourage students to request new background images or Hounds. We welcome their input!

Homework Hound Home Rewards myHound Personalise Welcome Ella Flowers Logout

Student Place

Ella Flowers YOU HAVE 319 Bones

CHANGE THE LOOK AND FEEL OF YOUR HOMEWORK HOUND PAGE

HOMEPAGE TEST PAGE

Colour click to change

Background Image

IN AN AVERAGE LIFETIME, A PERSON WILL WALK THE DISTANCE OF 5 TIMES AROUND THE EQUATOR 12

DOLPHINS SHUT DOWN HALF OF THEIR BRAIN WHILE THEY ARE ASLEEP 10

AN OSTRICH'S EYE IS BIGGER THAN ITS BRAIN 42

We continually add new backgrounds to keep students engaged. We add at least one new background each month, often more.

What fraction is missing?

0 1/4 1/2 ? 1

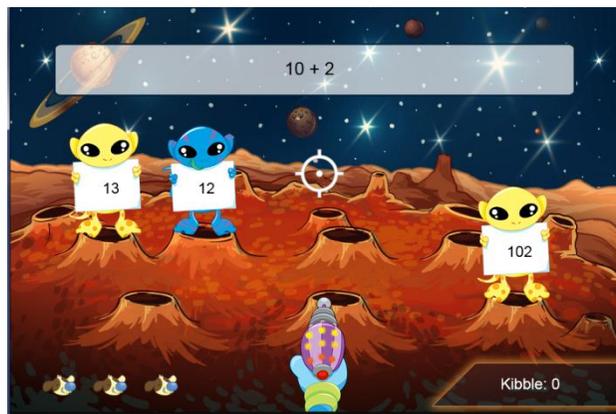
1/5 3/4

2/3 2/8

Round the number to the nearest hundred.

259

Students will be able to access interactive games after Week 6 of using Homework Hound. We settle them into the routine before opening up the games which allow them to collect even more bones to trade. Students collect pieces of kibble for each correct answer in a game. 10 pieces of kibble = 1 bone to add to their rewards tally.



At this point, students will also be able to spend time in the music room listening to some funky new tunes, participate in competitions and display their artistic talents. We have a lot of fun activities lined up for students to enjoy!

