

## Unit 1 Look At Me

### Learning Object 1.1 – Interactive Story: “Look At Me!”

#### 1. Interactive Story: “Look At Me!”

*Objective: To introduce the focus vocabulary used in unit, including names of body parts and action verbs.*

In this rhyming story, Lindy Loo shows us all the different things she can do. Watch and listen as she touches her nose and toes. Lindy Loo dances, blinks her eyes, waves and wiggles her fingers. In the interactive section of the story, children can select and hear a phrase and make Lindy Loo complete the action.

*Easy computer skill level*



### Learning Object 1.2 – I Can...

#### 2. I Can...

*Objective: To demonstrate and name simple action verbs in simple sentence structures*

In this learning object, children will learn word recognition of simple action verbs. The voice-over is reinforced with corresponding animation. In the activity, the children see and hear the word and complete the sentence.

*One level - Easy computer skill level*



### Learning Object 1.3 – Funny Faces

#### 3. Funny Faces

*Objective: To identify and name parts of the face*

This single level learning activity teaches children simple nouns to describe body parts. In the interactive activity, children select a facial part from each box to alter Jesse' and Hobo's appearance. At the end of the activity, children can make and print their own funny face-mask.

*One level - Easy to medium computer skill level*



### Learning Object 1.4 – My 5 Senses

#### 4. My 5 Senses

*Objective: to identify words associated with using our senses*

This double level learning activity teaches words which relate to the five senses. In Stage 1 children select corresponding body parts for see, hear, taste, smell and touch. In Stage 2, children learn about the language of opposites in relation to the five senses i.e. sweet or sour, loud or soft etc

*Easy to medium computer skill level*



## Learning Object 1.5– Dress Ups

### 5. Dress Ups

*Objective: To identify names of articles of clothing and sort into groups*

This three-level learning activity teaches the names of articles of clothing. The levels provide a range of thinking skills which are supported with audio reinforcement as student dress the three characters appropriately. The print out activity allows students to dress Jesse.

*Medium computer skill level*



## Learning Object 1.6– Guess Who?

### 6. Guess Who?

*Objective: To develop spatial awareness skills through sorting puzzles.*

This three-level learning activity, presents students with a series of character puzzles. As correct pieces are placed, parts of a character are revealed. The levels offer increasing challenges. In Level 1, there are 4 puzzle pieces. In Level 2, there are 8 puzzle pieces and in Level 3, there are 12 puzzle pieces.

*Medium computer skill level*



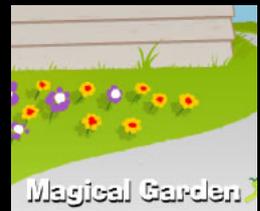
## Learning Object 1.7– Magical Garden

### 7. Magical Garden

*Objective: To gain mastery of mouse functions and develop fine motor skills*

This three-level learning activity develops higher order thinking with a series of challenges where students are prompted to plan, grow and tend to their gardens. In the 3<sup>rd</sup> level students need to consider order and sequence to complete the task.

*Easy computer skill level*



## Learning Object 1.8– Where Do I Belong?

### 8. Where Do I Belong?

*Objective: To identify and sort names of objects found inside a house.*

This problem-based learning activity presents the students with the images of four rooms from a house. In each room, students need to listen to the questions, scan pictures and locate designated objects. The questions are presented with text and audio support.

*Easy to Medium computer skill level*



## Learning Object 1.9 – My House

### **9. My House**

*Objective: To identify and match objects that belong inside a house*

This three-level learning activity presents the students with a range of challenges which include following verbal and text instructions, responding to conceptual questions, object shape recognition and sorting. Students are prompted to replace furniture to original positions, set a table for dinner and tidy Lindy Loo's bedroom.

*Medium computer skill level*



## Learning Object 1.10 – Karaoke Song: Heads and Shoulders, Knees and Toes

### **10. Heads and Shoulders, Knees and Toes**

*Objective: To identify body parts and names*

This musical learning object teaches and consolidates the names of body parts in a karaoke song. Students can sing along with Lindy Loo as she sings and performs this action song. The words are synchronised to the music and onscreen character while the bouncing ball accentuates the tempo and rhythm.

*Easy computer skill level*

