

Unit 3 Colour Fun

Learning Object 3.1 – Interactive Story: Hobo’s Magic Paint Brush

1. Interactive Story: Hobo’s Magic Paint Brush

Objective: To introduce the language of the unit

Story: This interactive story tells the story of Hobo and his magic paintbrush. Hobo loves his magic paintbrush, but one day it goes missing! As Hobo searches for his paintbrush, something very strange happens to him. Tessa is using the magic paintbrush to paint Hobo! Activity: This story features an interactive colouring activity which students can print upon completion.

Easy computer skill level



Learning Object 3.2 – Colour in Hobo

2. Colour in Hobo

Objective: To identify names of colours

Interactive colouring activity using Hobo’s magic paintbrush.

Level 1: Fill in all of Hobo with one colour. Students are provided with audio and visual response to their colour choices.

Level 2: Select specific areas of Hobo to colour

Level 3: Use the magic paintbrush to colour a large picture and print

Reward: Printable colour activity.

Easy to medium computer skill level



Learning Object 3.3 – Catch that Colour

3. Catch that Colour

Objective: To identify colours and colour words

In this three-level learning object, students must use a colour net to catch a variety of coloured objects. Audio instructions are given to the student.

Level 1: Catch 10 objects of varying colours. This level cycles through all primary and secondary colours.

Level 2: Catch 10 objects of a single colour before the timer runs out. The score counts to 10. This level cycles through all primary and secondary colours.

Level 3: Catch 10 objects which are *not* a colour. Scores count down from 10. This level cycles through all primary and secondary colours.

Easy to medium computer skill level



Learning Object 3.4 – Colour Mixer

4. Colour Mixer

Objective: To identify primary and secondary colours

This single-level exploratory object allows students to mix colours together in order to create new colours.

Level 1: choose two primary colours and watch them mix together to make a new colour. Reward: Printable colour mixing activity sheet.

Easy to medium computer skill level



Learning Object 3.5–Hobo’s Paint Path

5: Hobo’s Paint Path

Objective: To develop mouse skills and build colour sense

This three-level learning object tests student’s hand-eye coordination and mouse skills. Students must manoeuvre Hobo along a path to collect all of his painting equipment. If students touch the sides, the activity is reset.

Level 1: Collect all the colours to fill Hobo’s paint bucket and get to the rainbow

Level 2: Collect all the paintbrushes for Hobo to paint with

Level 3: Collect all the pieces of paper that Hobo uses to paint on

Reward: Printable interactive drawing activity using Hobo’s paint, paintbrush and paper.

Medium to high computer skill level



Learning Object 3.6–Hopping Hobo

6: Hopping Hobo

Objective: To identify and catch specific colours

This three-level learning object requires students to use the “space bar” to make Hobo jump and catch coloured balloons. As the balloons burst, the colour of the balloon is displayed on the screen along with audio to support.

Level 1: Help Hobo jump up to catch all the balloons.

Level 2: How fast can you go? Try to beat the clock.

Level 3: Catching 10 of a specific colour. Covers a large number of colours. (Yellow, Red, Blue, Green, Purple, Pink, White, Brown, Black)

Easy to high computer skill level



Learning Object 3.7–Let’s Draw

7: Let’s Draw

Objective: To use drawing tools to create own picture

This single-level learning object lets students choose their own background and crayons to draw a fantastic picture! Click and drag the stamps onto the screen and watch what happens as they animate! Students can print out their drawing to share with their family or class. Reward: Printable colour path activity.

Medium to high computer skill level



Learning Object 3.8–Pattern Maker

8: Pattern Maker

Objective: To identify the next object to complete the pattern

This three-level learning object uses colours and colour names in a patterning activity. Students use visual and audio clues to complete each pattern.

Level 1: Same / different sequence

Level 2: ABC pattern

Level 3: AABC pattern

Reward: Printable pattern cards that can be coloured and used to make new patterns.

Easy to medium computer skill level



Learning Object 3.9 – Jesse’s Colour Camera

9: Jesse’s Colour Camera

Objective: To identify objects and specific colours

In this three-level learning object, students use Jesse’s colour camera to take photographs of objects of different colours. Students are given audio instructions which identify which objects must be photographed. Each photographed object appears in a photograph slot at the top of the object.

Level 1: Take a photo of each object

Level 2: Take a photo of nominated coloured object

Level 3: Follow on screen instructions to paint the picture

Reward: Students are able to create and print greeting cards.

Medium to high computer skill level



Learning Object 3.10 – Karaoke Song: The Colour Song

10. Sing-Along: The Colour Song

Objective: To emphasise colour words and familiar objects that are those colours

This musical learning object teaches and consolidates the colour words taught in this unit in a karaoke song. Students can sing along with the Colour Song and see if they can name all of the same colour objects in the song. The words are synchronised to the music and onscreen character while the bouncing ball accentuates the tempo and rhythm.

Easy computer skill level

