

Unit 4 Make A Shape

Learning Object 4.1 – Interactive Story: Jesse's Shape Box

1. Interactive Story: Jesse's Shape Box

Objective: To introduce common nouns and sight words used in unit.

In this interactive story, Jesse uses his box of shapes to build. See him make a train, a house and a rocket. When Jesse turns around to take more shapes out of his box, his shapes come alive! At the end of the activity, the students must try and find all of the hidden shapes in the interactive picture.

Easy computer skills



Learning Object 4.2 – Shape Matching

2. Shape Matching

Objective: To match same shapes, words and symbols

In this three-level learning activity, students must match pairs of shape symbols. Students can reveal two shapes in each turn. If the shapes matched, they are removed from the playing area. In Level 1, students match 3 pairs of shape symbols (6 cards). In Level 2, students match 6 pairs of shape symbols (12 cards). In Level 3, students match 6 pairs of double shape symbols (12 cards). At the end of the exercises, there are printable shape match cards.

Easy to medium computer skill level



Learning Object 4.3 – What's My Name?

3. What's My Name?

Objective: To match shape words to symbol

In this three-level learning activity, students must select the correct shape symbol to match the given shape word. In Level 1, students name the correct shape. In Level 2, students must name ten shapes before the bar fills up. In Level 3, students must name as many shapes as possible before the bar fills up to try to register the high score for the class.

Medium to high computer skill level



Learning Object 4.4 – Shape Shooter

4. Shape Shooter

Objective: To identify shapes and develop keyboard skills

In this three level learning activity, students use their keyboard to direct the shape shooter and destroy alien rocks. Using the spacebar and arrow keys, the shape shooter fires at the rocks which explode into shapes. A counter records the student's score. Each level becomes progressively more difficult in terms of speed and number of rocks on the screen.

High computer skill level



Learning Object 4.5– Shape Catcher

5. Shape Catcher:

Objective: To identify words and symbols

In this three-level learning activity, students use Lindy Loo's net to catch shapes as they float through space. Students use the mouse to move Lindy Loo, and the right-hand mouse button to click and catch shapes with her net.

Level 1: Catch 20 of any variety of shapes.

Level 2: Catch 10 of each shape.

Level 3: Catch 10 of each shape before the bar fills up.

Reward: Certificate of completion with number of shapes caught

Medium to high computer skills



Learning Object 4.6– Shape Patterns

6. Shape Patterns:

Objective: To teach sequencing and patterning

In this three-level learning activity, students must fill in the missing shapes to complete the pattern. Students hear each shape name as they appear on screen in the pattern. As the student becomes more confident, the patterns of shapes become more complex.

Level 1: AB patterns, then AAB (2 shapes, 1 missing)

Level 2: ABC, AAB, patterns (3 shapes, 1 missing)

Level 3: ABCD (4 shapes, 2 missing)

Reward: Printable shape patterning activity.

Easy to medium computer skill level



Learning Object 4.7– Shape Finder

7. Shape Finder

Objective: To develop spatial awareness of shapes and increase mouse control.

This three-level learning activity is presented in the traditional dot-to-dot format. As each dot is clicked upon, a new dot will appear. Each time they click, a line forms to produce an outline of a shape. Each shape animates upon completion.

Level 1: Basic shapes

Level 2: More difficult images with more dots. Puzzles can be completed in any order, but each must be completed to progress to the next level.

Level 3: Complicated images with more dots and a timer. Puzzles can be completed in any order, but each must be completed to progress to the next level.

Reward: Printable "shape shadow" match activity



Learning Object 4.8– Shape Sorter

8. Shape Sorter

Objective: To sort shapes into correct boxes

In this three-level learning activity, students must drag shapes into their correct boxes as they appear on screen.

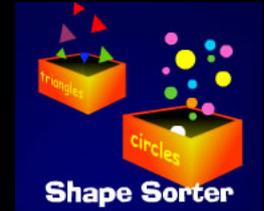
Level 1: Students drag one shape into a choice of three shape boxes. They must sort 10 shapes to progress to the next level.

Level 2: Students drag two shapes into a choice of three shape boxes. They must sort 20 shapes to continue to level 3.

Level 3: Students drag three shapes into a choice of three shape boxes. To complete the learning activity they must sort 30 shapes before the bar fills up.

Reward: Printable shape colouring activity.

Medium to high computer skill level



Learning Object 4.9– Shape Pictures

9. Shape Pictures

Objective: To identify shape outlines, spatial awareness

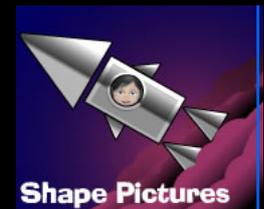
In this two-level exploratory learning object, students are provided with a tray of shapes with which they can build objects like Jesse does in the story "Jesse's Shape Box".

Level 1: Students click on the shape in the shape tray and click where it belongs in the shape picture. Shape pictures appear as a guide on screen.

Level 2: In this more difficult level, students are provided with a picture to replicate using their shapes.

Reward: Printable colouring activity (caterpillar)

Easy to high level of computer skills



Learning Object 4.10– Karaoke Song: Twinkle Twinkle

10. Twinkle Twinkle

Objective: To identify rhyming words in song

This musical learning object teaches and consolidates the vocabulary of the nursery rhyme, Twinkle, Twinkle Little Star in a karaoke song. Students practice their rhyming words as they sing and perform the actions from this song. The words are synchronised to the music and onscreen character while the bouncing ball accentuates the tempo and rhythm.

Easy computer skills

