

Unit 6 Number Fun

Learning Object 6.1 – Interactive Story: Lindy Loo Loves to Count

1. Story: Lindy-Loo loves to Count

Objective: To introduce the language of the unit

This interactive story presents Lindy Loo counting her fingers, toes and a box of coloured buttons. The activity reinforces the sequence of counting from 1 to 10. After the animated counting screens, Lindy Loo asks students to assist her by counting groups of buttons and place them back in her box. The story also introduces the common nouns and sight words used in the unit.

Easy to medium computer skill level - drag and drop



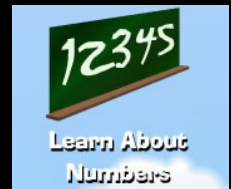
Learning Object 6.2 – Learn About Numbers

2. Learn about Numbers:

Objective: To identify numerals and number order

This three-level learning activity teaches the properties of numbers and number order. Level 1 teaches the numbers 1 to 5 and Level 2 teaches numbers 6 to 10. Level 3 presents an interactive counting activity.

Easy to medium computer skill level



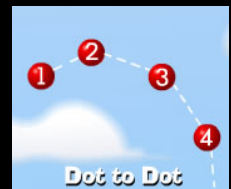
Learning Object 6.3 – Dot-to-Dot Pictures

3. Dot-to-Dot pictures

Objective: To teach counting in sequence and recognition of numbers 1-20

This three-level learning activity teaches number sequence and recognition while developing fine motor mouse skills. Level 1 teaches the numbers 1 to 5, level 2 teaches the numbers 1 to 10 and level 3 teaches the numbers 1 to 20

Easy to medium computer skill level



Learning Object 6.4 – How Many?

4. How Many?

Objective: To count from one to ten and identify number groups.

This two-level learning activity teaches number groups and the number sequence of 1 to 10. Text, image and audio prompts ask the student to calculate answers to number group questions.

Easy computer skill level

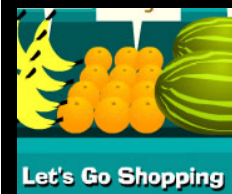


5. Let's Go Shopping

Objective: To teach counting correct numbers

This two-level learning activity uses the topic of supermarket shopping to teach number counting from 1 to 10. Level 1 teaches numbers 1 to 5; Level 2 teaches numbers 6 to 10.

Medium to High computer skill level – click and stick



Learning Object 6.5–Let's Go Shopping

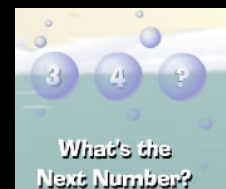
Learning Object 6.6–What's the Next Number?

6. What's the Next Number?

Objective: To identify number sequence

This two-level learning activity uses the topic of underwater diving to teach number counting and number sequences from 1 to 20. Level 1 teaches numbers 1 to 10; Level 2 teaches numbers 11 to 20.

Easy to Medium computer skill level



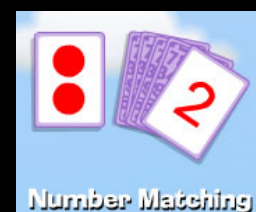
Learning Object 6.7–Number Matching

7. Number Matching

Objective: To match numbers to number value and number name and symbol

This three-level learning activity uses flip cards to teach number names and values from 1 to 10. Level 1 teaches numbers 1 to 5; Level 2 teaches numbers 6 to 10. Level 3 presents a series of activities based on number and corresponding dot patterns.

Easy to Medium computer skill level



Learning Object 6.8–Number Hunt

8. Number Hunt

Objective :To locate hidden numbers in a picture

The interactive learning activity presents 4 different scenarios to teach and consolidate the numbers 1 to 20. Students need to analyse the pictures and find and then click on the hidden numbers. Each scenario presents groups of five numbers.

Easy to Medium computer skill level



Learning Object 6.9 – Jumping Tessa

9. Jumping Tessa

Objective: To teach number identification using numbers on keyboard

This three-level learning activity teaches number identification by using numbers of the keyboard to pop corresponding numbers onscreen. The activity consolidates knowledge of numbers 0 to 9 and develops fine motor and keyboard skills.

Medium to High computer skill level



Learning Object 6.10 – Number Board

10. Number Board

Objective: To teach mathematical language, concepts and skills

The Number Board is an open-ended learning object that teaches and reinforces basic mathematical concepts and skills. The Number Board offers a rich library of multimedia resources including images, audio-enabled numbers and mathematical functions. These resources allow for the development of number stories where simple equations can be supported with numbers, words and images.

Medium to High computer skill level



Learning Object 6.11 – Karaoke Song: One, Two, Three, Four Five

11. One, Two, Three, Four, Five

This musical learning object teaches and consolidates the numbers from 1 to 10 in a karaoke song. Students can sing along and 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 skill level

