Unit 7 Where Am I?

Learning Object 7.1 – Interactive Story: Where is Tessa?

1. Where is Tessa?
Objective: To introduce positional words and common nouns used in this unit.

This interactive story presents an exploratory activity where students need to find Tessa. The activity introduces positional language as clues for the students. The story introduces the common nouns and basic sight words used in the unit.

Easy computer skill level

Learning Object 7.2 – Hobo's Fun Park Maze

2. Hobo's Fun Park Maze
Objective: To identify UP and DOWN and LEFT and RIGHT

In this single-level learning activity, students can Move Hobo through the maze using the arrow keys. As part of the puzzle, students direct Hobo, up, down, left and right to pop balloons. In addition they must avoid the helicopters that are trying to catch him before he finishes his adventure.

Easy to Medium computer skill level
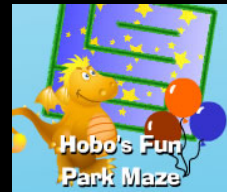
Learning Object 7.3 – Tessa's Down the Hole

3. Tessa's Down the Hole
Objective: To identify DOWN and UP

This three-level learning activity develops an understanding of opposites using the keyboard arrows keys for movement and direction. Students guide Tessa up a series of meandering paths to help her escape the hole.
Level 1:   User moves through a simple maze using 4 arrow keys
Level 2:   User moves through a more complex maze using the keys
Level 3:   User chooses which arrow key will help Tessa climb or jump

Easy to Medium computer skill level

Learning Object 7.4 – Night and Day at the Fun Park

4. Night and Day at the Fun Park
Objective: To identify difference between NIGHT and DAY

The simple single-level learning activity helps the students develop an understanding of night and day by clicking and using mouse-rollovers to activate the interactive Fun Park. Students click on the sun and moon to change the appearance of the activities. The Reward Chest presents two colour-in worksheets to reinforce concepts of night and day.

Easy computer skill level

Learning Object 7.5 – House of Mirrors

5. House of Mirrors
Objective: To show differences in opposite words and concepts

This two-level learning activity teaches the basics of opposite language. The distorted mirrors present the concepts and show the difference between tall and short, fat and thin, wide and narrow and, big or small.

Easy computer skill level

Learning Object 7.6 – Higher or Lower?

6. Higher or Lower?
Objective: To show the difference between HIGHER and LOWER

This simple three-level learning activity helps the students develop mouse and keyboard skills while developing their understanding of the concepts of higher and lower. Students must use onscreen controls to move their aim higher or lower. When the aim is position, the student pushes the spacebar to throw the ball and knock down the cans to win a prize.

Medium to High computer skill level

Learning Object 7.7 – Loud or Quiet?

7. Loud or Quiet?
Objective: To show the difference between LOUD and QUIET sounds

This single-level learning activity provides the students with the opportunity to develop their understanding of loud and quiet sounds. The interactive interface presents the theme of the Fun Park and features four separate controls that the students can manipulate to make the sounds loud or quiet.

Easy computer skill level

Learning Object 7.8 – Push and Pull

8. Push and Pull
Objective: To identify difference between PUSH and PULL and FAST and SLOW

This engaging three-level learning activity helps the students develop keyboard skills and the meaning of the key words push, pull, fast and slow. Students must push and pull the saw to cut the wood. In all levels they are competing against Hobo and Tessa and each stage is increasingly competitive. The faster you alternate on the keyboard arrows, the faster you cut the wood.

Medium to High computer skill level

Learning Object 7.9 – Dodgem Cars

9. Dodgem Cars
Objective: To identify words; left and right; up and down; stop and go

This three-level learning activity helps the students develop listening and mouse skills while driving a dodgem car. Audio instructions are provided at random intervals and students need to steer the car accordingly.

Medium to High computer skill level

Learning Object 7.10 – Karaoke Song: The Train on the Track

10. The Train on the Track
Objective: To identify opposite words, left and right, up and down, loud and soft and, in and out.

This musical learning object teaches and consolidates word opposites 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