

Unit 8 Rhyme Time

Learning Object 8.1 – Interactive Story: Hobo's Night Time Rhymes

1. *Hobo's Night Time Rhymes*

Objective: To introduce the concept of rhyming words

This interactive story presents an engaging activity where students listen, read and watch as Hobo desperately tries to think of rhyming words for his song. The amusing aspect to the story is that he is unaware that his words already rhyme. The story introduces the common nouns and basic sight words used in the unit.

Easy computer skill level



Learning Object 8.2 – Humpty's Wall

2. *Humpty's Wall*

Objective: To build word families, _at, _et, _op

This three-level learning activity uses interactive word family exercises to teach word building and word families. Level 1 presents words that end with the *at* sound; Level 2 explore words that end with the *op* sound and; Level 3 features words that end with the *et* sound

Medium computer skill level



Learning Object 8.3 – Hickory Dickory Clock

3. *Hickory Dickory Clock*

Objective: To identify rhyming words from picture clues

This three-level learning activity uses flip cards to teach rhyming words supported in the first two levels with picture clues. When all the cards have been matched in each level, the mouse will run up the clock.

Level 1: see and hear the words and picture

Level 2: one of the rhyming words has picture support

Level 3: see and hear the words only

Easy to Medium computer skill level



Learning Object 8.4 – Mary Mary

4. *Mary Mary*

Objective: To identify rhyming words

This two-level learning activity teaches rhyming words with Mary watering matching rhyming words on her garden pots. Level 1 presents three letter rhyming words and Level 2 features four letter rhyming words

Easy to Medium computer skill level



Learning Object 8.5– Bo-Peep’s Sheep

5. Bo Peep’s Sheep

Objective: To identify rhyming words using words and pictures

This engaging three-level learning activity asks students to help Bo Peep find her sheep. The rhyming words are hidden in the bushes and when two matching words are identified, two sheep appear and run back into the pen. Level 1 presents words and pictures to assist with rhyming word matching. Level 2 shows a combination of words with and without pictures. Level 3 is more difficult and presents words only for the student to match.

Easy to Medium computer skill level



Learning Object 8.6– Miss Muffet’s Tuffet

6. Miss Muffet’s Tuffet

Objective: To identify words that belong in the word family.

This interactive three-level learning activity provides fun and action for students. As students make new words for each word family, the spider drops down suddenly and frightens poor Miss Muffet. Level 1 presents *at* and *op* words. Level 2 shows *et* and *ug* words. Level 3 features *eep* and *ail* words

Easy to Medium computer skill level



Learning Object 8.7– Mother Hubbard’s Cupboard

7. Mother Hubbard’s Cupboard

Objective: To identify matching rhyming words

This three-level learning activity uses flip cards inside Mother Hubbard’s cupboard to teach and match rhyming words. In the first two levels the words are supported with picture clues. Students are asked to help Mother Hubbard collect bones to give to Tessa by finding the matching rhyming words. Level 1 presents matching words and pictures. Level 2 matches words and pictures but has extra doors. Level 3 is more challenging as it features only the matching rhyming words

Easy to Medium computer skill level



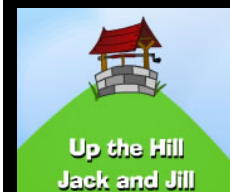
Learning Object 8.8– Up the Hill, Jack and Jill

8. Up the Hill, Jack and Jill

Objective: To find matching rhyming words

This three-level engaging learning activity teaches matching rhyming words by helping Jack and Jill climb up the hill. Students need to click on the word that rhymes with the word on their pail to move up the hill. Level 1 and 2 present matching rhyming words using words and pictures. Level 3 challenges students with matching rhyming words with no pictures.

Easy to Medium computer skill level



Learning Object 8.9–Blind Mice Run

9. Blind Mice Run

Objective: To identify next rhyming word in sequence

This three-level learning activity allows students to match the next rhyming word in sequence by helping each of the blind mice get across the water. When the students select the next rhyming word on the lily pads they move forward safely. In Level 2 and 3, If the student selects the incorrect word they fall into the water and start again.

Easy to Medium computer skill level



Learning Object 8.10–Karaoke Song: Itsy Bitsy Spider

10: The Itsy Bitsy Spider

Objective: To identify rhyming words in song

This musical learning object teaches and consolidates rhyming words in a karaoke song. Students can sing along and practice their rhymes 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

