

## Unit 2 Animals

### Learning Object 2.1 – Interactive Story: A Pet for Lindy Loo

#### 1. Interactive Story: A Pet for Lindy Loo

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

This interactive story is written in rhyme. Lindy Loo thinks about the kind of pet she would like to have. Would it be one with spots or stripes or one with lots of legs? What kind of pet does she need? Activity: At the end of this story, students must match animals with descriptions based on the text within the story.

*Easy computer skill level*



### Learning Object 2.2 – Who Am I?

#### 2. Who Am I?

*Objective: To use deductive reasoning to solve animal puzzles.*

In this three-level object, students must listen to the clues and guess which animal is correct. If the student chooses correctly, the animal is revealed. If the guess is incorrect, a piece of the puzzle is revealed. In Level 1, there are 4 pieces and 4 animals. In Level 2, there are 8 pieces and 4 animals. In Level 3, there are 12 pieces and 4 animals. The Reward is a printable farm colouring activity

*Easy to medium computer skill level*



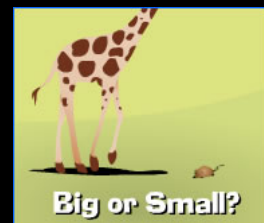
### Learning Object 2.3 – Big or Small

#### 3. Big or Small

*Objective: to recognise the difference between animals that are big or small.*

In this three-level learning activity, students are taught the concept of big and small. In Level 1, a fully animated sequence which teaches the concept of big and small. In Level 2, students listen to the question, and select the correct animal which is either big or small. In Level 3, students sort animals into a "small" or "big" box. Animals are presented as the same size to increase higher-order thinking challenge.

*Easy to medium computer skill level*



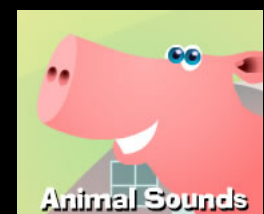
### Learning Object 2.4 – Animal Sounds

#### 4. Animal Sounds

*Objective: To match animals with the sound they make*

In this three-level learning activity, students must match animal pairs. A student can turn over two cards per turn. As the cards flip over, students are able to hear the sound these animals make. If these cards match, they are removed from the playing area. In Level 1, match two of the same animals (6 cards). In Level 2, match two of the same animals (12 cards). In Level 3, match animal pictures with animal sounds. For example, sheep matches with "baa".

*Medium computer skill level*



## Learning Object 2.5– Animal Puzzles

### 5. Animal Puzzles

*Objective: To develop spatial awareness and learn animal names*

This three-level learning activity is presented in jigsaw puzzle format. Students must complete the jigsaw puzzle by clicking the correct pieces into place. In Level 1, there is a 4-piece puzzle. In Level 2, there is a 6-piece puzzle and in Level 3, there is a 9-piece puzzle. At the end of the exercise there is a printable animal and habitat match activity

*Easy to medium computer skill level*



## Learning Object 2.6– Are You My Mother?

### 6. Are You My Mother?

*Objective: To identify names of baby animals and match them with their mothers.*

In this single-level learning activity, students must match baby animals to their mothers. The activity teaches the names of the animals with text and audio support. At the end of the exercise there is a printable maze activity.

*Easy to medium computer skill level*



## Learning Object 2.7– Sea Animal Snaps

### 7. Sea Animal Snaps

*Objective: To identify animals that live in the sea and their names*

In this two-level learning activity, students use Lindy Loo's camera to take photographs of sea animals underwater. In Level 1, students click on each sea animal as it appears and a photograph is taken. The photograph is stored on the top bar. In Level 2, students listen to the audio instructions and find and photograph the relevant animals. At the end of the exercise, there is a printable greeting card using the animals photographed by the student.

*Medium to high computer skill level*



## Learning Object 2.8– Who's That Hiding?

### 8. Who's That Hiding?

*Objective: To identify animals hiding in picture from their shape or parts revealed*

This three-level learning activity teaches animal recognition using the prompt of visual clues. The three levels offer an increasing challenge by making the animals more difficult to locate. Level 1 uses a farmyard theme. Level 2 presents an underwater theme and Level 3 features a jungle theme. At the end of the exercises, a printable colouring activity is provided with hidden animals.

*Easy to medium computer skill level*



## Learning Object 2.9 – Mixed Up Animals

### 9. Mixed Up Animals

*Objective: To identify body parts of animals*

In this three-level learning activity, someone has mixed up all the animal body parts! Students must match correct body parts to complete this learning object.

Level 1: Select the correct body to match the head

Level 2: Select the correct head to match the body

Level 3: Select the correct head and feet to match the body

Reward: Printable animal body part activity. Students can assemble their own mixed up animals.

*High level of computer skills*



## Learning Object 2.10 – Karaoke Song: Old MacDonald

### 10. Sing-Along: Old MacDonald

*Objective: To build vocabulary of farm animals*

This musical learning object teaches and consolidates the vocabulary of farm animals in a karaoke song of Old MacDonald. Students can 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*

