

Unit 5 ABCs

Learning Object 5.1 – Interactive Story: The Alphabet Race

1. Story: The Alphabet Race

Objective: To introduce the letters of the alphabet

This interactive story presents animated alphabet letters competing against each other in a foot race. The students learn the sequence of the letters as they complete the race. At the end of the race, the alphabet letters are presented on one screen with audio mouse-over functionality.

Easy computer skill level



Learning Object 5.2 – Animated Alphabet

2. Animated Alphabet

Objective: To learn letters sounds and recognise key words.

This single-level learning activity presents all the letters of the alphabet in an interactive page. When a letter is selected, the uppercase and lowercase letters are displayed. In addition, a word starting with the selected letter flashes onscreen and when selected, an animation reinforces the word.

Easy computer skill level



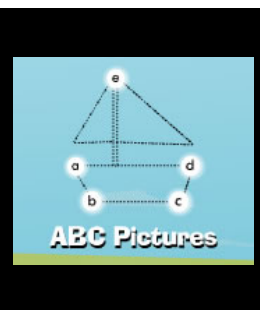
Learning Object 5.3 – ABC Pictures

3. ABC Pictures

Objective: To sequence alphabet letters to create pictures and develop fine motor skills.

This three-level learning activity reinforces alphabet letter sequences using a join-the-dots exercise. The higher levels feature a greater number of letters thus increasing the complexity of the task.

Easy to medium computer skill level



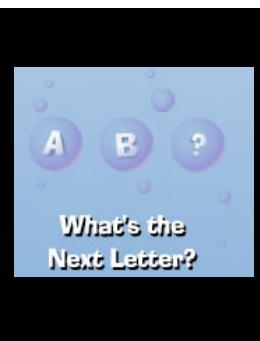
Learning Object 5.4 – What's the Next Letter?

4. What's the Next Letter?

Objective: To review the alphabet order and identify missing end letter

This single-level learning activity features three stages. The first stage presents letters A to J, the second stage – J to S and the last stage - Q to Z. As each sequence is presented, students are presented with a task to complete the missing letter. Audio and visual prompts are provided. The Reward Chest activity is Alphafish worksheet

Easy to medium computer skill level



Learning Object 5.5–Letter Hunt

5. Letter Hunt

Objective: To use the keyboard to find the matching letter

The three-level learning activity presents a range of screens showing the alphabet in sequence with a letter missing. The student must identify the missing letter and use the keyboard to type it in. The 3 levels present lowercase, uppercase and mixed case letters

Medium to high computer skill level



Learning Object 5.6–Letter Catcher

6. Letter Catcher

Objective: To identify alphabet letters

In this three-level learning activity, students must use Hobo's net to catch the alphabet letters which are identified by text and audio prompts.

Level 1: letters e, a, s, c, o

Level 2: medium level letters for recognition e.g. f, l, t, k, i

Level 3: letters that can be difficult for children to remember e.g. j, q, v

Easy to medium computer skill level



Learning Object 5.7–I Spy

7. I Spy

Objective: To identify initial letters and matching pictures

This three-level learning activity teaches initial letters in a game of I Spy. Students are provided with a letter prompt and then asked to view pictures and select the corresponding image. Each level increases in cognitive challenge.

Easy to medium computer skill level



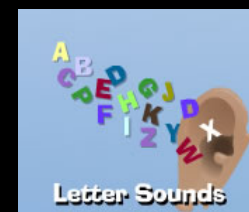
Learning Object 5.8–Letter Sounds

8. Letter Sounds

Objective: To select the correct initial letter to match the picture

This three-level learning activity teaches initial letters in a series of exercises where the student is presented with a word with the first letter missing. The student is given an audio clue and then must select the correct initial letter to complete the word. Each letter features rollover-matching audio.

Medium computer skill level



Learning Object 5.9 – Alphabet Soup

9. Alphabet Soup:

Objective: To teach letter recognition

This three-level learning activity teaches letter recognition in a series of exercises where key letters rise from a bowl of alphabet soup. Students respond to prompts and burst relevant letter bubbles with the spoon.

Level1: Click the letter bubble to hear the name

Level2: Find and click on sets of letters.

Level3: Find and click all of the letters in order.

Easy to high computer skill level



Learning Object 5.10 – Word Board

10. Word Board:

Objective: To teach letter recognition

The Word Board is an open-ended learning object that builds simple spelling word construction. The Word Board offers a rich library of multimedia resources including interactive word-generating images, audio-enabled alphabet and writing tools. These resources allow for the visual construction of words and onscreen manipulation and writing tasks.

Easy to high computer skill level



Learning Object 5.11 – Story Board

11. Story Board:

Objective: To teach letter recognition

The Story Board is an open-ended learning object that builds simple stories. The Story Board offers a rich library of multimedia resources including a bank of story image templates, audio-enabled alphabet and a wide range of images which are placed on templates to build visual stories. The text placeholder allows text to be placed on screen to describe the visual representation of the story.

Easy to high computer skill level



Learning Object 5.12 – Karaoke Song: Alphabet Soup

12. Alphabet Song:

Objective: To name the letters of the alphabet in correct sequence

This musical learning object teaches and consolidates the names of the alphabet letters in a karaoke song. Students can sing along with Lindy Loo as she sings and performs this action song. The words are synchronised to the music and onscreen character while the bouncing ball accentuates the tempo and rhythm.

Easy computer skill level

