

Unit 9 All Around Me

Learning Object 9.1 – Interactive Story: Happy Birthday Lindy Loo

1. Story: Happy Birthday Lindy Loo

Objective: To introduce common nouns and sight words used in Unit 9

This interactive story presents an engaging activity where students listen, read and watch the celebrations for Lindy Loo's fifth birthday party. The story introduces the common nouns and basic sight words used in the unit. At the end of the story, students can play a birthday game of Pin the Tail on Donkey.

Easy computer skills



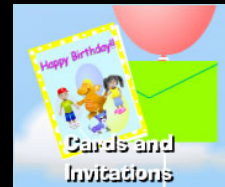
Learning Object 9.2 – Cards and Invitations

2. Cards and Invitations

Objective: To design a simple card or invitation

This interactive learning activity teaches students to follow simple instructions to create and print a card and envelope. This innovative activity allows students to create a range of publications including birthday cards, get-well cards, friendship cards and invitations.

Easy to medium computer skill level



Learning Object 9.3 – Decorate the Birthday Cake

3. Decorate the Birthday Cake

Objective: To design a birthday cake

This interactive learning activity teaches students to follow simple instructions to decorate a birthday cake. The activity takes the students through different screens where they select coloured icing, place candles or sparklers on top, select cake banners and add sweets. At the end of the activity, the students can print and name their cake design

Easy to medium computer skill level



Learning Object 9.4 – Same or Different

4. Same or Different

Objective: To recognise the pattern that is NOT the same

This two-level learning activity teaches the students visual discrimination by asking them to select patterned boxes which are the same or different. In level 1, students click on the present that is *not the same* as the others. In level 2, students click on the present that is *different* to the others

Easy to medium computer skill level



Learning Object 9.5– Balloon Pop

5. Balloon Pop

Objective: To develop fine motor skills in using the mouse

This three-level learning activity is designed to teach and consolidate fine motor skills in using the mouse. In Level 1, students must try and locate Hobo hiding behind one of the balloons. In Level 2, the same challenge applies but the balloons move making it more difficult for the students. In Level 3, students test out their mouse speed skills by popping as many balloons as possible before the time runs out

Easy computer skill level



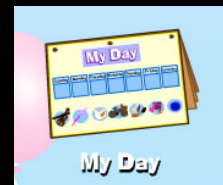
Learning Object 9.6– My Day

6. My Day

Objective: To recognize days of the week

This two-level learning activity teaches the students how to sequence different days of the week. In Level 1, simple sentences display the days of the week. Visual, audio and text prompts show what activity Lindy Loo does on each day. In Level 2, students are given an audio and text prompt and asked to drag and drop the corresponding picture to the correct day. The completed sentence then repeats the correct information for learning consolidation.

Medium to high computer skill level



Learning Object 9.7– What's the Weather Like Today?

7. What's the Weather Like Today?

Objective: To use words to describe weather

This interactive learning activity teaches students the words used to describe weather. This innovative activity presents the following weather words: sunny, windy, snowing, cloudy, raining and stormy. When the weather word is selected an audio and visual prompt is provided to help teach and consolidate the word.

Easy computer skill level



Learning Object 9.8– The Seasons

8. The Seasons

Objective: To describe each seasonal pattern

This story-based learning activity teaches students the words used to describe seasons. The story explains the difference between each season with audio, text and animation. At the end of the exercise, students can select a poster template of one of the seasons, then decorate and print the picture.

Easy computer skill level



Learning Object 9.9 – What's the Time Lindy Loo?

9. *What's the Time Lindy Loo?*

Objective: To identify o'clock time

This three-level learning activity is designed to teach and identify different clock times. In Level 1, students click on the GO button to hear Lindy Loo tell the time. In Level 2 and 3, students examine the clock and then select the correct time

Easy to medium computer skill level



Learning Object 9.10 – Karaoke Song: The Party Song

10. *The Party Song*

Objective: To identify rhyming words in song

This musical learning object teaches and consolidates rhyming words in a karaoke song. Students can sing along with Lindy Loo as she describes different types of parties. The words are synchronised to the music and onscreen character while the bouncing ball accentuates the tempo and rhythm.

Easy computer skill level

