

Unit 10 International School House

Learning Object 10.1 – Flash Card: Game 1



The animated flash card game presents each sight word individually. Secondly the word is presented in context in a sentence. Audio support is provided on the word and the sentence. Additional language, audio and text are provided for the instructions and the learning activities. The following words are profiled in this object:

Learning Object 10.2 – Flash Card: Game 2



The animated flash card game presents each sight word individually. Secondly the word is presented in context in a sentence. Audio support is provided on the word and the sentence. Additional language, audio and text are provided for the instructions and the learning activities. The following words are profiled in this object:

Learning Object 10.3 – Flash Card: Game 3



The animated flash card game presents each sight word individually. Secondly the word is presented in context in a sentence. Audio support is provided on the word and the sentence. Additional language, audio and text are provided for the instructions and the learning activities. The following words are profiled in this object:

Learning Object 10.4 – Cinema – Good Manners



The digital story is characterised by its use of high frequency words and the repetition of key themes. The words are contextualised with simple sentences which are supported by reflective graphics. The text is synchronised to the voice-overs and individual words are accentuated as they are spoken. This story presents key words and phrases which are used in polite speech.

Learning Object 10.5 – Cinema – Treasure Hunt



The digital story is characterised by its use of high frequency words and the repetition of key themes. The words are contextualised with simple sentences which are supported by reflective graphics. The text is synchronised to the voice-overs and individual words are accentuated as they are spoken. This story presents a pretend tale of pirates and treasure maps.

Learning Object 10.6 – Cinema – My Good Day



The digital story is characterised by its use of high frequency words and the repetition of key themes. The words are contextualised with simple sentences which are supported by reflective graphics. The text is synchronised to the voice-overs and individual words are accentuated as they are spoken. This story presents the different phrases to describe parts of the day and night.

Learning Object 10.7 – Cinema – Hobo and the Butterflies



The digital story is characterised by its use of high frequency words and the repetition of key themes. The words are contextualised with simple sentences which are supported by reflective graphics. The text is synchronised to the voice-overs and individual words are accentuated as they are spoken. This story presents the fun and mischief caused by a family of butterflies in Hobo's garden.

Learning Object 10.8 – Cinema – Hello Lindy Loo



The digital story is characterised by its use of high frequency words and the repetition of key themes. The words are contextualised with simple sentences which are supported by reflective graphics. The text is synchronised to the voice-overs and individual words are accentuated as they are spoken. This story presents key words and phrases which are used in greetings.

Learning Object 10.9 – Cinema – Where is My Baby?



The digital story is characterised by its use of high frequency words and the repetition of key themes. The words are contextualised with simple sentences which are supported by reflective graphics. The text is synchronised to the voice-overs and individual words are accentuated as they are spoken. This story presents the correct terminology for adult and infant animals.

Learning Object 10.10 – Picture Gallery – Family Picture Gallery



The Picture Gallery is an interactive drag-and-drop activity that develops word recognition skills as part of an early reading program. The learning object provides audio prompts to support word and picture matching. This word building activity focuses on names of family members.

Learning Object 10.11 – Picture Gallery – Food Picture Gallery



The Picture Gallery is an interactive drag-and-drop activity that develops word recognition skills as part of an early reading program. The learning object provides audio prompts to support word and picture matching. This word building activity focuses on the names of food items.

Learning Object 10.12–Picture Gallery–School Picture Gallery



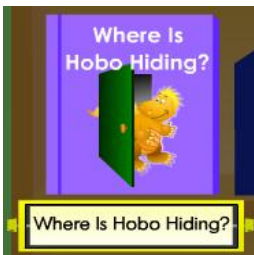
The Picture Gallery is an interactive drag-and-drop activity that develops word recognition skills as part of an early reading program. The learning object provides audio prompts to support word and picture matching. This word building activity focuses on names of common items found in the classroom and the school.

Learning Object 10.13–Picture Gallery–Home Picture Gallery



The Picture Gallery is an interactive drag-and-drop activity that develops word recognition skills as part of an early reading program. The learning object provides audio prompts to support word and picture matching. This word building activity focuses on names of common items found in and around the home.

Learning Object 10.14–Library–Where is Hobo Hiding?



The interactive digital story, Where is Hobo Hiding?, introduces and reinforces the concept of positional language. The positional words are contextualised with simple sentences which are supported by reflective graphics. The text is synchronised to the voice-overs and individual words are accentuated as they are spoken. There is also the option for advanced readers to remove the audio support and read independently.

Learning Object 10.15–Library–All About Me



The interactive digital story, All About Me, introduces and reinforces the concept of personal language. The words describing personal characteristics are contextualised with simple sentences which are supported by reflective graphics. The text is synchronised to the voice-overs and individual words are accentuated as they are spoken. There is also the option for advanced readers to remove the audio support and read independently.

Learning Object 10.16 – Library – Look at Me



The interactive digital story, Look at Me, introduces and reinforces the concept of emotional language. The words describing emotions are contextualised with simple sentences which are supported by reflective graphics. The text is synchronised to the voice-overs and individual words are accentuated as they are spoken. There is also the option for advanced readers to remove the audio support and read independently.

Learning Object 10.17 – Library – My Family



The interactive digital story, My Family, introduces and reinforces the concept of family member names. The words describing family members are contextualised with simple sentences which are supported by reflective graphics. The text is synchronised to the voice-overs and individual words are accentuated as they are spoken. There is also the option for advanced readers to remove the audio support and read independently.

Learning Object 10.18 – Library – What Can You Do, Lindy Loo?



The interactive digital story, What Can You Do Lindy Loo?, introduces and reinforces the grammatical concept of action verbs. The action verbs are contextualised with simple sentences which are supported by reflective graphics. The text is synchronised to the voice-overs and individual words are accentuated as they are spoken. There is also the option for advanced readers to remove the audio support and read independently.

Learning Object 10.19 – Library – Animal Actions



The interactive digital story, Animal Actions, introduces and reinforces the concept of words that describe animal movement. The words describing movement are contextualised with simple sentences which are supported by reflective graphics. The text is synchronised to the voice-overs and individual words are accentuated as they are spoken. There is also the option for readers to remove the audio support and read independently.