

UNIT OBJECTIVES and FOCUS WORDS for ADVENTURE ISLAND THEME UNITS

Unit	Objectives	Focus Words							
Look At Me	<p>To identify and name parts of the body and face, articles of clothing, household objects – inside and outside of the home.</p> <p>To identify the five senses and words used to describe these.</p> <p>To identify action verbs such as jump, skip, run etc.</p> <p>To enable development of computer skills such as mouse control, drag and drop, selecting icons and navigating between objects.</p> <p>To develop and extend written and spoken vocabulary of words associated with us and our homes.</p>	at bed belong body boy can chair cup	door ears eyes face feel feet fingers flowers	fork fridge garden girl hair hands head hear	house I knees knife legs look me mouth	my nose not pants picture pillow plant plate	rug said she shoulders sky smell spoon sun	table taste toes touch tree up video window	
Animals	<ul style="list-style-type: none"> To identify animals that live in the jungle, on the farm and in the sea. To identify names of these animals. To identify and name baby animals. To recognize the difference between big and small animals. To identify sounds animals make and the words used to describe these sounds. To develop written and spoken vocabulary of words associated with animals 	A about am be bear big bird butterfly cat	chicken cow crab crocodile did dog dolphin duck elephant	fish for frog giraffe goat her horse is jellyfish	kangaroo like monkey mouse need new octopus one pet	pig rabbit seahorse shark she sheep small snake spider	spots starfish stripes the this too turtle whale which		
Colour Fun	<ul style="list-style-type: none"> To identify and name primary and secondary colours. To identify which primary colours make a secondary colour. To develop notion of same and different patterns. To enable development of computer skills such as mouse control, drag and drop, selecting icons, navigating between objects and using drawing tools. To develop and extend written and spoken vocabulary of words associated with colours. 	all black dark how not patterns same was	and blue green light of pink spots white	any brown he like orange purple stripes with	at colours his many paint red the yellow				

<p>Make A Shape</p>	<ul style="list-style-type: none"> To identify common two-dimensional flat shapes To match sight words and common nouns used in this unit To name common shapes and their symbols To match shape symbols and shape words (for the more advanced user) To sequence shape patterns in order 	a above and are behind box can circle coming diamond find finished floor for from had he heart help hiding high his how I inside is laughed little looked lots made make match more my of on play put rectangle said saw shape so some square star stop thank the there to triangle up used were what when where you
<p>ABC's</p>	<ul style="list-style-type: none"> To identify and name the letters of the alphabet. To identify and name the sequence of the alphabet. To identify and say the short sound of each letter. To enable development of computer skills such as mouse control, drag and drop, selecting icons, navigating between objects and using drawing tools. To develop and extend written and spoken vocabulary of words associated with initial sounds and letters. 	and apple ball boat cat dragon egg fish ghost go hair ice-cream jump kite legs letter moon next nose octopus piano queen robot said snake the to train umbrella volcano yawn zip Plus all upper and lower case letters of the alphabet
<p>Number Fun</p>	<ul style="list-style-type: none"> To identify and name the numbers from one to twenty. To identify number words from one to ten. To count from one to twenty in numerical order. To identify properties of numbers from one to twenty. To develop computer skills such as mouse control, drag and drop, selecting icons, navigating between objects and using drawing tools. To develop and extend written and spoken vocabulary of words associated with numbers. 	after all are before can colors count eight five for four have her how in less loves many more mother next nine number one put said same seven shapes six something sort ten the there this three to toes two you your

Where Am I?	<ul style="list-style-type: none"> To identify words with opposite meanings. To identify the correct positional word to use when describing where something is. To develop computer skills such as mouse control, drag and drop, selecting icons, navigating between objects and using drawing tools. To develop and extend written and spoken vocabulary of prepositions and opposites. 	behind big but can cold day down empty fat full fun he here hide higher hot I in like loud lower narrow night no of out outside play pull push said see she short small soft tall the thin to under up where wide with yes
Rhyme Time	<ul style="list-style-type: none"> To identify commonalities of rhyming words. To build word families from common word endings e.g. op, et, at To identify rhyming words from text. To develop computer skills such as mouse control, drag and drop, selecting icons, navigating between objects and using drawing tools. To develop and extend written and spoken vocabulary of rhyming words. 	Plus word families at op pet ball wall pat hop pet tail snail mat mop get frog log sat bop jet rain train cat top yet boat goat hat pop wet sheep sleep rat stop let ice mice bat chop met light night fat drop net ring king shop set moon spoon house mouse clock sock duck truck
All Around Me	<ul style="list-style-type: none"> To identify days of the week and associated activities. To identify conventions of birthdays. To gain mastery of notion of same or different. To introduce notion of calendars to mark time. To introduce o'clock time. To develop computer skills such as mouse control, drag and drop, selecting icons, navigating between objects and using drawing tools. To develop and extend written and spoken vocabulary of birthdays, seasons, weather, days of the week. 	a at Autumn balloons birthday calendar day different each five Friday garden go happy her his his in invitation looked make Monday my not o'clock rain same Saturday seasons she snow Spring Summer sun Sunday Thursday time to today Tuesday weather Wednesday week wind Winter

International School House	<ul style="list-style-type: none"> To develop English language skills in speaking, listening, reading and writing. To develop computer skills such as mouse control, drag and drop, selecting icons, navigating between objects and using drawing tools. 	a away big calf could door family fly funny grandmother hop it me night paper red sad seven teacher two yellow	afternoon baby bike can cow down far foal go happy horse jump meat nine pencil rice said sheep ten underneath you	always bed blue carry crawl eggs father food goes hello hurt left milk not pig ride scared six thank up	and been book chair daughter eight find for going help I light morning old piglet right school son the vegetables	angry behind bread come desk evening first four good here in little mother one play ruler scissors swim three were	any best cake computer don't every five fruit grandfather home is look my own please run see table together window
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