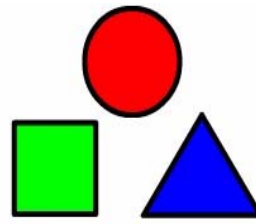




Module Information Sheet



Shape Matching

A Brief Description

Match 2D shapes and colours by dragging them across the screen to their partners. Develops mouse skills and co-ordination. The children are rewarded for their success with character animations.

Tips on using “Shape Matching”

1. Look at the shape presented on the left of the screen.
2. Click on this shape then drag it to its partner on the left.

Curriculum Information

Foundation Stage

Mathematical Development.

The National Curriculum in England for Mathematics (KS1)

Ma3 Shape, space and measures.

The Curriculum Framework for Children 3-5 (Scotland)

Physical Development and Movement.

Knowledge and Understanding of the World.

The Scotland 5-14 Guidelines for Mathematics

Shape, Position and Movement: Level A.

The Northern Ireland Curriculum for Mathematics (KS1)

Exploration of shape: c.

The National Curriculum in Wales for Mathematics (KS1)

Ma3: 1.2, 2.1.