



Catch the  
Crown Jewels

## Module Information Sheet

### A Brief Description

An exciting interactive introduction to shape and colour recognition. This learning module develops mathematical vocabulary using the correct names of polygons, whilst at the same time developing mouse dexterity. With the capacity to set seven different variables, this module can be tailored to suit individual children as their skills develop.

### Tips on using “Catch the Crown Jewels”

1. Play the game by its default settings or go to the options page to tailor the variables to your requirements.
2. You can choose to hear the story explaining the context of the game, or skip this introduction.
3. Once you know which jewels the King and Queen want, use the arrow keys on the keyboard or those on screen to move the jewel boxes into the path of the falling shapes.

### Curriculum Information

**Foundation Stage:** Mathematical Development.

**QCA Scheme of work (ICT):** Unit 1D Labelling and classifying.

**The National Curriculum in England for Mathematics (KS1)**

Ma3: 1a, 1d, 2a, 2b.

**The National Curriculum in England for Mathematics (KS2)**

Ma3: 1c, 1h, 2b, 2c.

**The Curriculum Framework for Children 3-5 (Scotland)**

Knowledge and Understanding of the World.

**The Scotland 5-14 Guidelines for Mathematics**

Shape, Position and Movement: Level B, C, D.

**The Northern Ireland Curriculum for Mathematics (KS1)**

Shape and Space - Exploration of Shape: c.

**The Northern Ireland Curriculum for Mathematics (KS2)**

Shape and Space – Exploration of Shape: a.

**The National Curriculum in Wales for Mathematics (KS1)**

Ma3: 1.1, 1.3.

**The National Curriculum in Wales for Mathematics (KS2)**

Ma3: 1.1, 1.2, 1.3.