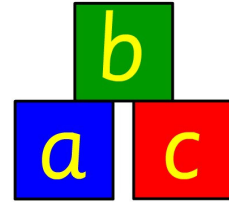




Sample Lesson Plan
The Big Bus Module: Letter Matching



Letter Matching

Title

Using *The Big Bus Letter Matching* to practise matching initial letters to a colourful range of everyday objects.

Introduction

This module provides opportunities to discuss letter sounds and match them to the appropriate object. The objects have been carefully chosen to ensure their phonetic integrity. This module develops both mouse skills and co-ordination. The children are rewarded for their success with lively animations.

In this lesson

The children are shown how to use the module, selecting one from three objects to match the initial letter displayed. They are then given time to practise with a full range of letters of the alphabet.

Age Range: 3 – 6 years

Lesson Plan

Learning objectives

Having completed this module most children will have developed their ability to:

- Sound and name the letters of the alphabet
- Match everyday objects with their initial letter
- Manipulate the computer mouse.

Technical preparation

Install the CD-ROM on to the computer. If you are presented with a choice of Worlds to visit select Bo Bear's World, Adventurers' World or Explorers' World as appropriate.

If you are in Adventurers' World or Explorers' World, open the Information Booklet index and scroll through the available modules to find the module. Select **Letter Matching**.

Previous experience

Knowledge of the letters of the alphabet and their sounds will help the children gain the maximum benefit from this module.

Introducing the module

Gather the children around a large computer monitor or interactive whiteboard.

Undertake some alphabet and letter recognition exercises. Use flash cards to encourage the children to sound the letters and link them to objects. Direct the children's attention to the computer monitor or whiteboard then select **Start the module**. Select **Game 2**, Match symbols to initial letters.

Point out to the children the alphabet blocks on the screen and show them how to click on any letter to start the game. The selected letter will be presented above a row of three objects, one of which begins with that letter. Ask the children to tell you what the letter is by sounding it and then to identify which object matches it. Clicking on the correct picture initiates a simple reward animation. In the top right box, readers will be able to further reinforce the choice by seeing a simple phrase such as "n is for nose".

Use the arrow button on screen to present further letters for matching. These are randomly selected.

After the initial demonstration, and if more than one computer is available, the children could now break into working groups and undertake the module for themselves.

Allow the children about 15 minutes to complete the module, and then gather them back together to discuss how they got on. Can they remember any of the pictures and animations? Refer to the objects used in the program, but also ask the children to identify other objects that start with the same letters.

Classroom management

A single classroom computer running *The Big Bus*, using a large monitor or interactive whiteboard, is an effective whole class teaching resource. Introduce the module to the whole class before pupils break into their groups.

If you have access to a computer suite this module can be completed as a whole class lesson.

If you have access to only one or two computers, pupils will need to complete the module on a rotational basis.

Duration

Each group of children will require approximately 15 minutes of computer time. The teacher introduction and follow-up time will take approximately 10 minutes and 10 minutes respectively.

Differentiation

- Letter Matching 1 is an alternative exercise that provides the children with a visual clue, as they are able to match the initial letter to two identical objects.

Extending the module

- More able readers can be encouraged to read the written phrase shown on the screen.

Curriculum Information**Foundation Stage**

Communication, Language and Literacy.

The National Curriculum in England for English (KS1)

En2 Reading.

The Curriculum Framework for Children 3-5 (Scotland)

Communication and Language.

The Scotland 5-14 Guidelines for ICT Control & Modelling: Level B.**The Northern Ireland Curriculum for English (KS1)**

Writing (Expected Outcomes): g.

The National Curriculum in Wales for English

En3: 2.3, 2.8.

© The Big Bus Education Ltd 2005