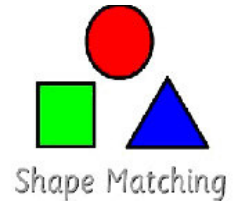




**Sample Lesson Plan**  
**The Big Bus Module: Shape Matching**



**Title**

Using *The Big Bus Shape Matching* to reinforce recognition of colours and simple 2D shapes.

**Introduction**

This simple drag and drop exercise reinforces children's knowledge of colours and simple 2D shapes, whilst at the same time developing mouse skills and co-ordination.

**In this lesson**

The children are shown how to use the program, and then allowed to experiment and enjoy the simple reward animations.

**Age Range:** 3 – 5 years

**Lesson Plan**

**Learning objectives**

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

- Coordinate hand and eye movements when using a mouse
- The use of "clicking" to select an object
- Recognise and match simple 2D shapes
- Recognise and match primary colours.

**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 **Shape Matching**.

**Additional resources**

- Set of shape flash cards depicting the following shapes: Square, triangle, circle, and star. These should be in primary colours.

**Previous experience**

If the children are already familiar with basic 2D shapes and have experience of clicking and dragging objects using the mouse, this will help them gain the maximum benefit from this module.

**Introducing the module**

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

Using the flash cards, discuss shapes depicted. Use the correct terms to describe the shapes, discussing properties such as the number of sides. Ask the children to name and match the colours of each shape shown.

Direct the children's attention to the computer monitor or whiteboard then select **Start the module**. Click on the **Start** button to present the first screen of the module.

Discuss the shapes presented and ask the children to show you two shapes that match. Demonstrate how to click on a shape to the left of the screen and then drop it on its partner. After a couple of correct matches, show the children what happens if a mistake is made in either the shape or colour. (The shape floats back to its original position). After matching all six shapes, show the children how to use the **Another go?** Button to present a new set of shapes.

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 10 minutes to complete the module, and then gather them back together to discuss how they got on. Did they manage to get both the shape and colour correct each time?

**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 10 minutes of computer time. The teacher introduction and follow-up time will take approximately 15 minutes and 10 minutes respectively.

**Differentiation**

- For very young children, the support of an adult to talk about the shapes and their properties as the children work with them will enhance their learning.
- Older children can be challenged to get through as many sets of shapes as possible in the time allowed.

**Extending the module**

- Templates of more complex shapes can be used to extend this module into the classroom.

**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.

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