

Act: KR2		
Grade: K	Strand: Reading	Concept: Letter Recognition
Description of Task:	Letter Hunt Students will use software to develop letter recognition and keyboarding skills.	
Expectations:	Ke23 - Identify most of the letters of the alphabet and demonstrate understanding that letters represent sounds and that written words convey meaning (e.g. read short labels, familiar signs; use phonics to recognize words); Ke29 – use a variety of media (e.g., computer software, tapes, filmstrips);	
Software Type:	Computer Assisted Instruction Tool: Bailey's Book House	
Computer Skills Prerequisite	Students must be able to: <ul style="list-style-type: none"> • Access and run the program • Use a mouse to point and click, and/or type a key on the keyboard. • Print letters on blank keyboard chart (optional) 	
Student Instructions: (for teacher)	1. Run Bailey's Book House. Click on the Letter Machine icon. 2. JK: Click on a letter. The upper and lower case letter will be displayed, the letter is identified orally, a sentence in which every word starts with that letter and an animated graphic are also displayed. SK: Click on the giraffe. The giraffe will prompt students to find various letters on the keyboard. When the correct letter is selected with the mouse, a sentence containing words that begin with the letter appears, and a graphic illustrates the sentence. The sentence is read aloud to the student. 3. When done, click on Bailey to return to the main menu. 4. To exit the program, click on the Stop sign at the bottom left of the screen.	
Teacher Notes:	Teacher should model activity first. Earphones and/or speakers are essential for the auditory feedback, and sound must be working on the workstation. Students should be able to identify parts of the computer, including keyboard, mouse and monitor. Students may track letters completed on a blank keyboard sheet, writing in the names of the letters of the alphabet once found on the keyboard and completed. (use toolbox_keyboard file in Toolbox folder) Related offline activities: <ul style="list-style-type: none"> • Oral naming of letters using plastic letter tiles or flashcards. 	
	Activity Template File: Y <input type="checkbox"/> N <input checked="" type="checkbox"/> Student Instruction BLM: Y <input type="checkbox"/> N <input checked="" type="checkbox"/>	
Assessment:	Does the student identify most of the letters of the alphabet? (Curriculum) Does the student demonstrate courtesy and follow classroom procedures when making appropriate use of the computer? (Responsibility / Catholicity) Does the student press keys on keyboard using index finger? (Keyboarding)	

