


Act: KR3		
Grade: K	Strand: Reading	Concept: Matching, Alphabetical Order
Description of Task:	Letter Fun Students use software to match letters, learn letter names, match upper and lower case letters, and place letters in alphabetical order.	
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: ABC Circus	
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 ABC Circus. 2. Choose an appropriate activity by clicking on an icon at the beginning screen. (See teacher notes for descriptions.)	
Teacher Notes:	<p>The opening screen is the games menu. The 8 icons that lie within the circus ring lead to 8 different games. After choosing a game by clicking the appropriate icon, you will be offered a choice of material for the game: letters, numbers, or geometrical shapes.</p> <div style="display: flex; justify-content: space-between;"> <div> <p>Identify a letter (lower- or upper-case);</p> <p>Assemble parts of a letter (lower- or upper-case);</p> <p>Match identical letters (lower- or upper-case);</p> <p>Identify all letters of the alphabet (lower- and uppercase);</p> <p>Match lower-case to upper-case letters;</p> <p>Put letters in alphabetical order;</p> <p>Identify letters in alphabetical order;</p> </div> <div style="text-align: right;">  </div> </div> <p>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)</p>	

	<p>Related offline activities:</p> <ul style="list-style-type: none"> • Oral naming of letters using plastic letter tiles or flashcards • Placing of tiles or flashcards into alphabetical order.
	<p>Activity Template File: Y <input type="checkbox"/> N <input checked="" type="checkbox"/> Student Instruction BLM: Y <input type="checkbox"/> N <input checked="" type="checkbox"/></p>
Assessment:	<p>Does the student identify most of the letters of the alphabet? (Curriculum)</p> <p>Does the student match upper and lower case letters? (Curriculum)</p> <p>Does the student put letters into correct alphabetical order? (Curriculum)</p> <p>Does the student demonstrate courtesy and follow classroom procedures when making appropriate use of the computer? (Responsibility / Catholicity)</p> <p>Does the student demonstrate the ability to control the movement of the mouse, and click on an icon (Keyboarding)?</p>