

Interactive Games – Sesame Tree

Some children may find it more fun to work in pairs and may benefit from partner discussion.

Game	Aim/Synopsis	Learning Outcomes
<p>Leaf Litter</p> <p>Jamie/Warren insert screen shots for each activity.</p>	<p>Aim: Provides the learner with an awareness of a tree as being a ‘home’ to a rich ecosystem of many plants, animals and organisms co-existing in an interdependent natural community.</p> <p>Level 1 - invites the learner to help ‘Hilda’ investigate the ‘World of Hidden Minibeasts’ that can be found at the base of the Sesame Tree.</p> <p>Level 2 – builds on previous activity by encouraging the child to find and ‘Count the Minibeasts’ – number ranges:1-5 and 6-10.</p> <p>The activity is designed to cater for children with limited mouse skills.</p> <p>This activity offers a Switch option for ‘Switch Users’.</p>	<p>Curriculum Relevance:</p> <ul style="list-style-type: none"> • Similarities and differences between community groups <p>Skills:</p> <ul style="list-style-type: none"> • Observation • IT: simple mouse rollover manipulation • Literacy (new vocabulary) • Thinking skills • Numeracy: Number

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Scrapbook	<p>Aim: Encourages an awareness of habitats and organisms, and what conditions are required in order for them to survive.</p> <p>One Level: Hilda is upset she has knocked over Potto's Scrapbook and all the photographs have got mixed up. Hilda invites the learner to help her match the right photograph to the correct habitat, creature and food.</p>	<p>Curriculum Relevance:</p> <ul style="list-style-type: none"> • Importance of keeping healthy • Responsibilities to self and others • Similarities and differences between groups of communities • Learning to live as a member of a community <p>Skills: Thinking Skills Numeracy: sorting; patterns and relationships IT: mouse skills: drag and drop Science: observation; similarities and differences</p>
Plant a Forest	<p>Aim: Encourages an awareness of Art & Design.</p> <p>This activity enables the learner to explore their creativity. They can design a tree and plant it in their very own forest. Each time they revisit their 'Forest Gallery' they will see their tree animated. The more trees they design the larger the forest becomes.</p>	<p>Curriculum Relevance:</p> <ul style="list-style-type: none"> • Art & Design : work with digital media • Investigate textures and patterns: work with visual elements to explore and create visual outcomes <p>Skills:</p> <ul style="list-style-type: none"> • IT: mouse control; clicking the mouse; drag and drop • Thinking Skills • Being Creative

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Potto's Tidy-up-er	<p>Aim: Helps to develop children's recognition of colour and shape. Looks at Care for the Environment by providing examples of how rubbish can be recycled into other products.</p> <p>Level 1: Claribelle is coming for Tea. Potto needs some help to 'Tidy Up', he uses his 'Tidy-up-er' to help him sort a range of objects by colour and shape.</p> <p>Level 2: Recycling: builds on previous activity and involves sorting objects by their shape and material compounds.</p>	<p>Curriculum Relevance</p> <ul style="list-style-type: none"> • Relationships family and friends • Responsibilities to self and others • Learning to live as a member of a community <p>Skills: IT: mouse manipulation Numeracy: sorting; shape and space Thinking Skills Science: materials; similarities and differences, the environment</p>
Big Whizzing Machine	<p>Aim: Helps to reinforce learning from television series.</p> <p>The Video Player has four distinct areas:</p> <ol style="list-style-type: none"> 1. 'Local Friends' : provides opportunities for the learner to relate to their own environment and their wider community. 2. 'World Friends': extends the experience by looking at the wider world and their traditions and cultures. 3. 'Sesame Friends' : creates an opportunity to meet the Sesame Street characters: Big Bird, Ernie, Elmo and Groover and look at how they manage feelings and emotions. 4. Sing Along' : creates a karaoke style platform where the learner can sing along to some of favourite songs from the series. 	<p>Curriculum Relevance</p> <ul style="list-style-type: none"> • Language and Literacy • See Television Matrix <p>Skills</p> <ul style="list-style-type: none"> • Listening and observation
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<p>Leaf Art</p>	<p>Aim: Encourages awareness of Art & Design</p> <p>This activity enables the learner to use 'Magical Leaves'. The leaves can be built up in layers of transparency to create different effects.</p> <p>The Learner is able to print out their artwork and use it to decorate their fridge, or paste into a scrapbook.</p>	<p>Curriculum Relevance:</p> <ul style="list-style-type: none"> • Art & Design : work with digital media • Investigate textures and patterns: work with visual elements to explore and create visual outcomes <p>Skills:</p> <ul style="list-style-type: none"> • IT: mouse manipulation • Thinking Skills • Being Creative