



Title: Compound Hound

Grade: K-1

Overview: Students drag two objects off the shelf and put them into the Compound Word Machine. When students choose two pictures that form a compound word, the word and a new image are displayed in a biscuit for the hound. In Question and Answer mode, students must find an object that will form a compound word when combined with a word already in the machine.

My Learning Objectives:

Make correlations between words and objects, using compound words

Build compound words

DISCOVER MODE

Make compound words with the Compound Word Machine. Each time you make a new word, it transforms into a biscuit for the Compound Hound!

1. Click on the Biscuit to advance to the Compound Hound Activity from the Main Room. Put two objects into the machine that make a new word, then click on the red lever.
2. Click an object (it identifies itself) and drag it over the left or right funnel to drop it into the machine. It appears in the display window, along with its corresponding word.
3. The word is spoken again. You can replace the word and object by dragging a new object into the funnel.
4. Drop a second object into a funnel. When two objects are displayed, click on the red lever to see if you made a compound word.
 - If correct, the new compound word is spoken and the equal sign flashes. The machine lights up as a compound word biscuit appears on the conveyor belt. The biscuit displays the new word and picture. The conveyor belt carries the biscuit off screen.
 - If incorrect, the two words are spoken and the objects return to their place on the shelves.
5. Continue placing objects into the machine to create four compound words.
6. Click on the blue shelf lever to see new objects.
7. Click the character in the picture frame for Question and Answer Mode, or click Bailey to return to the Main Room.

QUESTION AND ANSWER MODE

1. Click the character in the picture frame for the Question and Answer Mode. The Compound Hound invented a machine that makes compound words and biscuits!
2. An object appears in either the first or second position in the display window. The

Compound Hound says, "There is a 'foot' in the machine. Find an object on the shelf that makes a compound word with 'foot' and put it into the machine, then pull the lever."

3. Click and drop an object into a funnel on top of the machine, then click on the red lever.
 - If correct, the new word is spoken and a compound biscuit appears displaying the new word and picture. The biscuit is carried off screen on the conveyor belt and pops out of a pipe in the background, landing in the bowl. One of the four buttons on the bottom of the machine lights up.
 - If incorrect, the two words are spoken and the object returns to its place on the shelves.
4. When all four buttons are lit, you can feed the biscuits to the Compound Hound to see him perform one of his silly tricks.
5. Pull the blue shelf lever and four new objects appear on the shelves and a new object is displayed in the machine.
6. Click the empty frame to go back to Discover Mode, or click Bailey to return to the Main Room.