



Title: Letter Machine

Grade: PK-1

Overview: Friendly critters help students learn the names and sounds of the letters of the alphabet. Fun-filled animations illustrate sentences made up of words that start with matching letters.

My Learning Objectives:

Match words with their initial letters

Identify upper and lower case letters

DISCOVER MODE

1. Click the letter machine to enter the Letter Machine from the Main Room.
2. Click any letter key on the Letter Machine. The upper and lowercase forms appear.
3. A sentence with words beginning with the letter is read. An animated picture illustrates the sentence; for example: "Yaks yell."
4. Click the dot at the beginning of the sentence to see and hear the sentence read aloud again. Click a word to hear it read aloud individually.
5. Click the letter on the screen to hear its name. Click the letter key again to see the picture animation repeat.
6. Continue exploring the Letter Machine by clicking different keys to see and hear what happens. You might want to try to read some of the words aloud as you click them.
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 to enter Question and Answer Mode.
2. Tabitha, the giraffe, asks you to find a specific letter; for example: "Find the letter M."
3. Try to find the letter requested, and click it. If you forget what the letter is, click Tabitha for a reminder.
 - If you are correct, a sentence is read and then illustrated with an animated picture. Tabitha says, "Great! You found M."
 - If you do not click the correct letter, Tabitha says, for example, "That's O. Can you find M?" Then, you can try again until you find the correct letter. Tabitha continues to ask you to find different letters. If you keep trying, you will always find the correct letter.
4. Click the empty picture frame for Discover Mode, or click Bailey to return to the Main Room.