



Title: Build-A-Bug

Grade: PK-2

Overview: Students experiment with numbers by placing from one to ten eyes, ears, antennae, spots, feet, and tails on bugs. These bugs can be printed and colored

My Learning Objectives:

Recognize numerals to 10

Recognize one-to-one correspondence between numerals and number of objects

See relationship of parts to whole

DISCOVER MODE

1. Click the pink spotted bug to enter Build-A-Bug from the Main Room.
2. Click the bug head icon to choose a head for your bug. Click the bug's head to hear it giggle.
3. Click a bug part, then click a number.
4. To move a bug part, drag the part from one place to another.
5. To change your bug's appearance, click new numbers and new parts. If you want to erase, click the bug part and then click zero.
6. Click the printer to print your bug. Once printed, you can color your unique bug.

QUESTION AND ANSWER MODE

1. Click to enter the Question and Answer Mode. The rabbit unrolls a plan and asks you to build a bug; for example: "Make a bug with five ears and two tails."
2. Following the directions given on the plan, click a bug part and a number. (Click the rabbit or the plan to hear the directions repeated.)
 - If you select the correct number of parts, you hear the number of parts spoken and the parts appear on the bug.
 - If you do not select the correct number of parts, the rabbit repeats the request for the number of parts again.
3. Continue clicking the numbers and parts to complete bugs. You can keep building bugs as long as you like.
4. Click the empty frame for the Discover Mode, or click Millie to return to the Main Room.