

Choose It!

Ready-mades

SCIENCE FOUNDATION LIVING THINGS



Visit...
www.inclusive.co.uk

Credits

Windows is a registered trademark of Microsoft Corporation.

Chooselt! Ready-mades was created using Adobe Macromedia Flash. Flash ® is © 2006 Adobe Macromedia, Inc.

Chooselt! Ready-mades is © 2008 Inclusive Technology Ltd.

Sassoon Font is © 1993 Sassoon and Williams.

No part of this publication or software may be reproduced or transmitted in whole or part by any means without the written permission of the publisher. Whilst every care has been taken with this product, the author and publisher cannot be held responsible for any errors it may contain. No liability is accepted for any loss or damage resulting from the use of this product.

Chooselt! Ready-mades Science: Foundation Living Things

was created by Maria Hood (Wordology). Program design by Rod Boyes. Programming by Ian Webb. Graphic design and illustration by Chris Thornton and David Hornsey. Audio engineering by Graham Wright. Voiceover by Louise Comerford Boyes. Documentation by Rod Boyes, Alison Littlewood and Peter Butler.

We welcome your comments on all Inclusive Technology products.

Inclusive Technology Ltd
Riverside Court
Huddersfield Road
Delph
Oldham OL3 5FZ
UK
Tel: +44 (0)1457 819790
Fax: +44 (0)1457 819799
email: inclusive@inclusive.co.uk
www.inclusive.co.uk

Introduction

Science: Foundation Living Things is a set of **Chooselt! Maker** activities, supplied with the **Chooselt! Ready-mades** program. This user guide presumes you also have the general user guide for **Chooselt! Ready-mades**.

This Activity Set has 32 activities designed to give pupils revision in the area of Knowledge and Understanding about animals and plants during their time in a Nursery or Reception class. Each activity consists of up to 25 multiple choice questions, focusing on each topic. A 'Monkey' activity is also included as a fun round-up.

This program should be considered initially as a revision of facts learnt during practical science activities, but also as a resource which can be used as either a teaching aid or for an assessment of the pupil's knowledge in that area. It is not a linear scheme of work. Because the topics have been broken down into very small steps, they are easily linked to SEN pupils' Individual Education Plans. Some activities are suitable for the pupil to do independently, but to get the most out of each activity a one-to-one situation is advisable. This way the language of the subject can be developed alongside the concept being practised.

All activities are self-correcting so the pupil does not experience failure. A simple scoring scheme allows you to track progress.

Note regarding children with learning difficulties:

The most important aspect in the life of a special needs child is routine, because with a good routine comes security, and hence confidence. Once the child has confidence and is relaxed with the surroundings, learning can then take place. This ideal has been used when planning the activities in **Chooselt! Maker 2** by utilising repetition and simple language.

Installation

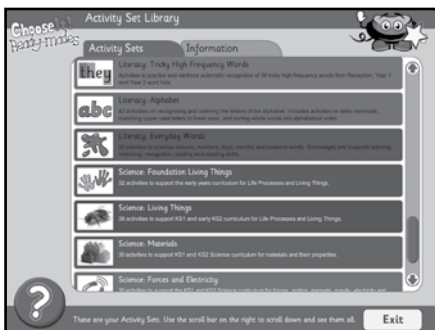
This manual is accompanied by a general user guide for **Chooselt! Ready-mades**. The **Chooselt! Ready-mades** user guide gives you help with installing and running this Activity Set. It also shows you how to use the options and how to set up switch access.

Getting Started

This Activity Set consists of 32 activities covering:

- Parts of the body
- Senses
- The world around us
- Animals
- Plants

To see the activities, start the **Choose! Ready-mades** program and click on **Science: Foundation Living Things**. You can scroll down using the scroll bar on the right-hand side of the screen to see all of the activities.



To play an activity, tick the white box next to it and then click the **Play** button at the bottom of the screen.



Quick Hints and Tips



Use the left and right arrow keys on the keyboard to skip forward or back through an activity. They can be used for:

- Reviewing the content of an activity.
- Skipping to a page more suitable for the learner.
- Going back and trying some pages again.



Remember that learners do not need to read to play these activities, as all text is spoken. Learners can click on the loudspeaker button to hear the question again.

To make an activity easier, you can use the **Prompt** options to display the answer at the bottom of the screen.

The Activities

1 - 4 Parts of the body

- 1 Parts of the head
- 2 Limbs
- 3 Head, shoulders, knees and toes
- 4 Faces

5 - 13 Senses

- 5 Senses vocabulary
- 6 Body sounds
- 7 Loud or quiet
- 8 Nice or nasty
- 9 Light or dark
- 10 Sweet or salty
- 11 Soft or hard
- 12 Hot or cold
- 13 Wearing clothes

14 - 19 The world around us

- 14 Medical vocabulary
- 15 Environments
- 16 Safe or dangerous

17 Families

- 18 Odd one out
- 19 Litter

20 - 26 Animals

- 20 Find the animal
- 21 Animal parts
- 22 Animal names
- 23 Animal sounds
- 24 Pets
- 25 Baby animals
- 26 Animal skins

27 - 31 Plants

- 27 Name the fruit
- 28 Properties of fruit
- 29 Name the vegetable
- 30 Properties of vegetables
- 31 Natural collections

32 Monkey in the zoo

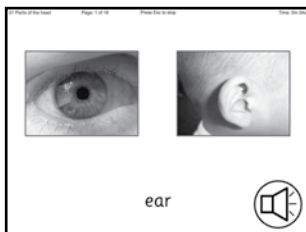
The Activities

1 - 4 Parts of the body

Songs that can be used to introduce these activities include:

- One finger, one thumb
- Head, shoulders, knees and toes
- Hokey, Cokey
- Dem bones

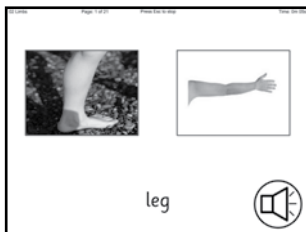
1) Parts of the head - 18 pages



This activity provides an introduction to naming the basic parts that make up the head and their function. On pages 1 - 12 the pupil selects the picture, from a choice of two, of the named parts: head, ear, nose, mouth, eye or tooth.

Pages 13 - 18 have a choice of three. The pupil now chooses the part of the head when given its function in the question.

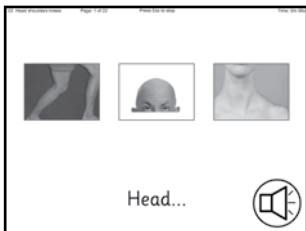
2) Limbs - 21 pages



In this activity there are pictures of the following limbs or parts thereof for the pupil to recognise: finger, thumb, arm, hand, foot, toes, leg.

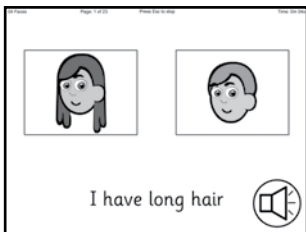
On pages 1 - 14 the pupil selects the picture, from a choice of two. On pages 15 - 21 the pupil has a choice of three pictures, and now chooses the limb, or part of the limb, when given the function in the question.

3) Head, shoulders, knees and toes - 22 pages



This song is used in a fun way to teach or reinforce the names of the following body parts: head, shoulders, knees, toes, eyes, ears, mouth and nose.

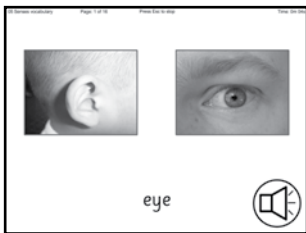
4) Faces - 23 pages



This activity encourages the pupil to look carefully at the different faces to find the correct attribute given in the question. Two choices are given on pages 1 - 12, then three are given on pages 13 - 23.

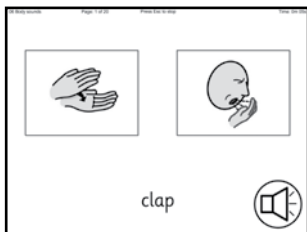
5 - 13 Senses

5) Senses vocabulary - 16 pages



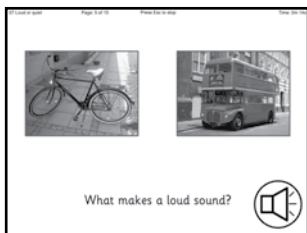
The following senses vocabulary is used in this activity: eye, nose, ear, hand, foot, tongue, see, smell, taste, listen, touch. The activity is introduced by naming the parts of the body related to the senses. The sense is then matched to the body part. On the last five pages the BSL (British Sign Language) signs for the senses are given.

6) Body sounds - 20 pages



In this activity the pupil matches the instruction with the sound of the action. Simple line drawings of the actions in the choice boxes give clues to the sounds. There are only two choices on each page throughout.

7) Loud or quiet - 15 pages



This activity uses pictures of obviously loud or quiet objects for the choice boxes. There are two choices on each page, one loud and the other quiet. The rollover makes the sound of the object, then the reward names the object.

8) Smells - nice or nasty - 15 pages



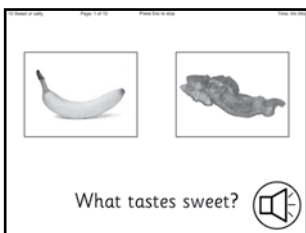
There are only two choices on each page of this activity. One is an object with a nice smell and the other has a nasty smell. This could be a good consolidation activity after a 'smelling session'.

9) Seeing - light or dark - 16 pages



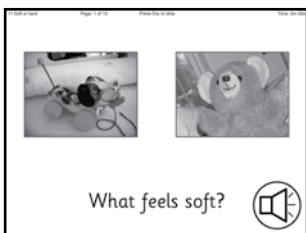
This activity compares two pictures representing light and dark on each page. It concentrates mainly on colour as the aspects of light and dark environments can be taught more effectively in the sensory room.

10) Sweet or salty - 10 pages




This activity is 10 pages long, with two choices on each page. It is intended as a follow-up activity to a tasting session.

11) Soft or hard - 15 pages




This is an assessment activity to be used once the pupil has had the experience of touching and comparing soft and hard objects. There are two choices on each page, one hard and one soft object.

12) Hot or cold - 20 pages




What feels cold?




This is an assessment activity to be used once the pupil has had the experience of touching and comparing hot and cold objects. There are two choices on each page, one hot and one cold object.

13) Wearing clothes - 15 pages



A belt is worn round your ...



Match the article of clothing to the part of the body from a choice of four pictures.

14 - 19 The world around us

14) Medical vocabulary - 15 pages



Doctor



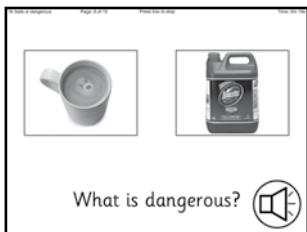
This activity introduces the following general medical vocabulary: doctor, nurse, paramedic, physiotherapist, dentist, optician, glasses, hearing aids, wheelchair, ambulance, hospital, medicine, tablets, bandage, thermometer. There are only two choices on each page.

15) Environments - 20 pages



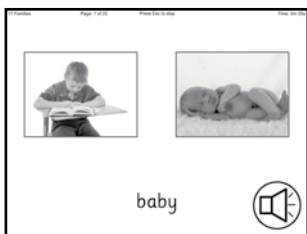
This activity looks at the different general environments. There are two pictures on each page to choose from. The reward names the environment.

16) Safe or dangerous - 15 pages



This activity should be used in conjunction with a discussion on the dangers around us: what you can touch and eat and what can be dangerous to touch or eat. There is a choice of two objects on each page. The reward speaks out the correct answer.

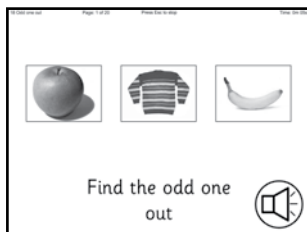
17) Families - 20 pages



This activity names family members: mother, father, brother, sister, baby, grandmother and grandfather. It also names a selection of pets.

For the first 12 pages of this activity, the pupil chooses from two pictures. From page 15 onwards there is a choice of four pictures. There are no prompts on the choice boxes, but the correct answer is given in the reward.

18) Odd one out - 20 pages



The pupil must look very carefully at the choice box pictures to see the object that is different from the other two. The reward then names the correct object. Working with an adult on this activity should produce good discussions about the reasons for the difference.

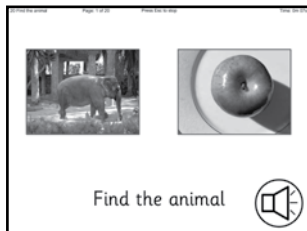
19) Litter - 15 pages



This is a short follow-up activity after a practical session on sorting litter. It addresses the aspect of materials which can be composted and those which are thrown into the dustbin.

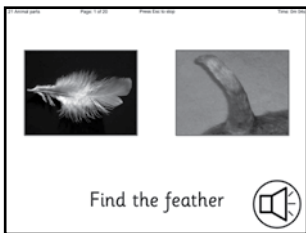
20 – 26 Animals

20) Find the animal - 20 pages



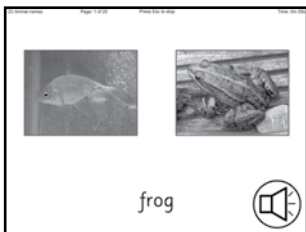
The pupil must find the animal from a choice of two pictures on the first five pages, then from three pictures for the rest of the activity. There are verbal prompts in the choice boxes and the reward reinforces the correct answer.

21) Animal parts - 20 pages



In this activity the pupil must choose the correct animal part. There are verbal prompts in the choice boxes and the reward reinforces the correct answer. For the first five pages there are two choices, then three choices for the rest of this activity.

22) Animal names - 15 pages



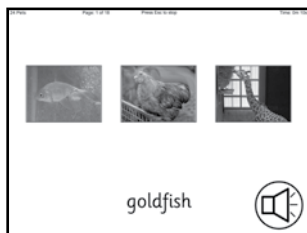
The pupil must recognise the name of the most common animals. For the first five pages there is a choice of two animals, then for the rest of the activity a choice of three animals is given. The reward names the correct animal.

23) Animal sounds - 15 pages



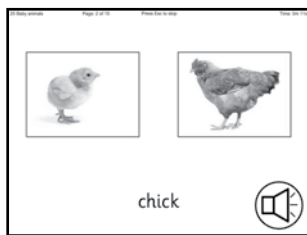
Listen to the sound of an animal then find the correct picture from a choice of two.

24) Pets - 18 pages



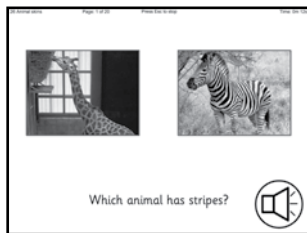
The first six pages are a revision of the names of the most common pets using a choice of three animals on each page. On pages 7 to 12 the pupil finds the pet from a choice of two animals. On pages 13 to 18 the pupil is given a question and must choose an animal from a choice of three.

25) Baby animals - 15 pages



The pupil is given a choice of two animals on each page. One is the adult animal and the other is the baby. The pupil chooses the baby animal then the reward names the baby.

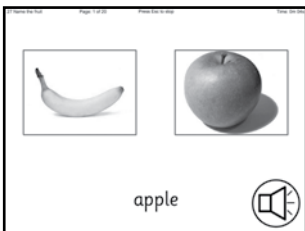
26) Animal skins - 20 pages



Here is an activity about the different skins on a selection of animals. Each page has a statement about the type of skin on an animal with a choice of two, then three pictures. The reward states the correct animal.

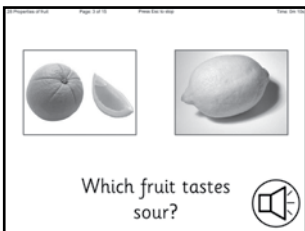
27 - 31 Plants

27) Name the fruit - 20 pages



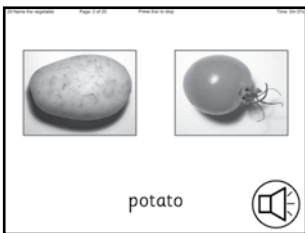
The pupil chooses the named fruit or berries. Verbal prompts are given in the choice boxes and the reward reinforces the correct answer. For the first five pages there are two choices, then three choices for the rest of this activity.

28) Properties of fruit - 15 pages



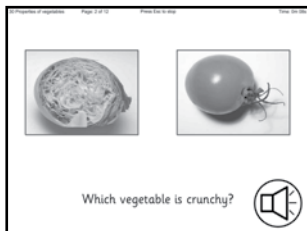
In this activity the pupil chooses the correct fruit when given one of its attributes. For example, which fruit do you peel? There are two choices on the first 5 pages then three choices for the rest of this activity. The reward gives the correct answer.

29) Name the vegetable - 20 pages



The pupil chooses the named vegetable. Verbal prompts are given in the choice boxes and the reward reinforces the correct answer. For the first five pages there are two choices, then three choices for the rest of this activity.

30) Properties of vegetables - 12 pages



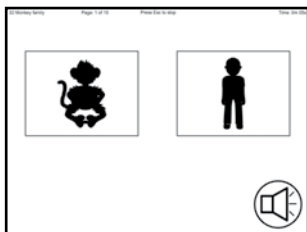
In this activity the pupil chooses the correct vegetable when given one of its attributes. For example, which vegetable do you peel? There are two choices on the first 5 pages then three choices for the rest of this activity. The reward gives the correct answer.

31) Natural collections - 10 pages



This is a short quiz about collections of things found in nature, e.g. leaves, shells, etc. All of the choices have verbal prompts and the correct answer is in the reward.

32) The Monkey family - 15 pages




The purple monkey introduces you to some of his extended family.

Worksheets


Choose Party-mates Sort the items that are safe and cross out those that are dangerous

cross out the dangerous ✕ circle the safe ○



© Inclusive Technology 2009 Free distribution for non-commercial purposes

Choose Party-mates Which animals live in water



© Inclusive Technology 2009 Free distribution for non-commercial purposes



Inclusive Technology Ltd
Riverside Court, Huddersfield Road
Delph, Oldham, OL3 5FZ

Tel: 01457 819790 Fax: 01457 819799
Email: inclusive@inclusive.co.uk
www.inclusive.co.uk

Choose It!

Ready-mades

SCIENCE

FOUNDATION LIVING

THINGS

A set of 32 activities designed to give pupils revision in the area of Knowledge and Understanding about animals and plants during their time in a Nursery or Reception class.

This program is ideal for supporting learning and assessment, with clear, consistent presentation and simple performance recording. Includes additional audio support for visual impairment and switch access support for those with physical disabilities.

