

KNOW YOUR ANIMALS:

A collection of colourful screens featuring 40 different animals to support early literacy and science. Activities include recognising animals, labelling, spelling, sorting and classifying animals into groups. Ages 4 – 6 / older second language / special needs.

The activities are self-correcting and may be used for individual or group activities with minimum teacher supervision. Children should be encouraged to click the mouse on the various buttons and on text and images with speech support.

INSTRUCTIONS:

1. Left click on a screenshot on the menu page to start an exercise (exercises 1, 2 and 3).
2. Right click on a screenshot on the menu page to access the contents page (exercises 1, 2 and 3).
3. Left click on the speaker icon to turn the music off.
4. Left click on the house icon to return to the menu page.
5. Left click on the open door icon to exit.
6. Left click the backspace key or the arrow to return to the previous page.
7. Left click the printer icon to print a screen.
8. Move the mouse over the text to hear it spoken (exercises 4 and 5)
9. Move the mouse over the image to hear its name (exercise 6).

THE SCREENS:

The menu screen gives a choice of 6 exercises, which may be opened in any order.

EXERCISE 1: INFORMATION SCREENS - Left click on a screenshot on the menu page to start an exercise. Right click on a screenshot on the menu page to access the contents page.

Forty screens to learn the names of the animals with a large image on each page e.g. 'This is an ant'. Click on the arrows to navigate between pages.

EXERCISE 2: SELECTING AN ANIMAL - Left click on a screenshot on the menu page to start an exercise. Right click on a screenshot on the menu page to access the contents page.

A series of tracking and catching screens. Each screen has three moving images. Click on the correct answer to activate the response and advance to the next screen. Move the mouse over the text to hear it spoken. Click on the score bar or press the space bar to freeze the images.

EXERCISE 3: IDENTIFYING ANIMALS AND SPELLING THE WORDS - Left click on the screenshot on the menu page to start the exercise. Right click on the screenshot on the menu page to access the contents page.

Move the mouse over the text to hear it spoken. Left click on the image to see the correct answer. Type the word correctly then press enter to activate the response and advance to the next screen.

EXERCISE 4: LABELLING ANIMALS:

Move the mouse over the text to hear it spoken. Drag and drop the word in the centre of the screen onto the correct image to activate the response and advance to the next screen. Move the mouse over the text to hear it spoken.

EXERCISE 5: IDENTIFYING ANIMALS:

Left click the correct answer to activate the response and advance to the next screen. Move the mouse over the text to hear it spoken. This is a timed exercise with a printable score certificate on completion and may be used for assessment.

EXERCISE 6: CLASSIFYING ANIMALS:

Drag and drop the image at the bottom left of the screen into the sunken box at the top of the screen or onto the bin as appropriate to activate the response and advance to the next screen. An incorrect response is self-corrected. Move the mouse over the image to hear its name.

THE PACK AND THE CURRICULUM:

The pack is designed to encourage young children to speak, listen, understand and respond to others and to take part in group discussions within the familiar context of common animals.

It also encourages them to read, spell and classify animals into groups.

THE GRAPHICS:

The graphics used are simple purpose made vector drawings for three reasons:

- a) they are child friendly and easy to recognize.
- b) they support the program without being a distraction in themselves.
- c) they require less memory than more sophisticated graphics / illustrations.

INCLUSION:

Generally speaking, the screens are uncluttered with little visible text. This reduces the amount of initial explanation / signing required on introducing the screens to pupils with hearing problems.

The high graphic content of the screens helps to overcome language barriers, making the pack suitable for mainstream, special needs or second language pupils.

Non-readers may click on the text or graphics to hear the words spoken.

The self correcting aspect of the program is very gentle with nothing to draw attention to children who find it difficult to grasp the concepts involved. They may proceed by trial and error at their own pace.

The activities have a 'drag and drop' option and are suitable for touch screens.

INTERACTIVE WHITEBOARDS:

The screens in this pack have been redesigned for more efficient use with Interactive Whiteboards and are ideal for individual or group work and whole class teaching.

INSTALLATION:

The pack self installs. Insert the CD Rom in the CD Rom drive and follow the instructions on the screen.

TECHNICAL SUPPORT:

Please contact Clic on Tel: 01248 671093; Fax: 01248 679295 or e-mail: info@clisoft.co.uk if you have any problems with the content of this program.

PRICE AND LICENCE:

Prices and licences are subject to change without warning. Please check the details on our web site before ordering.

FURTHER INFORMATION:

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