

The **Swot** Shop

Springboard

Year 1 Program

Sample Lesson with Teacher Instructions

The Swot Shop

This is a sample lesson from the **Springboard Year 1 Program**.

The Swot Shop Programs are developed specifically for bright, gifted and motivated young learners from Kindergarten to Year 7.

The Springboard Year 1 Program is conducted in small classes taught by a qualified and experienced teacher.

The program is developed to enrich and enhance the learning that children experience in school settings and at home.

The two-hour Year 1 Program engages children in diverse and tactile learning experiences in a structured but playful manner which stimulates and develops their literacy, maths and thinking skills, and nurtures a love of learning

The Swot Shop holds Open Days where parents and their children can experience the Swot Shop difference.

To learn more please contact us on (02) 9634 2000.

SPRINGBOARD - YEAR 1

Sample Lesson

Who's Got The Biggest Yard?

Students estimate and then find the number of Colour Tiles required to cover the areas of various shapes.

Display a drawing of a 5cm x 7.5cm rectangle. Ask the students to estimate how many colour tiles it will take to cover the rectangle. After several estimates have been given, place colour tiles on the rectangle. Explain that the number of squares required to cover a figure is called its area and that the area of this rectangle is six colour tiles.

Can you estimate and then measure which of 3 rectangles will contain the most colour tiles?

- Work with a partner. Look at the drawings of Brownie, Sparky and Rusty on the Dog Yards worksheet and talk about how you think the sizes of the yards compare.
- Next, look at the drawing of Brownie's yard. Estimate how many colour tiles would cover it exactly. Record your estimate on the drawing.
- Place colour tiles on the drawing to check your estimate. Record your results next to your estimate.
- Compare the two numbers you recorded.
- Repeat this procedure with Sparky and Rusty's yard.

Circus Word Search

Show the students the circus poster. Following an appropriate discussion about the circus, encourage the children to work independently to complete the word search. It will be necessary to explain, in detail, the concept of a circus.

As the children complete the word search, they can then write a narrative about the circus. Encourage the children to use some of the words from the word search. The narrative is to be written in the outline of a circus tent. Help all children to write at least three sentences which must be corrected in class.

Read the story **The Dinosaur Who Wouldn't Go To School**

Game: Dinosaur Line-Up

Give each pair the Dinosaur grid. Each player will need four identical dinosaurs, which are different to their partner's dinosaurs.

The aim of the game is to line up three of the player's dinosaurs in a row – horizontally, vertically or diagonally.

- Begin with the dinosaurs in position as shown on the gameboard.
- Players take turns to move his/her dinosaur one square at a time.
- Players may not jump dinosaurs.
- Moves must be vertical or horizontal. Diagonal moves are not allowed.
- The winner is the first player to make a row of three of his/her dinosaurs.
- Extension – make a row of four dinosaurs.

P.T.O

Equipment

- colour tiles
- Circus poster
- The Dinosaur Who Wouldn't Go To School books
- plastic dinosaurs – baskets of identical dinosaurs
- Rhyming Words Snap/Concentration sorted into bundles

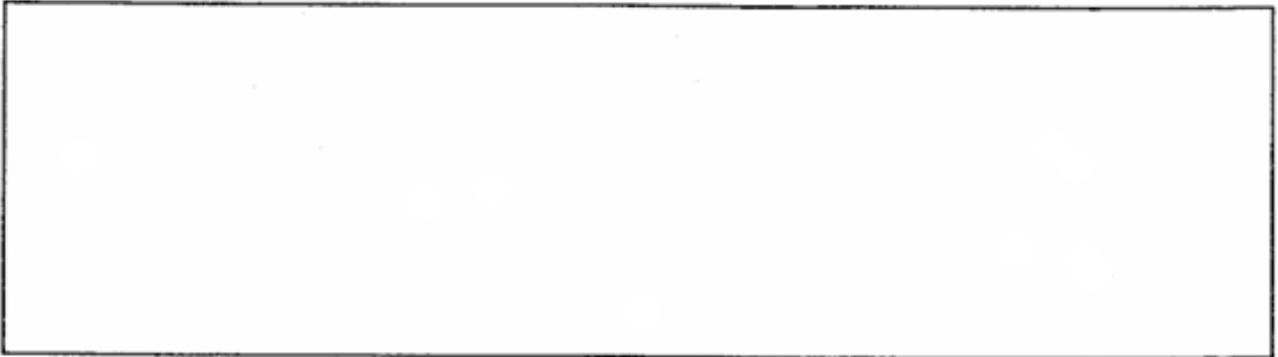
Coded Messages

Aim: to match the numeral to the letter in the key to decode a message about a dinosaur.
Write the alphabet in a straight line across the whiteboard and write the corresponding number beneath each letter. Assist the students to complete one or both worksheets as appropriate.

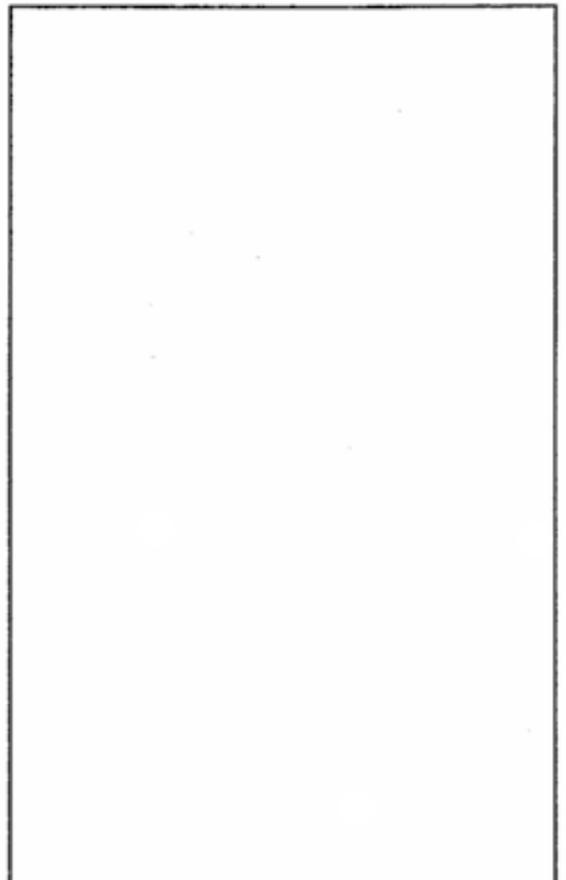
Extension Activity: The children use the code to write a message to a friend.

DOG YARDS

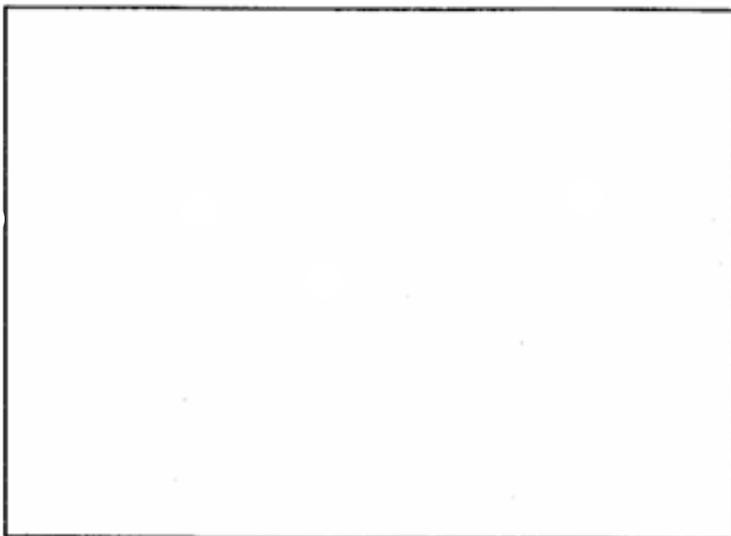
Brownie

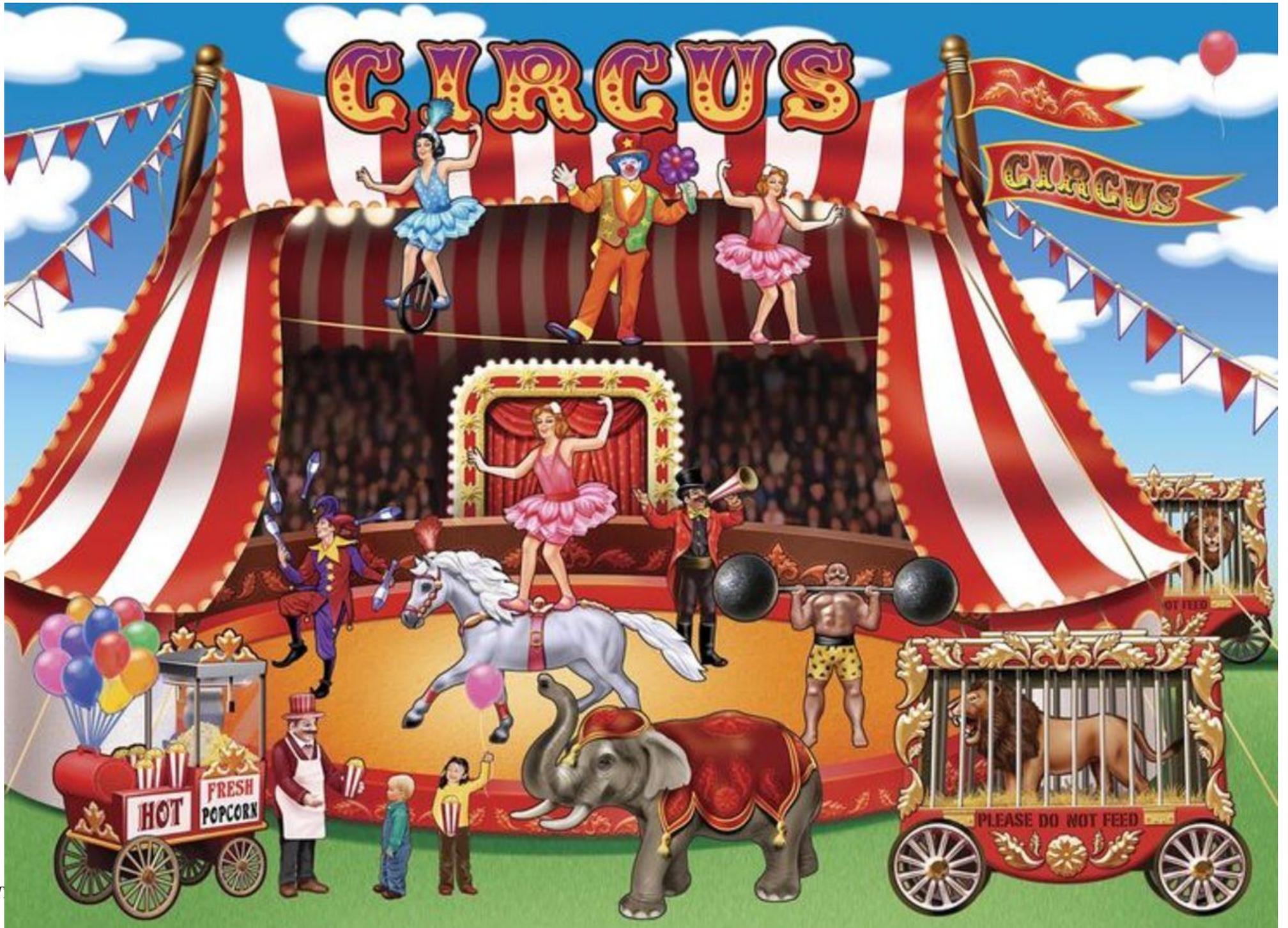


Rusty



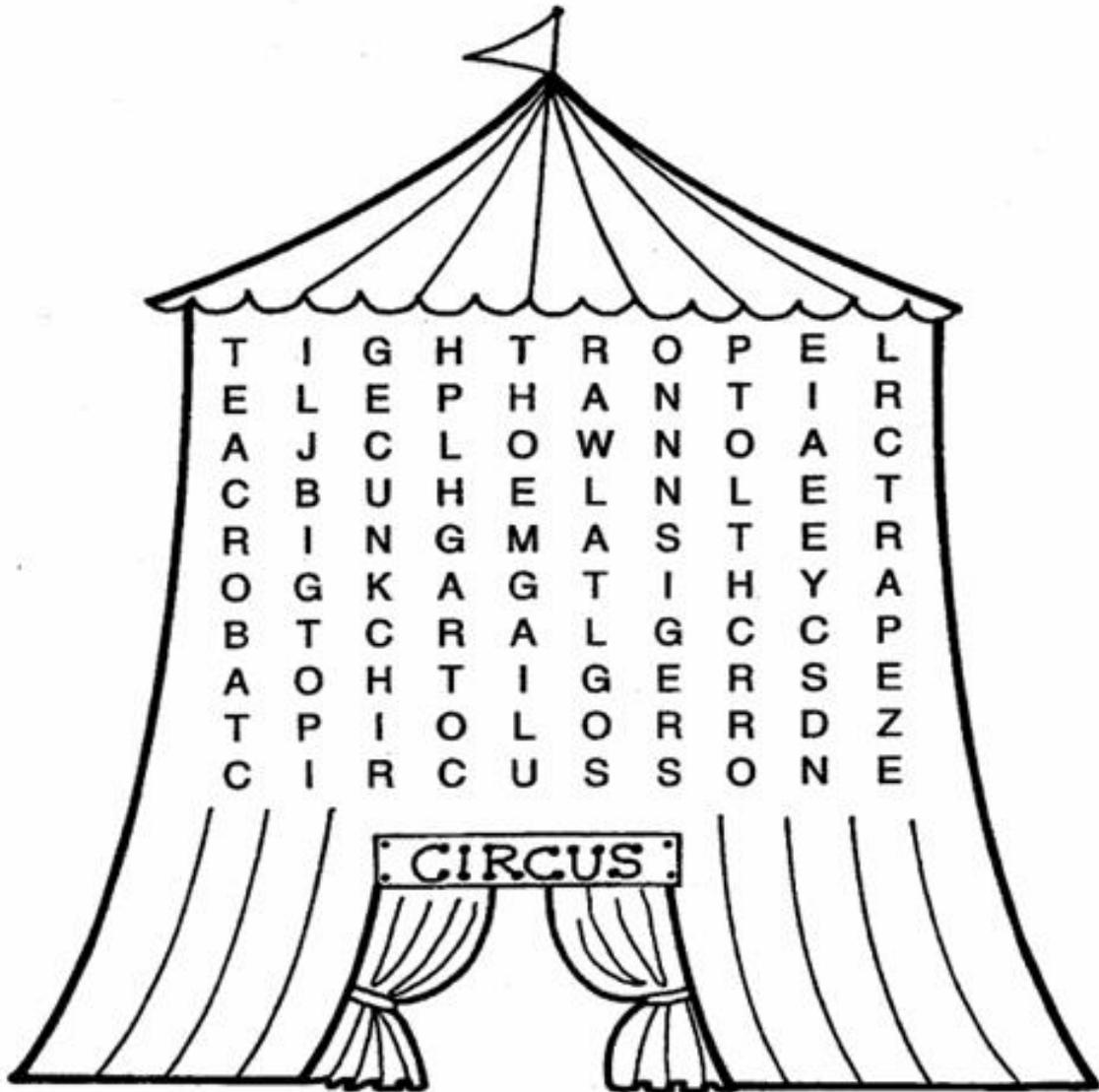
Sparky





CIRCUS WORD SEARCH

Circle the words across, down, diagonally, or backwards.



Word List

tightrope

juggler

trapeze

clown

acrobat

lion

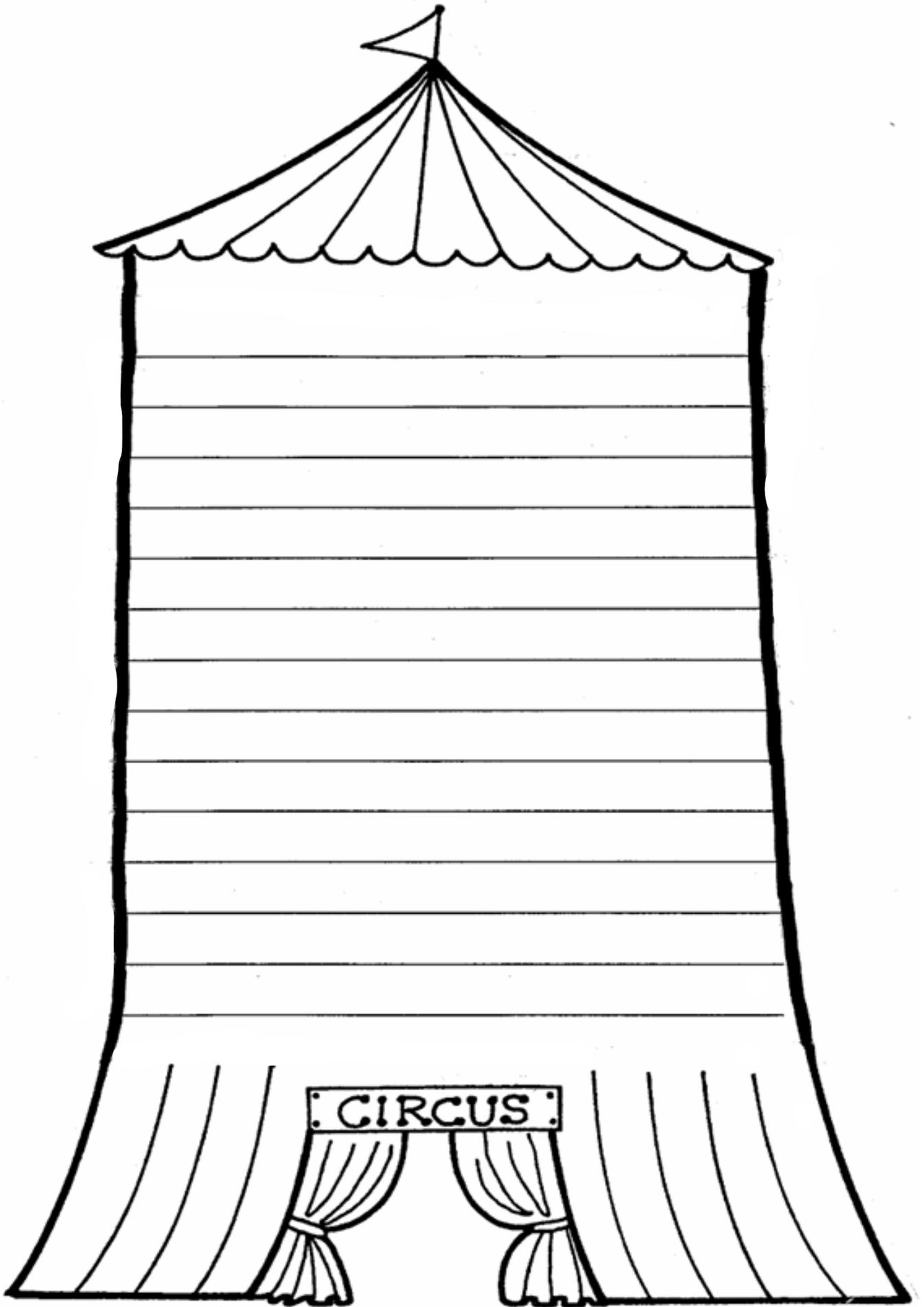
circus

ringmaster

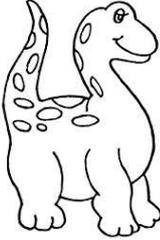
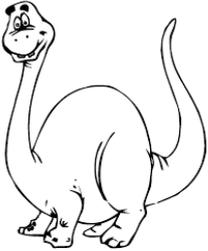
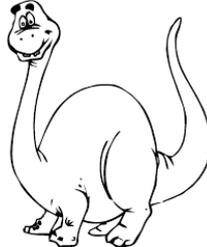
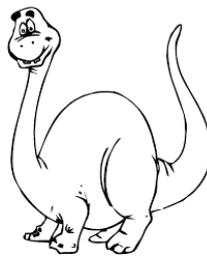
tigers

elephant

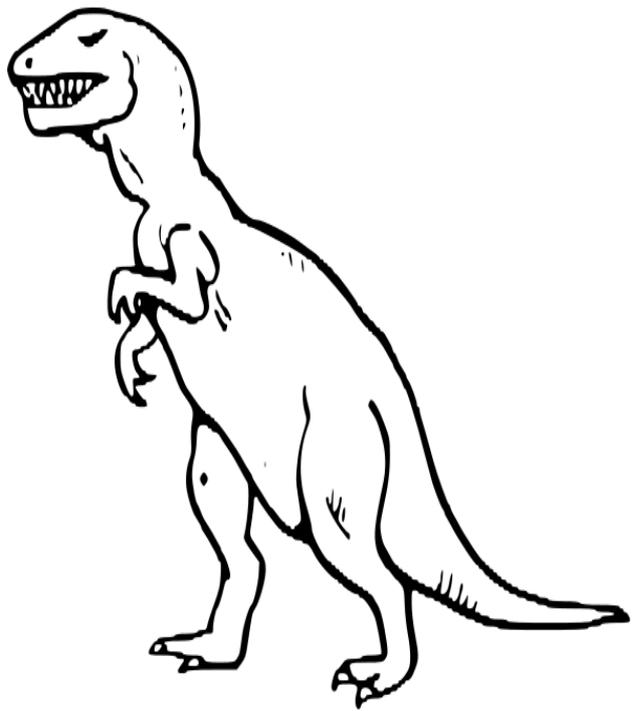
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Match the numeral to the letter to read a message about this dinosaur.

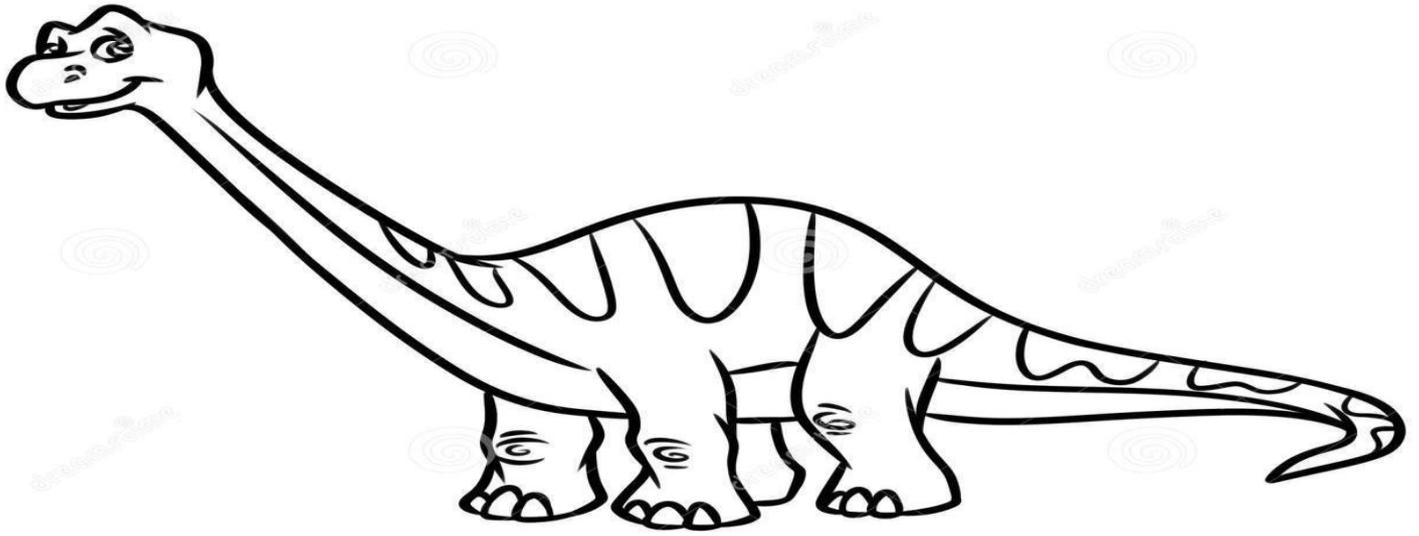


a = 26	b = 25	c = 24	d = 23	e = 22
f = 21	g = 20	h = 19	i = 18	j = 17
k = 16	l = 15	m = 14	n = 13	o = 12
p = 11	q = 10	r = 9	s = 8	t = 7
u = 6	v = 5	w = 4	x = 3	y = 2
z = 1				

19 22 15 18 16 22 8 7 12

22 26 7 14 22 26 7 .

Match the numeral to the letter to read a message about this dinosaur.



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7 19 18 8 23 18 13 12 8 26 6 9

18 8 26 19 22 9 25 18 5 12 9 22.

Use the code to write a message. Swap your message with a friend to decode.

a = 26	b = 25	c = 24	d = 23	e = 22
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