

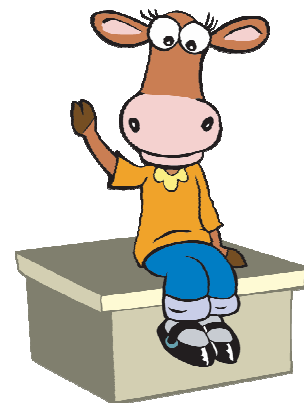
Edmark House Series

Millie's Math House, Bailey's Book House,
Sammy's Science House, Trudy's Time and Place House

HMHLT Tech Support
schoolsupport@riverdeep.net
Phone: 888-327-2906



Cynthia Higgins
Educational Consultant
higginsc@palmbeach.k12.fl.us




MILLIE'S MATH HOUSE ACTIVITY SCREEN

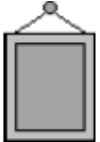
- Little, Middle, and Big – *Concept of Measurement*
- What's My Number? – *Process of Computation*
- Cookie Factory – *Quantitative Reasoning*
- Alien Astronauts – *Sorting by Attributes*
- Select to Exit




- Mouse House – *Geometric Concepts*
- Number Machine – *Concept of Numbers*
- Bing and Boing – *Pre-Algebra*
- Build-A-Bug – *Numeric Concepts*
- Paint by Numbers – *Number Concepts*




Hear Questions



Explore



Print




Go Back to Main Room

BAILEY'S BOOK HOUSE ACTIVITY SCREEN

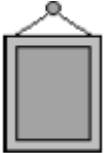
- Edmo and Houdini – *Word Recognition*
- Letter Machine – *Phonics*
- Silly Songs – *Phonics*
- Compound Hound – *Word Building*
- My Friend – *Vocabulary Development*
- Select to Exit




- Make-A-Story – *Comprehension*
- Three-Letter Carnival – *Phonics*
- Read-A-Rhyme – *Phonemic Awareness*
- Kid Cards – *Written Expression*




Hear Questions



Explore



Print



Go Back to Main Room

SAMMY'S SCIENCE HOUSE ACTIVITY SCREEN

Acorn Pond –
Living Organisms

Workshop –
Systems

Sorting Station –
Differentiation

Recycle It! –
Natural Resources


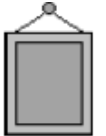


Select to Exit



Create-A-Critter –
Animals

Weather Machine –
Change/Weather

Make-A-Movie –
Change/Properties

			
Hear Questions	Explore	Print	Go Back to Main Room

TRUDY'S TIME & PLACE HOUSE ACTIVITY SCREEN

Earth Scout –
Geography

Time Twins –
Telling Time

All Around Town –
Neighborhood

Select to Exit







Calendar Clock –
Time Measurement

Cultural Festival –
World Cultures

Symbol Sandbox –
Mapping Skills

Jellybean Hunt –
Mapping Skills

			
Hear Questions	Explore	Print	Go Back to Main Room

MILLIE'S MATH HOUSE - SCOPE AND SEQUENCE

ACTIVITY	SIMPLE LEARNING OBJECTIVE	DETAILED LEARNING OBJECTIVE(S)	GRADE RANGE
Number Machine	Concept of Numbers	Expand vocabulary of size words	PK - 1
		Compare the length of objects by making direct comparison with reference objects	PK - 1
		Identify relative size of objects	PK - 1
Little, Middle and Big	Concept of Measurement	Discriminate between sizes of the same shape	PK - 1
		Match objects to outlines of their shapes	PK - 1
		Identify common geometric objects: circle, triangle, square, rectangle, and half circle	PK - 1
What's My Number	Process of Computation	Make sets containing 1 to 10 objects	PK - 1
		Subtract 1 from numbers up to 10	K - 1
		Determine the sum of 1 plus any number to 9	K - 1
Bing and Boing	Pre-Algebra	Recognize linear patterns involving shapes and symbols	PK - 1
		Complete linear patterns involving shapes and symbols	PK - 1
Cookie Factory	Quantitative Reasoning	See relationship of parts to whole	K - 1
		Recognize one-to-one correspondence between numerals and number of objects	K - 1
		Recognize numerals to 10	K - 1
Mouse House	Geometric Concepts	Understand that numerals represent specific quantities	PK - 1
		Recognize numerals from 1 to 30	PK - 1
Build-A-Bug	Numeric Concepts	Use one-to-one correspondence between objects and numerals in sequence	K - 1
		Create sets containing 1 to 20 objects	K - 1
		Use concrete materials to show numbers to 20	K - 1
Alien Astronauts	Sorting By Attributes	Sort objects into sets by attributes	K - 1
		Organize and display data using simple graphs	K - 1
		Read graphs and draw conclusions	K - 1
Paint By Number	Number Concepts	Matching Numerals	K - 1
		Skip count by 1's, 2's, 5's	K - 1

BAILEY'S BOOK HOUSE - SCOPE AND SEQUENCE

ACTIVITY	SIMPLE LEARNING OBJECTIVE	DETAILED LEARNING OBJECTIVE(S)	GRADE RANGE
Edmo & Houdini	Word Recognition	Identify positional relationships	K-1
		Use common prepositions	K-1
Letter Machine	Phonics	Identify upper-case letters	PK - K
		Identify lower-case letters	PK - K
		Match words with their initial letters	K - 1
Make-A-Story	Comprehension	Make correlations between words and objects	PK - K
		Build vocabulary about words that indicate character, setting, or events in stories	PK - 1
		Select characters and events to complete a story	PK - 1
Three-Letter Carnival	Phonics	Recognize onset and rime segments in a 3-letter word	K - 1
		Recognize rhyming words and word families	K - 1
		Select 3-letter words that begin with a particular consonant sound	K - 1
Read-A-Rhyme	Phonemic Awareness	Make correlations between words and objects	K - 2
		Recognize rhyming words	K - 2
Kid Cards	Written Expression	Understand that print and pictorial symbols carry meaning	PK - K
		Recognize that meaning is changed when words are changed	PK - 1
My Friend	Vocabulary Development	Make correlations between words and objects	K - 1
		Build vocabulary with adjectives	1 - 2
		Recognize that meaning is changed when words are changed	K - 1
Silly Songs	Phonics	Build vocabulary with words beginning with consonant blends	K - 2
		Recognize initial consonant blends	1 - 2
Compound Hound	Word Building	Build compound words	1 - 2
		Make correlations between words and objects, using compound words	1 - 2

SAMMY'S SCIENCE HOUSE - SCOPE AND SEQUENCE

ACTIVITY	SIMPLE LEARNING OBJECTIVE	DETAILED LEARNING OBJECTIVE(S)	GRADE RANGE
Sorting Station	Differentiation	Sort animals and plants by scientific classification	K - 1
		Sort animals and plants by attribute	K-1
Workshop	Systems	Construct whole objects from smaller parts	K - 1
Weather Machine	Change / Weather	Know simple weather-related vocabulary, corresponding symbols, and how weather relates to dress	K - 2
		Select appropriate variables to indicate key weather conditions	K - 2
Make-A-Movie	Change / Properties	Recognize change in physical properties	K - 2
		Apply logic to order pictures in series	K - 2
Acorn Pond	Living Organisms	Recognize seasonal changes	K - 1
		Identify animals by attributes and habitat	K - 1
Create-A-Critter	Animals	Recognize animals that have different types of body covering	PK - 1
		Know facts about animals and their habitats	PK - 1
Recycle It	Natural Resources	Can identify and sort items for recycling and for compost	K - 2

TRUDY'S TIME AND PLACE HOUSE - SCOPE AND SEQUENCE

ACTIVITY	SIMPLE LEARNING OBJECTIVE	DETAILED LEARNING OBJECTIVE(S)	GRADE RANGE
Earths cout	Geography	Demonstrate relationships between a globe and a world map	1 - 2
		Locate selected continents and oceans on the globe	1 - 2
Jellybean Hunt	Mapping Skills	Follow directions using relative directions (left, right, and forward)	K - 1
		Follow directions using cardinal directions	K - 1
Symbol Sandbox	Mapping Skills	Know the meaning of simple map symbols	K - 2
		Construct a map using simple map symbols	K - 2
Calendar Clock	Time Measurement	Know changes in weather occur from day to day and across seasons, affecting Earth and its inhabitants	K - 1
		Recognize differences in clock and calendar units	K - 1
		Connect time units and typical events in the real world	K - 1
Time Twins	Telling Time	Recognize and sequence numbers from 1 to 12	K - 1
		Recognize analog and digital clock equivalency	K - 1
		Tell time to the nearest hour, half-hour and quarter hour	K - 1
All Around Town	Neighborhood	Identify community helpers	PK - 1
		Identify places in a neighborhood and their purposes	PK - 1
Cultural Festival	World Cultures	Know some customs of various cultures around the world	K - 2

Sample of a Lesson Plan Available in HMHLT Resources

>Edmark House Series>Millie's Math House>Bing and Boing>Lesson Plan



Title: Bing and Boing

Grade: PK-1

Overview: Bing and Boing are bouncing pals who help students create, recognize, and complete patterns. These patterns are special: each is made of pictures that make their own sounds.

My Learning Objectives:

Complete linear patterns involving shapes and symbols

Recognize linear patterns involving shapes and symbols

DISCOVER MODE

1. Click Bing, the small green character, to enter Bing & Boing from the Main Room.
2. Click from one to three pictures to try in a pattern; for example: star, duck, pig icons. If you click more than three, the new choices replace the original ones.
3. Click Bing. Bing repeats the pattern you created and then hops along, playing the pattern for you to hear. Create and play as many patterns as you like.

QUESTION AND ANSWER MODE

1. Click the character in the picture frame to enter the Question and Answer Mode.
2. Click Boing when you are ready to watch and listen. Boing starts to play a pattern. Can you help finish it? (Click Boing to see and hear the pattern again.)
3. Click the picture you think comes next.
 - If you are right, Boing completes and plays the pattern.
 - If you make a mistake, Boing stops and asks you to try again.Try different patterns as long as you like. Just click Boing each time you want to play.
4. Click the button with three objects for patterns with up to five parts.
5. Click the empty picture for the Discover Mode, or click Millie to return to the Main Room.