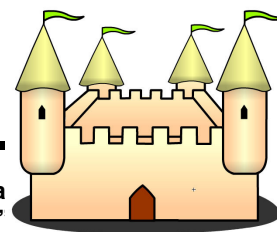




Sample Lesson Plan The Big Bus Module: Spelling Castle



Title

Using *The Big Bus Spelling Castle* to practise and reinforce various spelling rules.

Introduction

This Module consists of four topics each with of four games, each game will have 10 words selected from the "National Literacy Strategy Spelling bank, a total of 16 games with 160 words.

In this lesson

Age Range: 7 – 11 years

Lesson Plan

Learning objectives

Having completed this module most children will have developed their ability to spell words using the following rules:

1. How the spellings of verbs alter when ing is added
2. To investigate and identify basic rules for changing the spelling of nouns when s is added.
3. To investigate and read words with silent letters.
4. To use prefixes to generate new words from root words

All words are taken from National Literacy Strategy KS 2 Spelling bank

Technical preparation

Install the CD-ROM on to the computer. If you are presented with a choice of Worlds to visit select Bo Bear's World, Adventurers' World or Explorers' World as appropriate.

If you are in Adventurers' World or Explorers' World, open the Information Booklet index and scroll through the available modules to find the module. Select **Spelling Castle**.

Previous experience

Knowledge of the letters of the alphabet and their sounds will help the children gain the maximum benefit from this module.

Introducing the module

Gather the children around a large computer monitor or interactive whiteboard.

The scene is Bo Bear different "Hot spots" character who comes forward to reveal a word.

A character presents the word and the child is asked to rewrite the word in another form. Upon correctly writing the new word on-screen, the character looks very pleased and the new word is presented in a sentence to help explain its use in context.

After the initial demonstration, and if more than one computer is available, the children could now break into working groups and undertake the module for themselves.

Allow the children about 20 minutes to complete each spelling game, and then gather them back together to discuss how they got on.

All the objects can be prepared with a final printed report of the child's activities and answers.

Classroom management

A single classroom computer running *The Big Bus*, using a large monitor or interactive whiteboard, is an effective whole-class teaching resource. Introduce the module to the whole-class before pupils break into their groups.

If you have access to a computer suite this module can be completed as a whole-class lesson.

If you have access to only one or two computers, pupils will need to complete the module on a rotational basis.

Duration

Each group of children will require approximately 20 minutes of computer time per topic. The teacher introduction and follow-up time will take approximately 10 minutes and 10 minutes respectively.

Differentiation

More able children can be challenged to complete as many games as possible in the time allowed. The games allow for appropriate challenges to be set for a

wide range of abilities as the spelling rules get progressively more difficult.

Extending the module

Pupils could practice the rules using different words given by the teacher. They could also write sentences using the words showing their own understanding.

Curriculum Information

The National Curriculum in England for English (KS2)

En3: 4c, 4g, 4i

The Scotland 5-14 Guidelines for English Language

Writing: Level C, D

The Northern Ireland Curriculum for English (KS2)

Writing:

The National Curriculum in Wales for English (KS2)

Writing: 6.1, 6.3

Topic 1: National Literacy Framework

Objective - Year 3

Recognise a range of prefixes and suffixes, understanding how they modify meaning and spelling, and how they assist in decoding long complex words.

Year 4 - Know and apply common spelling rules.

The four games are:

1. Most words just add "ing".
2. Words ending in "e" where the drop the "e" is dropped to add "ing".
3. Words with a short vowel – double the final letter before adding "ing".
4. Spell the verb of this noun.

Topic 2: National Literacy Framework

Objective -Year 4

Know and apply common spelling rules.

The four games are:

1. Most words, including these that finish with "e", just add "s".
2. Add "es" if the word ends in a hissing/buzzing/shushing sound.
3. Words ending in "y", add "s" if the final letter is preceded by a vowel. If not, change the "y" to "i" and add "es".
4. Spell the plural of these words.

Topic 3: National Literacy Framework

Objective -Year 4

Know and apply common spelling rules.

The four games are:

1. Words with a silent "k" or silent "g".

2. Words with a silent "w" or silent "h".
3. Words with a silent "b" or silent "l".
4. Mixed words - a selection from all three lists using unused words

Topic 4: National Literacy Framework

Objective - Year 3

Recognise a range of prefixes and suffixes, understanding how they modify meaning and spelling, and how they assist in decoding long complex words.

Year 4 - Know and apply common spelling rules.

The four games are:

1. Words with prefixes "re", "de", "anti", "bi" and "contra".
2. Words with prefixes "in", "ab", "pre", "non" and "inter".
3. Words with prefixes "ex", "un", "sub" and "mis".
4. More words with prefixes

Characters:

- The King – character from Bo Bear's World
- The Queen – character from Bo Bear's World
- Bo Bear in armour
- The White Knight
- The Princess
- The Dark Prince
- The Fool
- The Moat Monster
- The Dragon
- The Guard

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