



## Measurement 1

**Measurement 1** is designed to provide a firm basis in the principles of measurement. The program introduces how to make basic measurements using non-standard units. Helpful audio instructions and help buttons ensure that students will navigate these activities easily and with confidence. Students will be motivated to succeed by a series of colorful pictures and sounds as their rewards. The program teaches skills by using a wide variety of multi-sensory activities. Both metric and standard systems of measurement are covered, along with American and Canadian money. **Measurement 1** was developed by experienced teachers to introduce the world of measurement to young students.

## Targeted Skills

- Understand names and values of coins and add money up to one dollar.
- Understand days of the week and months of the year and put them in order.
- Understand names and order of the seasons, along with their basic properties.
- Understand the passage of time and relate it to the duration of certain familiar activities.
- Read analog clocks to the hour and half-hour.
- Understand concepts like warmer, colder, hot, cold and relate these concepts to daily activities and common hobbies.
- Understand concepts like bigger, biggest, shorter and shortest.
- Measure and compare the height, length, perimeter, area, capacity, volume and mass of objects by using non-standard units.

## Teacher Dashboard

The Teacher Dashboard tracks student progress throughout each program and records the percentage score for every activity completed. This feature provides an overview of how well a student is progressing and allows the teacher to identify strengths and weaknesses.

- Records students' results automatically as they work.
- Prints reports quickly and easily for sharing with parents and staff.
- Provides summary reports by subject or detailed reports by activity.
- Allows teachers to print reports for individual students or an entire class.
- Stores student marks in one central location for all programs.

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## Program Outline

The program is broken down into 7 main units, which can all be accessed from the main menu. On the following pages, each of these different units are broken down. The main menu units are:

1. Money
2. Days, Months, Seasons
3. Telling Time
4. Temperature
5. Length & Height
6. Perimeter, Distance & Area
7. Capacity, Volume & Mass

# Measurement 1

## 1 - Money (both American & Canadian options)

ACTIVITY NAME	INSTRUCTION	REQUIRED SKILLS
<b>Match the Coins</b>	Click on the coin that matches the coin at the top.	Name individual coins up to one dollar.
<b>Coin Match</b>	Click on the coins that match the first coin in each row.	
<b>Hear &amp; Match</b>	Click on the picture that matches the word you hear.	
<b>Count the Coins</b>	Count the pennies, nickels, dimes and quarters that you see.	
<b>What's It Worth?</b>	How much is the money worth?	Understand value of individual coins up to one dollar.
<b>Coin Value Match</b>	Click on the coins on the right side that match the value of the coins on the left side.	
<b>Coin Memory</b>	In this memory game, turn over tiles to match each coin with its value.	
<b>Counting Money</b>	Match the amount of the coin above with a group of coins from below.	Count coins up to one dollar.
<b>Piggy Bank</b>	Click on the piggy bank that has the largest amount of money in it.	

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## 2. Days, Months, Seasons

UNIT	ACTIVITY NAME	INSTRUCTION	REQUIRED SKILLS
Days / Months	<b>Word Match (Days)</b> <b>Word Match (Months)</b>	Click on the days of the week / months that match from each column.	Understand the days of the week and place them in order.  Understand the months of the year and place them in order.  Understand how to read a calendar.
	<b>Type the Days</b> <b>Type the Months</b>	Type the day of the week / month you see.	
	<b>Flash Cards (Days)</b> <b>Flash Cards (Months)</b>	Click on the day of the week / month that matches the day / month you see.	
	<b>Word Games (Days)</b> <b>Word Games (Months)</b>	1. Find the matching words to see a hidden picture. 2. Match the jumbled days of the week / months with the words on the left.	
	<b>Find the Day</b> <b>Find the Month</b>	Click on the correct day of the week / month that you hear.	
	<b>Number the Days</b> <b>Number the Months</b>	Click on the number for the day of the week / month you hear.	
	<b>Match the Days</b> <b>Match the Months</b>	Click on the day of the week / month that answers each question you hear.	
	<b>Order the Days</b> <b>Order the Months</b>	Put the days of the week / months in order.	
	<b>Calendar Games</b>	Type the answer for each question about calendars.	
	<b>Which Month</b>	Type the answer for each question.	

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## 2 - Days, Months, Seasons (continued)

UNIT	ACTIVITY NAME	INSTRUCTION	REQUIRED SKILLS
Seasons	<b>Match Season I</b>	Click on the season which matches the picture.	Understand names and order of seasons.  Understand basic properties of seasons (eg. winter is cold, summer is hot).
	<b>Match Season II</b>		
	<b>Pick the Season</b>	Click on the picture that matches the season that you hear.	
	<b>Match the Seasons</b>	Click on the season that answers each question.	
	<b>Which Season is the Best Match?</b>	Click on the season that would best match the words you hear.	
	<b>Concentration</b>	Match the words with their pictures.	

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## 3 - Telling Time

ACTIVITY NAME	INSTRUCTION	REQUIRED SKILLS
<b>Which Takes Longer?</b>	Name the activity which takes longer to complete.	Understand the passage of time and relate it to the duration of certain familiar activities.
<b>Order the Events</b>	Put these events in order.	Order pictorial sequences of events.
<b>Building a Clock</b>	Type the numbers in the order they appear on the face of a clock.	Read analog clocks to the hour and half-hour.
<b>By the Hour</b>	Click on the correct time to match the clock.	
<b>By the Half-Hour</b>		
<b>What Time is It?</b>		
<b>What Time Do You Hear?</b>	Click on the clock that matches the time you hear.	
<b>Match the Clock</b>	Click on the clock that matches the time on the left.	
<b>Match the Time</b>	Match the written time with its digital notation.	Read time when written digitally and as "o'clock."
<b>Concentration</b>	Match the written times with the clocks.	

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## 4 - Temperature

ACTIVITY NAME	INSTRUCTION	REQUIRED SKILLS
<b>Temperature &amp; You</b>	Various questions relating to concepts like warmer, colder and appropriate activities for these conditions.	<p>Understand concepts like warmer, colder, hot, cold.</p> <p>Relate these concepts to daily activities and common hobbies.</p>
<b>Coldest to Hottest</b>	Put the pictures in order from coldest to hottest.	
<b>Hot Or Cold Items</b>	Click on the objects that would be used in winter and summer.	
<b>Is It Hot or Cold?</b>	Listen to the word you hear and decide whether it belongs in the Hot or Cold category.	
<b>Hot Times, Cold Times</b>	Various questions about which clothing items would be appropriate at different temperatures.	

## 5 - Length & Height

ACTIVITY NAME	INSTRUCTION	REQUIRED SKILLS
<b>True or False?</b>	Answer the following questions by clicking on the check or the x.	<p>Compare height of objects.</p> <p>Understand concepts like bigger, biggest, shorter and shortest.</p>
<b>Tallest or Shortest</b>	Click on the tallest or shortest.	
<b>Order the Pictures</b>	Click on the pictures from shortest to tallest.	
<b>What is the Height</b>	Measure objects using non standard units.	<p>Measure the height and length of objects by using non-standard units.</p>
<b>Measure the Height</b>		
<b>What is the Length</b>		
<b>Measure the Length</b>		

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## 6 - Perimeter, Distance & Area

ACTIVITY NAME	INSTRUCTION	REQUIRED SKILLS
<b>Count the Perimeter in Objects</b>	Count the number of objects around each shape.	Measure perimeter in non-standard units.
<b>Count the Perimeter in Squares</b>	Count the number of units around each shape.	
<b>Fill the Picture</b>	How many squares would you need to color in to cover up this object?	Measure area in non-standard units.
<b>Count the Squares</b>	How many squares does this shape cover?	
<b>Area or Perimeter</b>	Click on the correct shape that shows area or perimeter.	Understand difference between perimeter and area.
<b>Count Your Goodies</b>	How many objects does it take to get from point A to point B.	Measure distance in non-standard units.
<b>Count the Distance</b>	Following the red path, how many sides does it take to get from point A to point B?	

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## 7. Capacity, Volume & Mass

ACTIVITY NAME	INSTRUCTION	REQUIRED SKILLS
<b>Fill it Up</b>	Click the objects on the left to fill the containers on the right. How many did it take to fill?	Measure capacity using non-standard units.
<b>Water Jugs</b>	Click on the water jug that has the most / least / is full / is empty?	Compare capacities of various objects.
<b>Order the Water Jugs</b>	Click on jugs in order from the least water to the most water.	
<b>Yes or No</b>	Various questions about real life applications of capacity, volume and mass.	Apply concepts of capacity, volume and mass to basic real life situations.
<b>Use the Scale</b>	Which object on the scale weighs more?	Use a tipping scale to measure which object weighs more.
<b>Which Weighs More?</b>	Which of these objects weighs more?	Estimate and compare the masses of various familiar objects.
<b>Heavy and Light Items</b>	Click on the lightest and heaviest objects.	
<b>Order the Weight</b>	Click on the objects in order from the lightest to the heaviest.	Estimate and order the masses of various familiar objects.