

Interactive Skill Activities by Grade Level

I. Kindergarten

A. Shapes

1. [Kinderweb](#) - Interactive educational games geared for the beginning of the school year or preschoolers. Students practice their colors and shapes. This site is completely audio so children can work at their own pace independently.
2. [Shape Match](#) - concentration style game
3. [Paint the Shapes](#) - A listening and following directions game identifying shapes and colors.
4. [Oochy goes to the Fair](#) - help him match shapes
5. [Shape and Color Match](#) - concentration style game
6. [Shape Match](#) - Drag and drop the shape on the correct match.

B. Colors

1. [Match Colors](#) - Concentration game style

C. Sorting

1. [Sorting by Size Activity](#) - An apple game that allows students to match apples to appropriate baskets. Shockwave required. Click on Let's Go! Great to use for Mouse Skills
2. [Sorting by Size](#) - Sort by shortest and tallest to go under the Limbo Stick
3. [Sort Elmo's Laundry](#) - Sort by one category at a time.
4. [Sort Oscar's Trash](#) - Click on the object, then click where it belongs.
5. [Zoe's Pet Shelter](#) - Sort the dogs

D. Numbers Recognition

1. [Bunny Counting](#) - Click on the number on the right that equals the bunny count.
2. [Matching Numeral to the word](#)- Listen to the number that is said. Find the numeral that matches what you heard. Match the number with the right way to say it. Great for ESL.
(*Serious Warning! This site has started throwing up a large number of pop-up ads. Warn your students*)
3. [Number Recognition](#) - Audio given; Click on the number the rabbit says. Feedback given on wrong response.

E. Beginning Numeral Counting

1. [What number comes next](#) - Numeral ordering
2. [Number Matching](#) -Count objects and match the correct numeral to them.
3. [Count the Bananas](#) - Count the bananas Monkey eats.
4. Counting Stories
 - i. [Five Little Babies](#) - Audio provided
 - ii. [Six Little Teddy Bears](#) - Audio provided
 - iii. [Five Hungry Crocodiles](#) - Audio provided; interactive

F. Number Relationship-one to one numeral correspondence

1. [Count the Ants](#) - Count the ants and pick the number.
2. [Fish Alive](#) - Catch the amount of fish that is the same as the number.
3. [How Many](#) - Count items; click on the number that match the amount. 1-10.
4. [How Many](#) - 1-20
5. [Match Game](#)- Match numeral with objects

G. Number order

1. [Number order](#)- Click on the number that is missing.

2. [Connect the Dots](#) Number order up to 30. Boys will like this site. Connecting dots form cars.
3. [Counting Up](#)- What is the next number when counting up? Students click on the number that comes next, counting up.
4. [Counting Down](#) -What is the next number if counting down?
5. [Name that Numeral](#) - Click on number word that matches the numeral. 1-10
6. [The Number Game](#) - Read the number word and pick the number that matches. This game has 10 questions.

H. Beginning Money

1. [Identify pennies and dimes](#) -Sorting game. Drag and Drop mouse activity

I. Beginning addition

1. [Addition 1](#) is a simple math problem in addition for beginners using most-familiar fingers as manipulatives. Scroll to the bottom. Click on the PLAY button beside the name. Uses finger digits to add. Models for the students how to add on their fingers.
2. [Farm Addition](#) - Count the chicks and drag the number that tells how many. Caution: loads very slowly.

J. Patterns

1. [Patterning recognition](#)- find what comes next in the pattern.
2. [Patterning](#) - Cookie Monster has a line of groceries. What comes next?
3. [Patterning](#) - What comes next?

K. Beginning subtraction

1. [Subtraction Problems](#) - Small numerals. Subtract the numbers and click on the correct

L. Listening and following directions

1. [Can You Follow Directions?](#) - Tina will give you directions. Click on the pictures in the correct order.
2. [Frog Jump](#) - Player must pair like sounds to allow frog to jump from lily pad to lily pad to reach his home. Shockwave is needed. Click on the word play to start.
3. [Memory Match Game](#)- Click on the Ball to get to the games section. Select the letter A Find the matches.

M. Letter matching - upper/lower

- 1) [Alphabet Letter Match](#) - Match lower case with upper case letters.
- 2) [Alphabet Word Match](#) - Match lower case word with upper case word.
- 3) [Matching Letter Game](#)- Match lower case with upper case letter.
- 4) [ABCow](#) - Fill in the missing letters of the alphabet the cows have been eating! This is a keyboard exercise. The mouse is not used to select the letter.
- 5) [Match the Letters](#) - Find the letter that matches the letter on the right and type it.

N. Letter Order

- 1) [Order the letters](#) - Put the letters in alphabetical order.
- 2) [Find the Missing Letter](#) - This is not a mouse activity. Use the keyboard to fill in the missing letters of the alphabet.
- 3) [Alphabet Order](#) - Click and drag the letters in the correct order.
- 4) [Spring Bee](#) - Help the bees take the letter flowers back in the correct order.

O. Beginning letter recognition

1. [Alphabet Match](#) - Match capital to small letter. Find the Mommy (or Daddy) Kangaroo for each joey.

2. [Find the letter](#) - Audio provided; Rabbit names a letter for student to click on; feedback given for wrong response

P. Recognizing vowels

- 1) [Counting Vowels](#) - Can you discriminate between a consonant and a vowel?

Q Beginning phonics

- 1) [Bear Wear](#) - Help Bear get dressed by listening to the letter sound and selecting the shirt that matches the sound.
- 2) [Beginning Letter](#) - Click on a letter, then click on the pictures that begin with that letter. Audio included to name pictures.
- 3) [Begins With](#) - Click on items in a picture which begin with specific letters.
- 4) [Beginning Phonics](#) - Listen to the beginning sound that you select and find the pictures that start with that letter.
- 5) [Letters and Pictures](#) - Click on the objects that start with each letter of the alphabet shown on the left
- 6) [Phonemic Match](#) - Find the picture that starts like the picture the dog names. No letter naming required.
- 7) [Phonic Fighter](#) -Click on the picture that starts with the letter shown

R. Sequencing alphabet

- 1) [Alphabet Garden Activity](#) - Fill in the missing letter by clicking on the flower that has that letter. Very good activity for sequencing the alphabet.
- 2) [Phonic Fighter](#) -Click on the picture that starts with the letter shown..
- 3) [ABC Ordering](#) -Very good interactive audio activity that asks what letter comes next with immediate feedback.

S. Sounding our words

- 1) [Fuzzy Lion Ears](#) - Find the missing letter and click on it
You'll find partially-written words with accompanying pictures. As Leona presents each one, she'll say the word. Choose from three different letters to make the word. Click on the blue arrow to get started.
- 2) [Missing Letters](#) - Use the keyboard to type in the missing letter in the words. This is not a mouse activity.
- 3) [Sounding out Words](#) - Match the word with the picture.
Many, many selections
- 4) [Recognizing Blends at the beginning of words](#) - Match game
- find blend letters that match picture beginning sounds

T. Rhyming words

- 1) [Rhyming Words](#) - Many choices to select from. Click on the word that rhymes with the picture - Audio help is given.
- 2) [Rhyming Words](#) - Help Reggie find the words that rhyme.
- 3) [Rhyming Words](#) - Help Gus find rhymes to help him finish his song.
- 4) [Rhyming Words Match Game](#) - Click on the pictures that rhyme

U. Sequencing pictures

- 1) [Sequencing pictures in time order](#) - Drag the pictures into the correct sequence order. 3 sets of pictures.

V. Recognizing Dolch Words

- 1) [StoryTime](#) - Stories with Dolch words are read to student. Students can go back and reread the stories themselves. Stories can also be printed out for more reinforcement of words

W. Reading simple sentences

- 1) Sequencing Sentences - For beginner readers. By using your mouse, put the words in the sentence in order so Monkey can cross the bridge. You might want to secure some headphones before using this site