

# SMART-BEAR ADVENTURES



## Teacher Guide

Kindergarten – Grade 5+

Smart-Bear Adventures  
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## SMART-BEAR ADVENTURES

	<b>Kindergarten</b>
<b>Processes and Skills of Science</b>	<ul style="list-style-type: none"> <li>▪ Students develop observation skills as they follow along with Smart Bear Adventures.</li> <li>▪ Students may communicate questions or comments about Smart Bear Adventures.</li> </ul>
<b>Life Science</b>	<ul style="list-style-type: none"> <li>▪ Students observe the characteristics of living things by observing the bears and their natural surroundings.</li> </ul>
<b>Physical Science</b>	<ul style="list-style-type: none"> <li>▪ Have the class collaboratively write a list of the properties of one of the objects found in Smart Bear Adventures Read and Reward activity centre. Students then illustrate the object so that it matches the list of properties.</li> </ul>
<b>Language Arts</b>	<ul style="list-style-type: none"> <li>▪ Students further develop their vocabulary by following along with Smart Bear Adventures.</li> <li>▪ Use the read along technology to help students demonstrate an understanding of left to right movement in reading</li> <li>▪ Students may predict unknown words by using picture clues.</li> </ul>
<b>Earth Science</b>	<ul style="list-style-type: none"> <li>▪ Students develop an awareness of black bear surroundings.</li> </ul>
<b>Creativity</b>	<ul style="list-style-type: none"> <li>▪ Students may work collaboratively to develop a picture using Smart Bear Adventures Read and Reward Stamps.</li> <li>▪</li> </ul>
<b>Technology</b>	<ul style="list-style-type: none"> <li>▪ Students become familiar with the basic features of the computer.</li> </ul>
<b>Social Development</b>	<ul style="list-style-type: none"> <li>▪ Use “Smart-Bear Read + Play” to create short plays for the classroom.</li> </ul>

## SMART-BEAR ADVENTURES

	<b>Grade 1</b>
<b>Processes and Skills of Science</b>	<ul style="list-style-type: none"> <li>▪ Students communicate the activities performed by the bears upon leaving their den and how the bears must prepare themselves for their next hibernation. Combine students' observations to create a flow chart of the bear's life cycle.</li> </ul>
<b>Life Science</b>	<ul style="list-style-type: none"> <li>▪ Discuss the bears' needs in order to survive.</li> </ul>
<b>Physical Science</b>	<ul style="list-style-type: none"> <li>▪ Have students move like a bear to explore the differences in force and motion.</li> </ul>
<b>Language Arts</b>	<ul style="list-style-type: none"> <li>▪ Develop a spelling list using vocabulary from Smart Bear Adventures, which students will practice spelling.</li> <li>▪ Use the words from the spelling list to have students create simple sentences.</li> <li>▪ Use "Smart-Bear Read + Play" to encourage fluent reading skills</li> </ul>
<b>Earth Science</b>	<ul style="list-style-type: none"> <li>▪ Students can observe the daily and seasonal changes.</li> </ul>
<b>Creativity</b>	<ul style="list-style-type: none"> <li>▪ Have students draw an illustration depicting the events described in the flow chart, created to chart the bears' life cycle.</li> <li>▪</li> </ul>
<b>Technology</b>	<ul style="list-style-type: none"> <li>▪ Students become familiar with the basic features of the computer.</li> </ul>
<b>Social Development</b>	<ul style="list-style-type: none"> <li>▪ Have the students act out the scenes in "Read + Play"</li> </ul>

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	<b>Grade 2</b>
<b>Processes and Skills of Science</b>	<ul style="list-style-type: none"> <li>▪ Students may interpret their observations by discussing what the bears might be feeling, thinking, seeing, or smelling.</li> </ul>
<b>Life Science</b>	<ul style="list-style-type: none"> <li>▪ Students may observe animal growth and changes as well as why growth and change is necessary.</li> </ul>
<b>Physical Science</b>	<ul style="list-style-type: none"> <li>▪ Discuss the properties of matter by describing the size, shape, smell, colour, and texture of each of the read and reward stamps. Have students record the properties of each object.</li> </ul>
<b>Language Arts</b>	<ul style="list-style-type: none"> <li>▪ Students may create a simple descriptive poem related to one of the read and reward stamp objects using their list of adjectives created to discuss properties. They may then illustrate the object they chose to write about.</li> <li>▪ Students may read along with Smart Bear Adventures, developing their ability to become increasingly fluent and independent.</li> </ul>
<b>Earth Science</b>	<ul style="list-style-type: none"> <li>▪ Discuss the importance of air water and soil to all life including the bears.</li> </ul>
<b>Creativity</b>	<ul style="list-style-type: none"> <li>▪ Have students create several pictures using read and reward technology, which tell a story.</li> </ul>
<b>Technology</b>	<ul style="list-style-type: none"> <li>▪ Students become familiar with the basic features of the computer.</li> </ul>
<b>French</b>	<ul style="list-style-type: none"> <li>▪ Use the “Smart-Bear Read + Play” bilingual reader to encourage reading in context.</li> <li>▪ Encourage students to perform the short plays in French</li> </ul>

	<b>Grade 3</b>
<b>Processes and Skills of Science</b>	<ul style="list-style-type: none"> <li>▪ Have students develop a list of questions regarding bears, which they will research in the library so they may later compare answers, from which they may develop a brief report.</li> </ul>
<b>Life Science</b>	<ul style="list-style-type: none"> <li>▪ Discuss Growth and changes in plants.</li> </ul>
<b>Physical Science</b>	<ul style="list-style-type: none"> <li>▪ Collect materials from outside to allow students to construct a den to develop their understanding of materials and structures.</li> </ul>
<b>Language Arts</b>	<ul style="list-style-type: none"> <li>▪ In a group of 3 or 4 students may write a script that tells the story of Smart Bear Adventures.</li> </ul>
<b>Creativity</b>	<ul style="list-style-type: none"> <li>▪ Students may act out their script in front of the class</li> </ul>
<b>Technology</b>	<ul style="list-style-type: none"> <li>▪ Students become familiar with the basic features of the computer.</li> </ul>
<b>English French</b>	<ul style="list-style-type: none"> <li>▪ Use the “Smart-Bear Read + Play” bilingual reader to encourage reading in context.</li> <li>▪ Encourage students to perform the short plays in French and English</li> </ul>

	<b>Grade 4</b>
<b>Processes and Skills of Science</b>	<ul style="list-style-type: none"> <li>▪ Brainstorm a list of predictions with the class as to what the bear’s next adventure might be.</li> </ul>
<b>Life Science</b>	<ul style="list-style-type: none"> <li>▪ Discuss and create a model of bear habitat.</li> </ul>
<b>Language Arts</b>	<ul style="list-style-type: none"> <li>▪ Using the list of predictions created to brainstorm what the bears’ next adventure might be students write a continuing story to Smart Bear Adventures.</li> </ul>
<b>Earth Science</b>	<ul style="list-style-type: none"> <li>▪ Students observe the weather and how it affects the bears in the following seasons.</li> </ul>
<b>Creativity</b>	<ul style="list-style-type: none"> <li>▪ Have students write a short story about the effects of the weather on bears. Have the students do some research on the weather in order to incorporate facts into their story.</li> </ul>
<b>Technology</b>	<ul style="list-style-type: none"> <li>▪ Students become familiar with the basic features of the computer.</li> </ul>
<b>English French</b>	<ul style="list-style-type: none"> <li>▪ Use the “Smart-Bear Read + Play” bilingual reader to encourage reading in context.</li> <li>▪ Encourage students to perform the short plays in French and English</li> </ul>

<b>Matrix of Learning Outcomes K-7 Smart Bear Adventures Vol. 2</b>			
<b>Learning Outcome</b>			
<b>Teacher Training Tool</b>			
Integration of technology	Teacher tools to communicate	<ul style="list-style-type: none"> <li>▪ Read through Smart Bear Adventures with the class through use of an overhead projector.</li> <li>▪ Allow students to Explore Smart Bear Adventures on their own through use of a computer lab.</li> </ul>	Encourage students to learn independently or to develop their ability to follow along.
	Art	<ul style="list-style-type: none"> <li>▪ Encourage students to read with the promise of read and reward stamps.</li> </ul>	Help Students explore their creative expression.
	Computer Skills	<ul style="list-style-type: none"> <li>▪ Students use the computer mouse.</li> <li>▪ Students may save their file.</li> </ul>	Help students develop confidence while working with computers.
	Language Arts English French	<ul style="list-style-type: none"> <li>▪ Students act out plays in English and French</li> </ul>	Use the “Read + Play” Reader to reinforce second language



### **Using Read + Play**

“Read + Play” is dialogue from the Magic Binoculars in Smart-Bear Adventures. The dialogue reinforces the concepts in the story. You may use this booklet as a Reader or as a script to encourage classroom participation.

### **Teacher Prep:**

Download and distribute Smart-Bear Adventures Bear “Read + Play” activity pages or find the “Fun” folder on the CD-ROM

Distribute “Read + Play” readers to class.

### **Grades K-5**

- Have students go through the Smart-Bear Adventures CD in either English or French
- Divide class into three to six groups
- Have students cut out and color appropriate props
- Have each group act out the three scenes in that story

To introduce a second language, have students go through the Smart-Bear Adventures CD in another language – ie. French and use the French “Read + Play.”

It’s easy to follow along in the English version and to refer back to the CD for assistance with the dialogue.

### **Extending the experience:**

- Record the play on a camcorder or use a series of digital photos
- Edit the scenes with **iMovie**
- Upload the projects to the Internet using **10 Minute Publisher Web-Lite**

### **Assessment:**

- Have students write a review
- Share with parents, friends and the community

<p align="center"><b>Matrix of Learning Outcomes K-7</b>  <b>Smart Bear Adventures Vol. 3</b>            Hideaway</p>			
<p align="center"><b>Learning Outcome</b></p>			
<p><b>Teacher Training Tool</b></p>			
Integration of technology	Teacher tools to communicate	<ul style="list-style-type: none"> <li>Use the words in the activity center of Volume 3 to create phrases describing a scene. Mouse over the words to hear the phrase read back.</li> </ul>	Encourage students to learn independently or to develop their ability to follow along.
	Art	<ul style="list-style-type: none"> <li>Volume 3 adds vocabulary. Encourage students to read with the promise of read and reward stamps.</li> </ul>	Help Students explore their creative expression.
	Language and Computer Skills	<ul style="list-style-type: none"> <li>Students use the computer mouse to choose from more than 100 common words.</li> <li>Students may save their file and print their stories.</li> </ul>	Help students develop confidence while working with computers.