




Foundation Phase Integrated Interactive Digital Lessons


Grade I
Term I


Maths


 **Game: Order from smallest to greatest**
Term 1, Week 1, Days 1–4
LB pages 6–9
Integrates with C&R and Life Skills


 **Game: Numbers**
Term 1, Week 2, Days 1–2;
Week 5 Days 1–2;
Week 7 Days 1–2,
LB pages 10, 22, 30
Integrates with C&R and Life Skills


 **Activity: Number lines**
Term 1, Week 4, Days 1–2
LB pages 18–19; Week 7
Days 3–4 LB pages 32–33
Integrates with C&R

 **Activity: Solve problems**
Term 1, Week 10, Days 1–2
LB pages 42–43
Integrates with C&R and Life Skills


 **Activity: The weather**
Term 1, Week 9, Days 1–3
LB pages 33–35


 **Game: Let's play hopscotch!**
Term 1, Week 8, Day 5
LB page 31
Integrates with Maths and C&R


 **Activity: What do you see?**
Term 1, Weeks 1–4,
LB pages 6–14
Integrates with Maths and C&R


 **Activity: Do you know your number?**
Term 1, Week 1, Day 2
LB page 7
Integrates with Maths and C&R

Coding and Robotics

 **Game: Let's move like a Robot!**
Term 1, Lesson 5
LB pages 14–15
Integrates with Maths and Life Skills

 **Activity: Patterns**
Term 1, Lessons 1–2
LB pages 6–9
Integrates with Maths and Life Skills

 **Game: Directions**
Term 1, Lesson 6
LB pages 18–19, 21
Integrates with Maths and Life Skills

 **Activity: Sequences and patterns**
Term 1, Lessons 3–4
LB pages 10–13
Integrates with Maths and Life Skills

Special instructions for Do you know your number?

- Enter 10 numbers (no more, no less)
- Green button gives ring tone
- Red button resets activity

Life Skills

