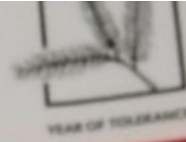
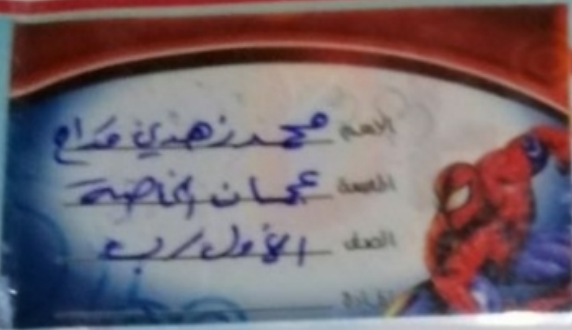




UNITED ARAB EMIRATES
MINISTRY OF EDUCATION



YEAR OF TOLERANCE

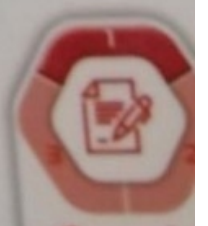


أحمد محمد زهدي عزام
أحمد عثمان بن هادي
الملك الأولاد



SIGN AND TECHNOLOGY

Activities



Grade
01

Table of Contents

UNIT 1 Design

8

Shapes10

Basic shapes 10

Creating with shapes..... 13

STEM engineering process.....17

Designing your dream house..... 17

IMPROVE..... 23

Problem-solving24

IMPROVE..... 31

Unit assessment32

Teacher's evaluation33



UNIT 1

Design





Fill in the letters with matching colors

M

Mathematics



A

Art



E

Engineering



R

Reading



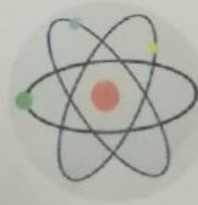
T

Technology



S

Science



Shapes

Basic shapes

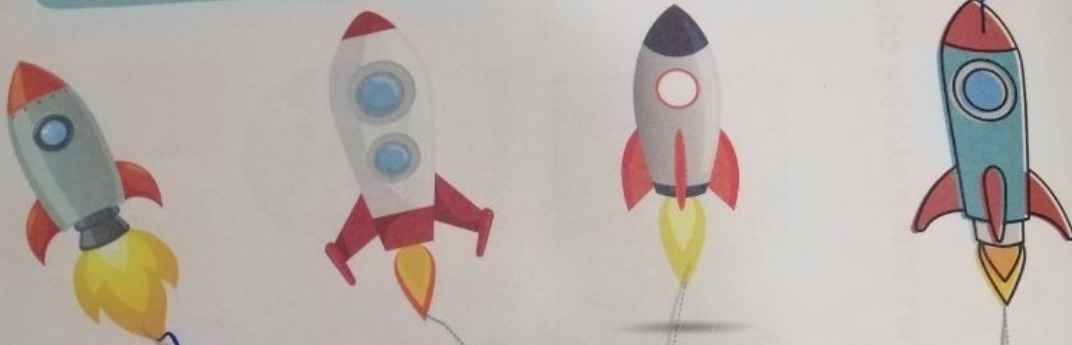
9/18



Activity 1

Cutting practice

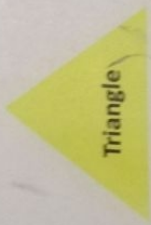
Cut along the dotted lines.



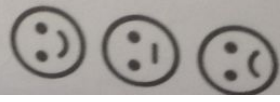
Activity 2

Cutting and matching

Cut along the dotted lines. Stick the pictures next to its shape.



sq	are
rec	angle
tri	cle
ov	a



S
T
R
E
A
M



Creating with shapes



Activity 3

Cut, sticking and counting

Finish the picture. Cut and stick the shapes.
Count the shapes. Write the number.

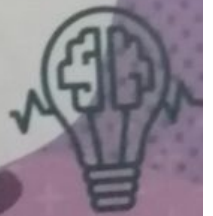
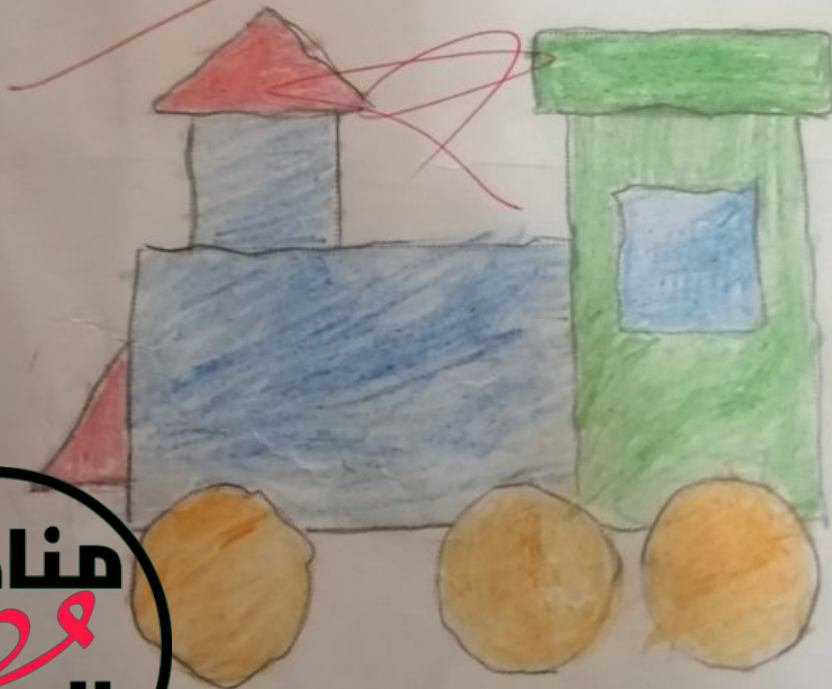
My train:

My train has 2 triangles.

My train has 2 squares.

My train has 2 rectangles.

My train has 3 circles.



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S T R E A M





Activity 4

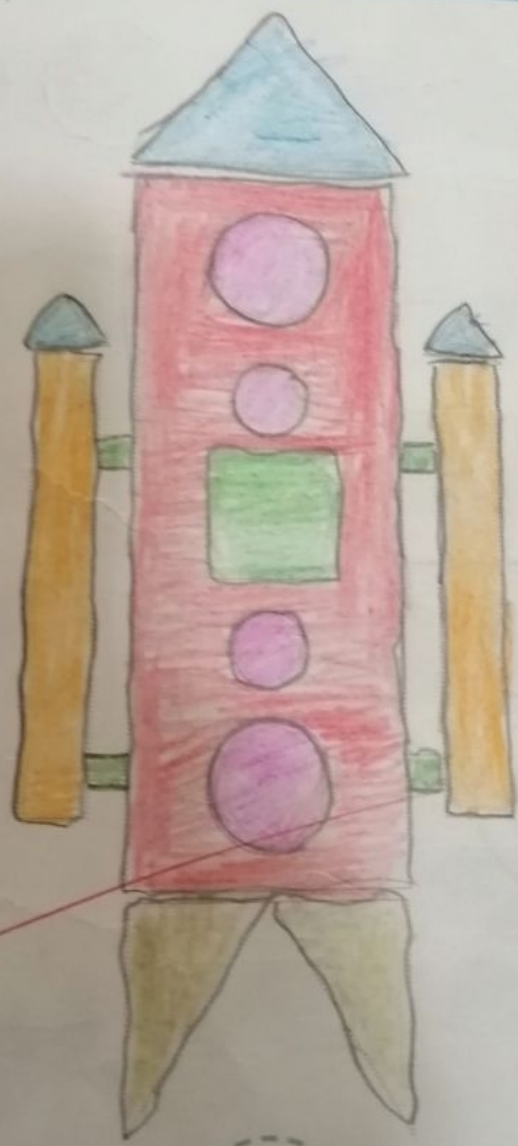
Cutting, pasting and counting

243

Finish the picture. Cut and stick the shapes. Count the shapes. Write them.



S
T
R
E
A
M



STEM engineering process

(9 + 1)

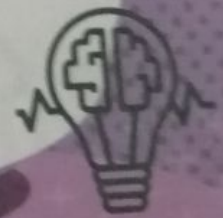
Designing your dream house



Activity 5

Design your dream house. Follow the engineering process. Use shapes.

Look at some pictures of houses.





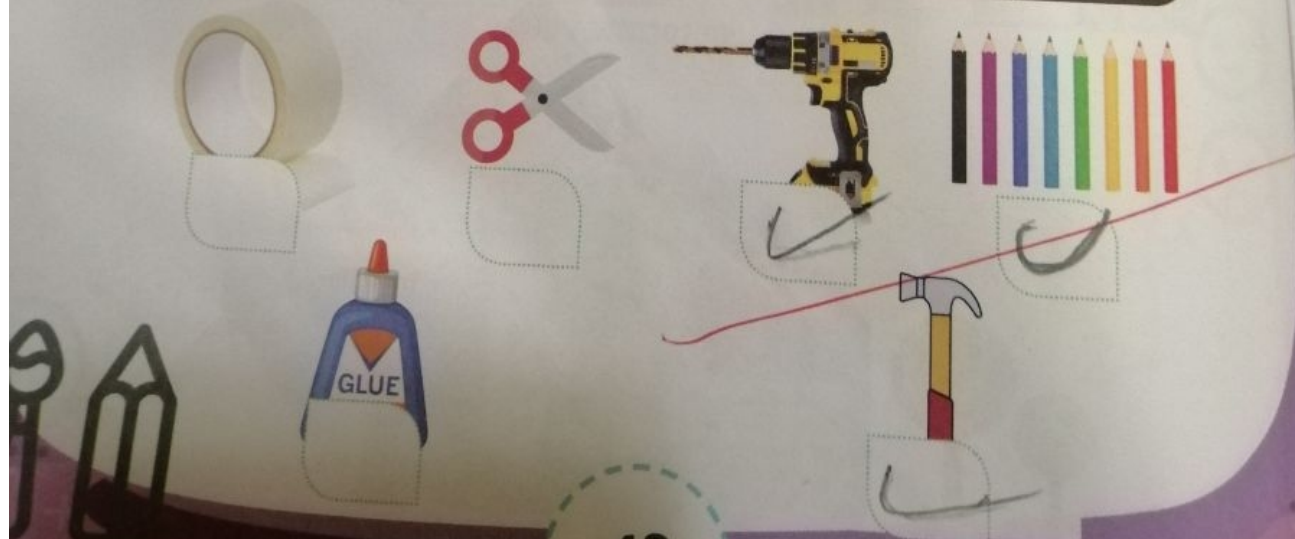
Answer the questions.

ASK

1. Which house do you want to make?

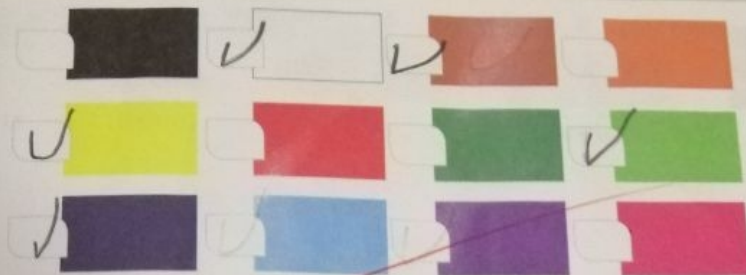


2. Which tools will you use?



IMAGINE

1. Which colours will you use?

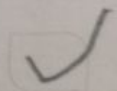


Plan

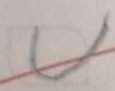
1. Which shape will you use for the house?



Square



Rectangle



Oval



Triangle



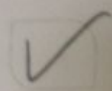
Circle



2. Which shape will you use for the windows?



Square



Rectangle



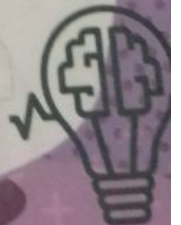
Oval



Triangle



Circle



3. Which shape will you use for the doors?



Square



Rectangle



Oval



Triangle



Circle



4. Which shape will you use for the sun?



Square



Rectangle



Oval



Triangle



Circle



5. Which shape will you use for the trees and garden?



Square



Rectangle



Oval



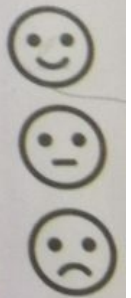
Triangle



Circle



6. Draw



H.W

X 10

6. Draw your dream house.



CREATE

1. Make your house.

Be careful with scissors.



Keep the place clean.



Do not waste things.



Ask your teacher for help.



107-1

TEST

1. Does it look like a house?

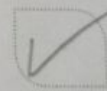


IMPROVE

1. Which parts can you improve?

Colours used

Shapes used



2. Talk to your teacher. How can you make your house better?





Activity 7

Matching

Draw a line from the waste to the correct bin.



S
T
R
E
A
M



Creating with shapes



Activity 3

Cut, sticking and counting

Finish the picture. Cut and stick the shapes. Count the shapes. Write the number.

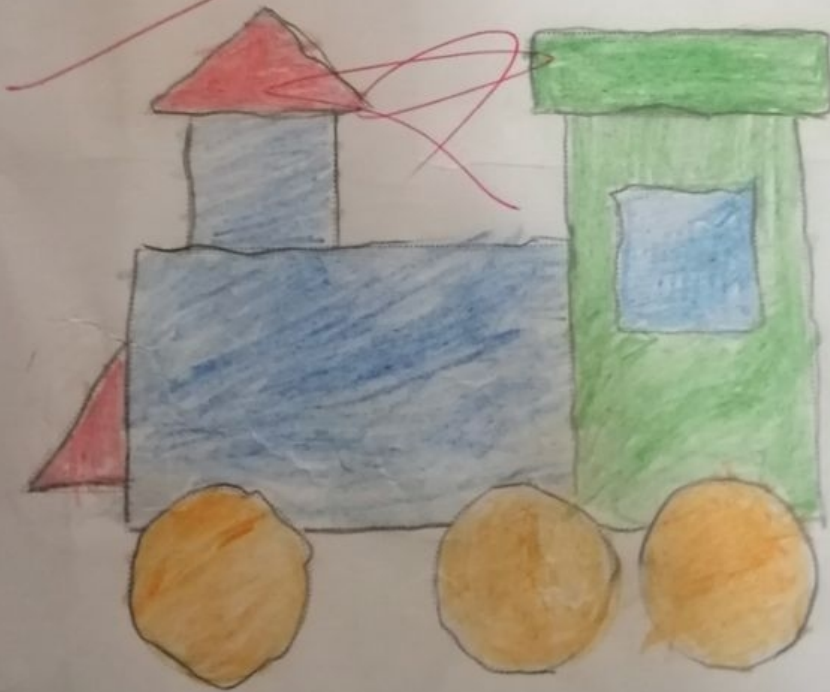
My train:

My train has 2 triangles.

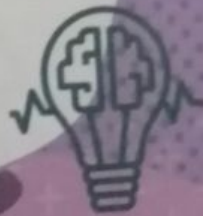
My train has 2 squares.

My train has 2 rectangles.

My train has 3 circles.



S
T
R
E
A
M





S T R E A M





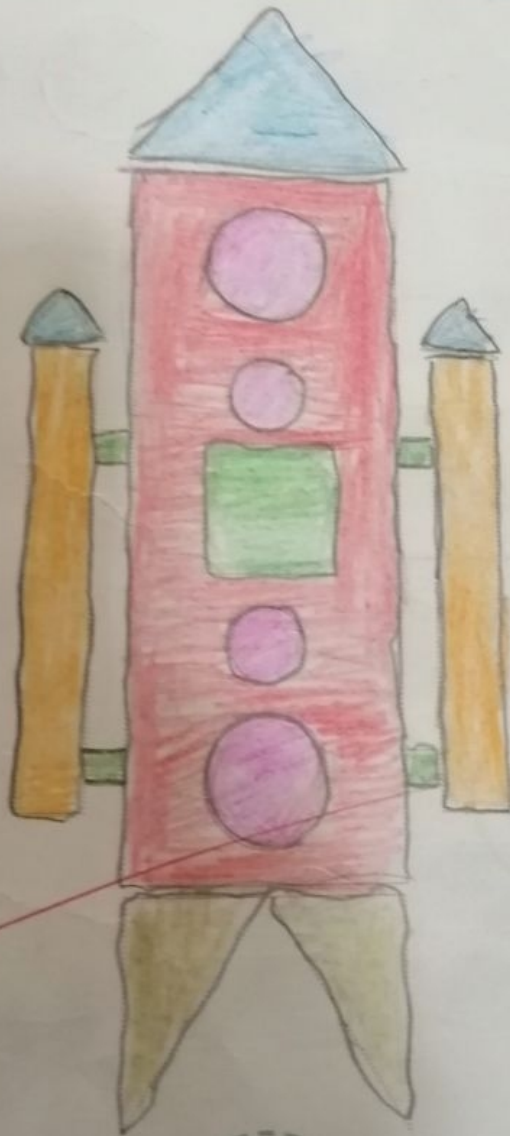
Activity 4

Cutting, pasting and counting

24

Finish the picture. Cut and stick the shapes. Count the shapes. Write them.

S
T
R
E
A
M



STEM engineering process

(9 + 1)

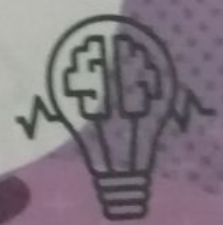
Designing your dream house



Activity 5

Design your dream house. Follow the engineering process. Use shapes.

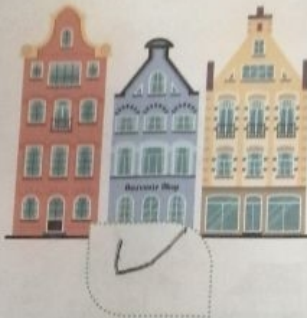
Look at some pictures of houses.



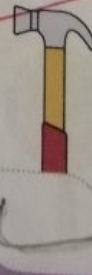
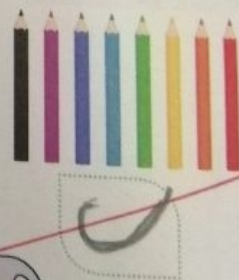
Answer the questions.

ASK

1. Which house do you want to make?

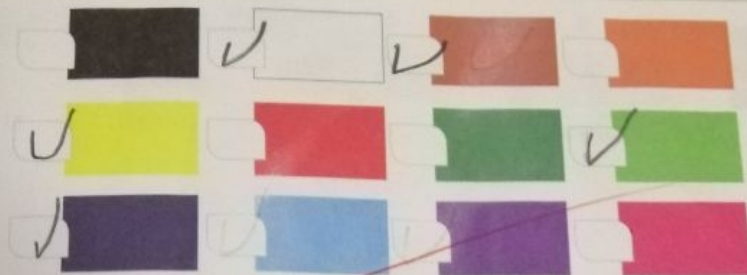


2. Which tools will you use?



IMAGINE

1. Which colours will you use?

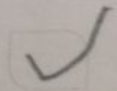


Plan

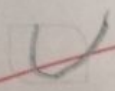
1. Which shape will you use for the house?



Square



Rectangle



Oval



Triangle



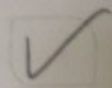
Circle



2. Which shape will you use for the windows?



Square



Rectangle



Oval



Triangle



Circle



3. Which shape will you use for the doors?



Square



Rectangle



Oval



Triangle



Circle



4. Which shape will you use for the sun?



Square



Rectangle



Oval



Triangle



Circle



5. Which shape will you use for the trees and garden?



Square



Rectangle



Oval



Triangle

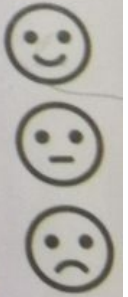


Circle



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6. Draw



H.W

X 10

6. Draw your dream house.





CREATE

1. Make your house.

Be careful with scissors.



Keep the place clean.



Do not waste things.



Ask your teacher for help.



107-1

TEST

1. Does it look like a house?

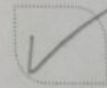


IMPROVE

1. Which parts can you improve?

Colours used

Shapes used



2. Talk to your teacher. How can you make your house better?





Activity 7

Matching

Draw a line from the waste to the correct bin.



S
T
R
E
A
M



Problem-solving



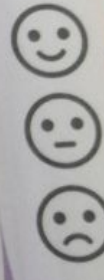
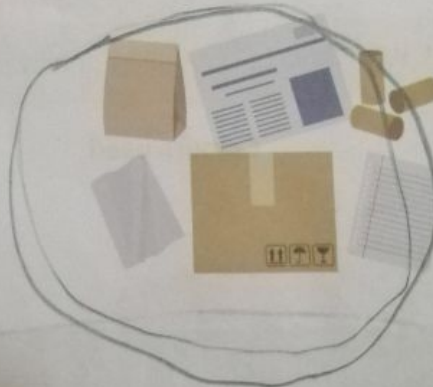
S
T
R
E
A
M



Activity 6

10/1

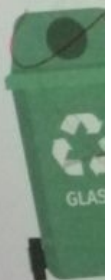
Circle the material you can recycle.



Activity

Match

Draw a line from





Activity 8

You want to help your teacher. You will make a pencil pot. Look at some pictures.

S
T
R
E
A
M



Answer the questions.

1. Which pencil pot d



2. Which too

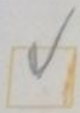


Answer the questions.

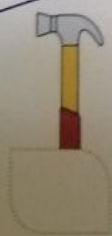
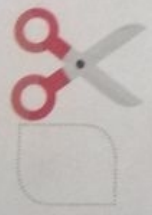
ASK

10/09

1. Which pencil pot do you want to make?

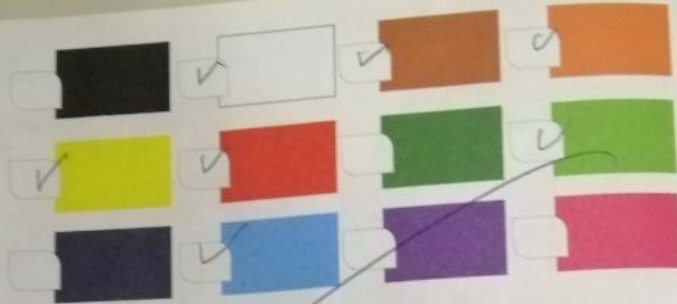


2. Which tools will you use?

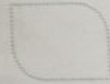
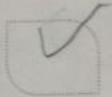


IMAGINE

1. Which colours will you use?



2. What will you use to make the pencil pot?



PLAN

H:W

1. Draw your pencil pot.



3. Which shape will you use to make the holder pretty?



Square



Rectangle



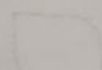
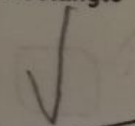
Oval



Triangle



Circle



CREATE

1. Make your pencil pot.

S
T
R
E
A
M

Be careful with scissors.



Keep the place clean.



Do not waste things.



Ask your teacher for help..

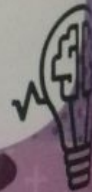


1.Can yo

2.Is it



1.

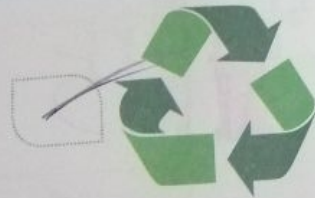


TEST

1. Can you put 10 pencils in your pencil pot?



2. Is it made of material you can recycle?



IMPROVE

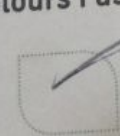
1. Which parts can you do better?



Colours i used

Shapes i used

Material i used



2. Talk to your teacher. How can you make your pencil pot better?



Unit assessment

	Max marks	Student marks
Activity 2	3	3
Activity 4	5	5
Activity 5	5	5
Activity 8	7	7
Unit 1	20	20

Teacher

What we

Teacher's evaluation

What went well?

Even better if?

General comments



UNIT 2

Computational Thinking



Sequence

Learn how to order

10-9



Activity 1

Trace the numbers.



one two three four five

1 2 3 4 5



Activity 2

Trace the letters.

F	G	H	I	J	K	L
---	---	---	---	---	---	---

S
T
R
E
A
M

S
T
R
E
A
M

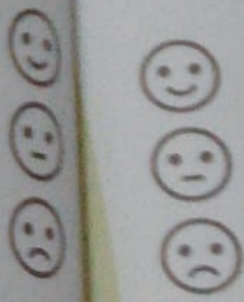


S
C
R
E
A
M



Activity 3

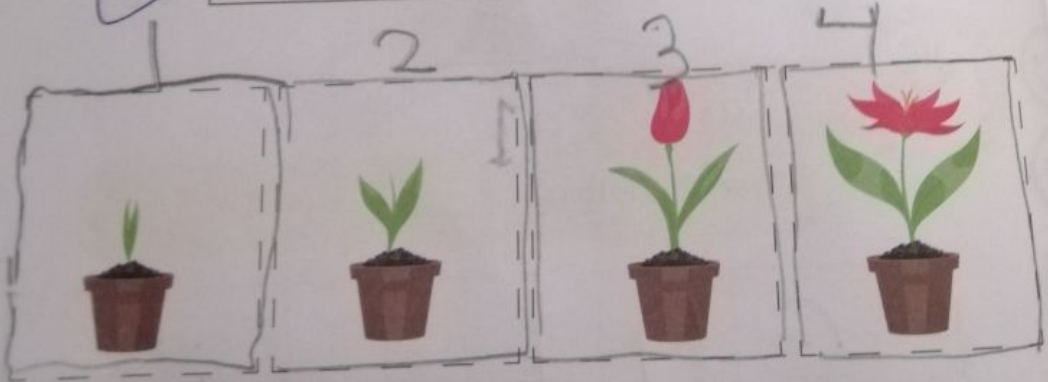
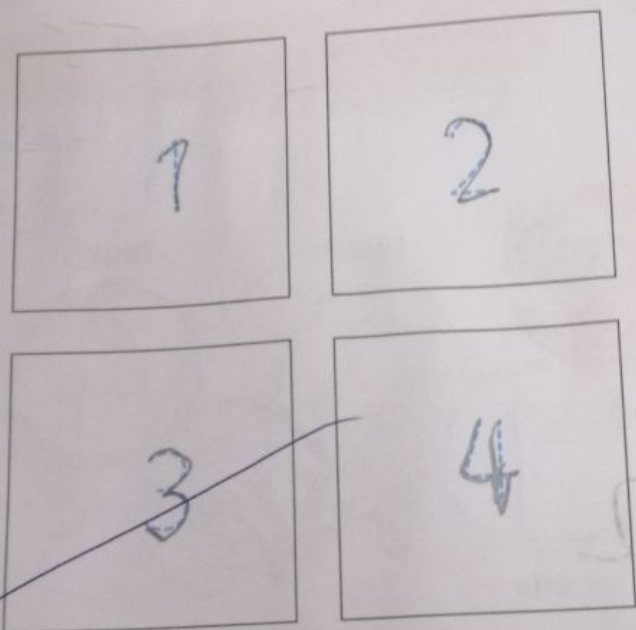
Cut and stick the pictures. Colour them.





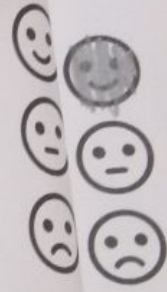
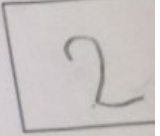
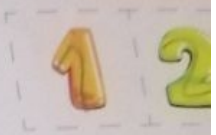
Activity 3

Cut and stick the pictures. Colour them.



Activity 4

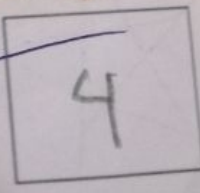
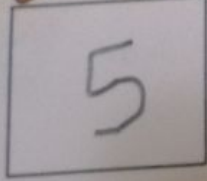
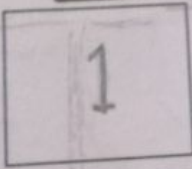
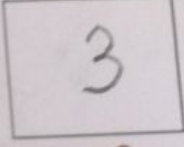
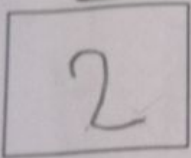
Cut and st





Activity 4

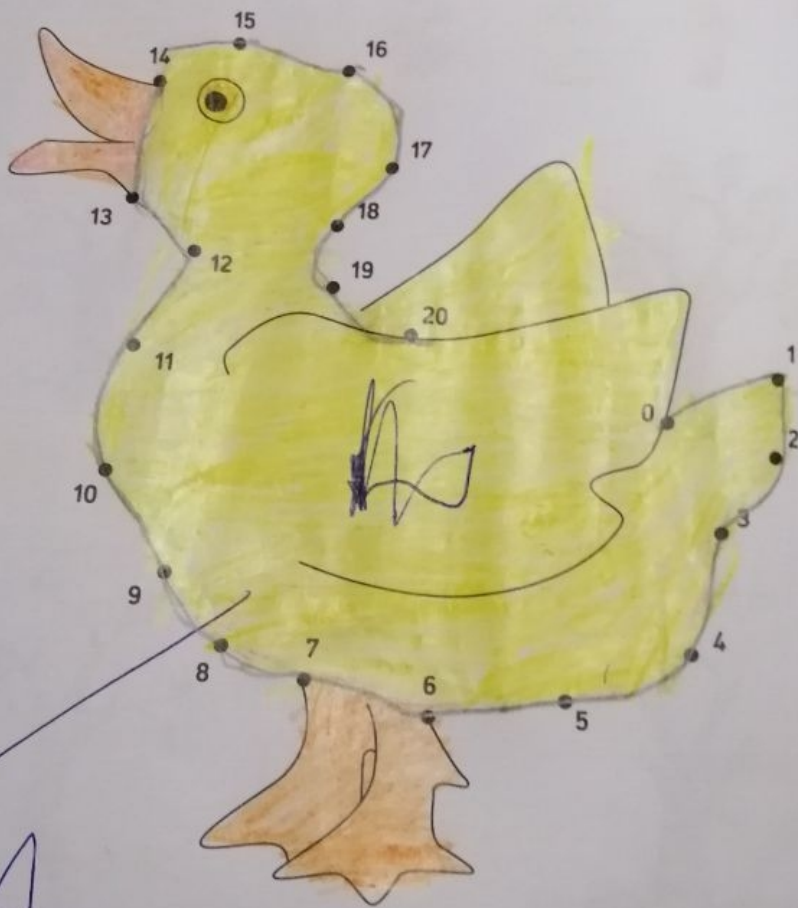
Cut and stick the numbers (1 - 5)





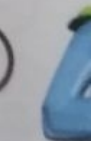
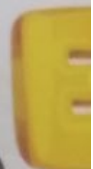
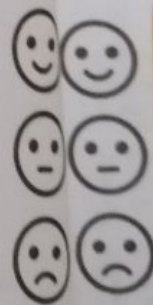
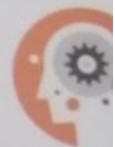
Activity 5

Draw and colour the duck.



S
T
R
E
A
M

Pat
Learn



Patterns

10, 15, 20

Learn how to find patterns



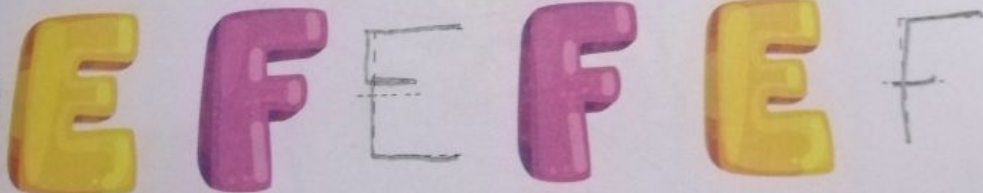
Activity 6

Finish the pattern. Colour the shapes.



Activity 7

Finish the patterns.



S
T
R
E
A
M

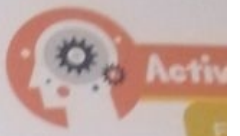




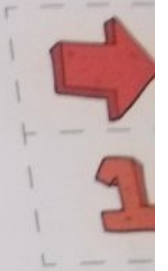
Activity 8

Finish and colour the pattern.

S
T
R
E
V
L



Activ

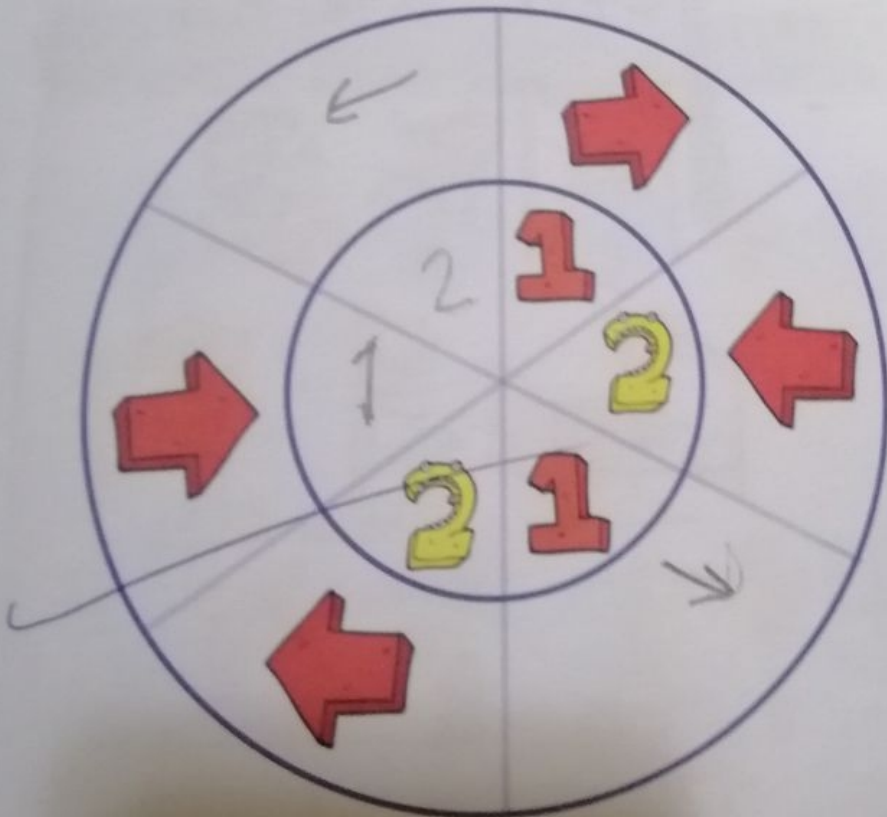




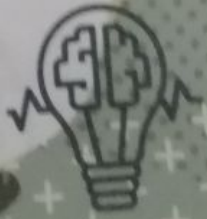
Activity 9

Finish the pattern. Cut and stick the missing pieces.

1	1	2	2



S
T
R
E
A
M



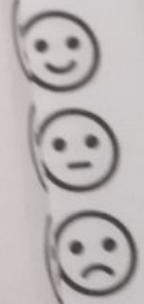
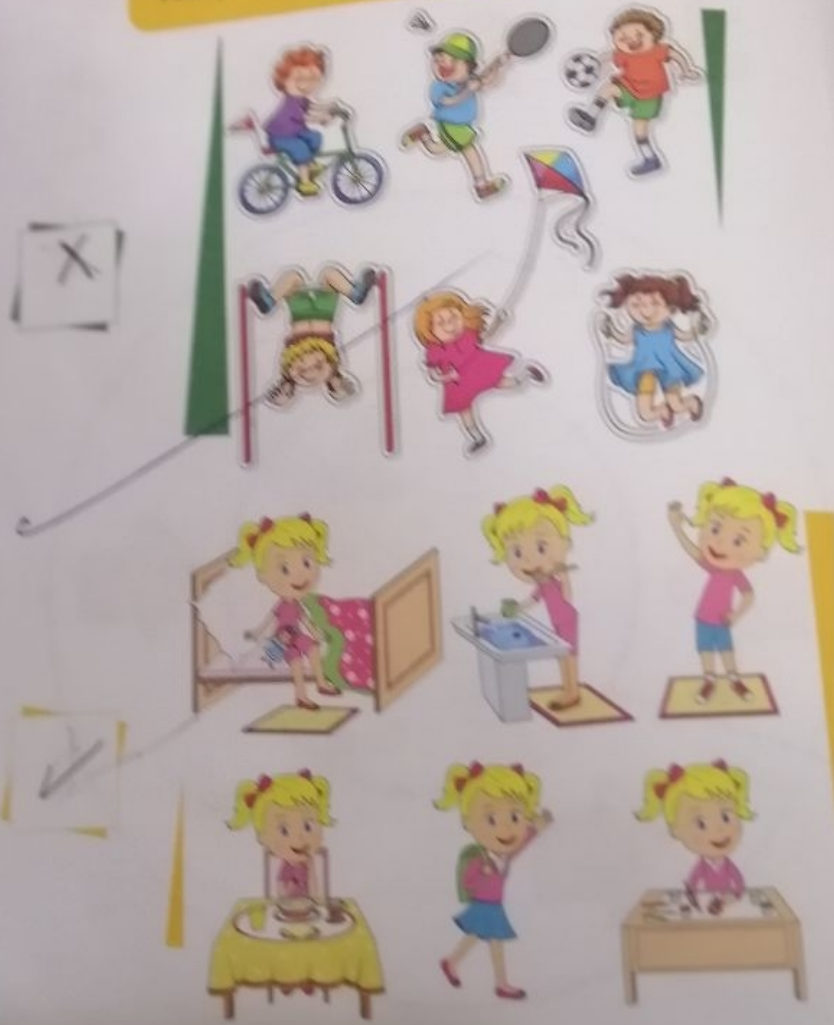
Algorithm

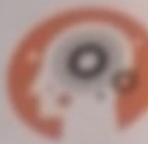
Learn how to make a problem easy to fix

10/15

Activity 10

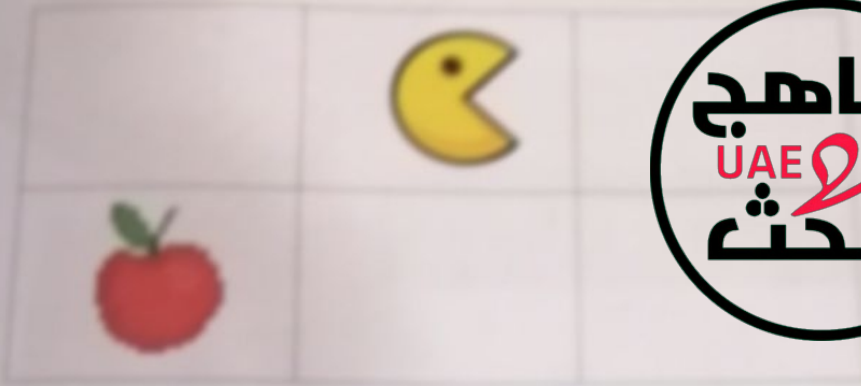
Which picture shows an algorithm for getting ready for school?





Activity II

Pacman wants to eat the apple.

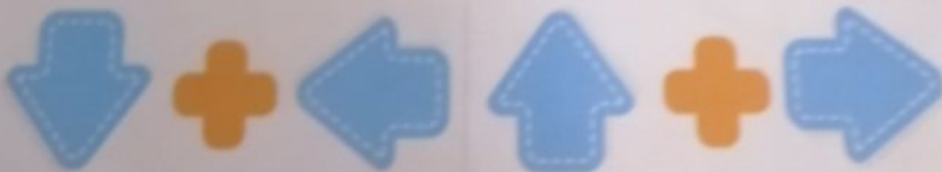


Take Pacman to the apple.



1

3

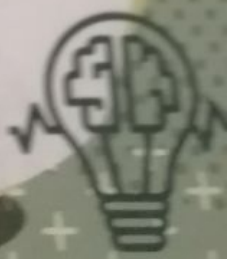


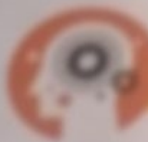
2

4



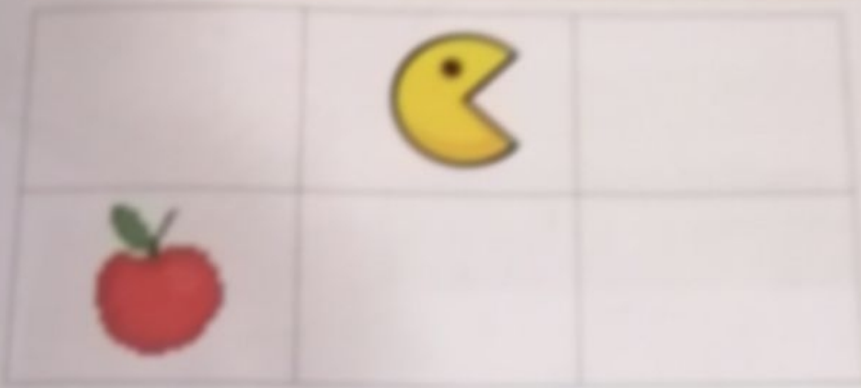
S
T
R
E
A
M





Activity II

Pacman wants to eat the apple.



Take Pacman to the apple.

S
T
R
E
A
M



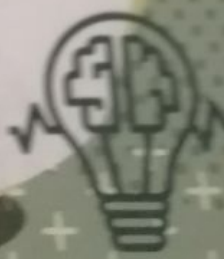
1

3



2

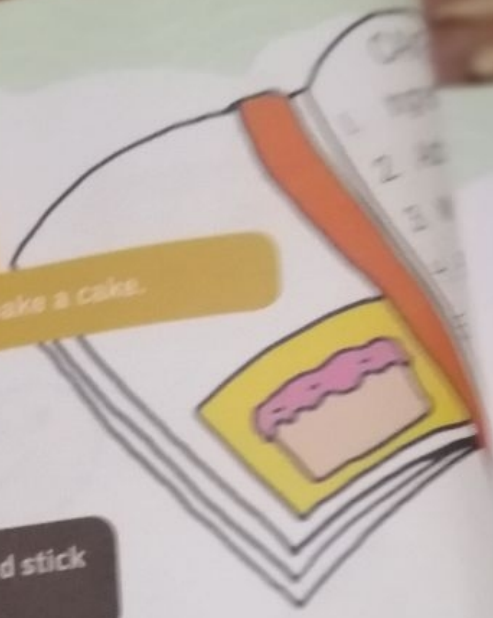
4





Activity 12

Read how to bake a cake.



Make an algorithm. Cut and stick the blocks in order.

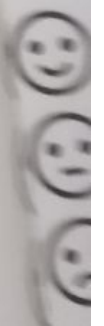
S
T
R
E
A
M

2	4	1	5	3

1	2	3	4	5
---	---	---	---	---



Com
Lea



Conditionals 22-10

Learn about IF-THEN rule 3-10

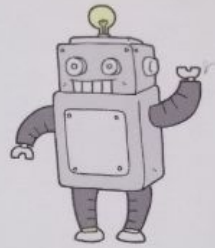


Activity 13

Let's play a game. One of you will be a coder. The rest of your classmates will be robots.



Coder

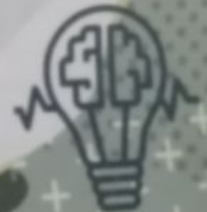


Robot

IF cards



S
T
R
E
A
M



THEN cards



Cut these cards. Coder goes to the front of the class.

Rules:

1. Coder holds up an IF card.
2. Robots do the action on that card.

Example: IF Coder holds up a green card, THEN robots clap.



2.5/1.5 Loops

Learn how to




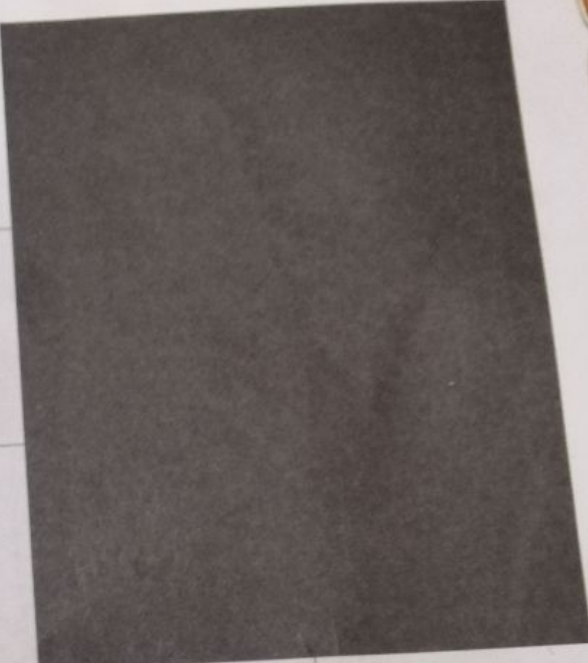






Loops

Learn how to repeat something








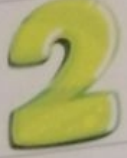


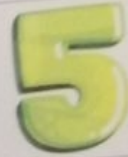



Activity 14





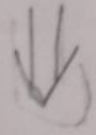




Draw the arrow for each step.

Let's make it shorter. How many times will we move for each way?

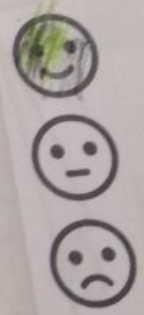
			
			

 Activity



Put right hand up

Now, ma





Activity 15

Let's play a game. Do the actions.

Actions



Put right hand up



Clap



Clap



Put left hand up.



Now, make it easy. Use loops.

