



Work Pack 6: Seaside - Geography

Using the History resources

Contents

Story	WWS, PDF and In Print files to print
Paper Activities	WWS and In Print files to print
On-screen environments	WWS Wizard Environments
Guide to National Curric. Obj.	PDF
Information Sheet	PDF

How to find the files

Writing with Symbols 2000

WWS Files will be installed into your WWS2000Work folder:

- The PDF Files are in a folder called Activity PDF
- The Worksheet files for printing are in a folder called Activities inside the Writing folder. To open these, Open WWS, Click on the Symbol processor button, and then use the file menu to open the files from the Writing folder.
- The Wizard environments are in the Wizard Environments folder, inside one of the folders: NT2000, Hi-res or Lo-res.

Communicate: In print

The Communicate: In print files are installed to the Communicate Files folder.

- The printable activities are in a folder called SIP Activities
- The PDF Files are in a folder called SIP PDF

If you are not able to read PDF files you can download a free PDF Reader from <http://www.adobe.com/products/acrobat/readermain.html>

Paper based activities, ready to print

1. Story

- **Communicate: In Print file name – Seaside story geog.cip**
- **WWS file names - Seasidestory 1.wid**
- **PDF filename – Seaside story geog.pdf**
Harry and Tilly go to the seaside
Use to introduce topic/reinforce vocabulary.

2. Contrast Locality

- **Communicate: In Print file name – Contrast locality.cip**
- **WWS file names - Contrast locality 2a.wid and 2b.wid**
Use to sort vocabulary into relevant sections of the worksheet.
May not need all of the words eg canal.

3. Board Game

- **Communicate: In Print file name – Seaside game, plus Board game 3b.pdf and 3c.pdf**
- **WWS file names - Seaside game 3a.wid, plus Board game 3b.pdf and 3c.pdf**

Use to reinforce sight vocabulary.



The Symbols Inclusion Project is a collaboration between Widgit Software and Warwickshire DISCS on the use of symbols to support inclusion and curriculum access.
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How to play

- Print out the two game halves (**Board game 3b.pdf and 3c.pdf**) from Acrobat Reader, join and laminate etc as required.
- Print out the **Seaside game 3a.wid** file from WWS or **Seaside game.cip** from In Print.
- Cut out the symbol/word cards and divide equally amongst players.
- Give each player a counter for each card plus one other for marking their progress round the board.
- Starting at 'Pier' players throw the dice to move round the board.
- If a player's counter lands on a word they have the card for, the player is then asked to locate the area on the board you would find the word eg deck chair-beach, fishing-pier and then place another one of their counters on the board in that area.
- The areas on the board are beach, pier, seafront and harbour.
- The winner is the player who uses up all of their counters first.

4. Question sheets

- **Communicate: In Print file name – Seaside geography questions.cip**
Paper activity about different areas of the seaside. Beach, sea, harbour and pier

WWS Environment to do on screen

5. Questions

- **WWS file name - Seaside Geography**
On screen environment about different areas of the seaside. Beach, sea, harbour and pier.