



**Title:** Edmo and Houdini

**Grade:** PK-1

**Overview:** Students help Edmo and Houdini direct the action as they take turns going in, out of, over, under, on, off, and behind the doghouse. Illustrations help students see the effects of their word choices.

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**My Learning Objectives:**

Use common prepositions

Identify positional relationships

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**DISCOVER MODE**

1. Click the doghouse in the window to enter Edmo & Houdini from the Main Room.
2. Click a word (in, out, over, under, on, off, or behind), and Edmo the clown tells Houdini the dog what to do.  
- If, for example, you click "**over**," Edmo says: "Go **over** the doghouse, Houdini."
3. Then Houdini appears over the doghouse and says: "I'm over the doghouse."
4. If you want to switch "directors" so Houdini, the dog, can tell Edmo, the clown, what to do, click the icon with Edmo on the left side, and Houdini on the right.
5. Click different words to continue exploring as long as you like.
6. Click the character in the picture frame for Question and Answer Mode, or click Bailey to return to the Main Room.

**QUESTION AND ANSWER MODE**

1. Click the character in the picture frame to enter Question and Answer Mode.
2. Felix, the flea, appears on the mushroom and asks you to help; for example: "Can you make Houdini go under the doghouse?"
3. Try to find the word ("under," in this case), and click it. If you forget the word you need to find, click Felix for a reminder.  
- If you are correct, Houdini moves to that position, and says, for example, "I'm under the doghouse."  
- If you do not click the correct word, Felix says, for example, "That's out" and repeats the request. Then you can try again.  
Felix, the flea, continues to ask you to find words as long as you want to play. If you keep trying, you will always find the correct answer.
4. Click the empty picture frame for Discover Mode, or click Bailey to return to the Main Room.