



Teacher 's Manual


The TOC gives a clear explanation of how each of our topics covered are rightly aligned with the TEKS Standard. The topic name is mentioned on the left of the TOC and the relevant TEKS Standard on the right.

In kindergarten, children build a foundation for all later academic disciplines by learning to think logically. There are some specific cognitive milestones you can expect kindergartners to reach. Life Curriculum is designed keeping in mind that children develop at different rates and that every teacher has a different style of teaching.

Kindergarten teachers plan lots of discovery-oriented activities and even whole days of exploration. As a teacher your goal is to expose the child to as much needed information for that particular activity or task. Life is that resource you can run to when you plan your day. Every topic in the curriculum that life offer's is a topic that is taught in class, so the teacher can slip in and couple the days activity with our AR/VR program.

Most kindergarten classrooms also contain special exploration areas such as a garden, a hamster cage, or a painting area. Life coloring book can be used in the painting area, and the child can discover a whole new world with our sophisticated technology embedded coloring book, where the character comes to life and children see the image of an animal or an object right before them. A voice then talks about the image, thus making coloring an informative session for the child.

As children learn and grow, you no doubt want to make sure as a teacher she or he is meeting all his or her developmental milestones. Here at LIFE, we make sure all the important learning a 5-year -old gets will prepare him for the next academic year making it a smooth transition for the child.





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We at LIFE aim to equip every teacher to be a “Resource Teacher”

This manual is designed to help teachers use the LIFE curriculum in the most effective manner. We have designed a manual for every subject, keeping in mind the child's formative years.

Going to kindergarten is a big deal. Whether the child has experienced school for years at this point or will be entering the school setting for the first time, it marks a major transition. It's the child's first official year at school! At life the kindergarten curriculum focuses largely on mastering letters, sounds, blends, double consonants, Digraphs, Diphthongs and Phonic Rules.

Curriculum at Life has given many teachers the delight and satisfaction to see children take those baby steps and progresses towards reading, which in turn helps build their vocabulary and the progression of small controlled movements such as writing. A kindergartner will also learn key fundamentals of math. By the end of the year, he/she using our curriculum will progress to count to 1000, recognize common shapes, Know the value of numbers with the help of place value and complete basic single-digit addition.

Our curriculum is designed for kindergarten keeping in mind the Texas standards. For example, K.2.B Strand 2 talks about developing word structure knowledge through phonological awareness, print concepts, phonics, and morphology to communicate, decode and spell. Using letter-sound relationships to decode, including VC, CVC, CCVC and CVCC words. At life we built our language program around these standards which is part of our phonics curriculum which helps the child become an independent reader, and directs him/her to decode a word and spell.



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Cognitive Skills

In the days to come the 5-year old's cognitive skills will grow exponentially. For this reason, it is important for the teacher to be aware and stay in alignment to the requirements this age demands. At Life our academic programme offers the apt academic milestones a five-year-old should and can accomplish.

- Answer simple questions
- Identify the beginning, the middle and the ending sounds
- Identify double consonants, digraphs and diphthongs
- Identify the letter and match it to the sound.
- Read applying phonic rules
- Can decode and spell
- Can write phonetically
- Identify basic shapes and colors
- Count (to at least 100)
- Recognise number hierarchies
- Can identify the value of a number
- Simple addition
- Single digit subtraction
- Know about 1000-2000 words as well as understand many others
- Understand the difference and similarity between things and sort them accordingly
- Complete age-appropriate puzzles
- Understand time (morning, night, days of the week)
- Understand time (morning, noon, night& days of the week)

Do not be alarmed with the above academic milestone. At life we are the help a teacher needs to make all that's on paper achievable. Our motto is to help every teacher use technology to reinforce what is verbally taught in class.



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We need to embrace technology to make learning more engaging. Because when students are engaged and they are interested, that's where learning takes place.” – Unknown

A student can scan the image of an astronaut while identifying the beginning vowel sound in the word “Astronaut” and get an interactive learning experience. The opportunities are limitless.


Objectives of integration of technology into i-LIFE Curriculum:

Our advanced technology is carefully integrated with our program, keeping in mind the child's developmental stages and addressing the academic milestones of the children in this new tech age.

Better Learning Experience:

With the use of Augmented reality and Virtual Reality, you can instill self-learning skills at a very early stage of learning and development in children. Life has created apps that let students develop new interests. In the new tech age, a detailed analysis through AR/ VR shows how children are progressing with a particular concept or group of concepts. Concepts that have been taught in the past or through classroom activities can be enhanced through AR/ VR activities which will reinforce the concepts learnt by the students and thus give them a better understanding.

The teacher can visit each concept and topic before teaching it in the classroom and analyse or plan if the AR/ VR activity can be used to teach core concepts or substitute application work for the students as per the groups divided in the class.





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AR and VR provide children with opportunities to deepen their knowledge in several areas, including reading, working with numbers, spatial concepts, playing, content creation & real-life environments & scenarios.

Improved Engagement:

We all know little ones have a really short attention span. It may take days to teach them a single rhyme. This is quite natural. However, when we replace it with live visual images children learn better and faster.

That's the power of coupling technically stimulating learning methods in education. The benefits of augmented reality in early childhood learning and development are phenomenal.


AR/VR Embedded Learning Apps

Colors: (Refer to the App instructions in the books)

This app will help the children identify and learn the letters and their sounds. The concept of i-come to life is to bring every object/ animal related to a theme come alive and thus make it a fun way of learning. Children will be able to hear the sound of the letter along with brief information about the character/ object that is displayed on the screen. This helps increase the listening and speaking process along with an introduction to new vocabulary and also raising their IQ levels.

Environment: (Refer to the App instructions in the books)

This is another very interesting technology, the teacher can use in the classroom. Presuming every classroom has a smart board, the teacher can project it on the big screen for all to see.





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The teacher can also project the object on a plain wall. This can make the session extremely interactive between the teacher and the children. It opens doors for questions that the teacher can ask, perhaps create lesson plans, have the children summarise what they saw, and so on and so forth.

Numbers: (Refer to the App instructions in the books)

Numbers come to Life devoid of coloring, however, the mathematical concepts integrated with AR are very intellectually stimulating. Children will be able to hear the sound of the numbers and practice counting by following the online instructions while using the app. The basic age- appropriate concepts integrated with AR/ VR helps the child get a better understanding of the concept and use it in real-life scenarios. The activities help enhance the mathematical awareness of the child and thus make him/ her curious to learn more.

Storytelling AR app: (Refer to the App instructions in the books)

Storytelling can never be more eventful. It opens their imagination and helps the child learn and understand the characters in the story like never before. I-come to LIFE Stories app brings all the characters in the story to LIFE and thus sparks an interest in the child to read. This application helps to learn more vocabulary and also a fun AR game embedded in these stories helps children learn to spell in a fun way. This enhances the identification of letters and a combination of sounds to spell new words.

Interactive Games.(Refer to the App instructions in the books)

We have also included age-appropriate interactive games that give children opportunities to explore numbers and fundamental number





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concepts and also alphabet recognition, spelling, reading, identification, hand-eye coordination, concept application, and language comprehension.

Come partner with us and let us travel this road together to help the next generation embrace a world with sophisticated technology and advanced homo sapiens.

Worksheets

Children enjoy doing worksheets and it is no different than playtime for them. As worksheets involve a lot of coloring and figuring out to do, children find it interesting. The worksheets help children develop fine motor skills, logical thinking, and to learn things on their own. Each of our books has relevant worksheets that reinforces the topics/ concepts learnt in the classroom and application of the same.

QR CODE
will be placed here.

