Teacher's Manual

Pre-K-3

Teacher 's Manual

We at i-LIFE aim to equip every teacher to be a "Resource Teacher".

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

As each toddler learns and grows, you no doubt want to make sure as a teacher you are meeting all his or her developmental milestones. Here at LIFE, we make sure all the important learning happening with a 3-year-old will prepare him/ her for the next academic year making it a smooth transition.

Emotional Awareness

At this age, children not only become more aware of their own emotions but also that of others. For example, around three years of age, children will develop empathy for others, being more aware of others' feelings. Additionally, children will start to show affection for others, in ways such as hugging a friend without being asked to do so.

Now when a toddler becomes more aware of his/her feelings, as a teacher you can start to have him/her identify those feelings. That's where LIFE steps in and offers a whole new range of words for the child to build vocabulary and express better.

Cognitive Skills

In the days to come, the 3-year-old's cognitive skills will grow exponentially. For this reason, the teacher needs to be aware and stay in alignment with the requirements, this age demands.

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At LIFE,our academic program offers the apt academic milestones a 3-year-old can and should be able to accomplish.

- Answer simple questions
- Recite the vowel sounds
- Identify the letter and match it to the sound.
- Listen when a story is read
- Identify basic shapes and colors
- Count (to at least 10)
- Identify the number and the name
- Know about 300-500 words as well as understand many others
- Understand the differences and similarities between things and sort them accordingly
- Complete age-appropriate puzzles
- Understand time (morning, night, days of the week)

Do not be alarmed by the above academic milestones. At LIFE, we are the help a teacher would need to make all that's mentioned above achievable. Our motto is to help every teacher use technology to reinforce what is verbally taught in class.

" 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

Augmented Reality has gone from something of the future to an unique and interactive way to engage classrooms like never before. Teachers can turn art or math classes into real-life experiences with the help of new-age devices like smartphones or tablets.

For example, 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 analyze 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. 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 that the 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

LIFE offers Colors and Surroundings that can be used by children as young as 3 years old.

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. 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.

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 help 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.

Stories. (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 an 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 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.

OUR MOTTO

No Child Left Behind

SCAN TO DISCOVER!

Scan the QR code to download the Teacher's Manual.