



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 in the most effective manner. We have designed a manual for every subject, keeping in mind the child's formative years.

With the child's third birthday, the “terrible twos” are officially over and the “magic years” of three and four begin- a time when a child's world will be dominated by fantasy and vivid imagination. During the next two years, the child will mature in many areas.


As each child learns and grows, 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 4-year -old gets, will prepare him for kindergarten making it a smooth transition for the

Developmental Stages

A child's gross motor skills at 4(using their arms and legs to move and play) and their fine motor skills (working on crafts and puzzles) are still developing. Playtime becomes increasingly imaginative and is an important part of a child's growth. At this age, children are not only becoming more aware of their own emotions, but also that of others. Now when a 4-year-old becomes more aware of his/her feelings, as a teacher you can start to have him/her identify those feelings. A 4-year-old can string words together to make a sentence and the curriculum designed at LIFE will offer a whole new range of words for the child to help strengthen their vocabulary.

Speech Development

Speech development in children is very exciting for parents as they watch their children become social beings that can interact with others.






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- Answer simple questions
- Identifies Vowels and consonants
- Syllable recognition of a consonant in a word
- Identify the beginning and the ending sound
- Identify the letter and match it to the sound.
- Listens when a story is read
- Identify basic shapes and colors
- Count (to at least 100)
- Forward and Backward counting
- Identify the number and the name
- Can count in sequence by rote
- Know about 500-1000 words as well as understand many others
- Understand the difference and similarities between things and sort them accordingly
- Complete age-appropriate puzzles

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 a 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.





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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. 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.





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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. 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.





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





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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.

QR CODE
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