

i-Come to Life  
**DISCOVERY**



Learn and Play with  
Augmented Reality(AR)



FREE APP





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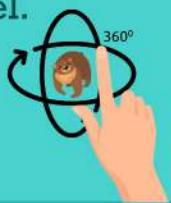
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Instructions Manual for  
**i - Come to Life with Colours**

- 1.Download “**i-Life Discovery**” app from Google Play / App Store.
- 2.Open the application and choose **Colours → Phonics**.
- 3.Choose the object or animal that you would want to bring to life.
- 4.Colour the image using colour pencils or crayons.
- 5.Point the camera of your mobile/tablet on pages containing  icon in the book.
- 6.Wait for the 3D object/animal to appear on the screen.
- 7.Use the  menu option to **Reset, Pause & take a Snapshot**.

- 8.Use your finger to rotate the 3D model.



- 10.Click “RESET” to bring the image back to its original size.



- 12.Click “SNAPSHOT” to take a picture of your art work. Open the gallery to view the saved image.



- 9.Use the thumb and the index finger to adjust the size of displayed 3D model.



- 11.The live colouring option lets you colour the model when it is visible on the screen.



- 13.Click “TOGGLE COLOURS” to toggle between the real object/animal and the object/animal coloured by you.



**Note:**

1. Kindly ensure that the pages do not have any folds while scanning.
2. For some reason, if you encounter any issues with the app while scanning, kindly restart the app.

i-Come to Life  
with  
**COLOURS**  
-Phonics-



Learn and Play with  
Augmented Reality(AR)

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Elephant

Elephant

Ee Elephant



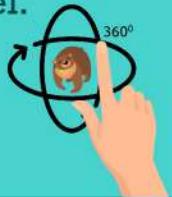
SCAN THIS IMAGE  
(Colours - Phonics)



## Instructions Manual for i - Come to Life with Colours

1. Download “**i-Life Discovery**” app from Google Play / App Store.
2. Open the application and choose **Colours → Numbers**.
3. Choose the Number that you would want to learn.
4. Point the camera of your mobile/tablet on pages containing  icon in the book.
5. Wait for the Number and the relevant 3D object/animal to appear on the screen.
6. Use the  menu option to do **Reset**, **Mute** & take a **Snapshot**.

7. Use your finger to rotate the 3D model.



8. Use the thumb and the index finger to adjust the size of displayed 3D model.



9. Click “RESET” to bring the image back to its original size.



10. Click “SNAPSHOT” to take a picture of the 3D model. Open the gallery to view the saved image.



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i-Come to Life  
with

# COLOURS

-Numbers-



Learn and Play with  
Augmented Reality(AR)

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SCAN THIS IMAGE  
(Colours - Numbers)

## Practice Sheet



Skip count by 2's

Help the frog get to the pond. Draw a line connecting numbers, counting by 2's.



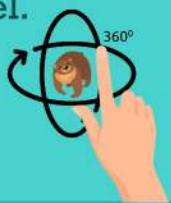
# skip counting By 2's



Instructions Manual for  
**i - Come to Life with Colours**

- 1.Download “**i-Life Discovery**” app from Google Play / App Store.
- 2.Open the application and choose **Colours → Surroundings**.
- 3.Choose the object or animal that you would want to bring to life.
- 4.Colour the image using colour pencils or crayons.
- 5.Point the camera of your mobile/tablet on pages containing  icon in the book.
- 6.Wait for the 3D object/animal to appear on the screen.
- 7.Use the  menu option to **Reset, Pause & take a Snapshot**.

- 8.Use your finger to rotate the 3D model.



- 10.Click “RESET” to bring the image back to its original size.



- 12.Click “SNAPSHOT” to take a picture of your art work. Open the gallery to view the saved image.



- 9.Use the thumb and the index finger to adjust the size of displayed 3D model.



- 11.The live colouring option lets you colour the model when it is visible on the screen.



- 13.Click “TOGGLE COLOURS” to toggle between the real object/animal and the object/animal coloured by you.



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i-Come to Life  
with

# COLOURS

-Surroundings-



Learn and Play with  
Augmented Reality(AR)



# FRUITS & VEGETABLES

## LET'S DRAW & COLOUR

Let your imagination come alive. Draw the picture of the BANANA that you see and colour it.

Banana



SCAN THIS IMAGE  
(Colours - Surroundings)



# SPACE

## LET'S DRAW & COLOUR

Let your imagination come alive. Draw the picture of the ROCKET that you see and colour it.



Rocket +  
Rocket



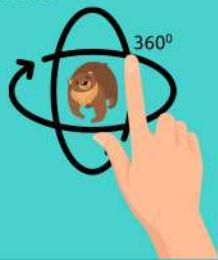
SCAN THIS IMAGE

(Colours - Surroundings)

Instruction Manual for  
**i - Come to Life with Stories**

- 1.Download “**i-Life Discovery**” app from Google Play / App Store.
- 2.Open the application and choose **Stories**.
- 3.Point the camera of your mobile/tablet on pages containing  icon in the book.
- 4.Wait for the object/animal to appear on the screen.
- 5.Click on “Let's Spell” to play the spell game.
- 6.Click on “Let's Listen” to listen to a story/poem.
- 7.Click on the “Walk/Talk/Eat/Animate” to make the animal perform these actions
- 8.Use the ≡ menu option to **Reset**, **Pause** & take a **Snapshot**.

- 9.Use your finger to rotate the 3D model.



- 10.Use the thumb and the index finger to adjust the size of displayed 3D model.



- 11.Click "RESET" to bring the image back to its original size.



- 12.Click “SNAPSHOT” to take a picture. Open the gallery to view the saved image.



**Note:**

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i-Come to Life  
with  
**STORIES**



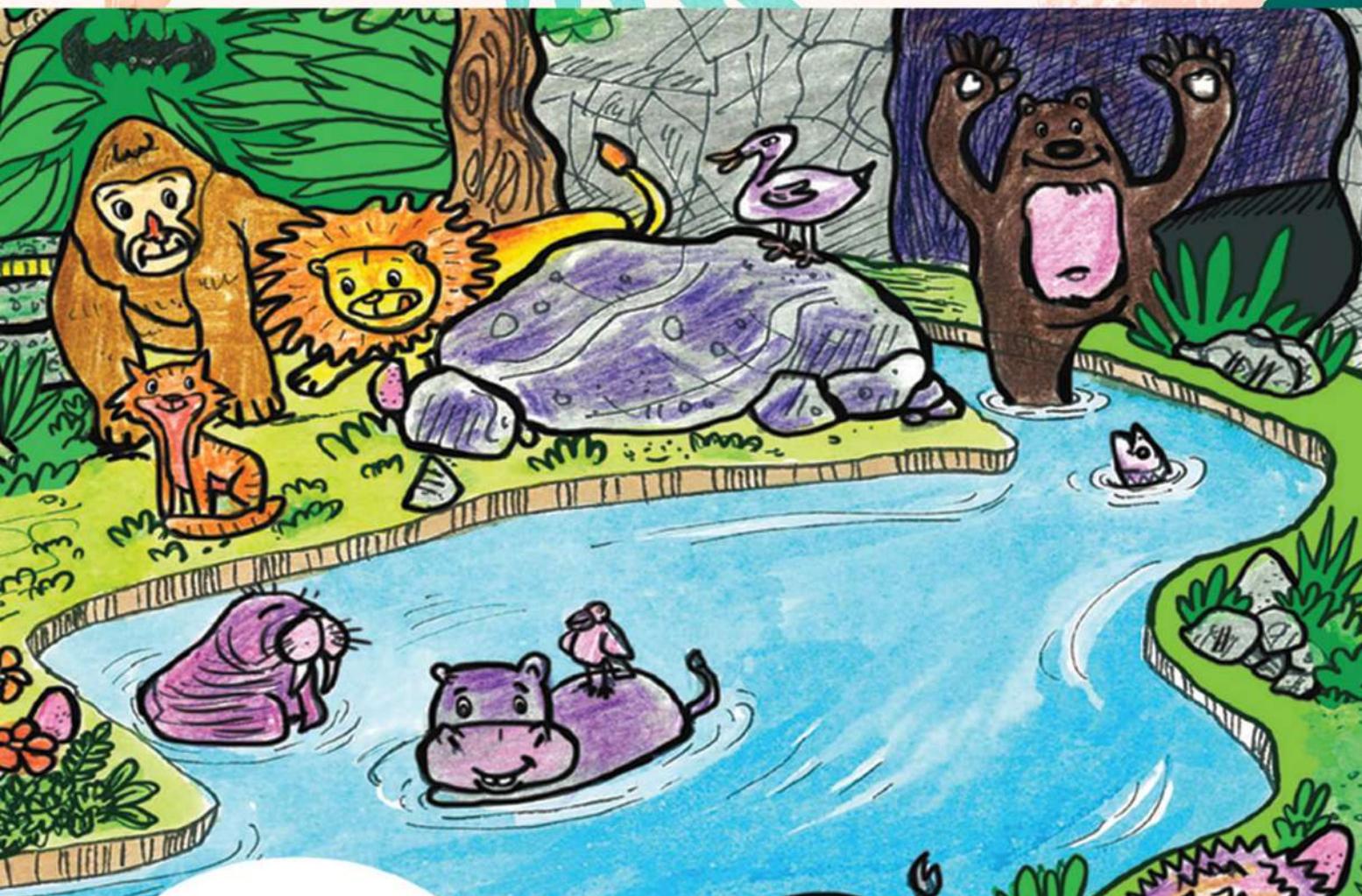
Learn and Play with  
Augmented Reality(AR)

# Finding DINO

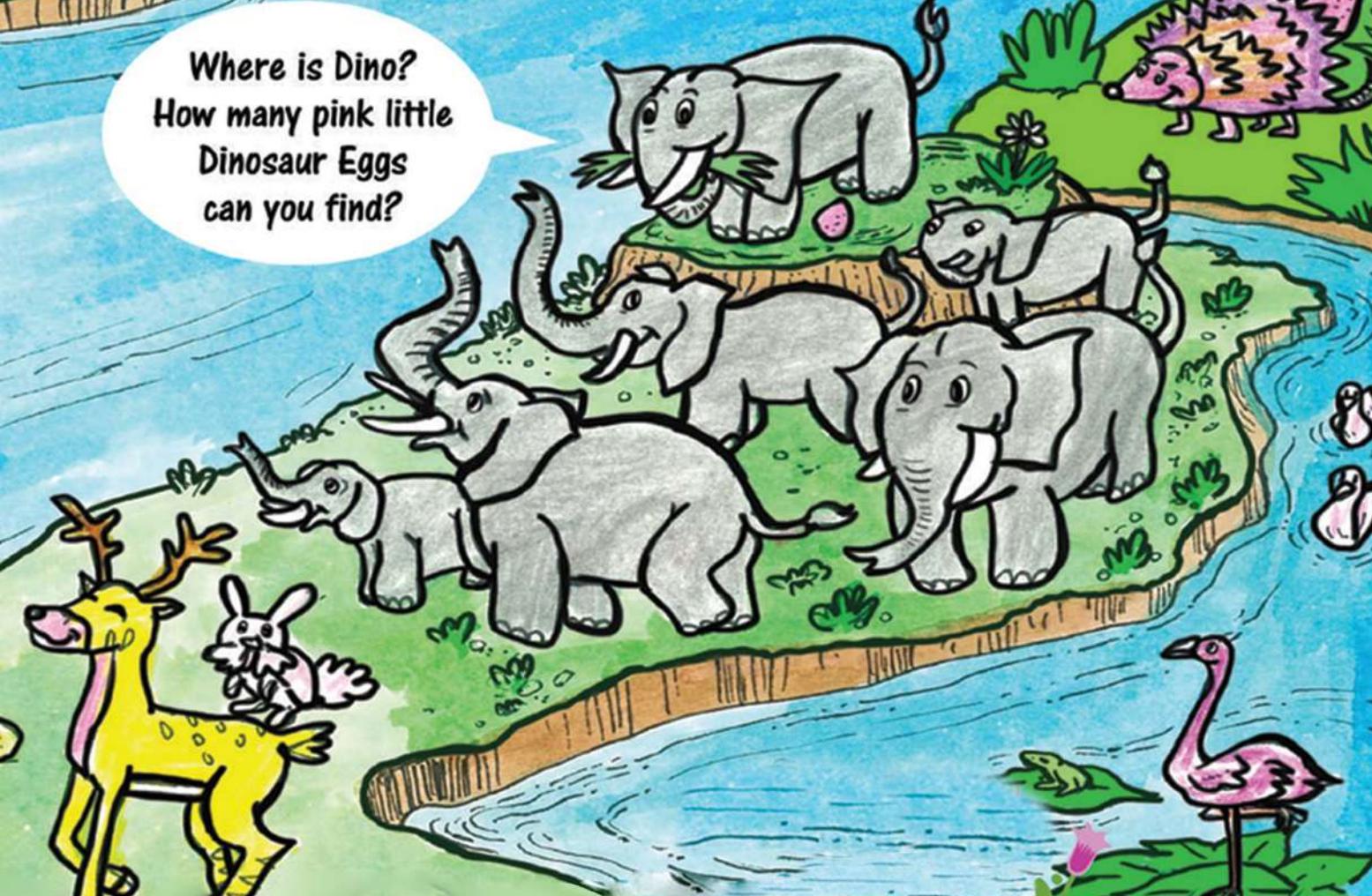
& The Dinosaur Eggs



SCAN THIS IMAGE  
(Stories)



Where is Dino?  
How many pink little  
Dinosaur Eggs  
can you find?



# THE TRAVELLING DONKEY

"Donkey, donkey, how are you?"

"I am fine and how do you do?"

"Hee-Haw",  
"Hee Haw"

"Donkey, donkey.  
What do you do?"

"Carry loads for all of you,"

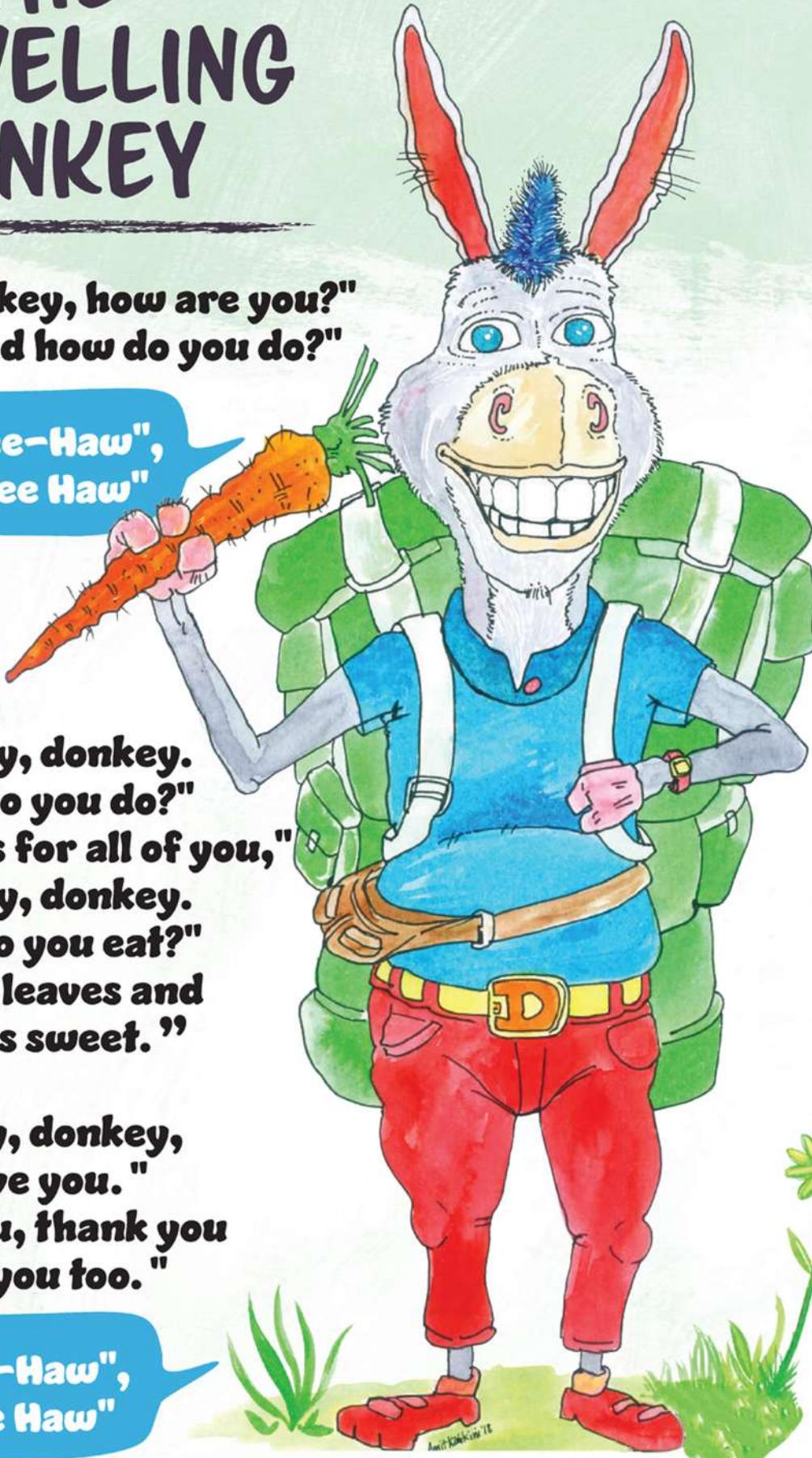
"Donkey, donkey.  
What do you eat?"

"Grass, leaves and  
carrots sweet."

"Donkey, donkey,  
We love you."

"Thank you, thank you  
"I love you too."

"Hee-Haw",  
"Hee Haw"

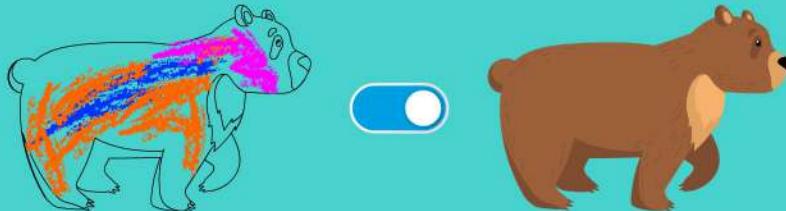


# DONKEY

## Instructions Manual for

### i - Come to Life with Environment

1. Download “**i-Life Discovery**” app from Google Play / App Store.
2. Open the application and choose **Environment**.
3. You’ll be asked to enter an OTP.
4. Open any of the following compatible Web browsers **Chrome**, **Edge** or **Firefox** on your PC or laptop and enter this URL: **discovery.ilifelearn.cloud**  
When the page is loaded, you’ll see a 6-digit OTP displayed on the screen.  
You must enter this OTP on your “i-Life Learn” mobile app to connect.
5. Choose the object / animal that you would want to bring to life.
6. Check the right hand corner of the page with  icon in the book for the relevant environment to be used and launch the same theme on the PC or laptop screen.
7. Colour the image using colour pencils or crayons.
8. Click "SCAN".
9. Hold your mobile/tablet steady while scanning the image and ensure that the camera focussed on the image.
10. Wait for 2 to 3 seconds for the object / animal to appear on the PC or laptop screen.
11. Click “TOGGLE COLOURS” on your PC or laptop screen to toggle between the real object/animal and the object/animal coloured by you.

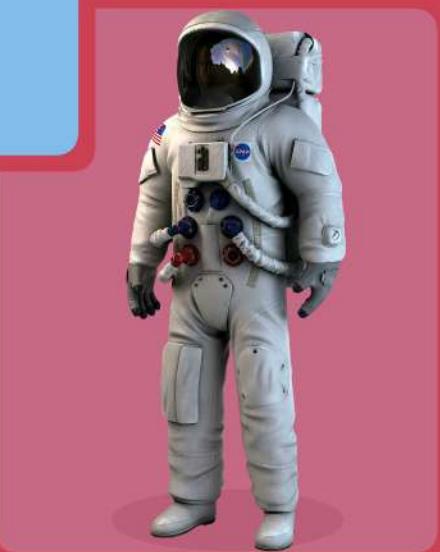


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# i-Come to Life with **ENVIRONMENT**



Learn and Play with  
Augmented Reality(AR)

b b  
Bear



SCAN THIS IMAGE  
(Environment - Phonics)

 i-Life

Whale

AR



SCAN THIS IMAGE

(Environment-Underwater)

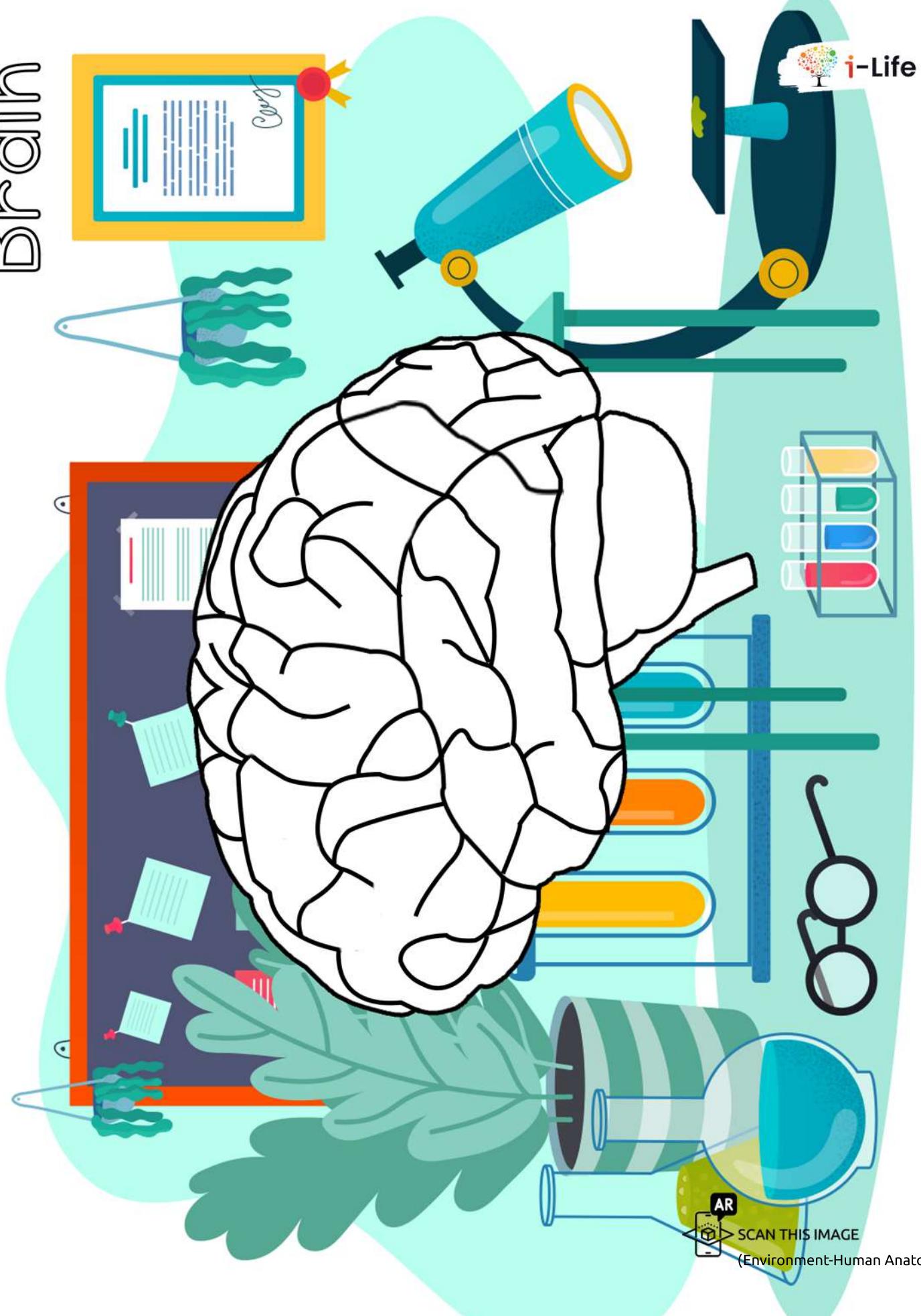


# Astronaut



SCAN THIS IMAGE  
(Environment-Solar System)

# Brain





# The perfect gift for your child!

Increases Curiosity and Creativity

Improves

- ✓ Motor skills
- ✓ Attention span
- ✓ Concentration
- ✓ Memory and retention
- ✓ Concept understanding

Download **i-Life Discovery** App

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