



I-COME TO LIFE EXPLORE



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i-Come to Life with Colors

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i-Come to Life with Environment

Phonics

R.F.K.2D, R.F.K.3.A, R.F.K.1.D, R.F.K.1.C, R.F.K.1.D

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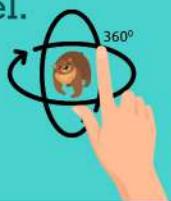
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Instructions Manual for
i - Come to Life with Colors

- 1.Download “**i-Life Explore**” app from Google Play / App Store.
- 2.Open the application and choose **Colors → Phonics**
- 3.Choose the object or animal that you would want to bring to life.
- 4.Color the image using color 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.Click on “Let's Spell” to play the spell game.
- 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.



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



- 12.The live coloring option lets you color the model when it is visible on the screen.



- 14.Click “TOGGLE COLORS” to toggle between the real object/animal and the object/animal colored by you.



Note:

1. Please 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, please restart the app.



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i-COME TO LIFE WITH COLORS

Phonics

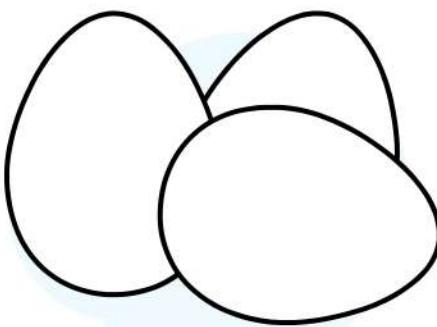


Practice Sheet

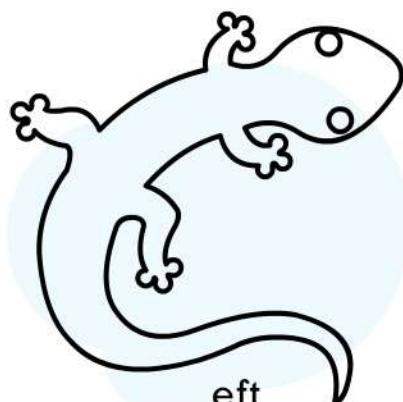


Vowel Sound
“e”

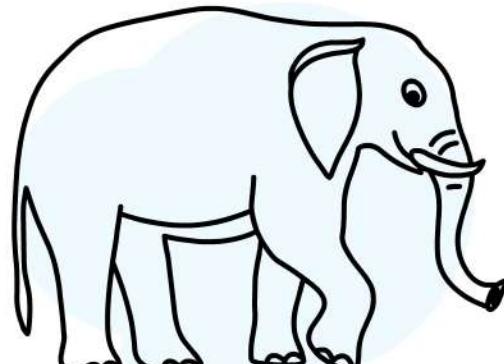
Color the image that begins with the Vowel sound “e”.



eggs



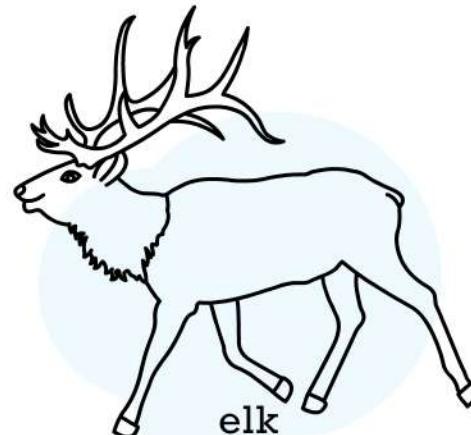
eft



elephant



elf



elk



eskimo

Ee Elephant



SCAN THIS IMAGE
(Colors - Phonics)

Practice Sheet



Vowel Sound

“e”

Vowel Maze

Help mama elephant get to its calf by connecting the vowel letter “e” all the way from mama to the calf.

| | | | | |
|---|---|---|---|---|
| | e | e | e | e |
| u | i | a | o | e |
| e | e | e | e | e |
| e | a | i | o | u |
| e | o | i | a | u |
| e | e | e | e | |

Practice Sheet



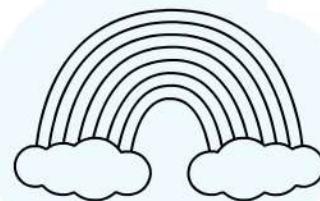
Consonant Sound

"r"

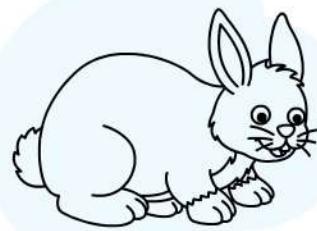
Color the images that begin with "r".



raccoon



rainbow



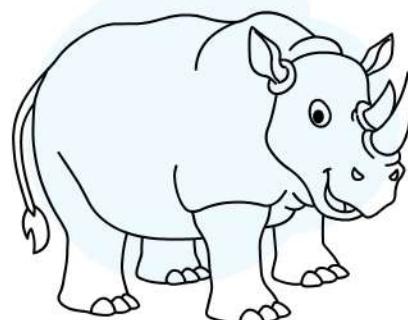
rabbit



rain



reindeer



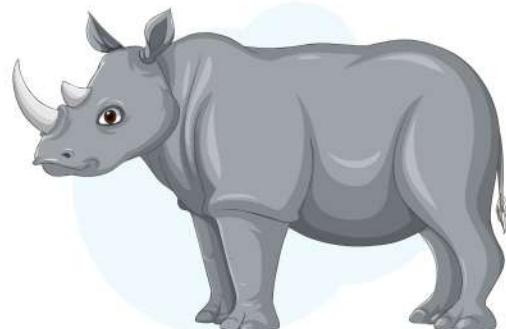
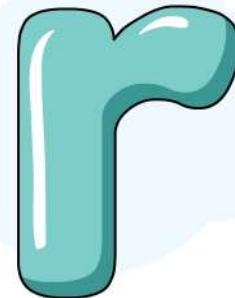
rhinoceros

Practice Sheet



Consonant
“r”

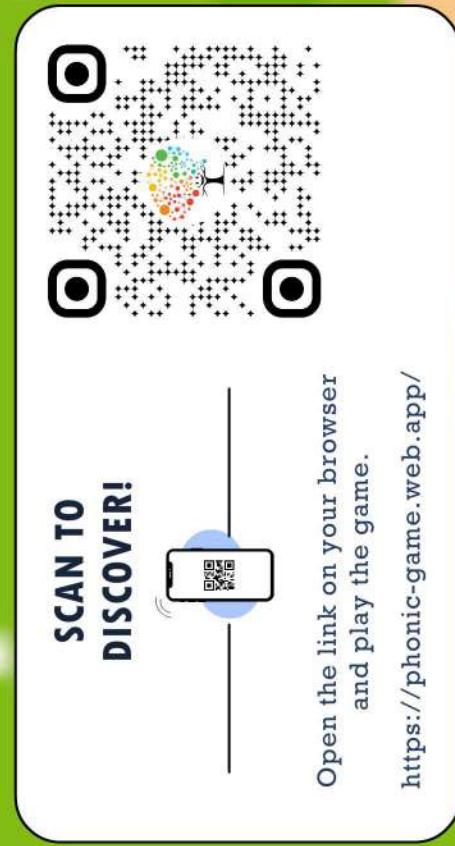
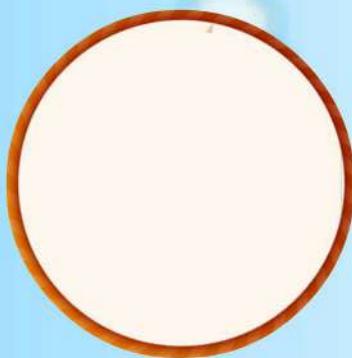
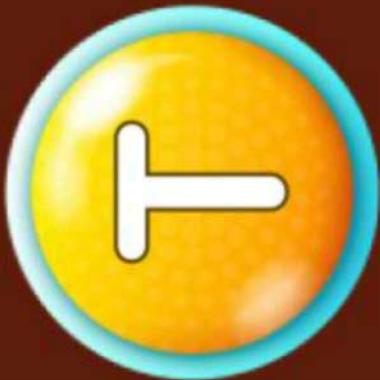
Draw a line from the images that begin with “r” to the letter “r”.



Rr
Rhinoceros



AR
SCAN THIS IMAGE
(Colors - Phonics)



Open the link on your browser
and play the game.

<https://phonics-game.web.app/>



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i-COME TO LIFE WITH COLORS

Numbers

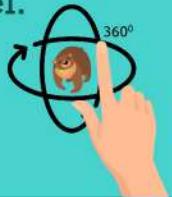




Instructions Manual for i - Come to Life with Colors

1. Download “**i-Life Explore**” app from Google Play / App Store.
2. Open the application and choose **Colors → 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 **Reset**, **Mute** & take a **Snapshot**.

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



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



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



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

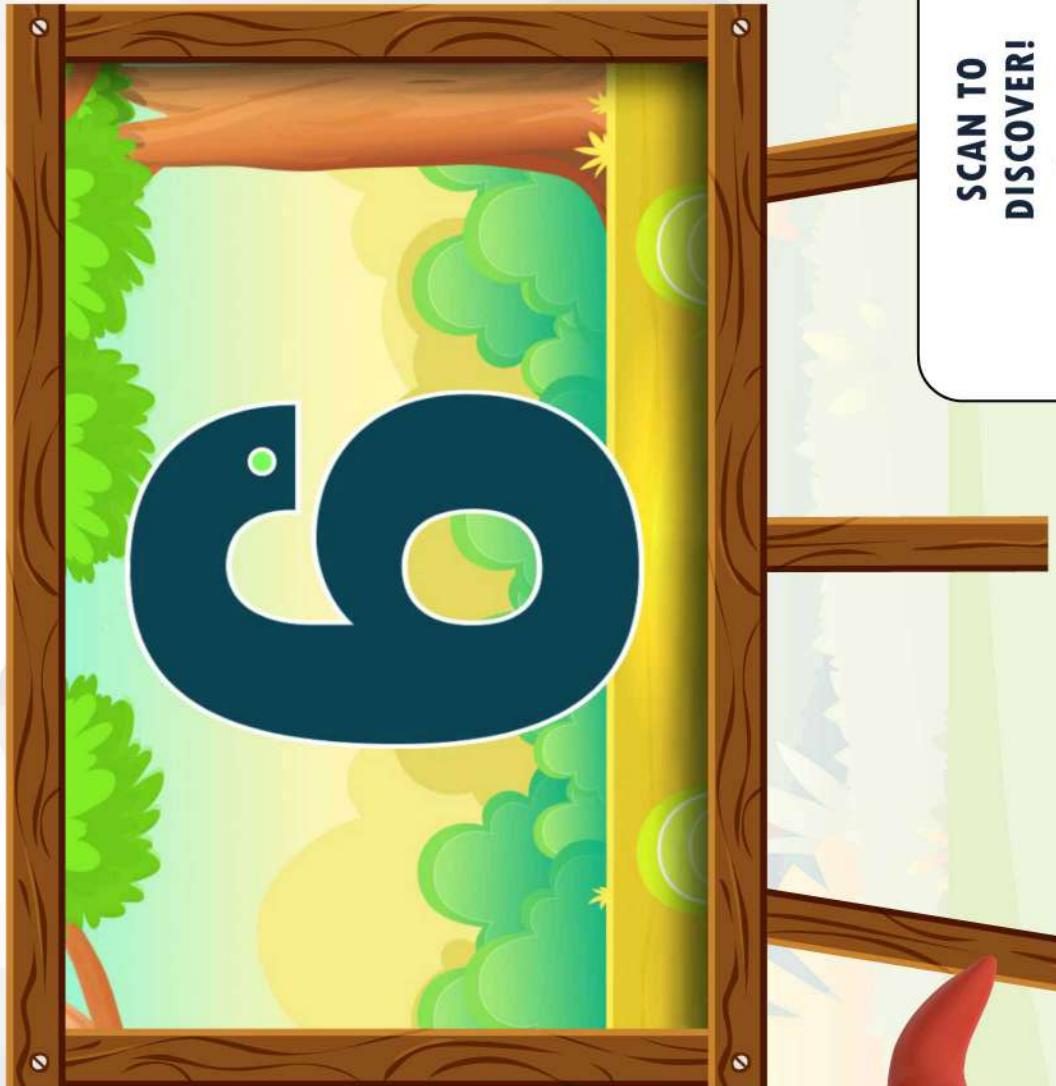


Note:

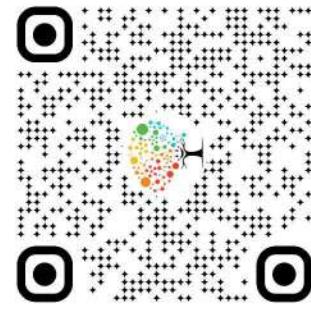
1. Please ensure that the pages do not have any folds while scanning.
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Trace the number 6



SCAN TO
DISCOVER!



Open the link on your browser
and play the game.

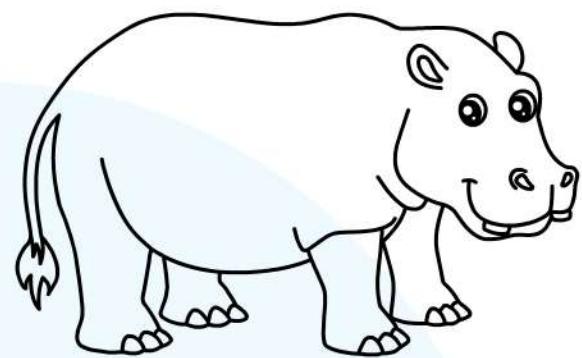
<https://number-tracing-12460.web.app/>

Number-6

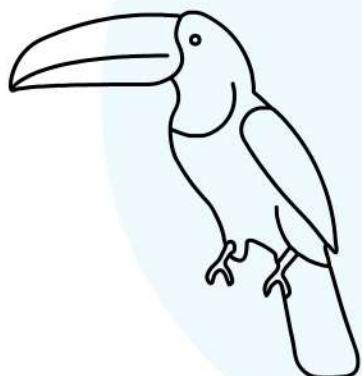
Count and color the animals in the wild and also the number.



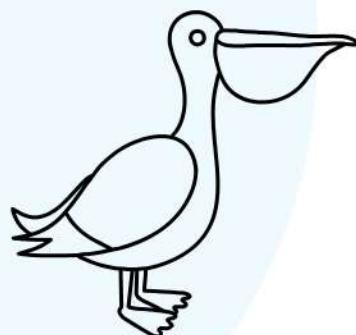
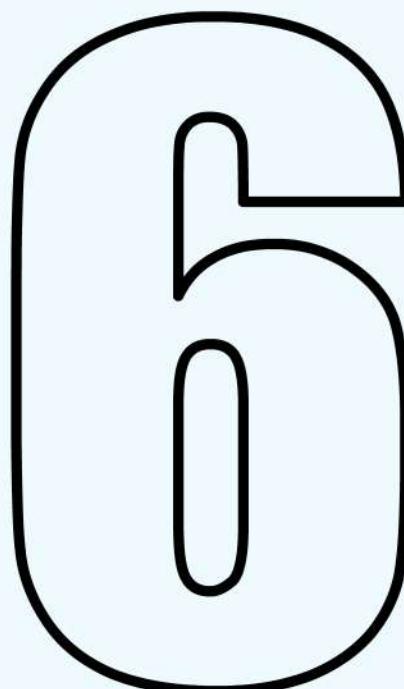
Orangutan



Hippopotamus



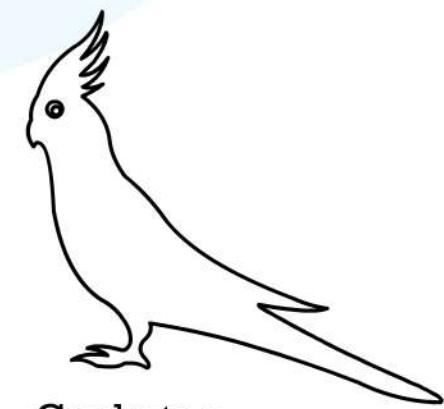
Toucan



Pelican



Lion



Cockatoo



AR
SCAN THIS IMAGE
(Colors - Numbers)

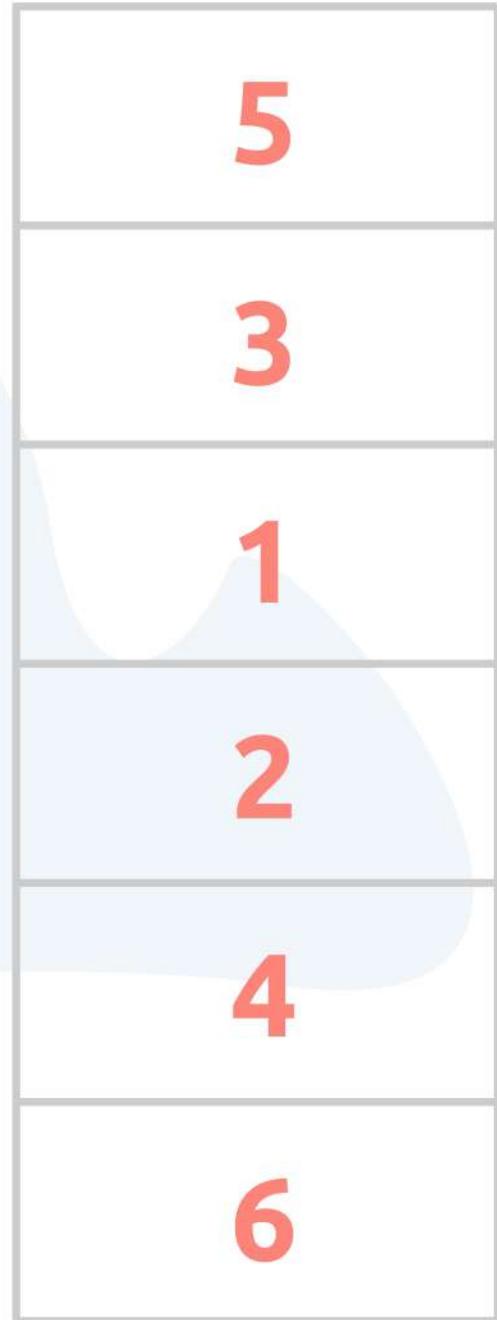
Practice Sheet



Number-6

Revision of Numbers 1- 6

Count the objects and match it to the number.



Skip count by 2's

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



171

172

173

174

176

175

178

177

179

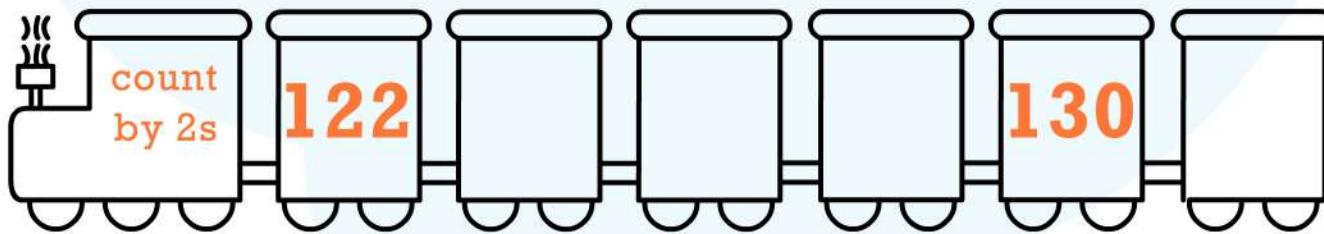
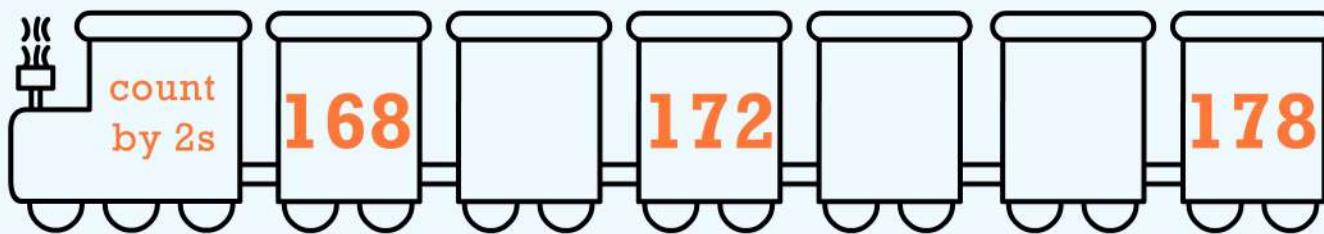
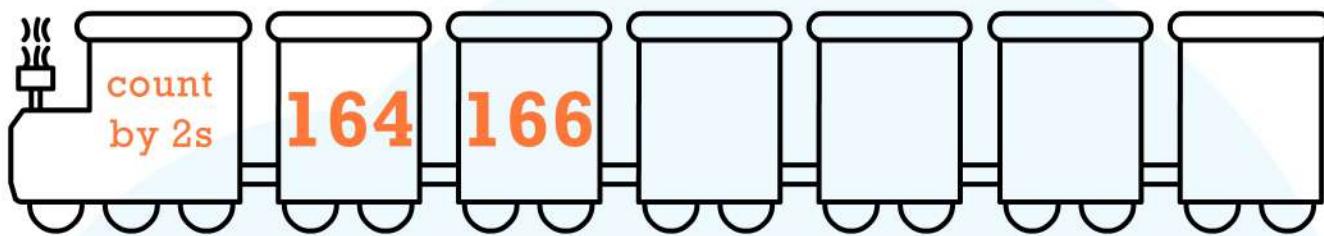
180

Practice Sheet



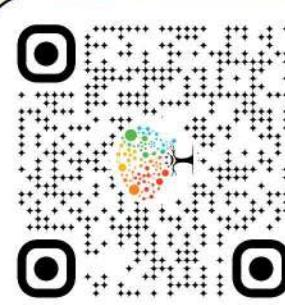
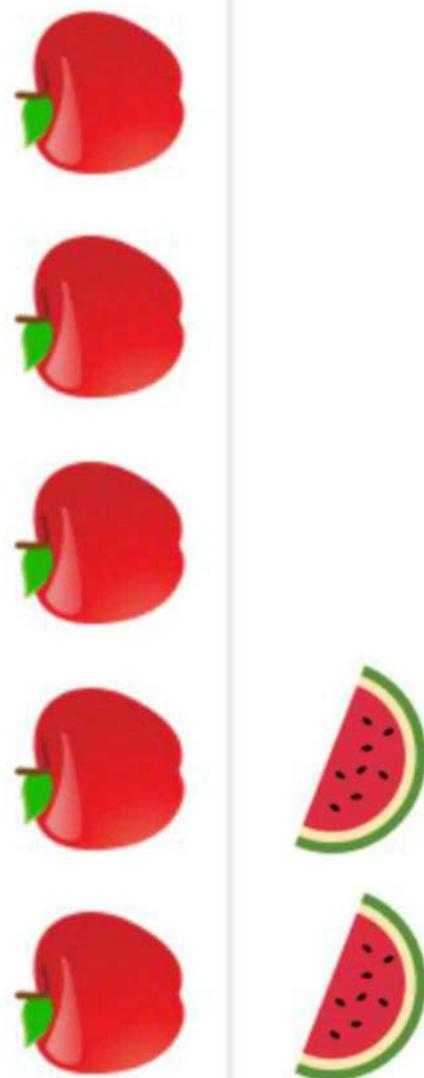
Skip count by 2's

Count by 2's and fill in the missing numbers.



skip counting By 2's





**SCAN TO
DISCOVER!**



Open the link on your browser
and play the game.

<https://total-count-bd4f6.web.app/>



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i-COME TO LIFE WITH COLORS

Surroundings



Instructions Manual for
i - Come to Life with Colors

- 1.Download “**i-Life Explore**” app from Google Play / App Store.
- 2.Open the application and choose **Colors → Surroundings**.
- 3.Choose the object or animal that you would want to bring to life.
- 4.Color the image using color 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.Click on “Let's Spell” to play the spell game.
- 8.Use the  menu option to **Reset, Pause & take a Snapshot**.

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



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



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



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



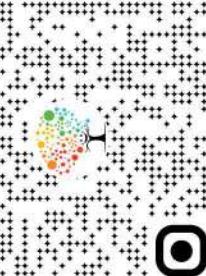
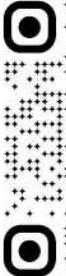
- 12.The live coloring option lets you color the model when it is visible on the screen.



- 14.Click “TOGGLE COLORS” to toggle between the real object/animal and the object/animal colored by you.



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**SCAN TO
DISCOVER!**



Open the link on your browser
and play the game.

<https://transportaion-game-app.web.app/>



SCHOOL BUS

WAGON

POLICE CAR

MOTORCYCLE

TRAIN

TRACTOR

CAR

BICYCLE



FRUITS & VEGETABLES

LET'S DRAW & COLOR

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

Banana





WILD ANIMALS

LET'S DRAW & COLOR

Let your imagination come alive. Draw the picture of the WOLF that you see and color it.



i-Life

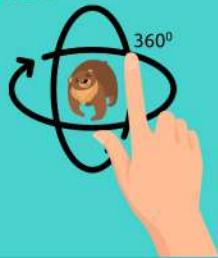


SCAN THIS IMAGE
(Colors - Surroundings)

Instruction Manual for
i - Come to Life with Stories

- 1.Download “**i-Life Explore**” 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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COME TO LIFE WITH STORIES

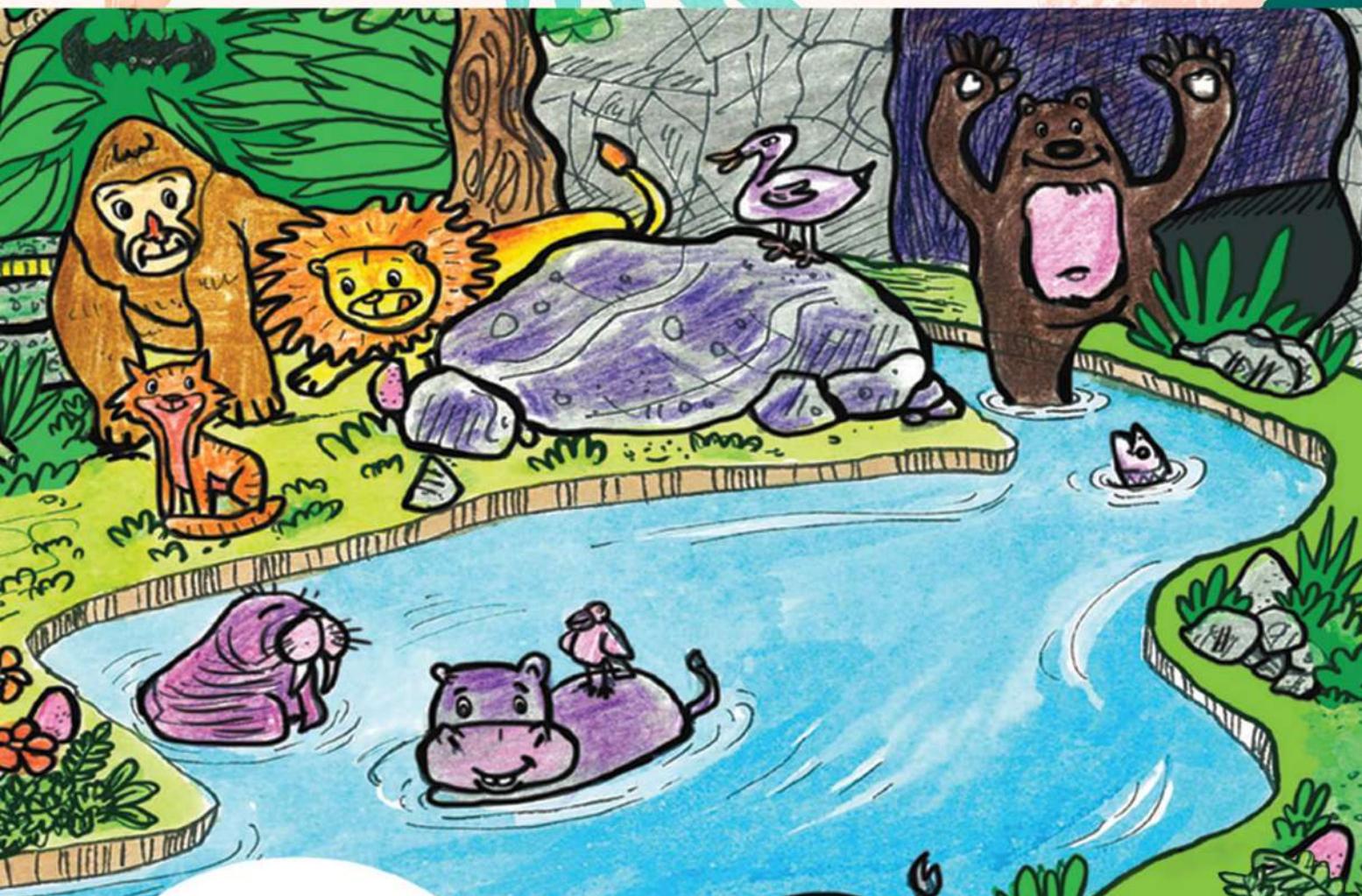


Finding DINO

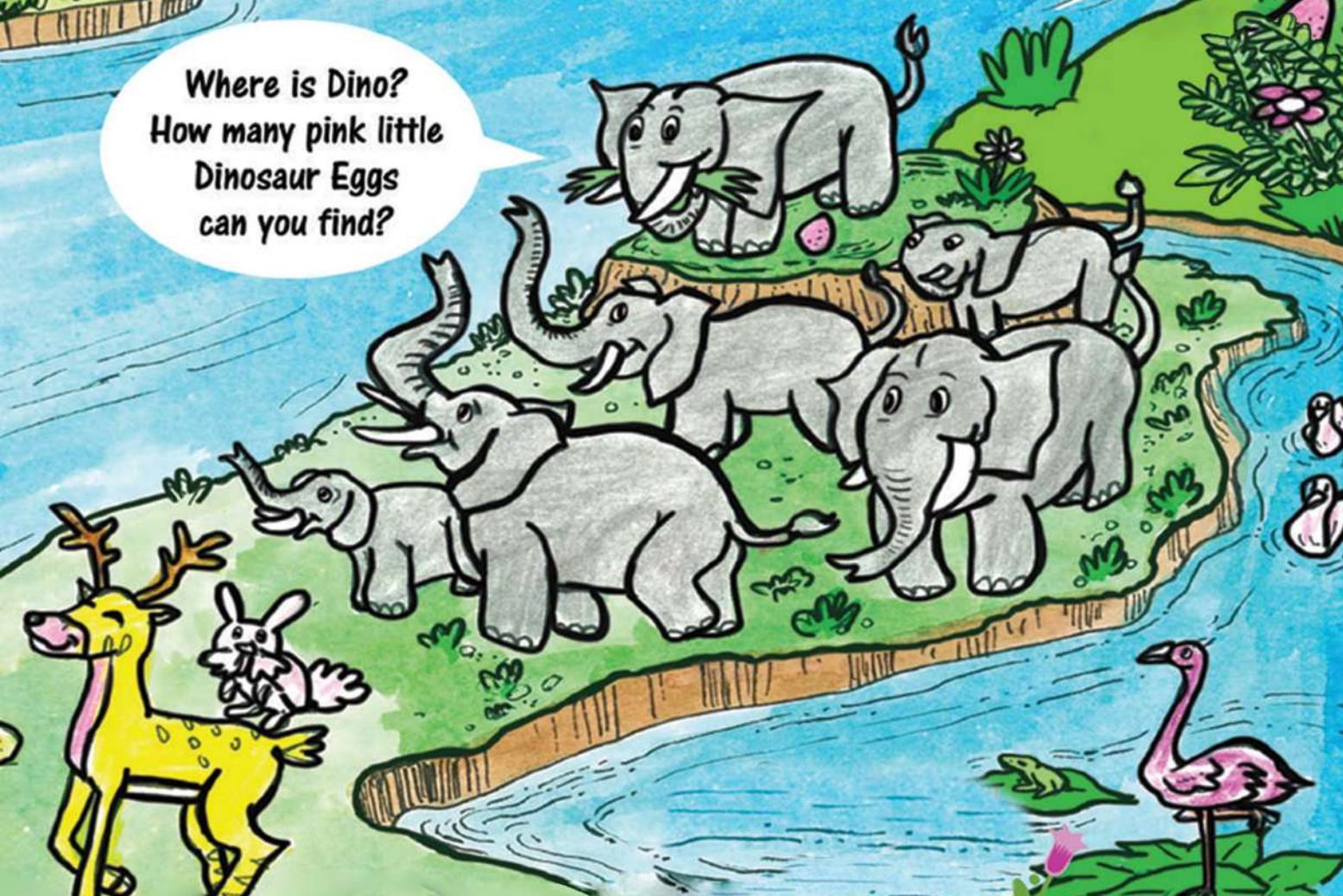
& The Dinosaur Eggs



SCAN THIS IMAGE
(Stories)



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



BEING MAX



Justin had a pet dog.
He loved his dog.
He named his pet 'Max'.
Max was a puppy
who was 5 months old.



Justin threw a ball and Max
ran to fetch it.
Max gave the ball to Justin
and barked at him for
more play.

Justin and Max played till
they were hungry and tired.



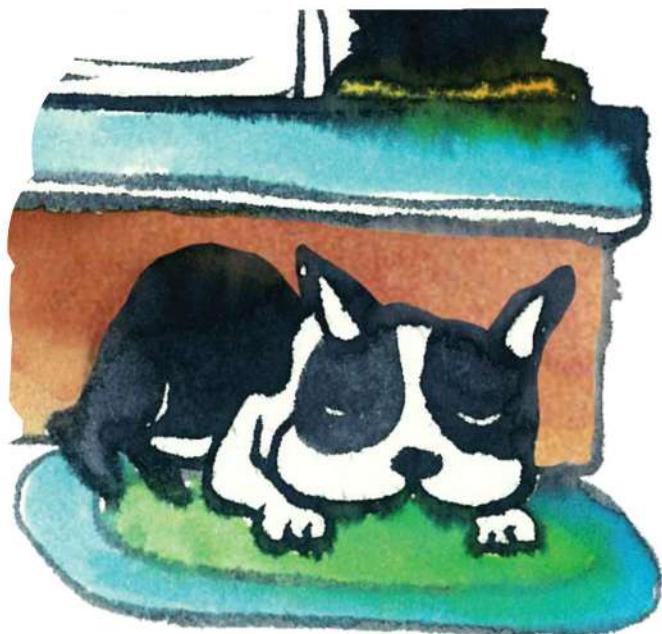
Max ate his food and Justin
ate his snack.
Max loved cookies.



When Justin went to school,
Max waited at the door till
he came back in the
afternoon.



When Justin sat to do his homework, Max sat next to him and did not disturb him.



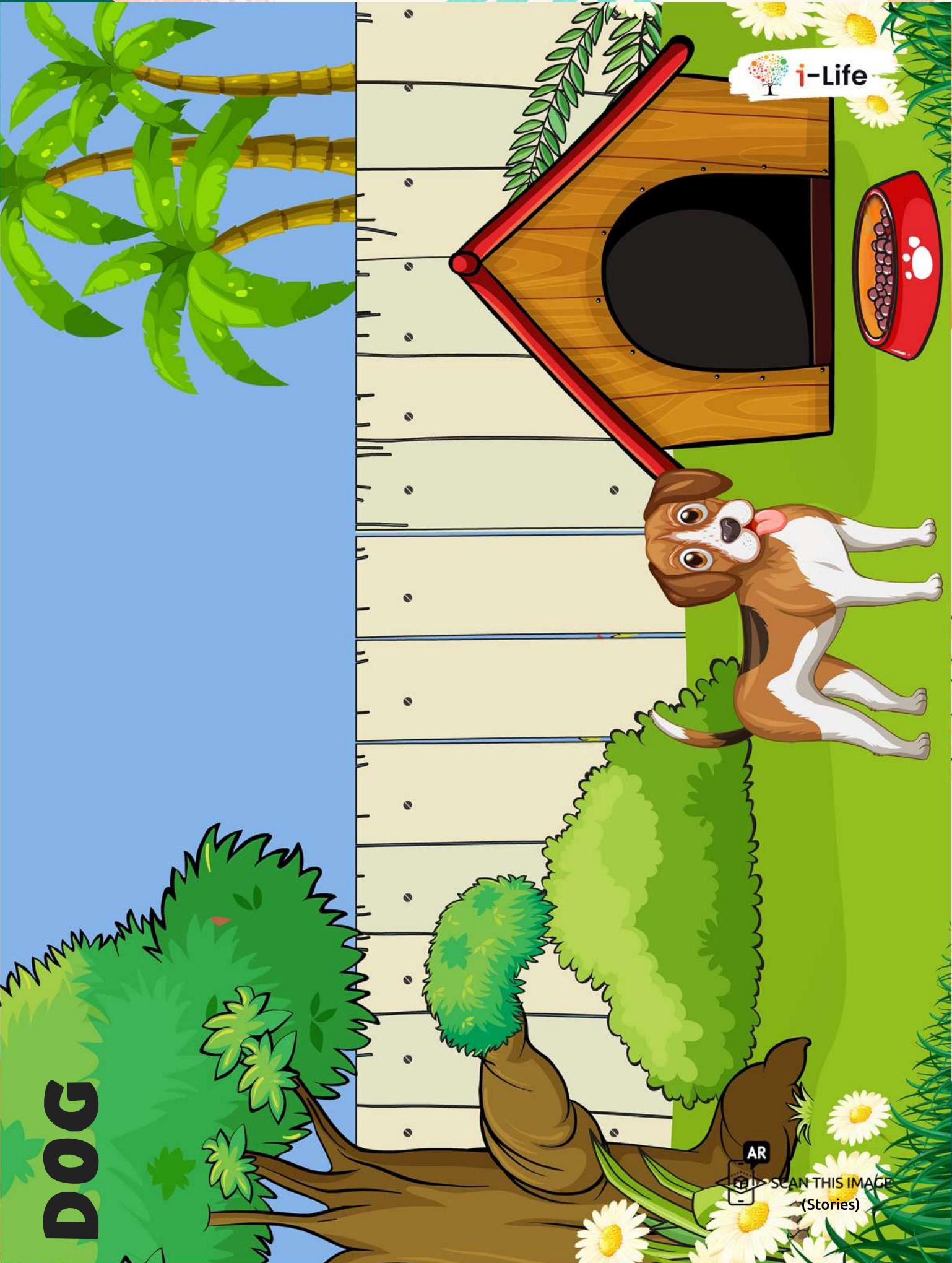
Justin's mother would feed him cookies and Max wagged his tail and barked twice, which meant

"Thank you!"



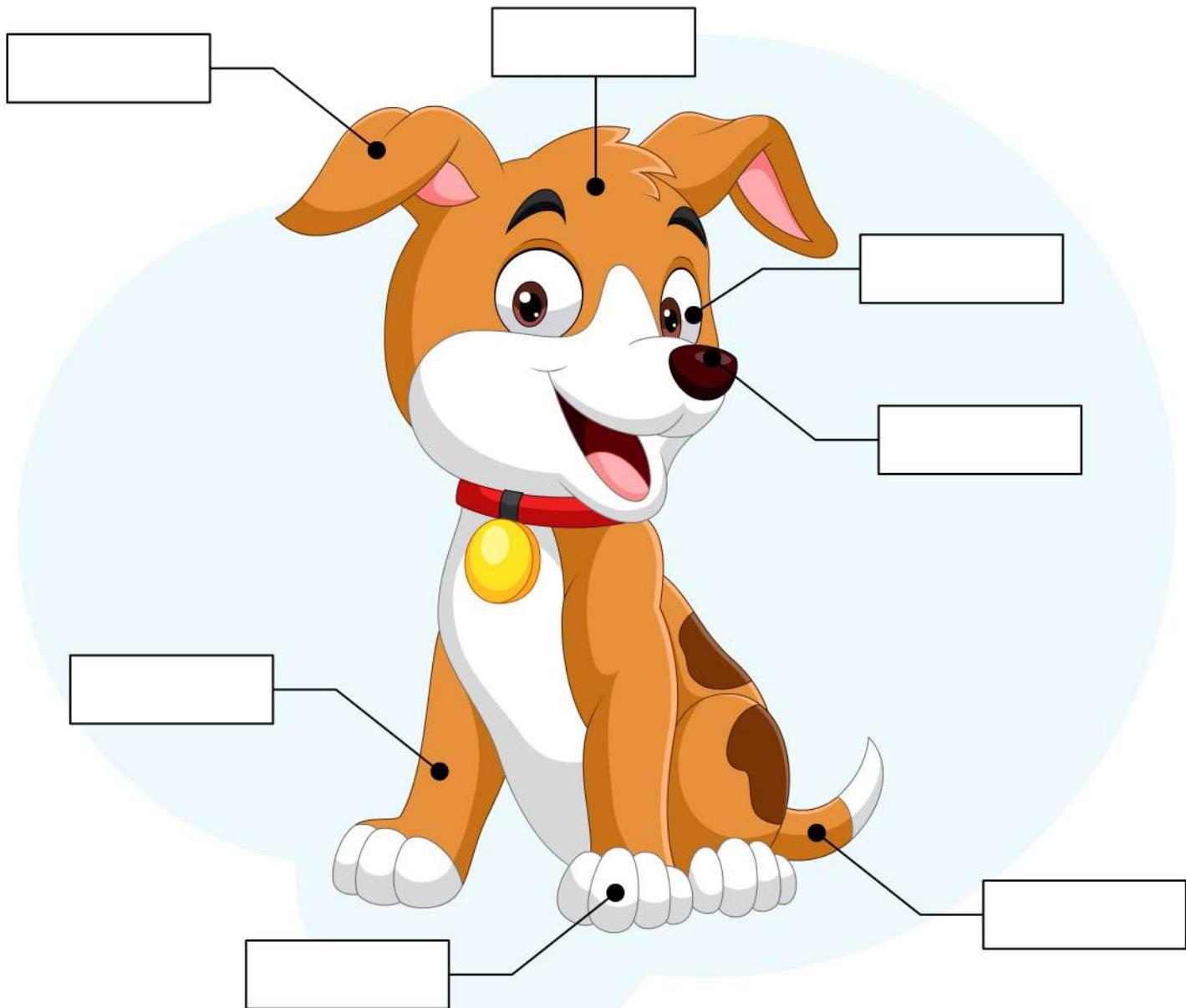
Max went night night next to Justin's bed.

DOG



Being Max

Please write the part of the body in the rectangle, by picking the appropriate word at the bottom of the page .



1. Ear
2. Head
3. Eye
4. Nose
5. Leg
6. Tail
7. Paw

THE TRAVELING DONKEY

"Donkey, donkey, how are you?"

"I am fine, thank you. How do you do?"

**"Hee- Haw,
Hee- Haw!"**

"Donkey, donkey,
what do you do?"

"Carry loads for all of you."

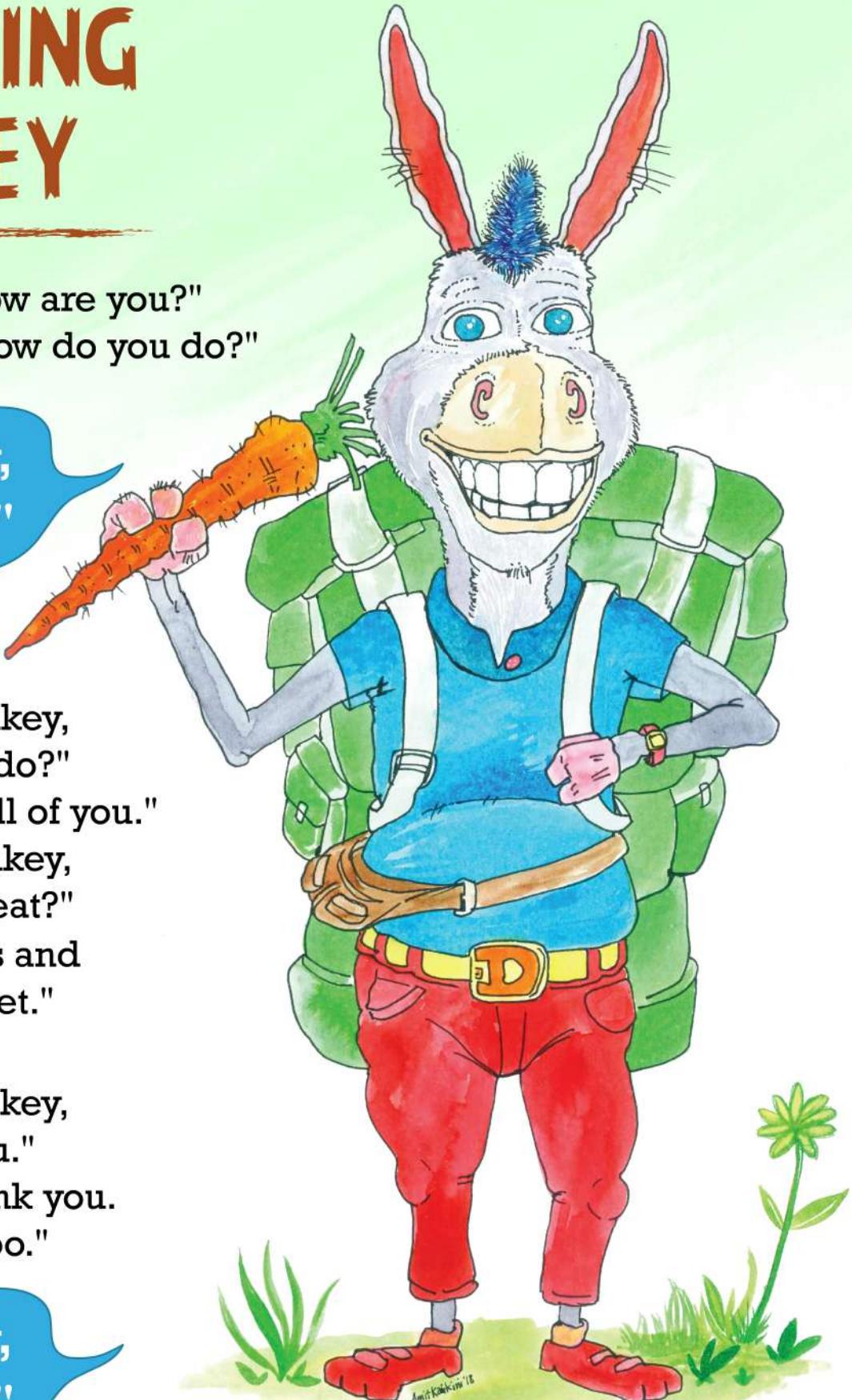
"Donkey, donkey,
what do you eat?"

"Grass, leaves and
carrots sweet."

"Donkey, donkey,
we love you."

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

**"Hee- Haw,
Hee- Haw!"**

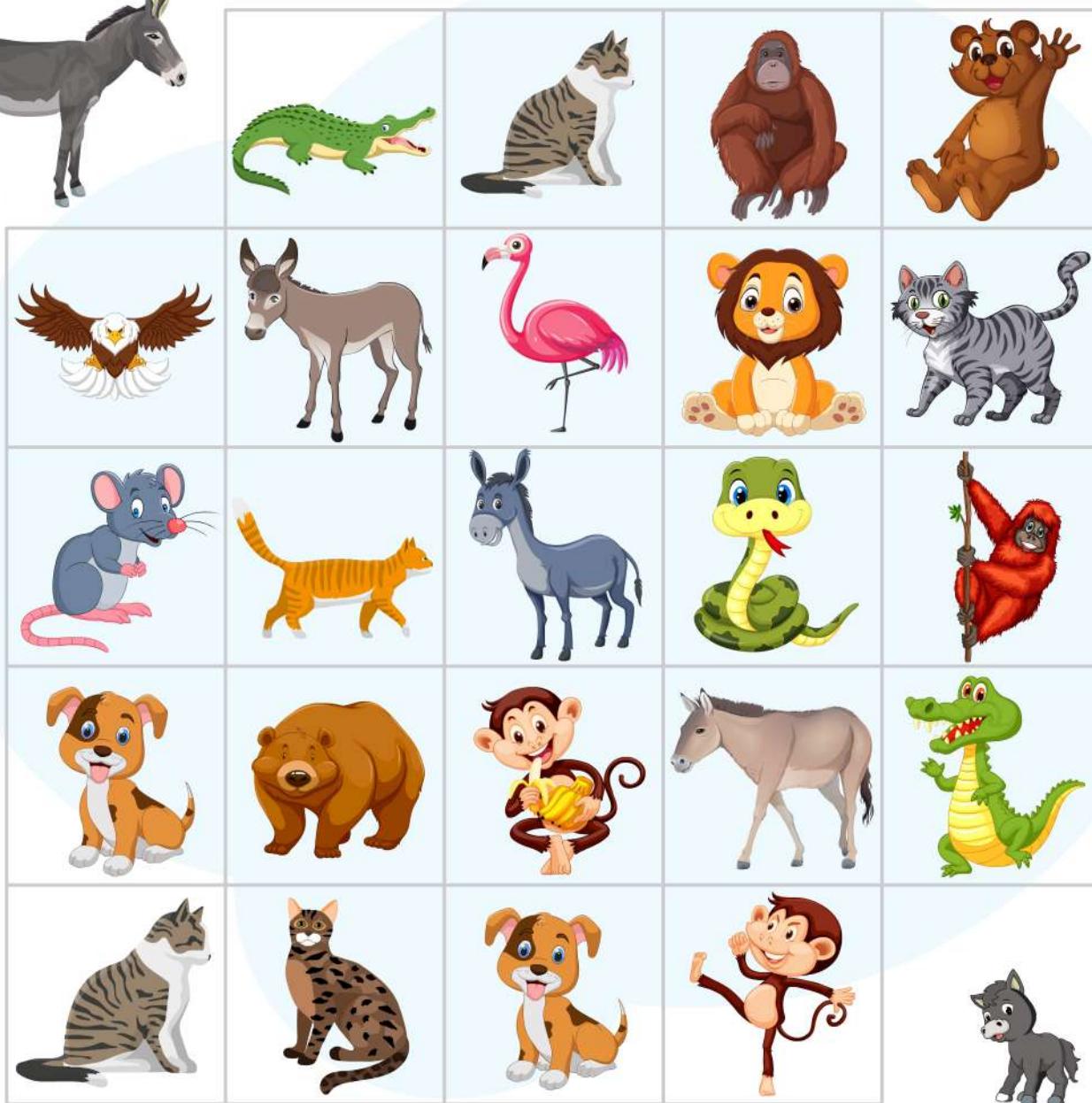


Practice Sheet



The Traveling Donkey

Help the donkey get to its foal. Draw a line from the donkey connecting all the donkeys in the maze to the foal.

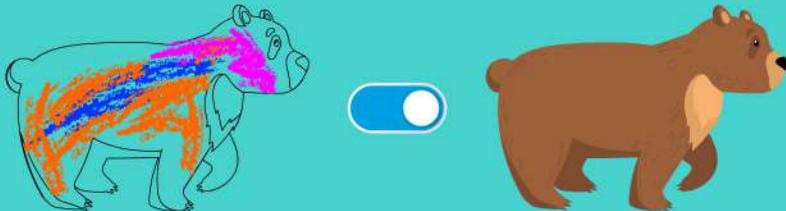


DONKEY

Instructions Manual for

i - Come to Life with Environment

1. Download “**i-Life Explore**” 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: **explore.ilifespace.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 Explore” 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 the  icon in the book for the relevant environment to be used and launch the same theme on the PC or laptop screen.
7. Color the image using color pencils or crayons.
8. Click "SCAN".
9. Hold your mobile/tablet steady while scanning the image and ensure that the camera is focused 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 COLORS” on your PC or laptop screen to toggle between the real object/animal and the object/animal colored by you.



Note: 1. Please 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, please restart the app.



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I-COME TO LIFE WITH ENVIRONMENT



CC
Camel



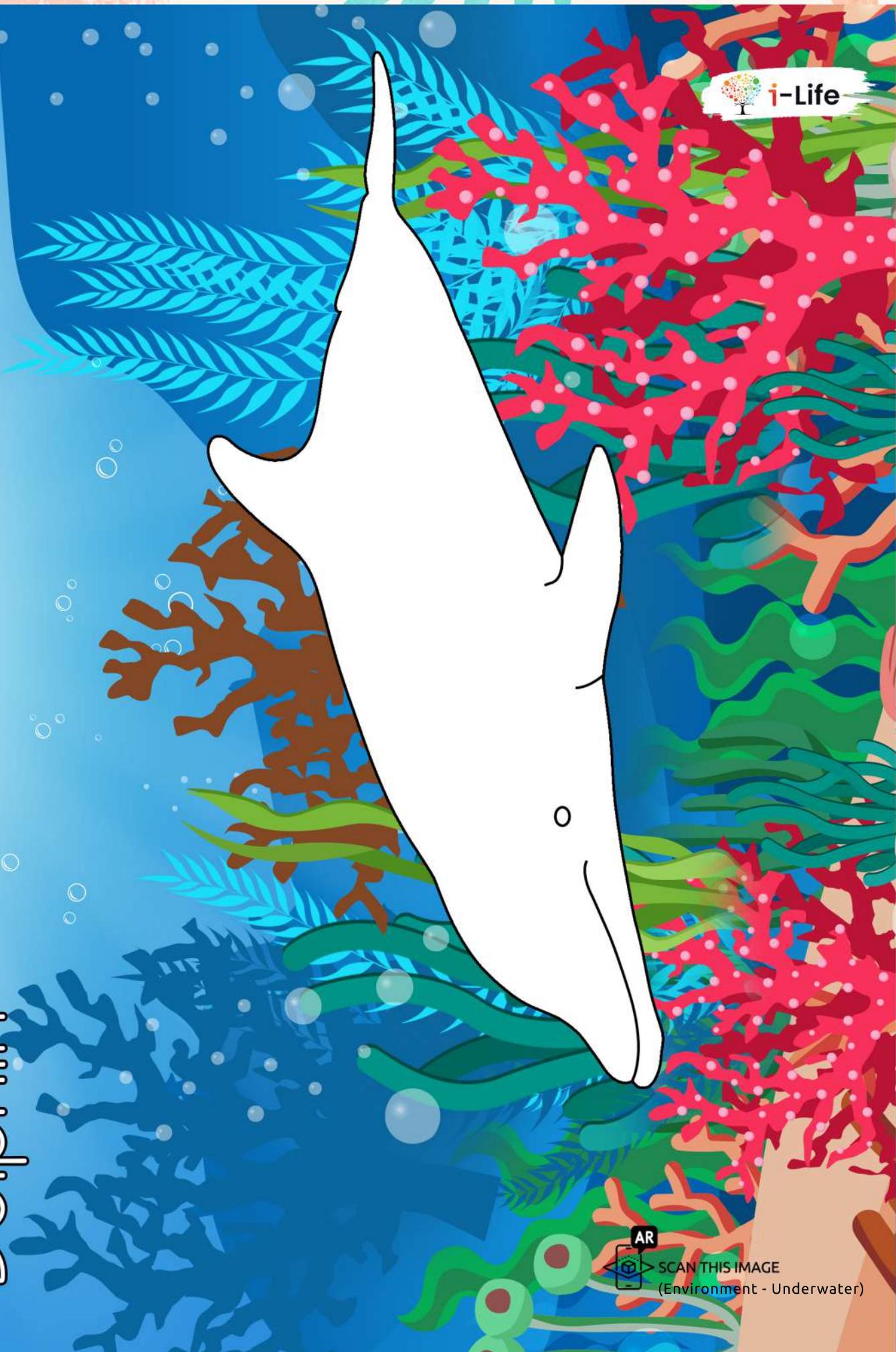
SCAN THIS IMAGE
(Environment - Phonics)



f Flamingo

AR
SCAN THIS IMAGE
(Environment - Phonics)

Dolphin



SCAN THIS IMAGE
(Environment - Underwater)

Whale



AR

SCAN THIS IMAGE

(Environment - Underwater)

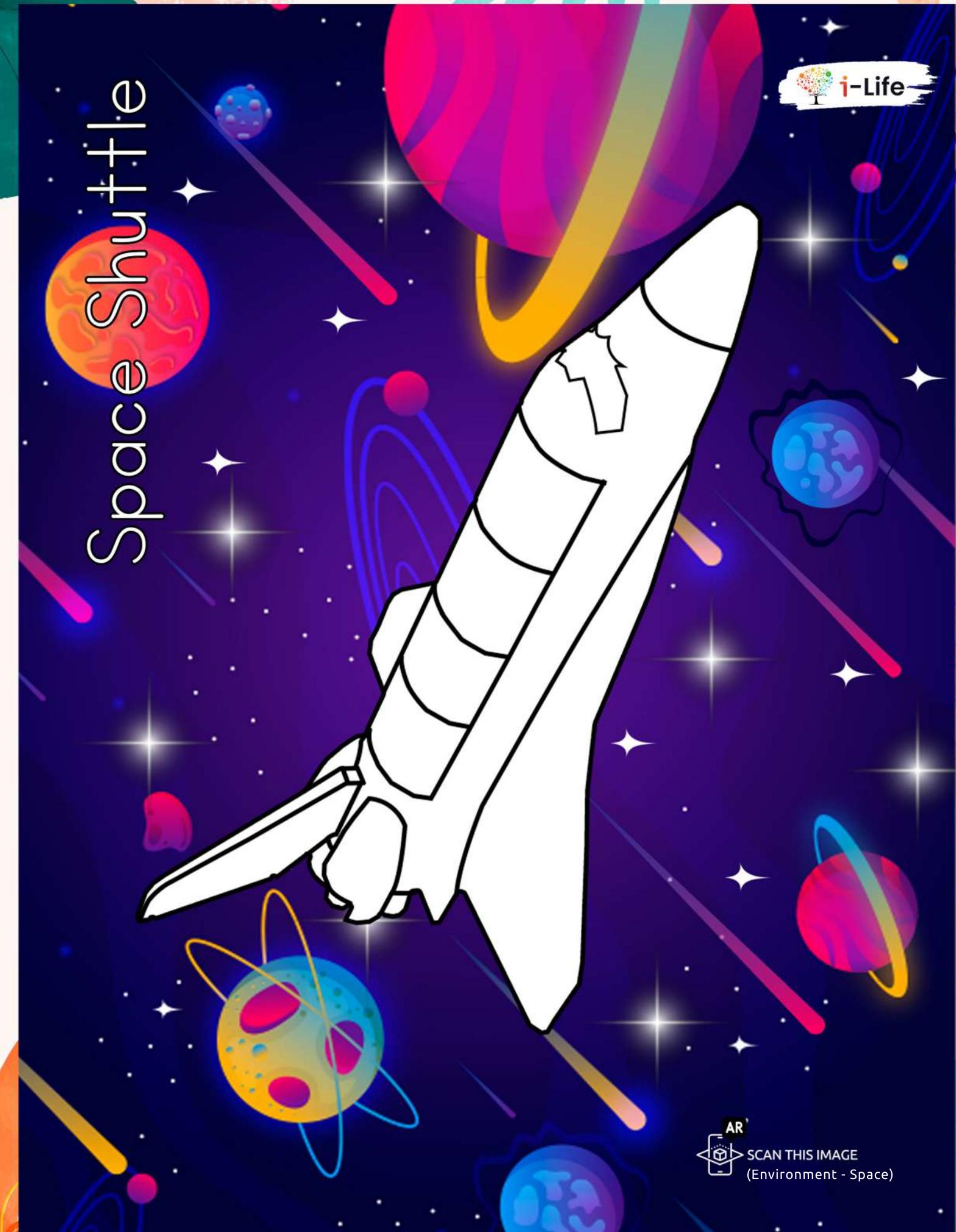


Astronaut



SCAN THIS IMAGE
(Environment - Space)

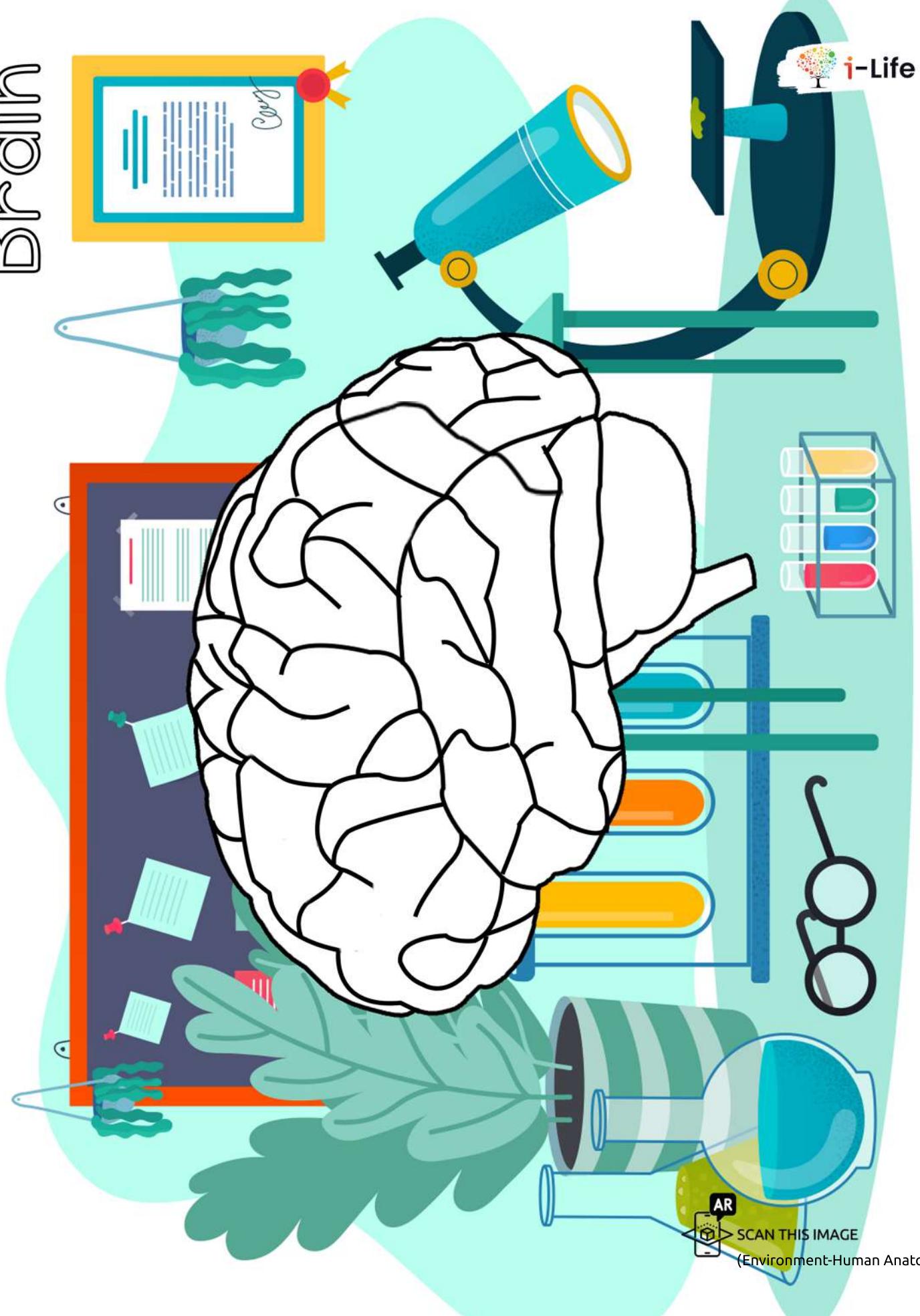
Space Shuttle



i-Life

AR
SCAN THIS IMAGE
(Environment - Space)

Brain



AR
SCAN THIS IMAGE
(Environment-Human Anatomy)



Lungs



SCAN THIS IMAGE
(Environment-Human Anatomy)



DOWNLOAD **i-Life Explore APP**

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APP STORE



info@ilifespace.com



www.ilifespace.com