

# iKnow™

Adventures in English Language Development, Beginning Reading, and Science using Technology

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School

Preschool and Kindergarten





Long ago on a dark and starry night,  
The Sun met the Moon in a burst of light.  
At this moment, for all of the world to see  
The animals joined together to form a family.  
This loving family united animals side by side.  
The animals called their family the “Sun-moon-a” Pride.  
They lived happily together year after year,  
Until one day the animals vanished; they just disappeared!  
The animals went into hiding to preserve the Pride.  
Each animal has a secret letter to protect and hide.

In the first of five eBooks, discover the animals’ story.  
In eBooks 2, 3, and 4 find secret letters and uncover the Pride’s glory!  
Once young kids learn what they need to know,  
Onto the fifth and final eBook they will go!

The Pride made 26 videos, animals and letters A to Z  
To teach young children science, language and literacy.  
Digital songs to sing-along with music from the Pride  
And iKnow online games inspire kids to find their best deep inside.

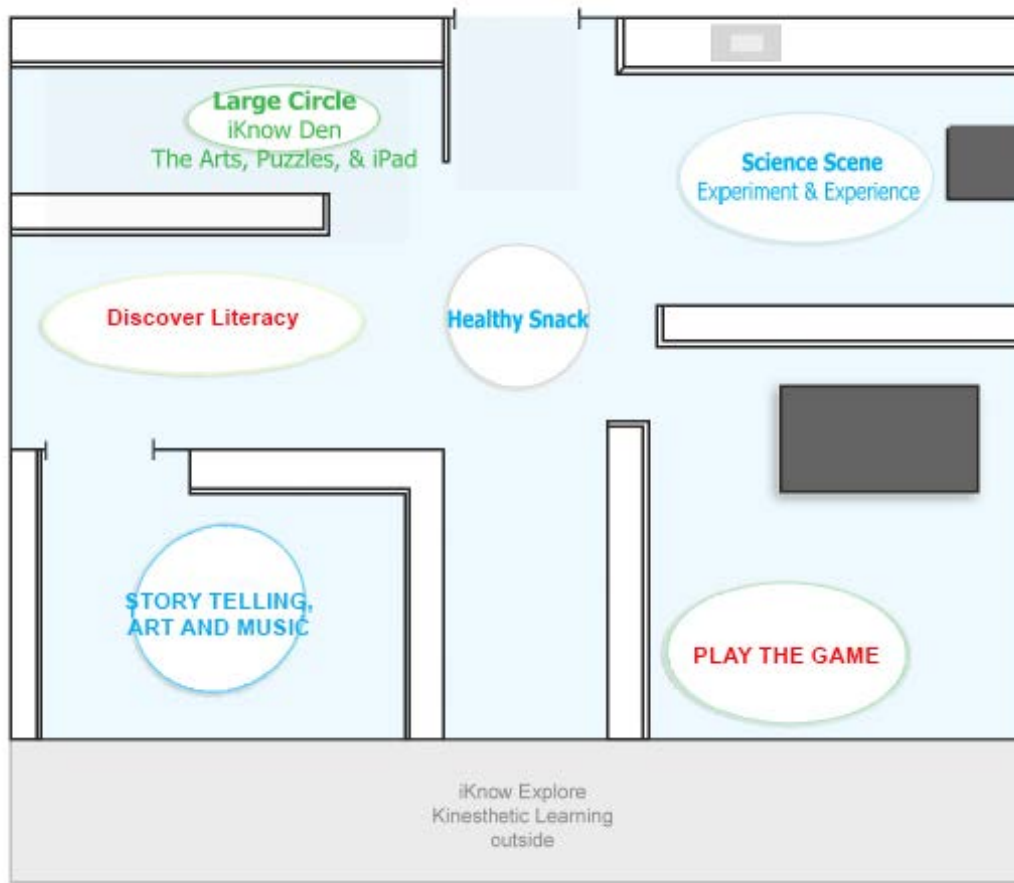
Children apply what they learn to change the Pride’s fate  
Because in eBook 5 young kids discover the link to activate.  
Once the 26 letters are activated then the time will be right,  
According to The Legend, the Sunmoona Pride can reunite!  
A donation will be made in the class’ honor and name,  
Because it matters when you do your best, the Pride will exclaim!

iKnow School puts it together to help all kids achieve  
Big dreams and inspires them to learn, grow and believe!



## iKnow Classroom

Example Integration



iKnow School is an innovative approach to early childhood education based on proven research methods and core standards, using technology effectively and efficiently with a cross-curricular, multi-modality methodology.

iKnow School combines the captivating story, *The Legend of the Sunmoona Pride*, throughout the 5 eBooks in the iKnow Series and iPads with activities, centers, art, music, research, global citizenship, and problem-solving and experimental skills. Together with a bonus video, the 26-video episodes tell the complete story, *The Legend of the Sunmoona Pride* and each episode takes children on an unforgettable journey to an amazing place around the world where children discover a unique animal and a secret letter. The Legend provides the purpose for learning English-language acquisition, beginning reading skills, and science concepts in a meaningful way, increasing cognitive and affective development.

iKnow School is purposefully designed to allow for flexibility to meet the specific needs of each unique classroom setting and enables districts and schools to easily customize the learning experience.

Transform a typical classroom with iKnow Series, an innovative 5-eBook Series. Put the power of learning to read in your students' hands. Begin the adventure!



### Learn and Earn Model

The belief that a story-driven, cinematic, and emotional experience with a defined purpose for learning will teach children more, and they will learn at a deeper level and reach their best potential, is embedded deep into the iKnow pedagogy. Children know that their contributions actually make a difference, resulting in improved cognitive and affective development. With iKnow School the purpose for learning is academic in nature, challenging, exciting, and character building. The PridePoints are awarded using both printed and digital formats.

#### Collecting PridePoints

The Learn and Earn Model includes the collection of PridePoints. Children earn PridePoints for civic and academic accomplishments, tasks, and actions. Children are awarded PridePoints, for example, when a student discovers the secret letter, demonstrates acts of kindness, compassion, and leadership, exceeds academic standards, exhibits profound thinking, problem-solving, teamwork, and trustworthiness, acts like a responsible, intelligent, respectful global citizenship, etc.

#### Large Circle - Pre-Learning

PridePoints: Large Circle

Set the stage for learning & success

Predict and hypothesize

Discover the clue and goal

#### PridePoints: iKnow Den

Restate and record today's secret letter

Puzzle Clues

Subdivided the Pride onto Habitats

Play and record a jam session

#### PridePoints: Discover Literacy

Read and Interact with the eBook

Name the animals in the eBook

Draw an animal that is the messenger of the Pride

Create the secret letter out of play dough

#### PridePoints: Storytelling, Art and Music

Dramatic Play

Select the animal and secret letter

Make a panda puppet for "p"

Summarize what they learned and make a video

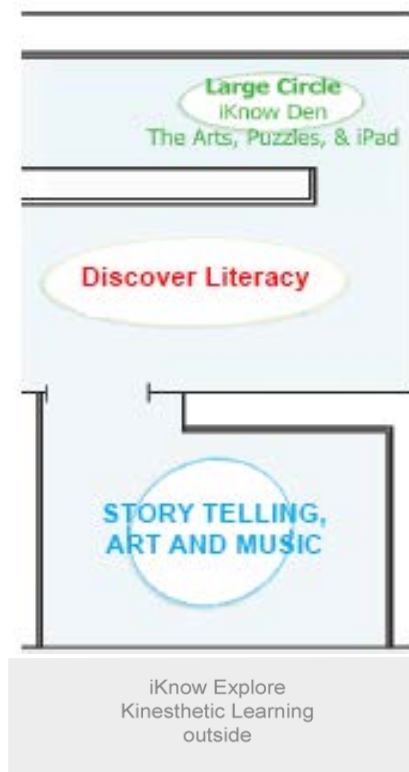
#### PridePoints: iKnow Explore

Identify the migration trail

Compare water supply for different animals on the trail

Collect letter in a scavenger hunt

Build the a home for an animal





## Collecting PridePoints

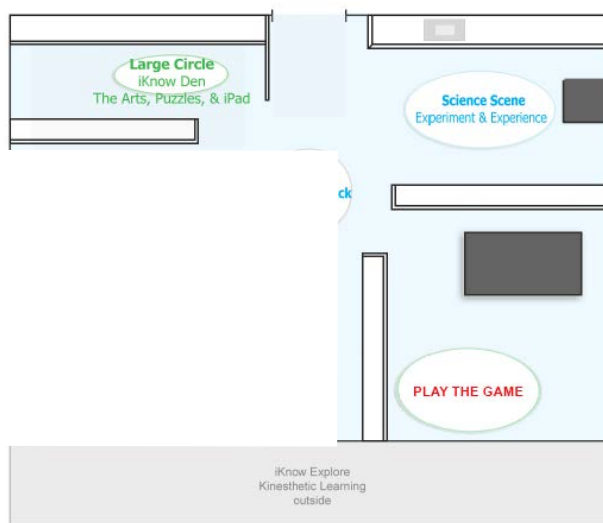
The Learn and Earn Model includes the collection of PridePoints. PridePoints encourage children to always do their best. The teacher uses PridePoints to acknowledge both academic and civic excellence. All children can earn PridePoints throughout the allocated iKnow School block of time or throughout the entire day; it's up to the teacher. There are many ways to integrate PridePoints into the classroom environment. Flexibility allows each teacher, principal, and district to implement PridePoints in a manner that works best for their specific goals and existing systems.

### Large Circle - Post-Learning

PridePoints: Large Circle

Solve the clues

Select the secret letter Evaluate  
and Celebrate



### PridePoints: Healthy Snack

Help a classmate

Serve the snack to everyone at the table

Use good manners: please and thank you

### PridePoints: Science Scene

Record water levels Migration Map

Make layers of the Rain Forest

Synthesize all life needs water

### PridePoints: Play the Game

Collect online eco-points

Experiment with light and plants

Create a photo archive of animals in Africa and their secret letters

### PridePoints: iKnow Explore

Tend to plants

Understand the Sun gives light and warmth

Make the connections that plants need water and light





**Academic Achievement**



**Citizenship Honor**



**Science Discovery**



**Tech Savvy**



**Outstanding Contribution**



**Solved the daily Secret Letter Clue**





Environment



Integrity

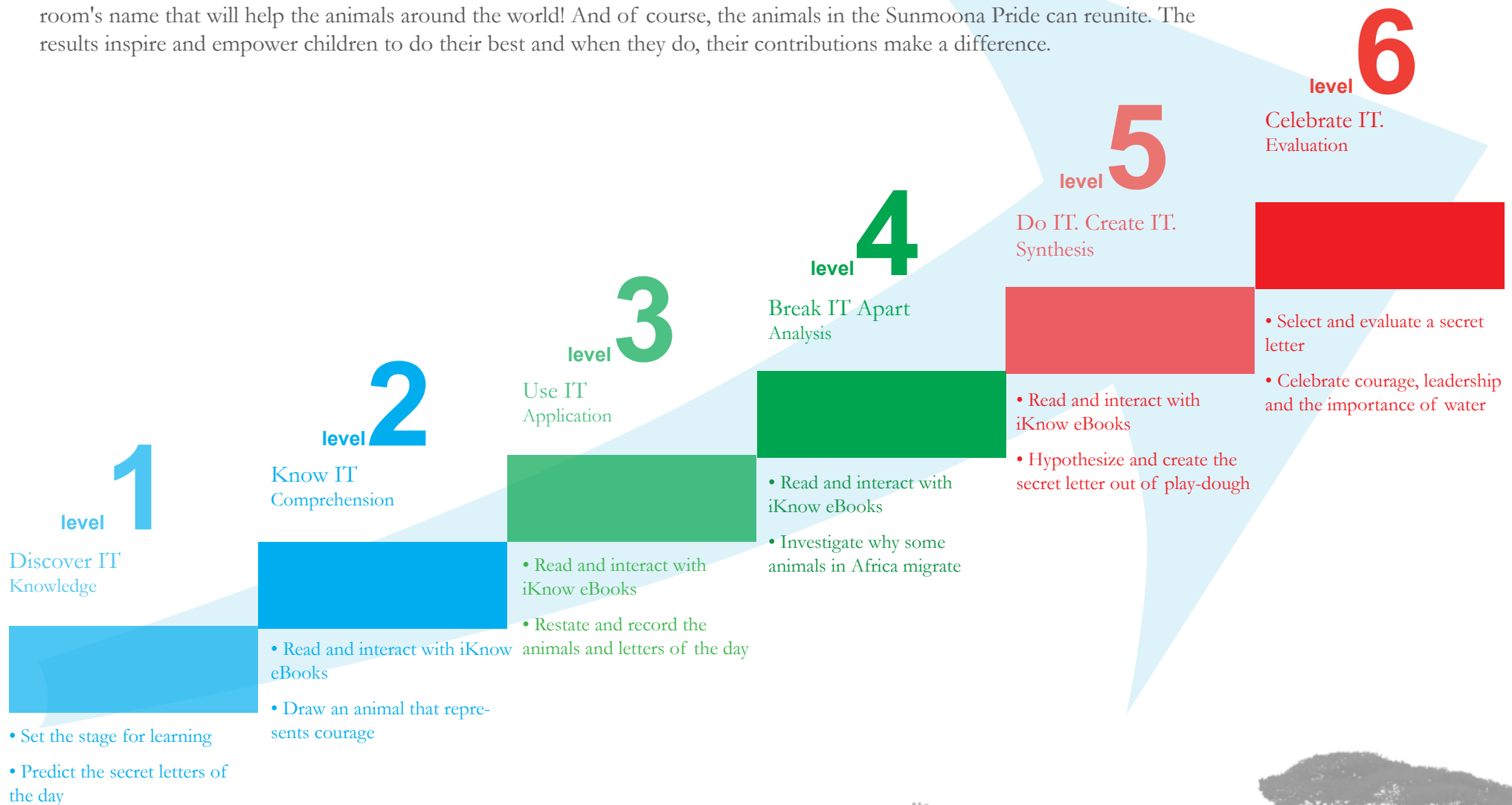


Honor

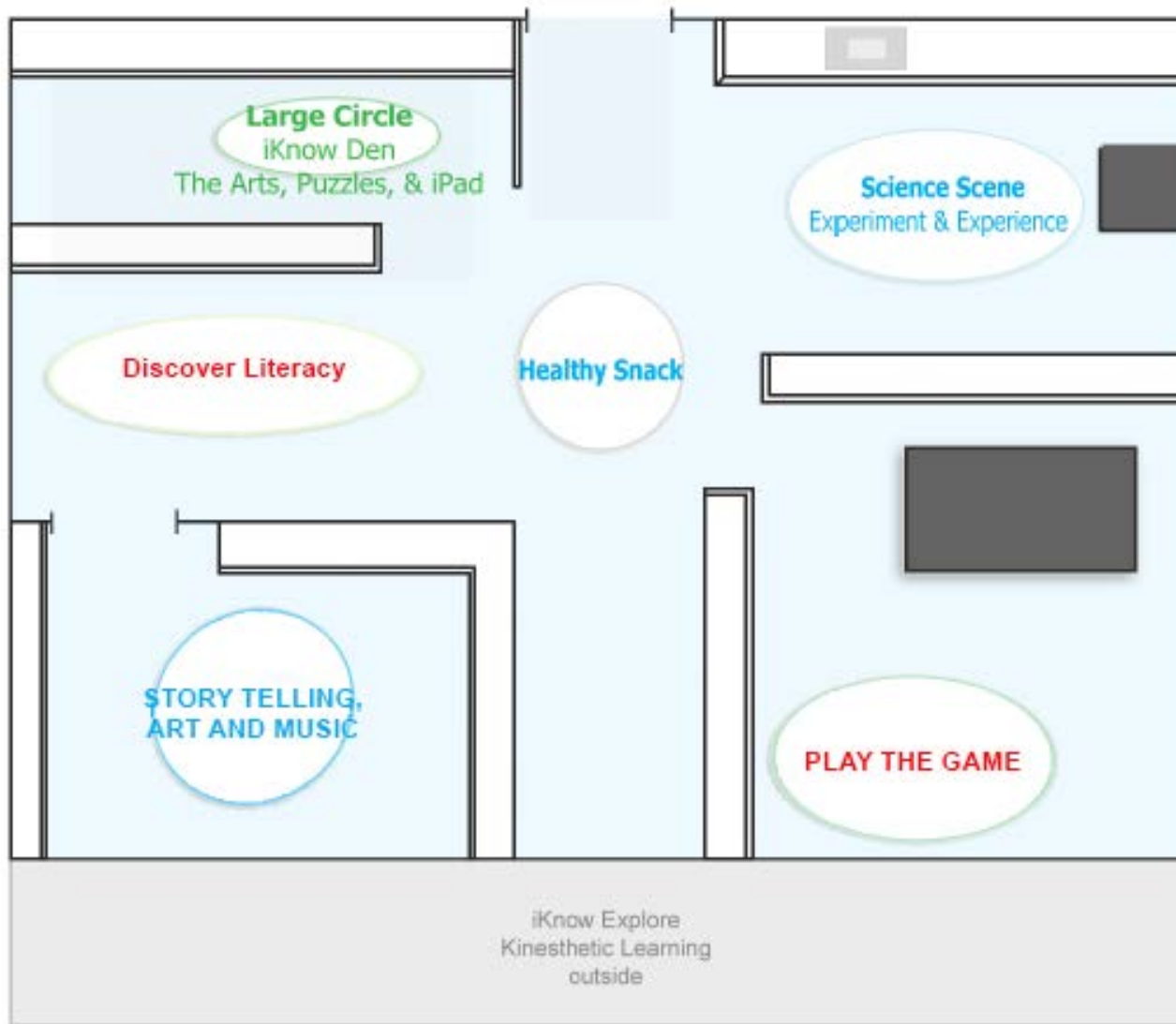


Leadership

The iKnow Step Up Model uses Bloom's Taxonomy daily, weekly, and throughout the entire six-week curriculum, culminating with the overall goal: students in the iKnow Classroom activate the 26 letters in the animal alphabet. All of the students in the iKnow Classroom become official Animal Ambassadors. Each child receives a certificate, and a donation is made in the iKnow Classroom's name that will help the animals around the world! And of course, the animals in the Sunmoona Pride can reunite. The results inspire and empower children to do their best and when they do, their contributions make a difference.







### Design Layout Example

Transform any classroom into a 21st century optimal learning environment. The story, The Legend, captivates the hearts and minds of young children while they use technology and music to learn phonics, phonemic awareness and science concepts including environmental awareness, global citizenship and character development. Students also learn the great value and honor of always doing their best.

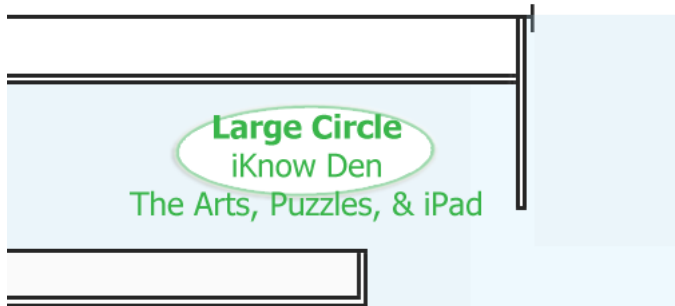
When you teach a child a fact, he will remember it. When you show a child an example, she can describe it. When you tell a child story, it becomes part of who they are, shapes who they become and stays with them for life!

## iKnow Classroom

### Large Group - Pre-Learning

#### Clue and Inquiry: Set the Stage for Success

iKnow is designed to engage children in the learning process and tap into their true potential. A compelling story, an exciting journey, and a very specific goal help children get into a positive mindset for learning. Everyday children get ready to learn by focusing their minds first. They develop speaking and listening skills, and decode rhyming words and phrases that are clues to find a secret letter. They gain awareness regarding the orders of events in a story and experience repetition of concepts in a variety of ways for lasting effect. Children make basic and important connections learning Earth, life, and physical science concepts. And at the end of Large Group the challenge/goal is uncovered.





## iKnow Classroom

### Centers and Small Group Activities

#### iKnow Discover Center: Language and Literacy

iKnow Discover Center includes (at least) 3 iPads. Typically, children read and interact with one eBook and complete a complementary activity that correlates with and enhances learning experience through impact and repetition. Children learn about the animals. They apply information to solve problems and design solutions for the animals. They discover and use clues, look for patterns, organize their thoughts and ideas, and apply what they've learned.



## iKnow Classroom



### Centers and Small Group Activities

#### Storytelling, Art and Music - Research and Record

This Station provides students with the opportunities for children to learn with purpose. The unforgettable story, “The Legend,” told in rhyme, provides a purpose for learning. The story acts as a disguise for Bloom’s Taxonomy of cognitive development, proven research-based methods, core standards and evidence-based learning. It’s the methodology behind the technology that makes all the difference with iKnow School. Children use technology to optimize their learning experience. iKnow uses technology to reach and teach children using a multi-modality approach, teaching to all of the senses. There are many ways to implement technology into the classroom. Children can discover clues, learn about musical instruments, record themselves saying letter sounds, make videos, take pictures, research and investigate.

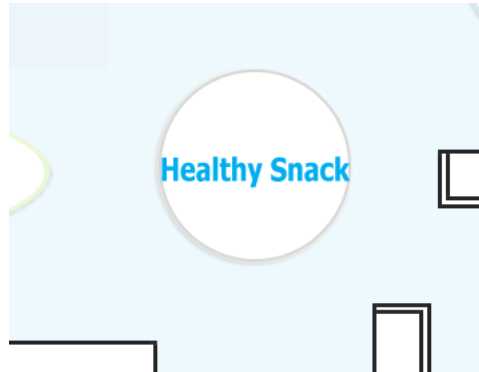


## iKnow Classroom

### Centers and Small Group Activities

#### iKnow Snack Center

Healthy eating habits are created at a young age. The iKnow snacks are organic and a healthy way to build the connection between what we eat and how we feel. The snacks are “animal and habitat- themed”.





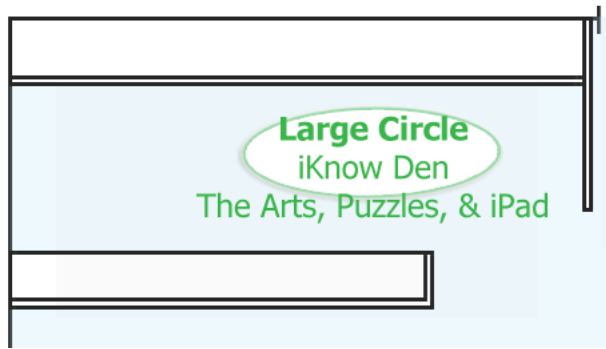
## iKnow Classroom

### Centers and Small Group Activities

#### iKnow Den Activities

Art projects, puzzles, music, language, literacy, science and technology (iPad and computer if accessible) “live” in the iKnow Den. This area of the classroom turns into the “Animal Archive” where children learn about The Legend of the Sunmoona Pride, archeology, and the animals while they build their communication skills and understand the value of teamwork. In The Den, children can watch complete video episodes or any part of one of the 26-video episodes, animals and letters A to Z.

A more cooperative learning approach is used in the iKnow Den where it is taught to finish the task they start before moving on to another center but students can still come and go as they please. They are encouraged to solve-problems and analyze patterns.

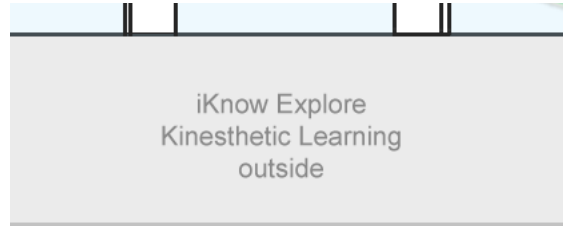


## iKnow Classroom

### Centers and Small Group Activities

#### iKnow Explore

iKnow Explore takes a kinesthetic approach to learning, literacy, science and geography. Children go on scavenger hunts, build letters and design homes for the animals, create new ideas, and begin to understand that there are consequences for their choices. They formulate new ideas by discovering how things are connected and the layers of community spanning from local to global. Children realize their contribution will make a difference. This emphasizes the iKnow Learn and Earn Model that uses Bloom's Taxonomy and a goal-focused story to create a multi-modality approach to learning, for all children at various levels. There are opportunities for children to work alone and work together in groups.



## iKnow Classroom

### Centers and Small Group Activities

#### Science Scene - Live it. Love it.

This cross-curricular approach is an effective way to expand a child's understanding that relationships exist between language, literacy and science. Children discover important science concepts like migration, solar energy, geography, eco-systems, and how animals live in harmony with nature. Children begin to link Earth, life, and physical science concepts to solve the clues. Phonemic awareness, alphabet principle, letters and combination of letters represent spoken and written words, verbal expression, listening and responding skills provide the purpose for learning and are taught together with science.





## iKnow Classroom

### Centers and Small Group Activities

#### Play The Game

Students move and breathe with yoga-inspired poses with phonemic awareness timed to the movement. Students also received the experience of having an expert from the World Wildlife Fund (WWF) “Beam In” to talk to the students about his trip to Africa. Then students Play the Game in this self-paced, student-guided, limited screen-time, interactive digital experience plus a Language Building Activity that work great with a one-to-one iPad to student ratio or with only 4 or 5 iPads in Stations / Centers. The tablets are then used by the student to record their progress and to take videos/pictures of their accomplishment. These activities can be broken up into two days or used during Reading block and Science or Flex time. The teacher has the freedom to select specific activities that relate to each level.

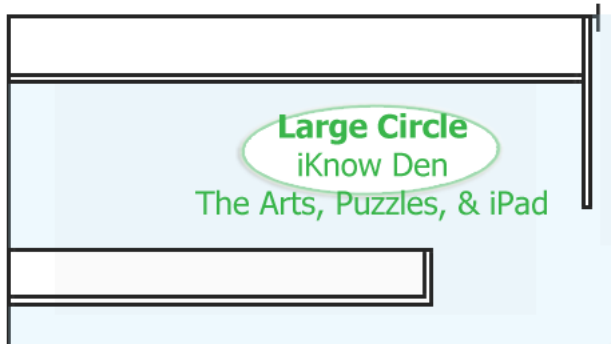


## iKnow Classroom

### Large Group Time - Post-Learning

Evaluate and Celebrate

It is important to allow children to synthesize, share, communicate and evaluate during this time with iKnow School. The iKnow Learn and Earn Model uses Bloom's Taxonomy and a goal-focused story that creates this multi-modality approach to learning, for all children at various levels.



## Storytelling Art and Music: Art Project and Research

### World: Paper Bag Panda Puppets

1. Cut out ears (half oval), eyes (circles), a nose (smaller circle), and paws (skinny half oval) out of black construction paper.
2. Glue eyes, nose, and ears to bottom rectangle part of a paper bag.
3. Glue paws to the sides of the bags.
4. Glue wiggly eyes onto black circles or use a white crayon or chalk to make the eyes.
5. Encourage children to do a puppet show and come up with the idea for the story. Guide children to include facts about the panda (live in China, eat bamboo, black and white, etc.)
6. Use iPad to gather facts about the panda, see pictures, videos, hear sounds and to video record the puppet show.

#### Materials

Black construction paper  
Wiggly eyes  
Glue  
White paper lunch bags  
Black and White Crayon or Chalk  
The letter “p”  
iPad  
Panda costume  
Green construction paper to draw bamboo





## iKnow Discover

### Rain Forest eBook and Activity

#### Rain Forest eBook

1. Children read and interact with the Rain Forest eBook
2. Children watch clue about the secret letter
3. Record their name and prediction for today's secret letter – include letter sound and name

#### Rain Forest Activity

1. Have laminate letters on the activity side of the table
2. Children use clay (preferably) or play dough to construct the lowercase letters on the letter cutouts.
3. Let the letters dry and at the end children will have created their own Animal Alphabet!
4. Have the children predict, write (trace) and draw today's secret letter and animal that guards this secret letter. \*Option keep pictures for a passport portfolio created at the end of the 6-weeks.

#### Materials

- 3 iPads
- Rain Forest eBook
- Digital clue
- Laminated big lower-case letters
- Clay (preferably) or play dough
- Recycled paper
- Crayons
- Chalk
- Markers



## iKnow Explore and iKnow Den

### Rain Forest Scavenger Hunt

#### iKnow Explore

1. Hide and tape lower-case letters at kid height and lower in and around the outside area using letters the children have already seen. For example use the letters (b, m, t) in the Rain Forest.
2. Provide children with the clue on the iPad
3. Have the child retrieve the letters.
4. After all the letters are found the children go to the iKnow Den...

#### iKnow Den

1. Provide the children with the clue on the iPad
- 2 iKnow Den have the animal word cards and animal picture cards spread out.
3. Ask each child to pick one letter at a time and match the letter they found with the corresponding animal name.
4. Do this for all of the animals and letters.
5. Later in Large circle time you can ask the children to find, walk to and point to something else in the room that begins with the same letter.

#### Materials

iPad  
Big lower-case letters  
Tape  
Animal picture cards  
Animal word cards  
Scissors



## Large Group Activity

### Africa Sorting/Classification

#### The Great Migration Poem

1. Read Great Migration Poem to the class
2. Explain that the rivers in Africa are essential for the animals' survival. The animals must have water to live. Sometimes the weather in Africa is very dry with no rain for a very long time. The rivers can dry up. The animals must travel very far to find water. The animals "migrate" together in search of water. Every year, the rainy season comes, filling the rivers, providing water for the animals and their families.
3. Ask the class/group "Do people need water to live?"
4. Emphasize that water is very important to the animals in Africa and they are always moving in search of water. This journey is call migration.
6. Ask the children why some animals might stay together. Encourage creative and individualized answers.

#### Sorting Activity

1. Create and Name two groups, one for animals who stay in one place, Stay Home, one for animals that migrate, Migrate. Predict which animals travel together and migrate and which animals stay at home.
2. Hold up 2 separate signs (sheets of paper each) reading 1) Stay Home and 2) Migrate
3. Place the pieces of paper on the floor, far enough apart to create two separate piles of cards.
4. Go through one animal card at a time allowing the children to hypothesize about which animals migrate and which stay in one place, at home.
5. Hand the card to a child and have him/her place the animal picture card in the correct pile.
6. Correct children along the way referring to answers provided

#### Materials

Great Migration Poem  
Africa Animal Picture Cards  
Stay Home Sign  
Migrate Sign

Chalk





## The Great Migration Poem

Africa is a land where animals roam free  
It is an amazing place, animals as far as the eye can see  
The animals in Africa are strong and proud  
Listen closely you can hear them speak out loud  
As you look across the plains  
The grass is dry because there's no rain  
All animals need water to survive  
So they walk to find water to stay alive  
Water is the reason for the great migration  
Families of animals march into the next generation  
Some animals stay home and some walk all day  
Across Africa animals migrate, live, love and play  
But who migrates and who doesn't leave home?  
It's your job to figure out who stays and who roams



## Large Group Activity

### Science Scene

#### Africa: Evaporation and Migration

##### 1. Set the Scene

- You are on the African plains during the rainy season.
- The children close their eyes and use their hands to cover their eyes.
- Draw the shades. Make it as dark as possible.
- Play the sounds of a thunder and rainstorm.

Talk to the children about the watering holes. Sample questions:

- Are they getting bigger with all of the rain?
- Is the rain good?
- Where are the animals in the Pride during the rainstorm?

During the rainstorm, the teacher:

- Places 4 watering holes around the classroom. There should be a different amount of water in each watering hole.
- Rolls out the river
- Places pictures of lion, rhino, crocodile hippo, around the classroom along the migration trail and on the banks of the river.

Slowly the storm ends.

- Lower the sound effects from the rainstorm then turn off.
- Turn on the Africa sound effects
- Have the children open their eyes

##### 2. The children select from the animal cards (wildebeest, zebra, elephant, gazelle)

The children form herds of animals and the teacher assigns a starting place on the migration trail corresponding with the matching the animal card he/she selected:

- River
- Wildebeest = Group 1
- Zebra = Group 2
- Elephant = Group 3
- Gazelle = Group 4



3. Teacher explains that the Sun gives off heat and light and opens the shades. The children are spread out the herds across lion's territory. Sample questions:

- "What do you feel?"
- Is it brighter?
- Is it warmer?

4. Have the children walk very slowly (tiny little steps) as different herds around the classroom. Teacher helps set the pace with music. Children are walking and acting like the animals to the music, drum beat. The teacher turns off the music and the children must select a watering hole (just like musical chairs).

5. Children use the animal sponges to "drink" (soak up) water from the watering hole. Sample questions:

- Is there more or less water in the watering hole now?
- Did all of the animals drink?
- Is there enough water for everyone?

6. Have the children walk very slowly (tiny little steps) as different herds around the classroom. Teacher helps set the pace with music. Children are walking and acting like the animals to the music, drum beat. The teacher turns off the music and the children must select a watering hole (just like musical chairs).

7. Tell the children that it hasn't rained in days and the Sun is so hot. Tell the children that water from the watering holes are evaporating. The teacher turns off the music and the children must select a watering hole (just like musical chairs).

8. Children use the animal sponges to "drink" (soak up) water from the watering hole.

Sample questions:

Is there more or less water in the watering hole now?

Who drank first?

Are there more animals at the watering hole?

9. Tell the children that it hasn't rained in a month and the Sun is so hot. Tell the children that water from the watering holes is evaporating. One of the watering holes should be empty. Model and explain evaporation:

- The teacher takes a large yellow sponge and holds it above her head pretending she is the Sun.
- The teacher walks around the room and places the yellow sponge in the water as she is explaining evaporation.

Sample questions:

- "How is the water disappearing?"
- Where does the water go?
- Is there enough water for the animals?



10. Again have the children walk very slowly (tiny little steps) as different herds around the classroom. Teacher helps set the pace with music. Children are walking and acting like the animals to the music, drum beat. Tell the children that it hasn't rained in months and the Sun is so hot. Tell the children that water from the watering holes are evaporating. The teacher turns off the music and the children must select a watering hole (just like musical chairs).

11. Children use the animal sponges to “drink” (soak up) water from the watering hole.

Sample questions:

- Is there more or less water in the watering hole now?
- Are there more or less animals at each watering hole?
- Is there enough water?

12. Explain that it is getting hotter and they can rest for a few minutes and take another “drink” of water. After a few minutes have the children to continue to walk slowly in a circle.

- While they are walking, talk about the migration and that it is getting hotter.
- If there is no water in the watering hole when they arrive they can move to the next hole.
- Repeat this until everyone ends up by the river.

14. Continue to explain that the Sun heats up the water and turns it from liquid to vapor (gas). This causes the water to evaporate. Evaporation is when water liquid turns to vapor.

15. At the end of the simulation, place a cup of water by the window and check it over the next week to check for evaporation?

16. Replace watering holes with iPads and have the different “herds” watch videos about evaporation and migration and record their thoughts about their migration.

### Materials

Secret letter “L” episode

Africa animal picture cards

Clue

Poem

Cups

Water

Sponges

Lion passport stickers

iPads





# iKnow™

iKnowABC School Adventure Game for Beginning Reading and STEAM

iKnowABC School Adventure Game Teacher's Edition

Professional Development  
iKnowABC Home Adventure Game  
Technical Support  
Customer Service  
iKnowABC Adventure App Game

iKnow Series: 5 enhanced, interactive eBooks  
iKnow TV: Educational Video Library  
iKnow Music from the Pride  
iKnowABC Animal Inspired Yoga Poses  
iKnowABC DIY Activity Videos

Begin the adventure...

Contact Cindy Coleman, M.Ed. for additional information and a demonstration

[iKnowabc.com](http://iKnowabc.com)

