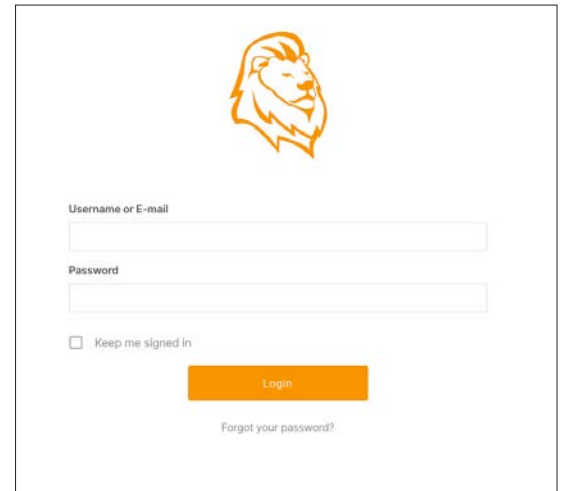Welcome to the *Digital Safari*

The Digital Safari is a self-paced, student led game that is broken up into 10 levels designed for individualized learning.

To access the *Digital Safari* members will need to go to the following URL:

www.digitalsafari.iknowschools.com

All members will be assigned a username and password.

Username or E-mail

Password

☐ Keep me signed in

Login

Forgot your password?

The Den

Here we have the Den. This is where you will find the 10 Levels of the Digital Safari.

To navigate to a level, simply place your mouse over the level and click on it or Tap on it with your finger.

Navigation

Below are the descriptions of the navigation icons that you will see throughout the Digital Safari.

Previous Page   Level Menu   The Den   Next Page

Level 1 - The Legend

There are 5 Activities in Level 1, each activity should be completed on a separate day.

For example, on Day 1 complete the Assessment, on Day 2 complete Activity 2, you get the point.

Let's explore the Assessment.

Assessment

Phonemic Awareness and Phonics help children develop an understanding of words and spelling patterns.

These Assessments identify what individual students know specifically about letter/sound cognition. The Assessment records each student's Assessment results, allowing teachers to track the student's progress as they work with them throughout the 10 Levels of the *Digital Safari*.

There are 3 Assessments in the Digital Safari.
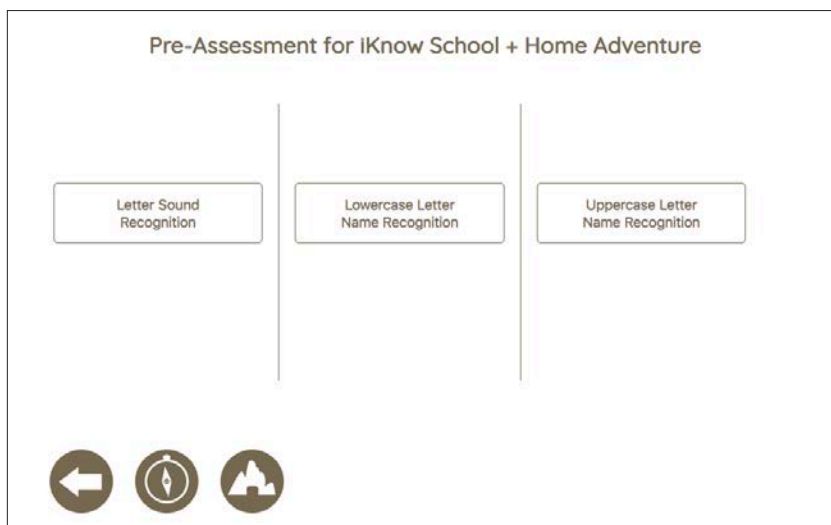
All of the Assessments have a similar set up. Once the teacher or student clicks on the test name they will be directed to the corresponding Assessment.

Lowercase Letter Name Assessment

For privacy reasons most schools associate a student number with a child. If that is the case with your school, type in the student number.
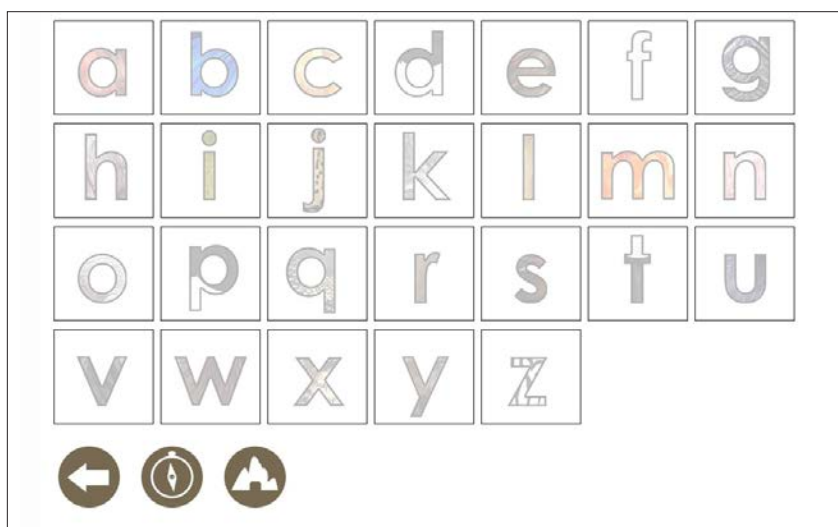
If your school prefers to use the child's name we can customize this field to accommodate that need.

After inserting the student number in the input field click on the *Begin Assessment* button.

Lowercase Letter Name Recognition
Pre-Assessment for iKnow School + Home Adventure

Student Number

Begin Assessment

The Assessment will begin immediately once the page loads.

In the background a timer will also begin once the page loads.

Initially the letters are grayed out, at the same time the child will hear the following audio instructions:

"Tap on the letter /m/"

At conclusion of the audio instructions, all of the letters will be clickable. At that point the child makes his/her selection.

 To assist the child we included a play button at the bottom of the alphabet group to give him/her the ability to hear the instructions over again.

After the child makes his/her letter selection the letters will fade out again, at the same time they will hear instructions for the next letter to select.

3
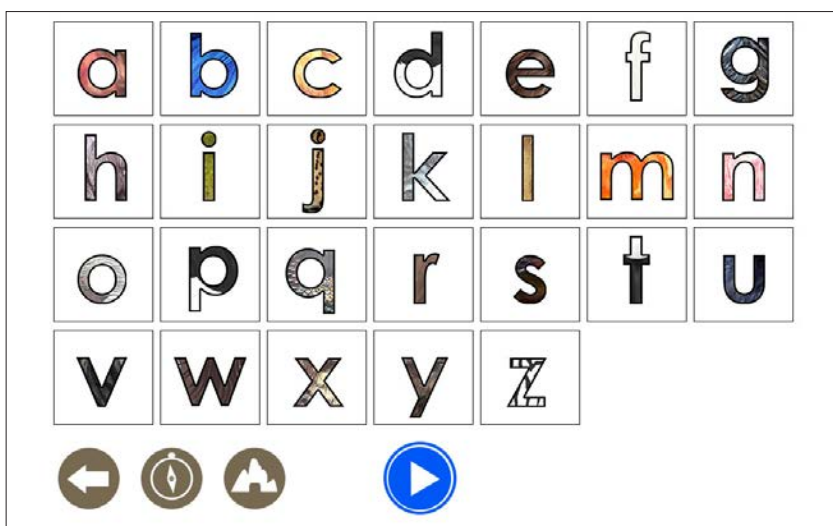
Lowercase Letter Name Assessment
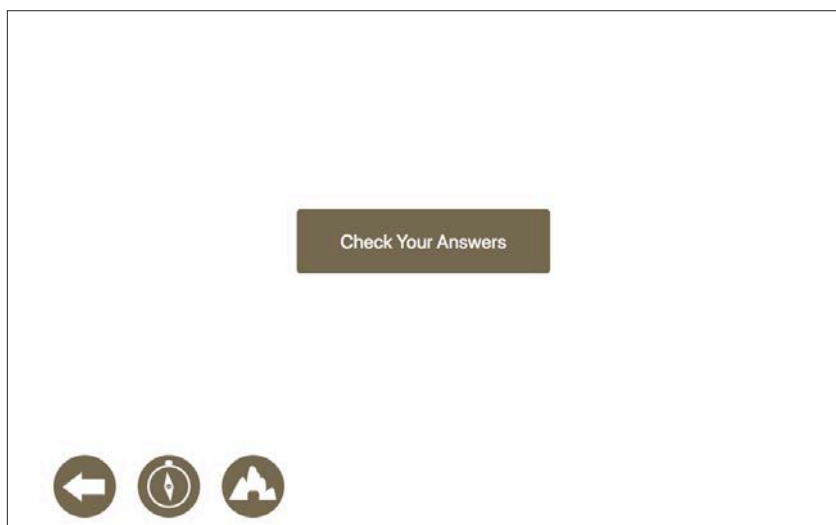
Once the child selects the last letter in the Assessment they will be directed to click on a button to check their answers.

The following page will display: A green overlay on the letters the child answered correctly, a red ovelay on the letters the child did not answer correctly.

Also displayed are the correct answers out of 26 and the the amount of time it took the child to complete the Assessment.

24 / 26 correct
00:01:30
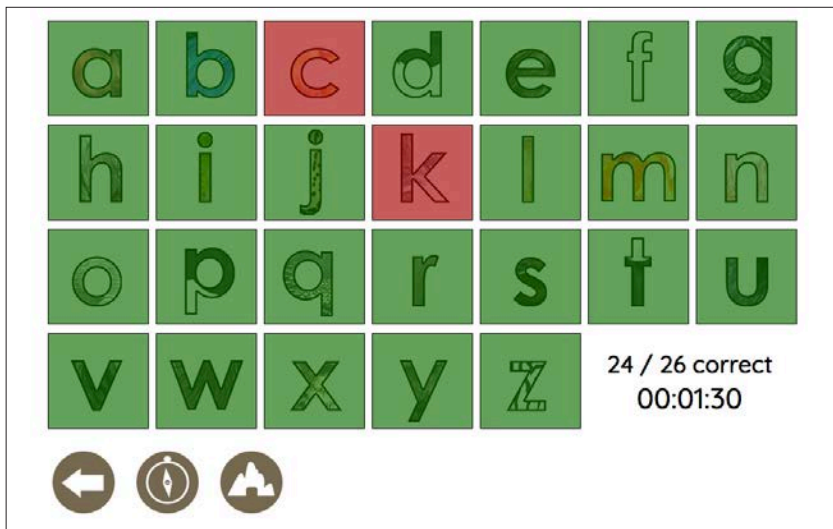
Eight seconds after this page loading a new button will appear titled *"Assessment Complete"*.

When this button is clicked the user will be directed back to the Assessment menu page, at the same time the Digital Safari is processing the Assessment results and forwarding it to the teacher via email.

24 / 26 correct
00:01:30

Assessment Email

During the Customized Setup Phase teachers will identify who will be receiving the Assessment result emails.

If schools have multiple classrooms participating in the Digital Safari we customize the program ensuring that each teacher will only receive the test results from students in his/her classroom.

Once the teacher receives the Assessment result emails, he/she can print them and place them in the student's file/training jacket.

We also provided an opportunity to capture the signature of the Teacher or Assistant that administered or supervised the Assessment.

All of the information that was captured during the Assessment is displayed in the email.

Assessment results from Level 1, Level 5 and Level 9 will allow you to track each child's progress.

This Assessment assigns a category according to AIMS Webb standards. If your school or district has a different grading standard it can be programed into the Assessment.

Each school can determine Assessment Schedule.

Return to the Level 1 menu.

Level 1 - The Legend

Days 2 & 3 contain 10 exercises each that use sound and image repetition to teach the child to listen.

Day 2 & 3
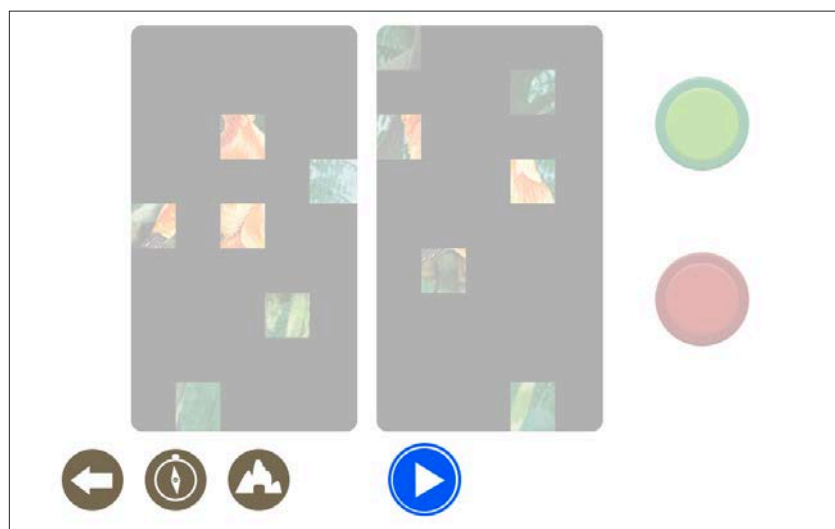
The Play buttons starts the activity. Everytime a child sees the Play button, to start the activity the child taps on the Play button.

The child taps on the pictures, starting with the panel on the left, then the right.

Upon tapping a panel the image of the animal is revealed. Additionally they will hear an animal sound.

Day 2 & 3
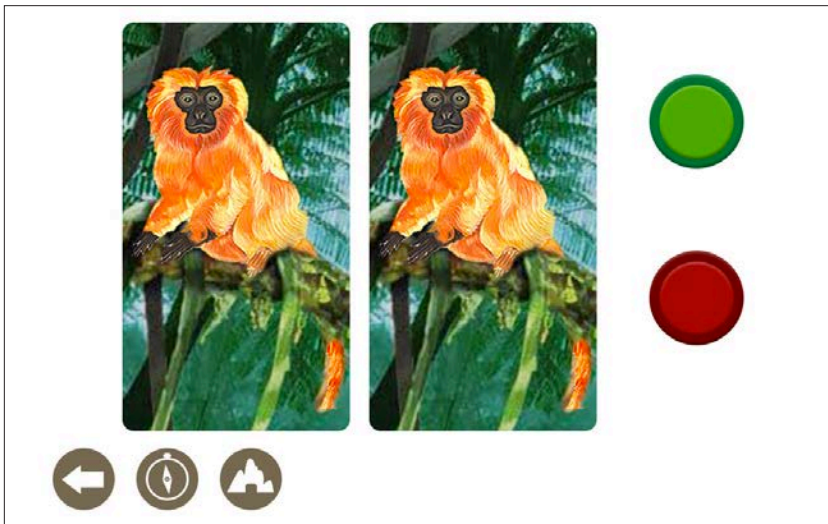
After seeing the two panels and hearing the animal sounds from each panel, the child will need to tap or click on the green or red button to submit their answer.

Tap or click on the green button if they think the animals are the same.

Tap or click on the red button if they think the animals are different.

Animal pictures are the same:

Audio:
Positive Chime.

Audio:
Negative Chime.

Animal pictures are different:

Audio:
Negative Chime.

Audio:
Positive Chime.

A new exercise will appear. The child will need to repeat the process.

There are a total of 10 exercises in this activity.
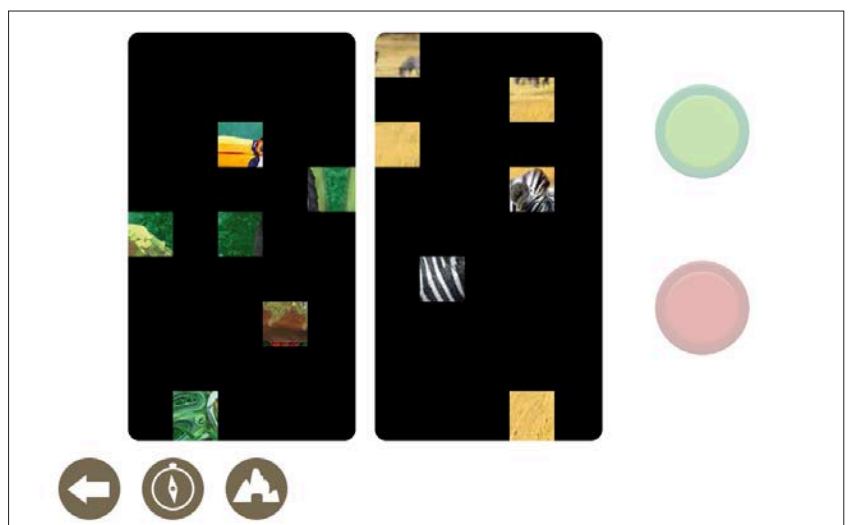
Level 1 - The Legend

Days 4 & 5 contain 10 exercises. Each exercise prepare the child for auditory process and phonemic awareness.

The child listens and relys on audio to distinguish between two animal sounds.

Day 4 & 5
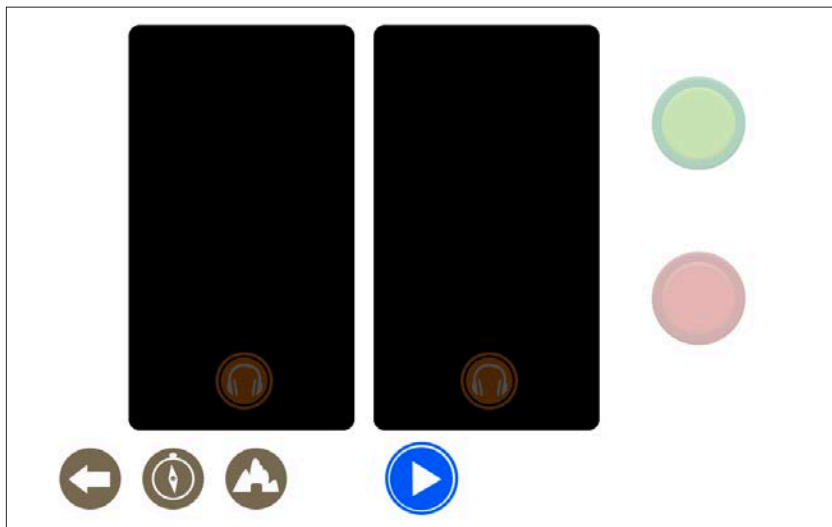
First the Play button is clicked or tapped to hear instructions.

The child must tap on the headphones on the left panel to hear an animal sound and the silhouette of the animal will appear on the panel.   The headphones on the right panel become active, then the child must click or tap on them. An animal sound will is played and the silhouette of the second animal appears on the right panel.
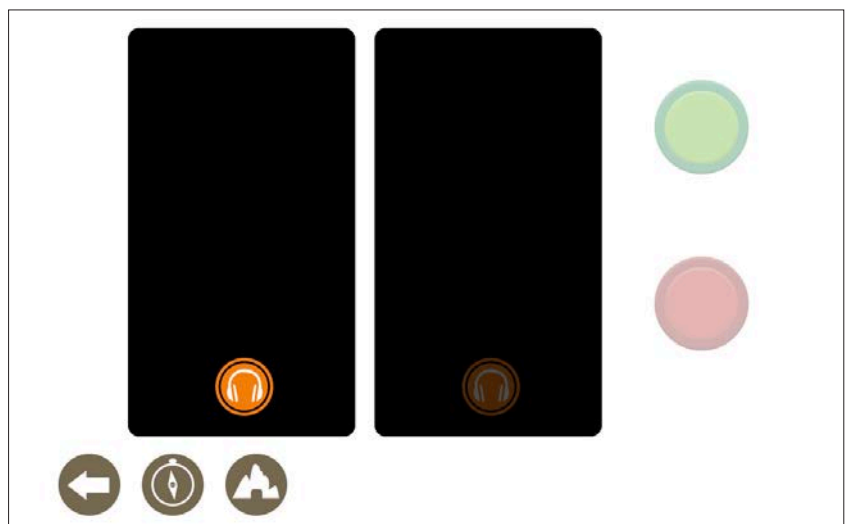
Day 4 & 5
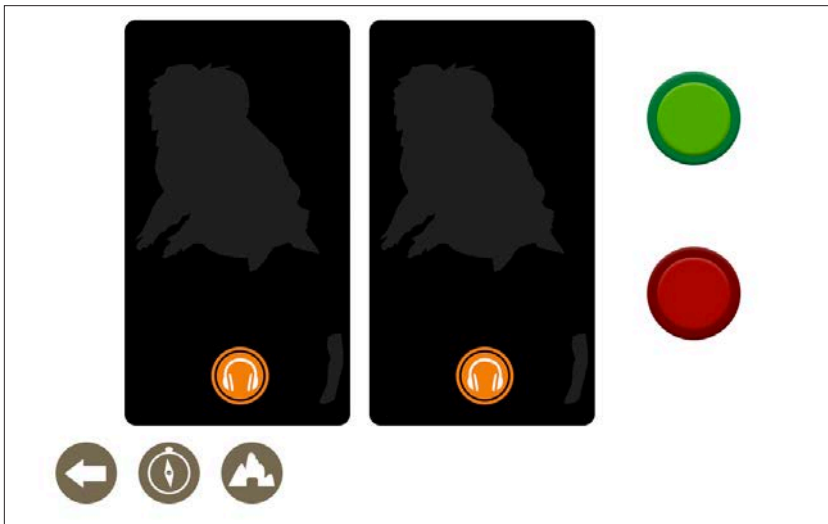
After listening to the two animal sounds, then the child taps or clicks on the green or red button to submit their answer.

Tap or click on the green button if they think the animals sounds are the same.

Tap or click on the red button if they think the animals sounds are different.

Animal pictures are the same:

Audio:
Positive Chime.

Audio:
Negative Chime.

Animal pictures are different:

Audio:
Negative Chime.

Audio:
Positive Chime.

A new Exercise appears. The child repeats the process.

There are a total of 10 Exercises in this activity.
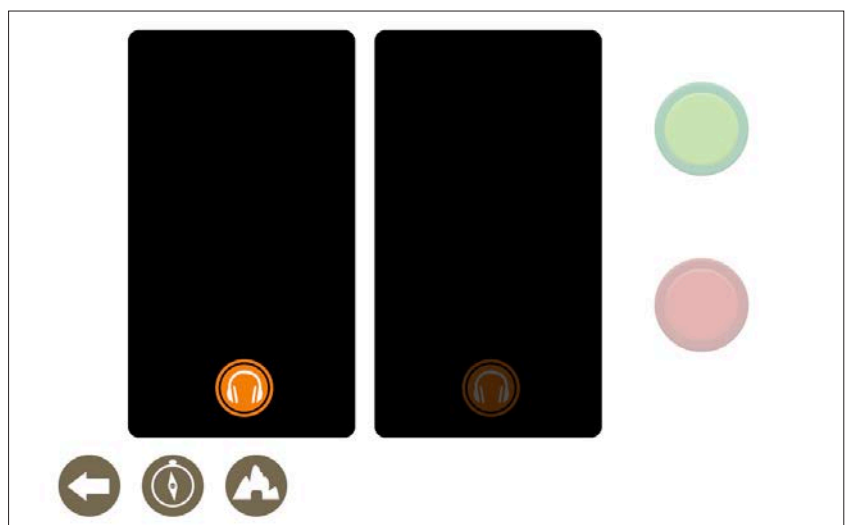
Level 2 - Rain Forest

There are 5 animals in the Rain Forest.

Level 3 - Africa

There are 8 animals in Africa

Level 4 - World

There are 13 animals in World.
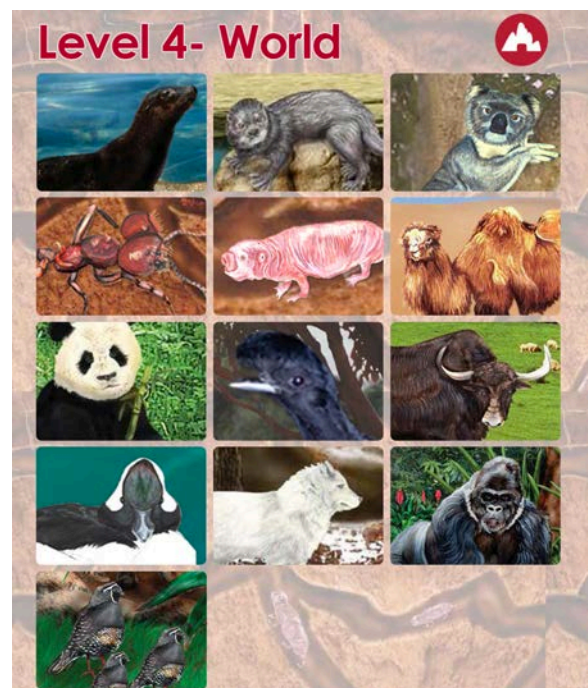
Activity 1 - Poem

Activity 1 teaches........

1. The child Clicks / Taps on the wax seal.

Message from the Pride

Animals in the Pride sing and talk
As they fly through the air or take a walk
Moving through the layers will help you see
Animals on the ground or up in a tree

2. The poem is read out loud. At the end of the audio file the next page button ➡ will appear.

Activity 2 - Guess the secret animal

Activity 2 teaches......

Can you guess the secret animal?

monkey   butterfly   jaguar

1. The child Clicks/Taps on the ▶ play button.

Can you guess the secret animal?

monkey   butterfly   jaguar

2. An audio plays asking the child to guess the secret animal.

3. The child Clicks/Taps on the secret animal.

   a. Choosing the wrong animal will play a chime indicating incorrect answer.

   b. Choosing the right animal will play a positive chime and positive feedback.

   The next page button ➡ will appear.

Can you guess the secret animal?

monkey   butterfly   jaguar

Activity 3 - Video

Activity 3 teaches........

1. The child needs to click on the video play button.
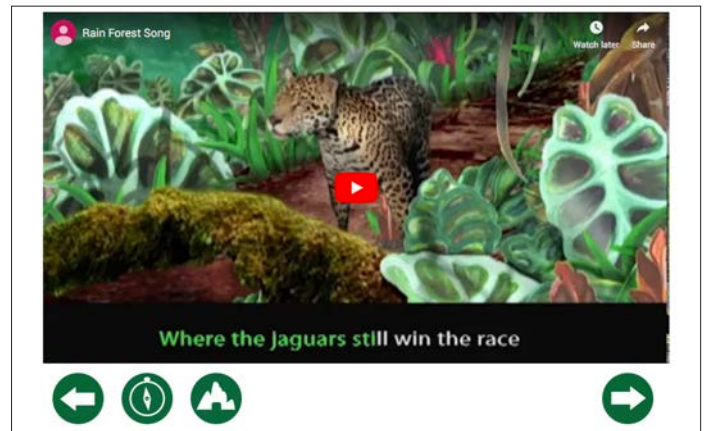
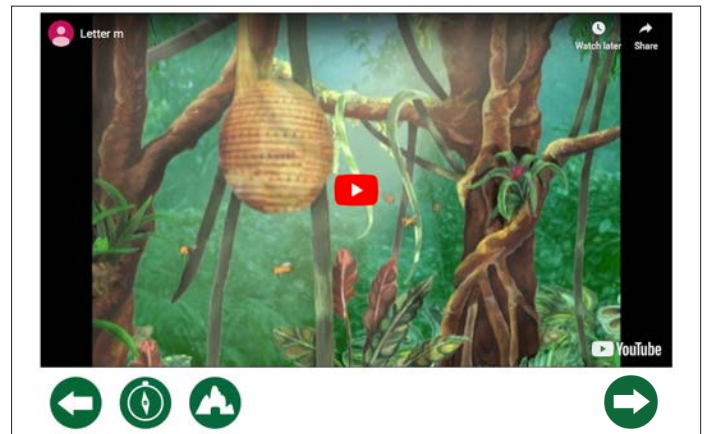2. At the end of the video the next page button ➡️ will appear.

Activity 4

Activity 4 teaches......
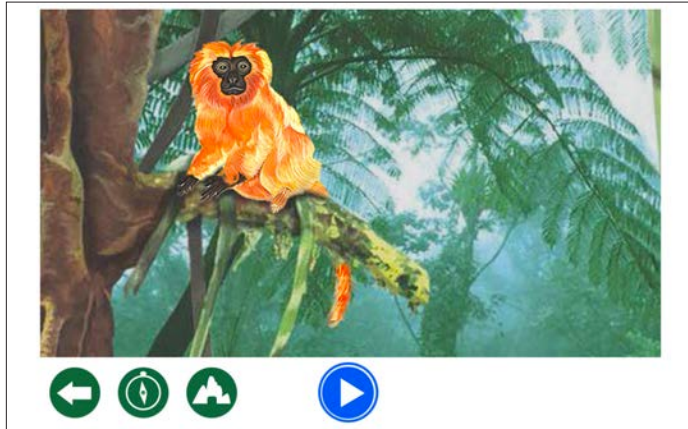
1. The child Clicks/Taps on the ▶️ play button.
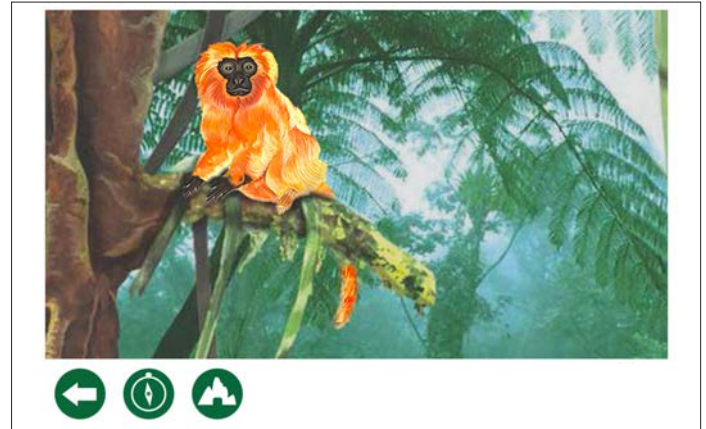
2. An audio plays asking the child to tap on the animal to hear its secret letter sound and animal name.

3. The next page button ➡️ will appear at the end of the audio file.
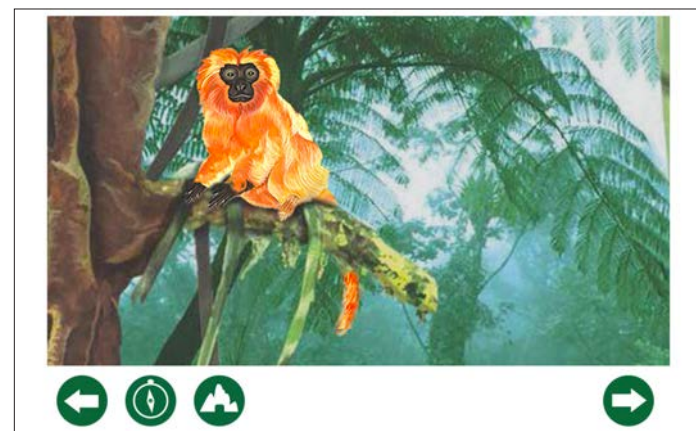
Activity 5 - Video

Activity 5 teaches........

There is a place, a magical place
Where wisdom is found in a monkey's face

monkey
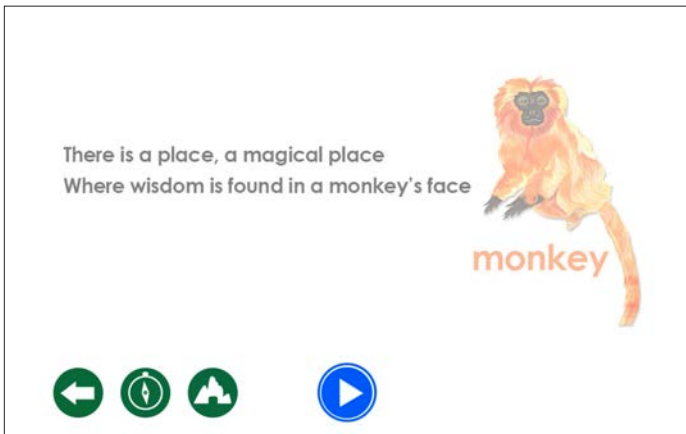
1. The child Click/Taps on the ▶ play button.

There is a place, a magical place
Where wisdom is found in a monkey's face

monkey

2. An audio file will read the poem and talk about the animal. The next page button ➡ will appear at the end of the audio file.

Activity 6 - Rhyming

Activity 6 teaches......

Do these words rhyme?

talk

walk

1. The child Clicks/Taps on the ▶ play button.

Do these words rhyme?

talk

walk
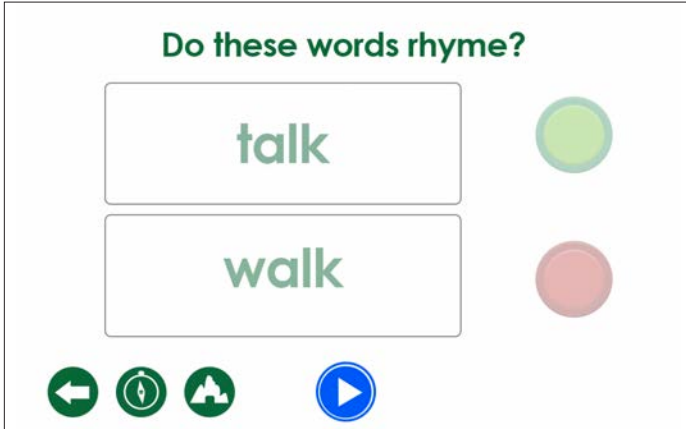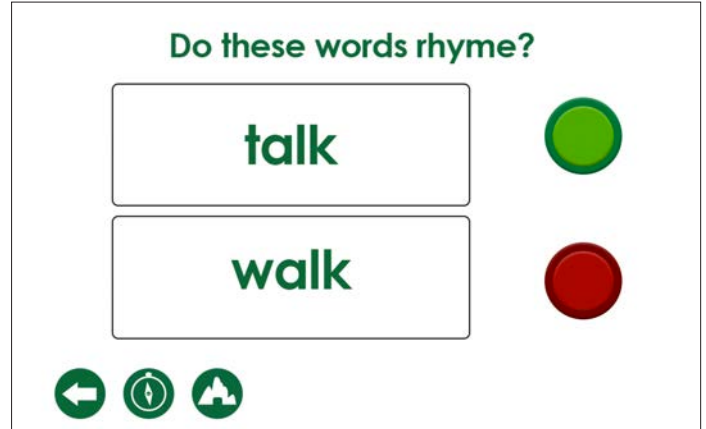
2. An audio file plays. The child is asked to tap on each word. By tapping on each word will play an audio sound repeating the word. After tapping on both words the child determines if the words rhyme. If the words rhyme they need to tap on the green button. If the words do not rhyme they need to tap on the red button.

Do these words rhyme?

ran

man
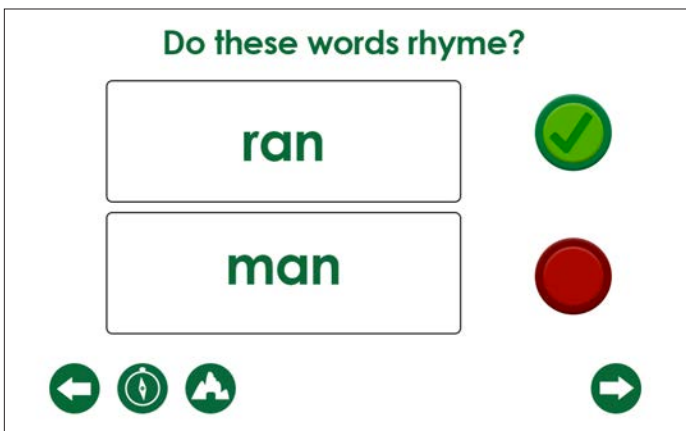
3. There are four rhyming exercises in Activity 6. At the end of the fourth exercise the next page button ➡ will appear after the audio file.

Activity 7 - Letter Sound Recognition

Activity 7 teaches......
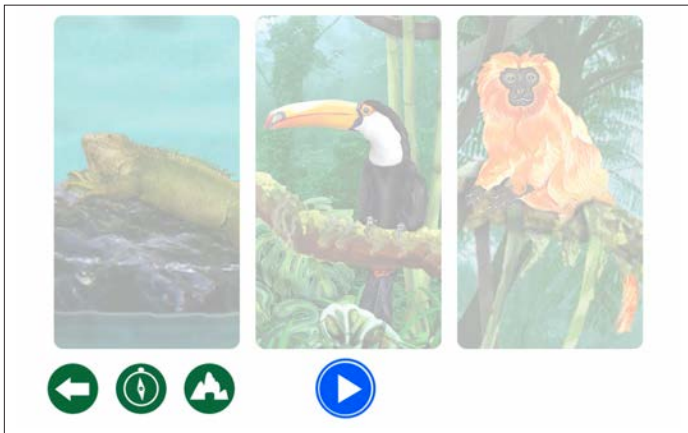
1. The child Clicks/Taps on the ▶ play button.
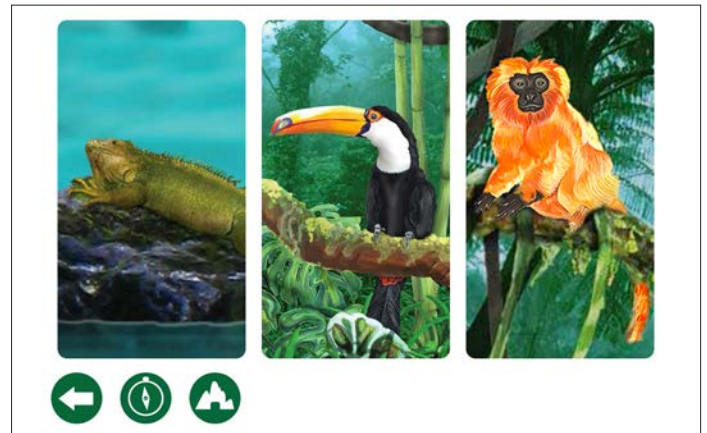
2. An audio file plays asking the child to tap on the animal that begins with the letter sound of the animal of the day.

3. The next page button ➡ will appear when the child chooses the correct animal of the day.

There are two exercises in this activity.
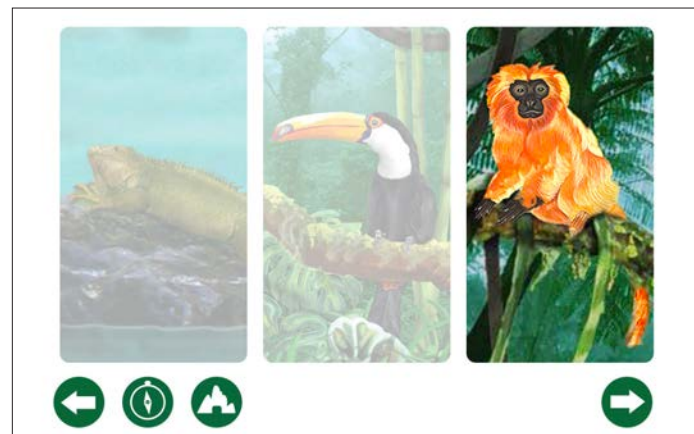
Activity 8 - Video

Activity 8 teaches........
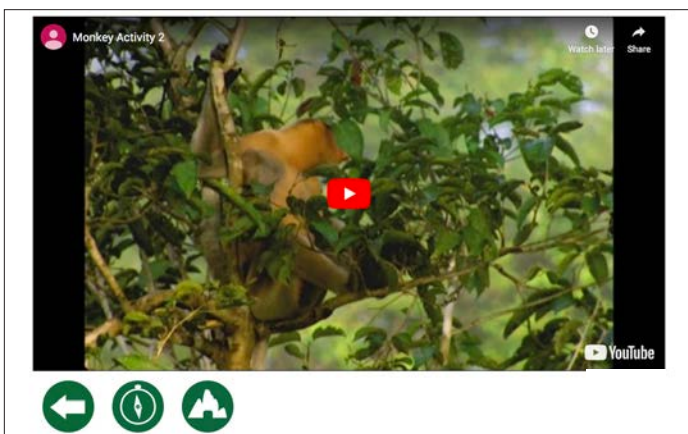
1. The child Clicks/Taps on the ▶ play button.
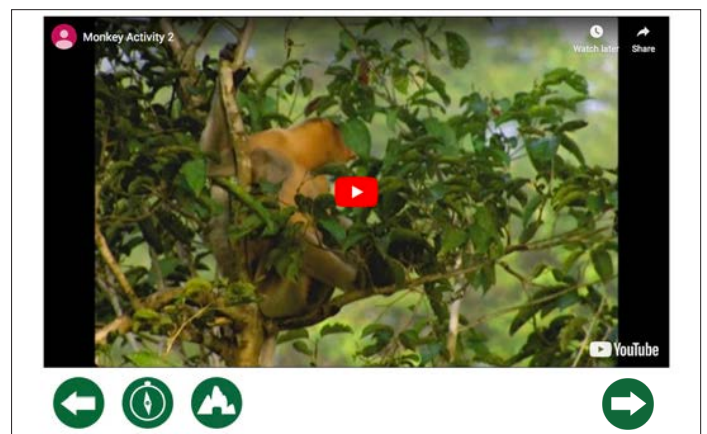
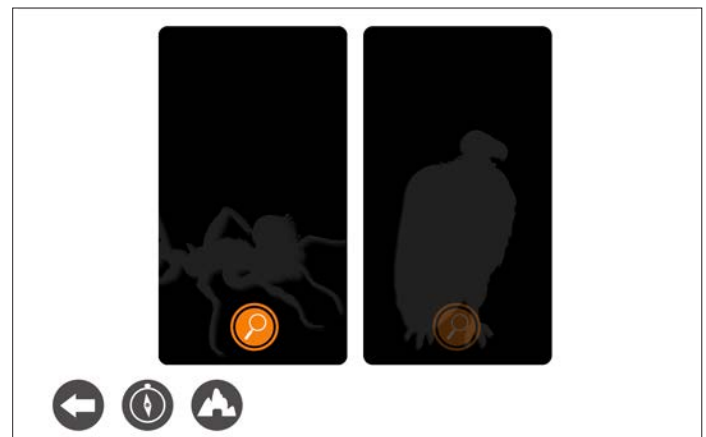2. The next page button ➡ displays at the end of the video.

Activity 9 - Letter Sound Recognition

Activity 9 teaches......
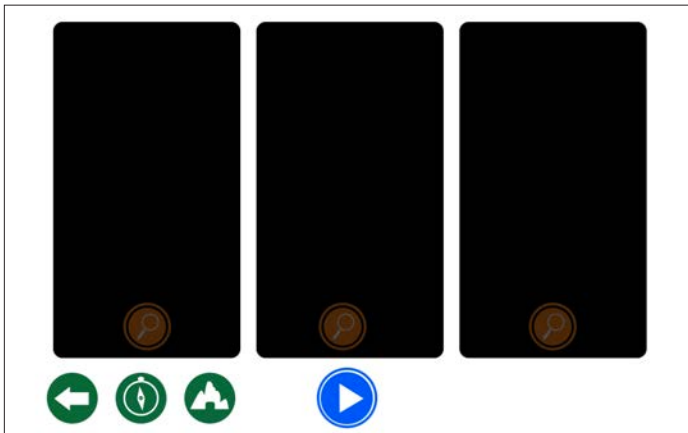
1. The child Clicks/Taps on the ▶ play button.
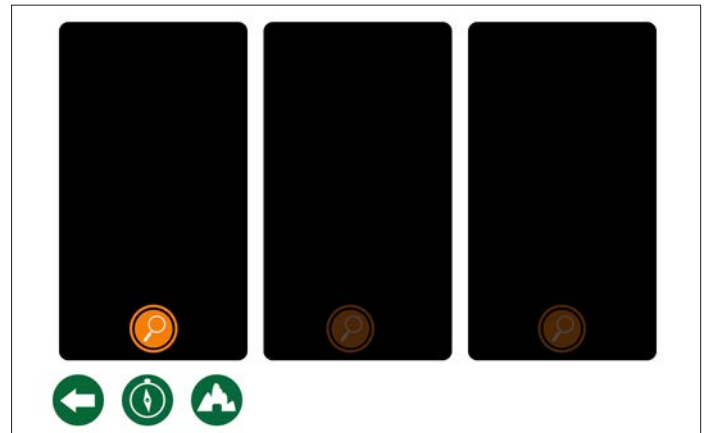
2. An audio file plays asking the child to tap on each magnifying glass and listen to each animal sound. Then tap on the animal that begins with the secret letter sound of the animal of the day.


3. Once all three magnifying glasses are tapped, the animal sounds play and revealing the animal silhouette. The child taps/clicks on the animal that begins with the secret letter sound.
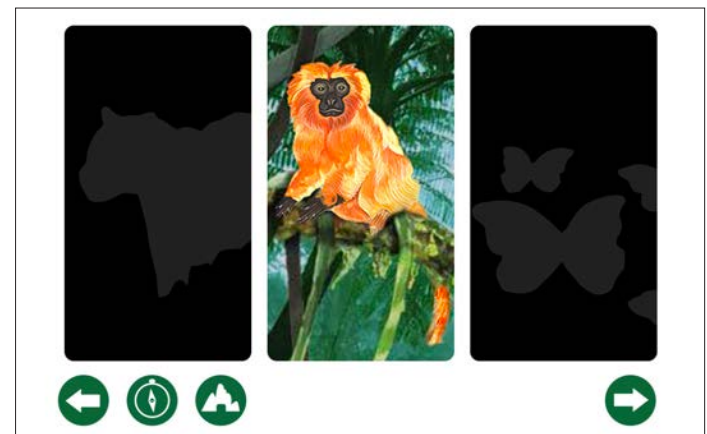
3. Tapping on the correct animal plays a positive chime and a voice over stating that their choice was correct.

There are two exercises in this activity.

At the end of the second activity the next page button ➡ will appear.

At this point the user will be redirected back to the habitat Level menu.

Level 5 - Celebrate

Day 1 contains....

Level 5 Assessment will help you compare test results and check the progress of each child.

Activity 1 - Video

Activity that teaches........
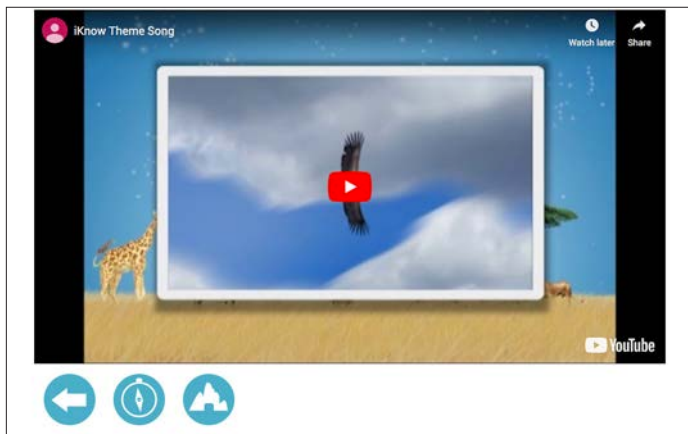
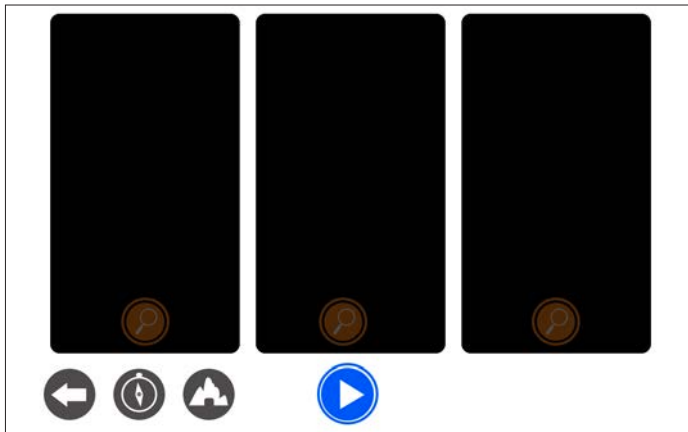

1. The child Clicks/Taps on the video play button.
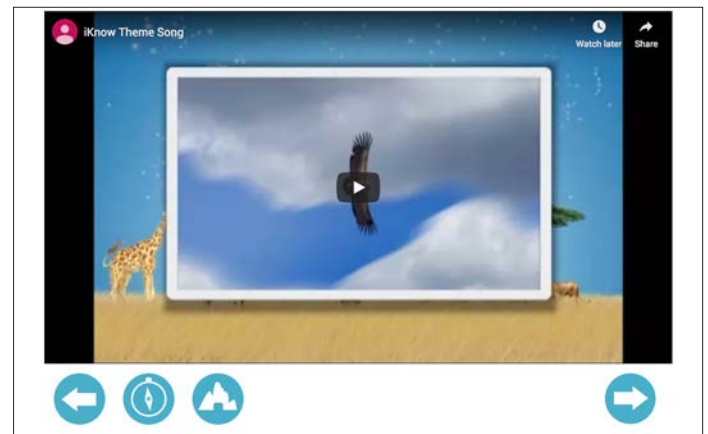
2. At the end of the video the next page button will appear.

Activity 2 - Animal names & secret letter

Activity 2 teaches......
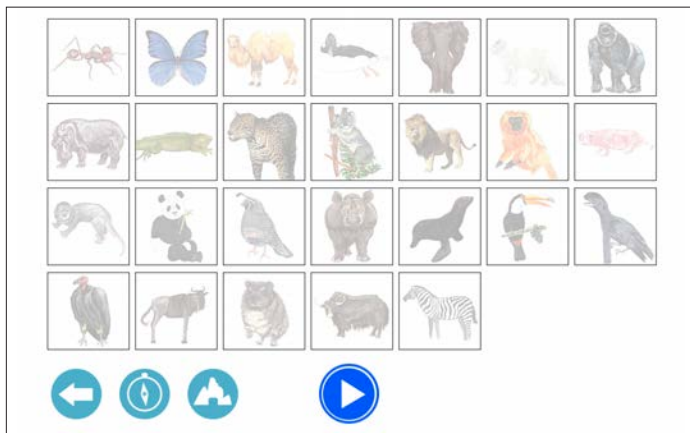
1. The child Clicks/Taps on the ▶ play button.
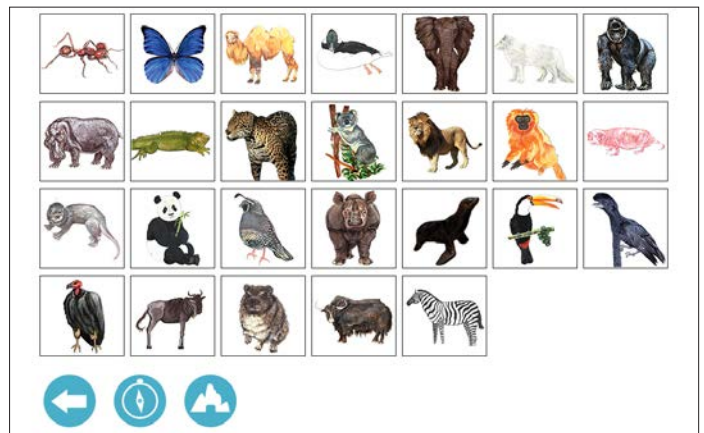
2. An audio file plays asking the child to tap on each animal to learn their names and secret letter.
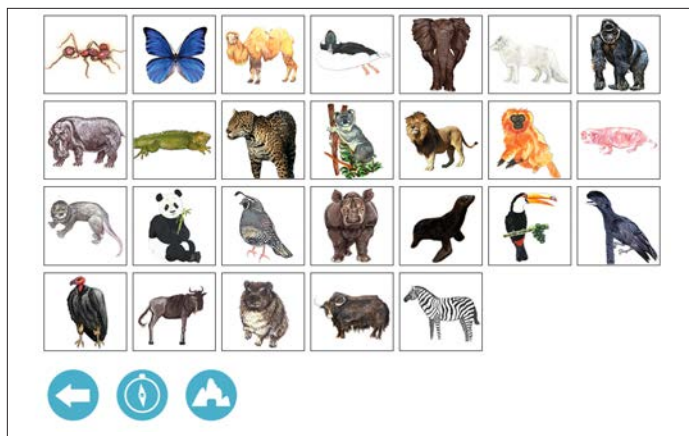
3. The animal square is active when the animal is highlighted. The audio will say "Ant. Say Ant".
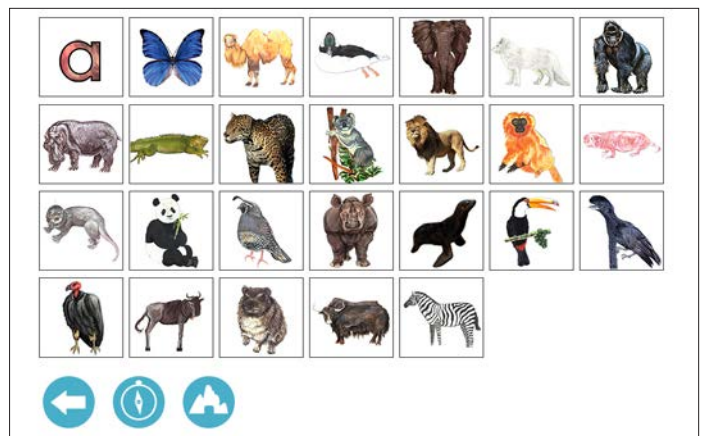
4. The letter picture replaces the animal picture. The audio says "/a/. Say /a/". The next animal will be highlighted.
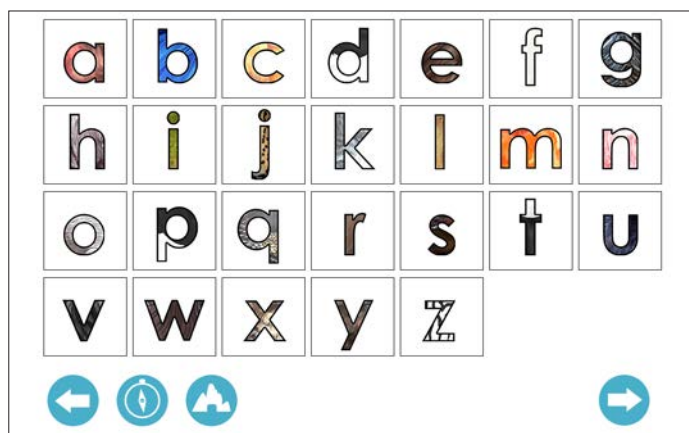
5. At the end of zebra the next page button ➡ will appear.

Activity 3 - Video

Activity 3 teaches........

1. The child Clicks/Taps on the [▶] video play button.

2. At the end of the video the next page [→] button will appear.

3. The child is redirected to the Level 5 menu.

Level 5 - Assessment

Level 5 Assessment begins the same as Level 1 Assessment.

Level 6 - Rain Forest

There are 5 letters in the Rain Forest.
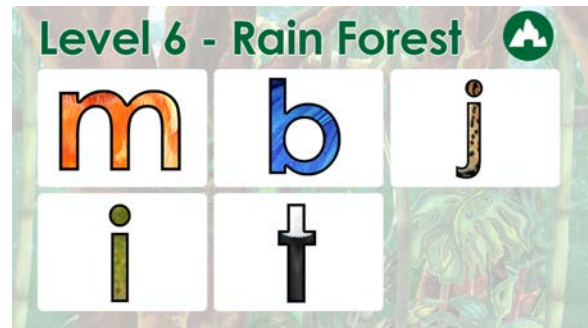
Level 7 - Africa

There are 8 letters in Africa

Level 8 - World

There are 13 letters in World.
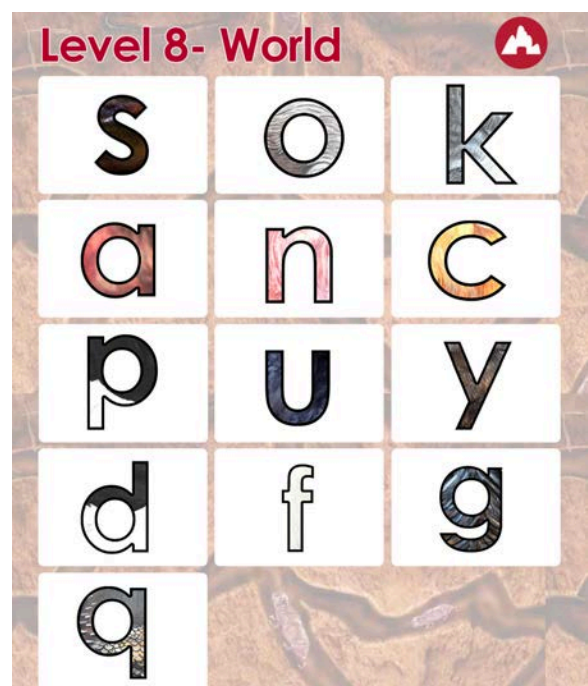
Activity 1 - Video

Activity 1 teaches...
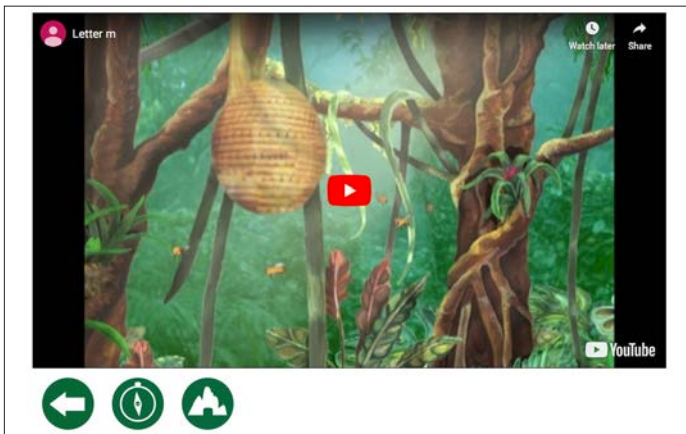
1. The child Clicks/Taps on the [play button] video play button

2. At the end of the video next page button [→] appears.

Activity 2 - Letter Sound Recognition

Activity 2 teaches...
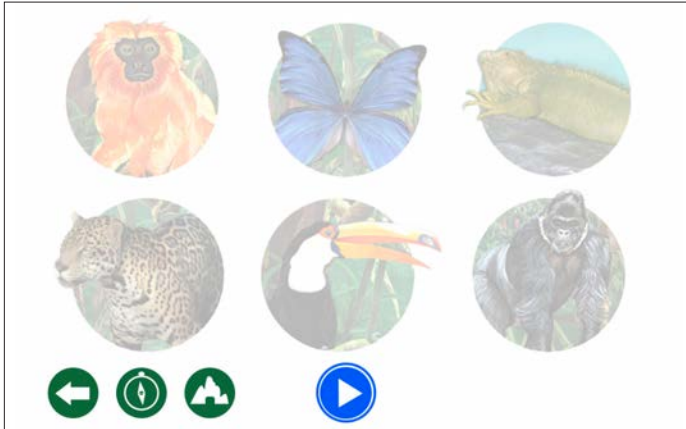
1. The child Clicks/Taps on the [►] play button.
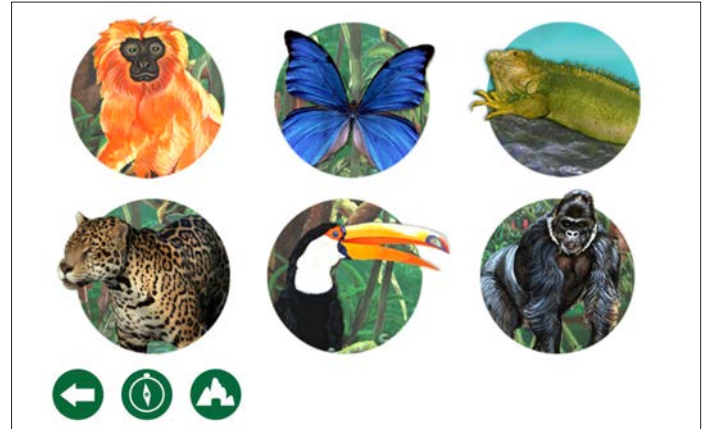
2. An audio file will play asking the child to tap on the animal with the secret letter sound of the day.

3. Clicking on the correct animal will display their secret letter, and audio file will say the letter sound and ask the child to repeat. The remaining animal pictures will change positions.

A second audio sound will ask the child to tap on the animal with the secret letter sound of the day.

Activity 2 - Letter Sound Recognition

Activity 2 teaches...

4. This activity repeats until all of the animals are replaced by the letter m.

5. An audio file plays "This is the letter m. The letter m makes the sound /m/"
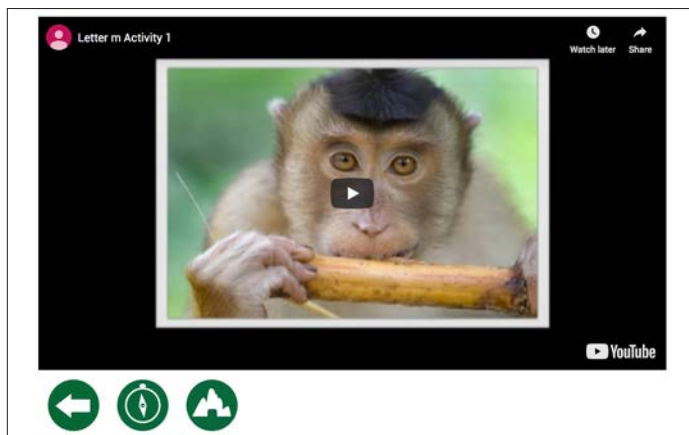
6. A video appears at the end of the audio file. Child Clicks/Taps on the ▶ video play button.
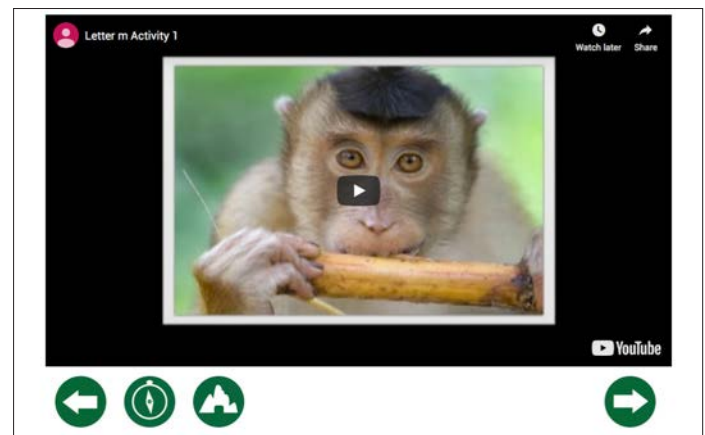
7. At the end of the video, the next page button appears.

Activity 3 - Letter Sound Recognition

Activity3 teaches...

1. The child Clicks/Taps on the ▶ play button.

2. An audio file plays "Tap on the secret letter that makes the sound /m/"

3. When the child clicks on the correct letter all other letters will dim. The an audio file plays "/m/ This is the letter m. The letter m makes the sound /m/".

4. The letters will re-arrange. The child needs to click on the ▶ play button. This exercise will repeat 3 times.
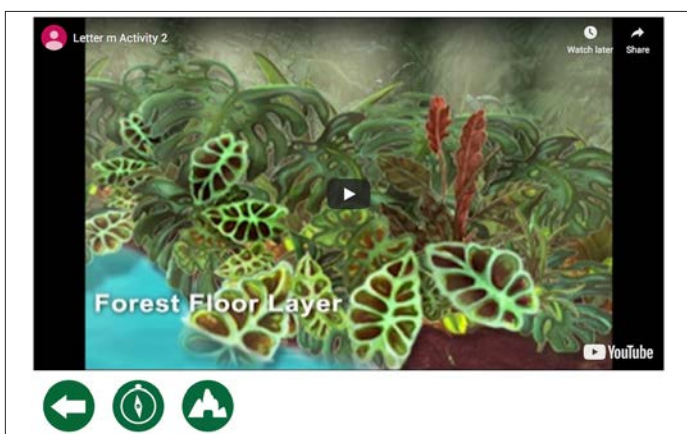
5. The child Clicks/Taps on the ▶ video play button.
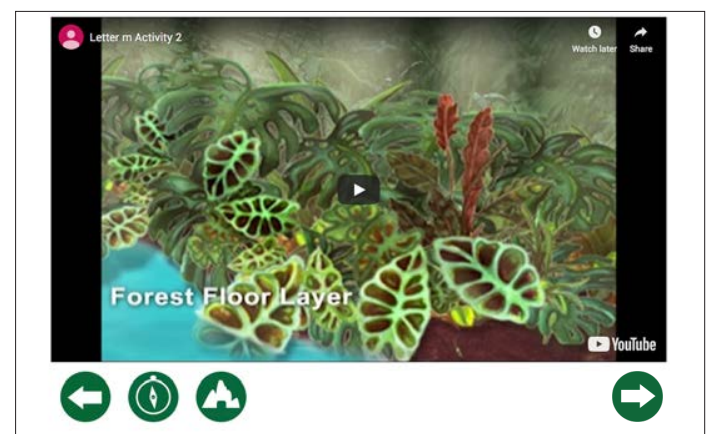
6. At the end of the video, the next page ➡ button appears.

Level 9 - Activate

Level 9 Assessment will help you compare test results and check the progress of each child.

Activity 1 - Video

Activity 1 teaches...
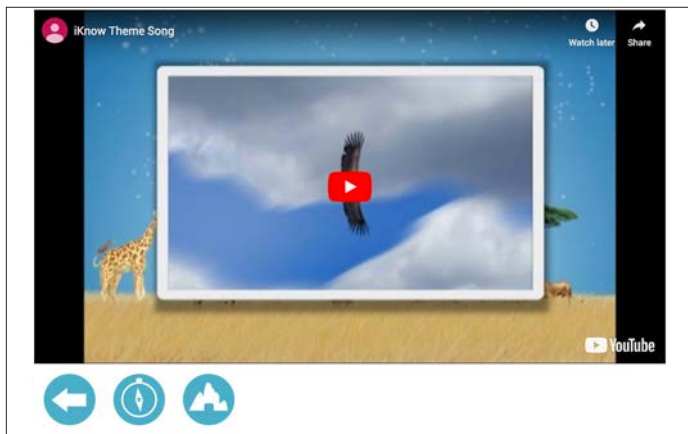
1. The child Clicks/Taps on the video play button.
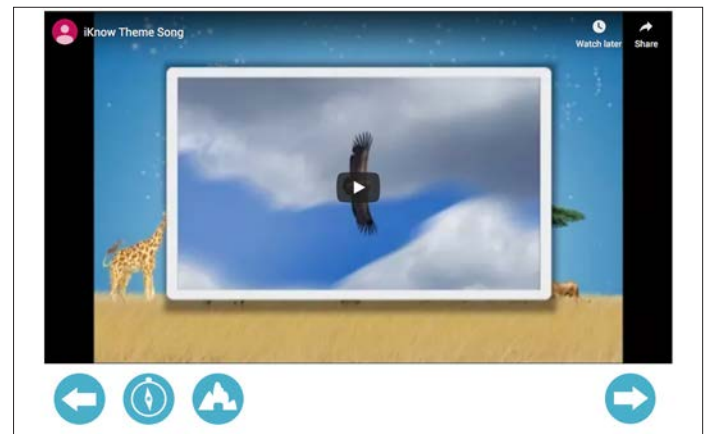
2. At the end of the video, the next page button appears.

3. The child is redirected to the Level 9 menu.

Level 9 - Assessment

Level 9 Assessment begins the same as Level 1 and Level 5.

Level 10 - Decode

Level 10 teaches decoding.
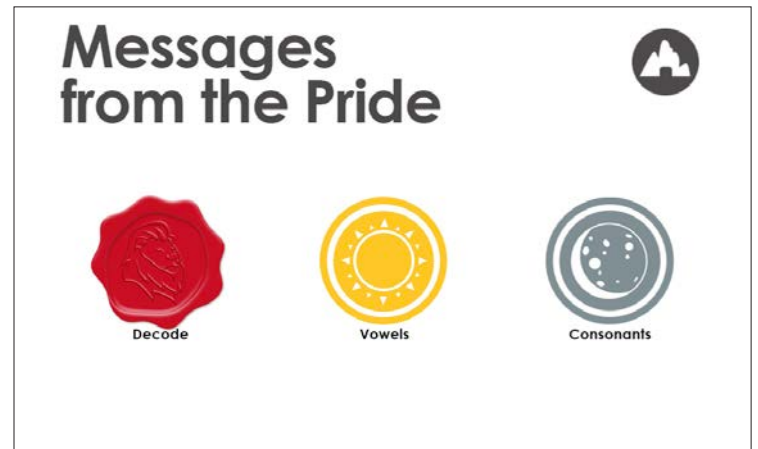
Activity 1 - Video

Activity 1 teaches...

1. The child Clicks/Taps on the video play button.
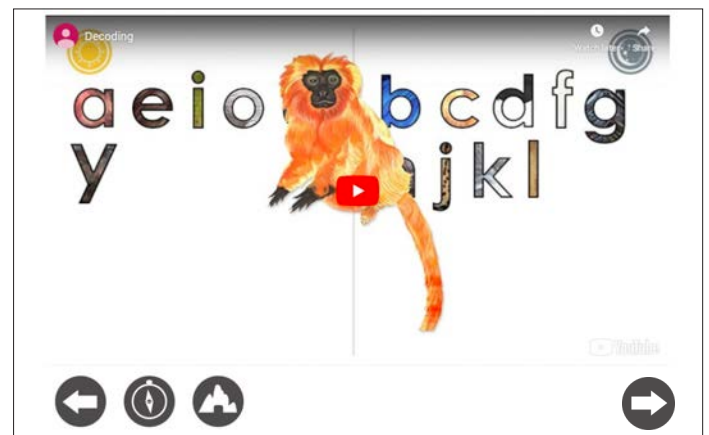
2. At the end of the video, the next page button appears.

3. The child is redirected to the level 10 menu.

Level 10 - Vowels & Consonants

Level 10 is divided into Vowels and Consonants.
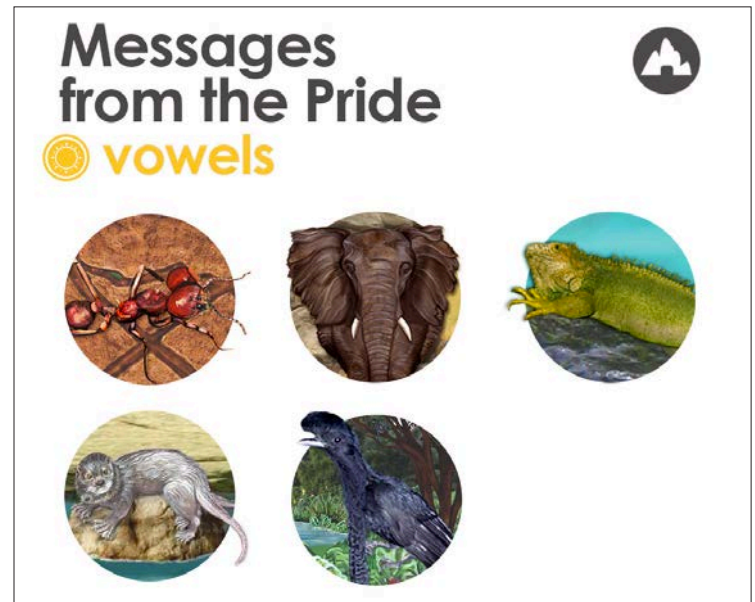
Activity 1 - Letter Sound Recognition

Activity 1 teaches...
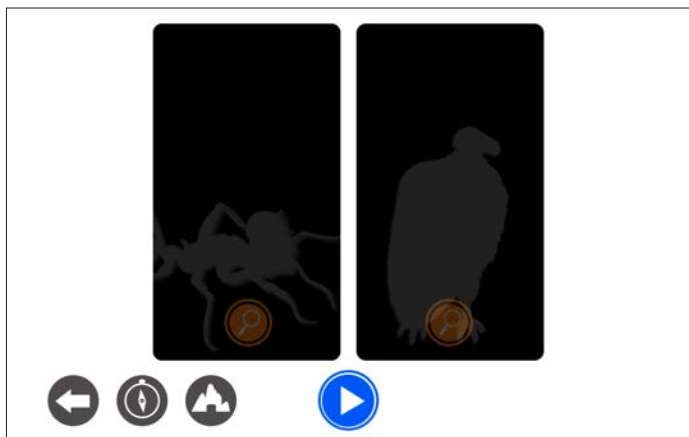
1. The child Clicks/Taps on the ▶ play button.

2. An audio file plays "Listen and repeat each animal's letter sound." The child taps/clicks on the magnifying glass, first left then right.
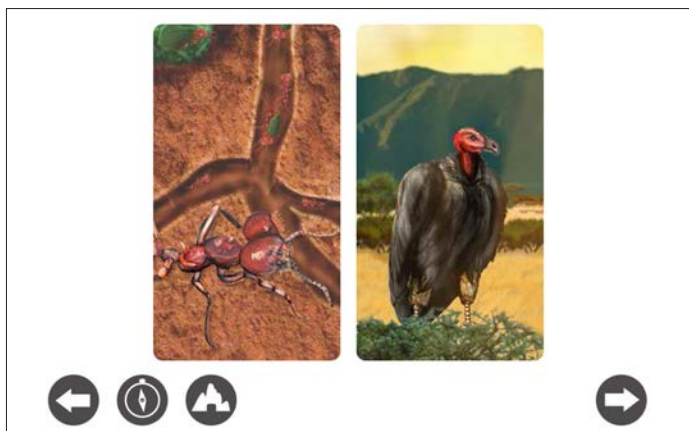
3. After a magnifying glass is tapped, the animal picture is displayd and an audio file plays letter sound, and instructs the child to repeat it.

For example: "/a/ say /a/".

At the end of the video, the next page ➡ button appears.

Level 10 - Vowels & Consonants

Activity 2 - Letter Sound Recognition
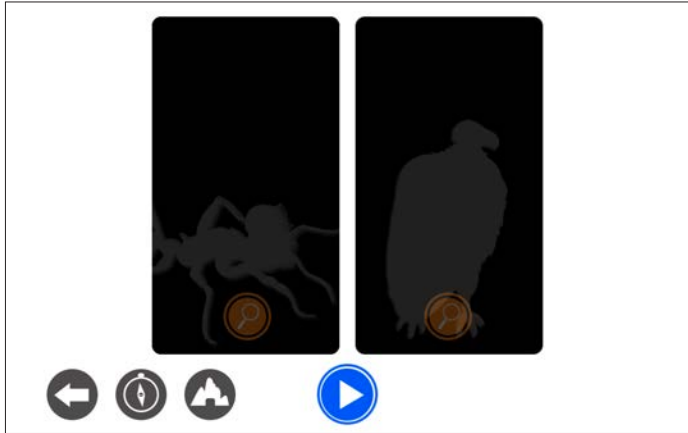
Activity 2 teaches...

1. The child Clicks/Taps on the ▶ play button.

2. An audio file plays "Listen and repeat each animal's letter sound." The child taps/clicks on the magnifying glass, first left then right.
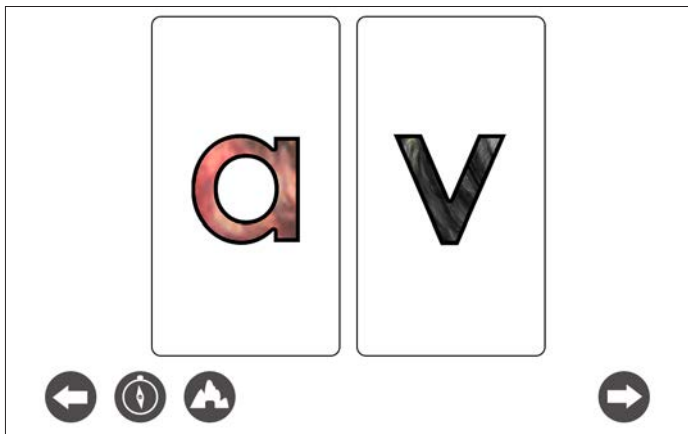
3. After a magnifying glass is tapped, the letter picture is displayd and an audio file plays the letter sound, and instruct the child to repeat it.

For example: "/a/ say /a/".

At the end of the video, the next page ➡ button appears.

Level 10 - Vowels & Consonants

Activity 3 - Video

Activity 3 teaches...
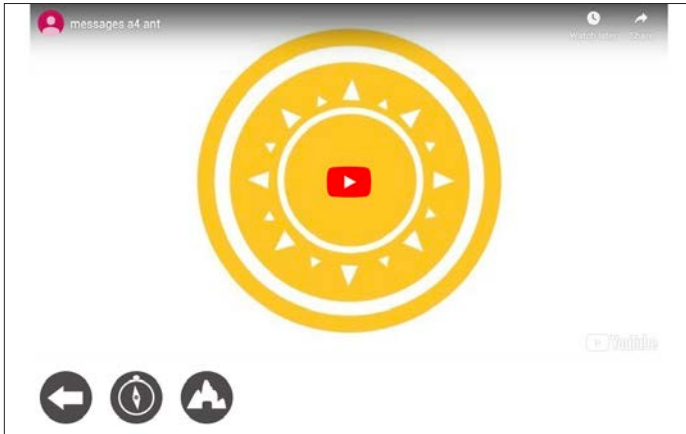
1. The child Clicks/Taps on the [▶] video play button.
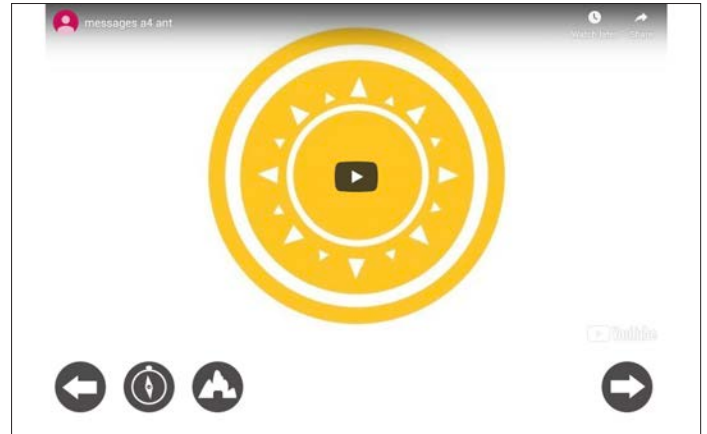
2. At the end of the video, the next page [➡] button appears.

Activity 4 - Video

Activity 4 teaches...

1. The child Clicks/Taps on the [▶] play button.
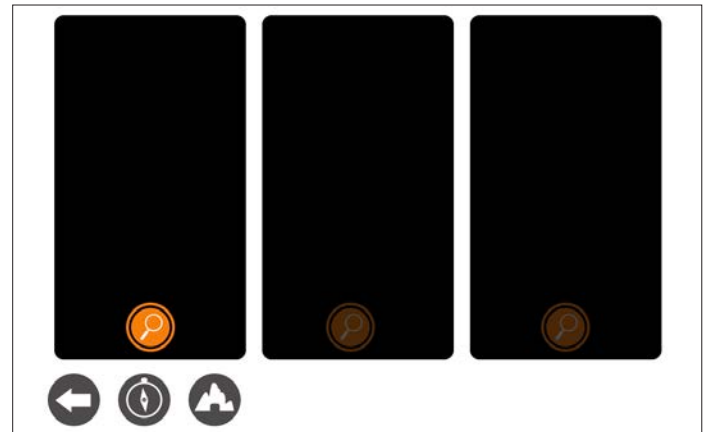
2. An audio file plays "Let's read ants secret word "av". Tap on each magnifying glass; first left, then center, then right. After you read all 3 secret animal words. Tap on the word "av". Good luck".

Level 10 - Vowels & Consonants

Activity 4 - Non-sensical Words

Activity 4 teaches...

3. A panel with the word displayed along with an audio file saying the word when a magnifying glass is clicked/tapped. At that point the user needs to select the secret word of the day.

4. When the correct word is clicked/tapped the other two words are faded out. Audio file says

"av say av. You did it."

At the end of the video, the next page button appears.

5. The child is redirected to the Vowels main menu.

Welcome to the *iKnowABC Teacher Edition*

All teachers are granted access to the Google Drive Teacher's Edition.
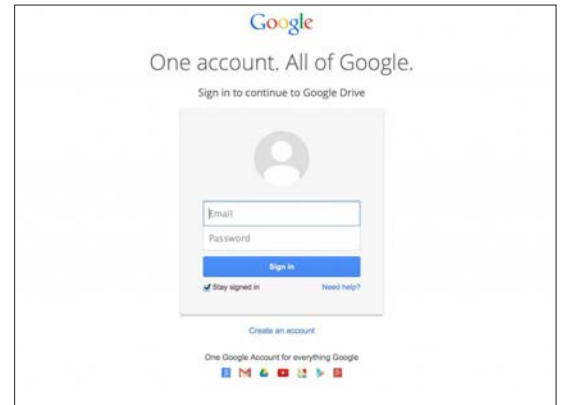
Main Menu
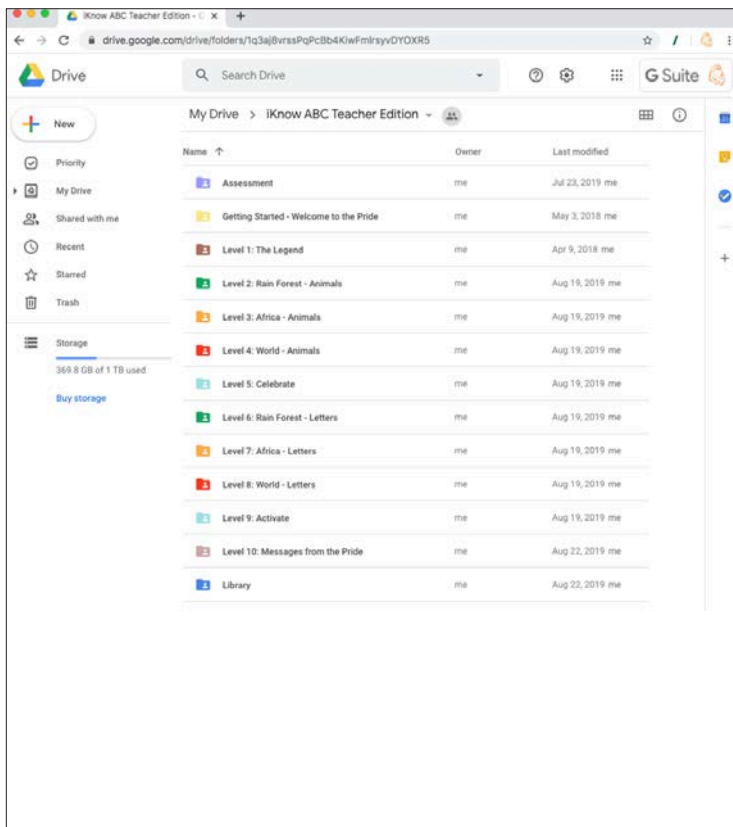
The Google Drive's main menu is divided into 10 levels of the iKnowABC Adventure Game.

In each level you will find the content that you need to teach the lesson of the day.

Level 1 - The Legend

There are 5 activities in Level 1, each activity is completed on a separate day.

For example, on Day 1 complete the Assessment, on Day 2 complete Activity 2, etc.

Let's explore the Assessment.

Assessment

The Google Slide presentations walk you through the Assessment starting from The Den. It is recommended that you review the slides prior to teaching, this will prepare you for the day's event.

Use the slides in presentation mode to prepare your students for the Assessment.
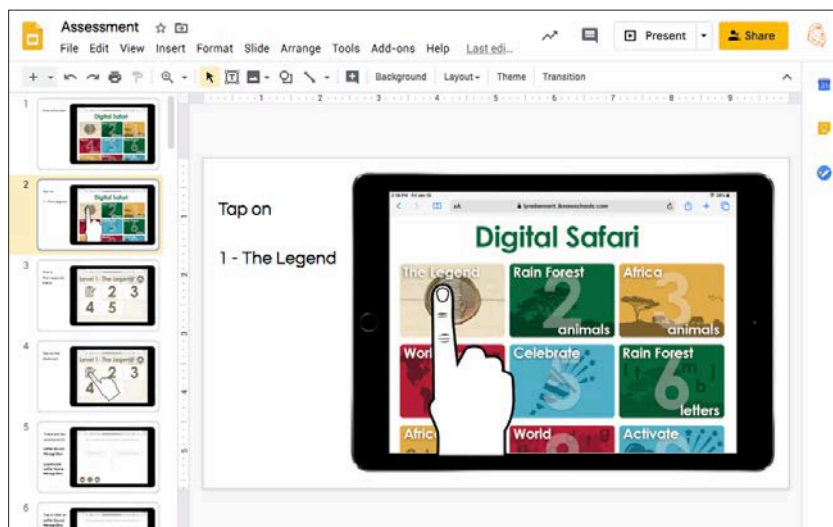
Level 1 - The Legend

Days 1: Assessment

Day 2 & 3

Days 2 & 3 contain 10 exercises that prepare the child for auditory process and phonemic awareness. The child uses audio to distinguish between two animal sounds.

Day 2
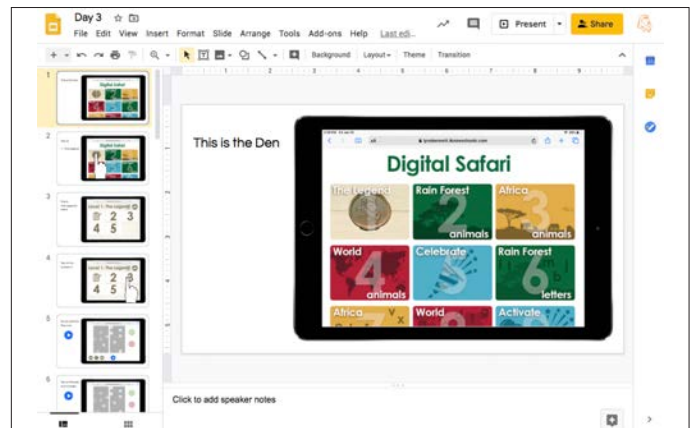
Day 3

Day 4 & 5

Days 4 & 5 contain 10 exercises that prepare the child for auditory process and phonemic awareness. The child uses the audio to distinguish between two animal sounds.

Day 4

Day 5

Levels 2 - 4 Folders

Each Folder is divided into 4 sub folders and a Level Overview.

Activities

There are 5 animals in Rain Forest.

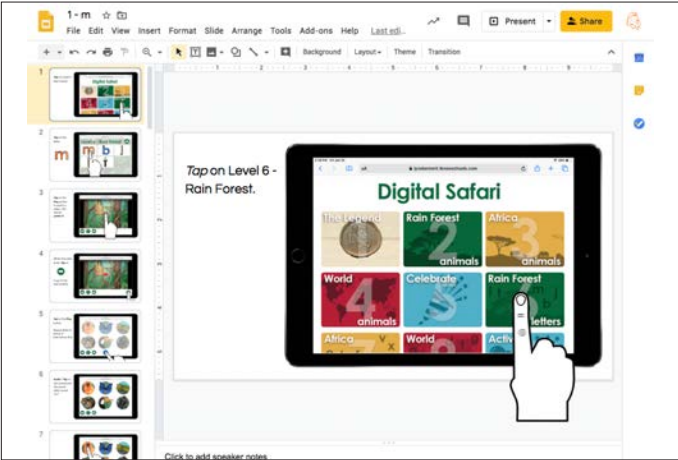

There are activities for each animal.

Lesson Guides

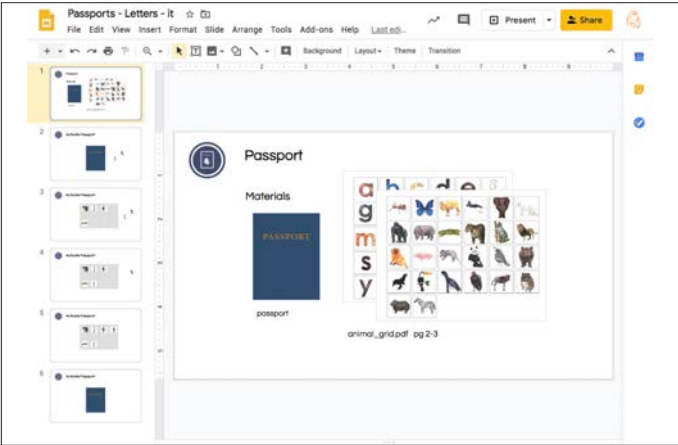The Lesson Guides walk you and your class through the daily lesson.

The slides are a step by step guide to everything your students will see and do.

Passports

The Passports are used at the end of the day or week to indicate the completion of a task...
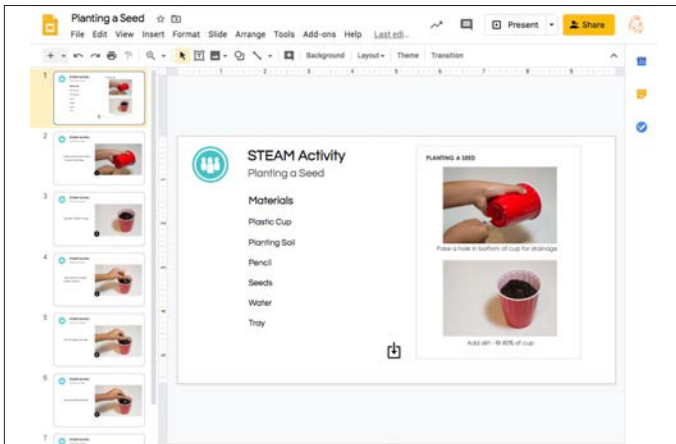

...Whether it's finding an animal, activating a secret letter or decoding a message from the pride.

Projects

The STEAM project allow students to apply what they learned in the Digital Safari.

Each project connects language and literacy with STEAM.

Projects Overview

A PDF document explains all of the projects within a level, including materials and instructions.

Level 5 - Celebrate

Level 5 contains 5 Google Slides, they prepare you for the day's event.

Assessment

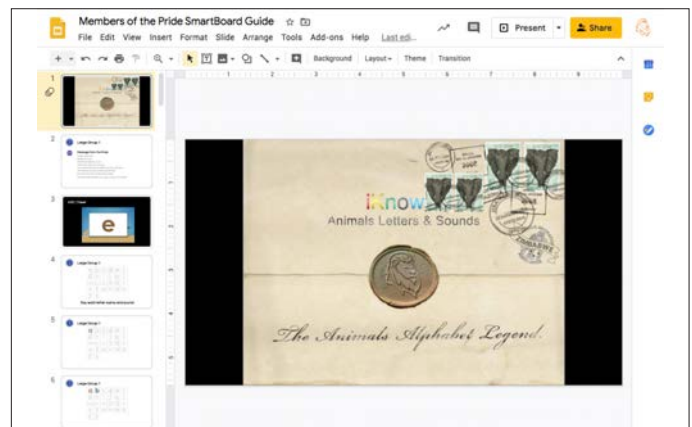Celebrate 1 SmartBoard Guide

Celebrate 2 SmartBoard Guide

Members of the Pride SmartBoard Guide

Levels 6 - 8 Overview

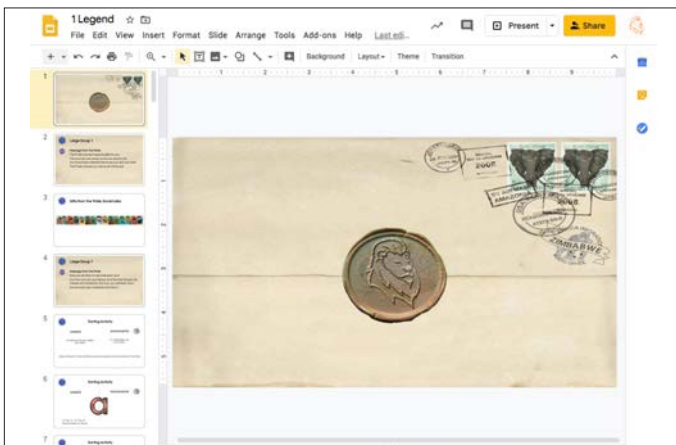Each Folder is divided into 4 sub folders and a Level Overview

---

Activities

There are 5 animals in Rain Forest

There are activities for each animal

Lesson Guides

The Lesson Guides walk you and your class through the daily lesson.

The slides are a step by step guide to everything your students will see and do.

Passports

The Passports are used at the end of the day or week to indicate the completion of a task...

...Whether it's finding an animal, activating a secret letter or decoding a message from the pride.

Projects

The STEAM Project allow students to apply what they learned in the Digital Safari.

Each project connects language and literacy with STEAM.

Level 9 - Activate

Level 9 contains 5 Google Slides, they prepare you for the day's event.

Assessment

Celebrate 1 SmartBoard Guide

Celebrate 2 SmartBoard Guide

Members of the Pride SmartBoard Guide

Level 10 Overview

Each Folder contains Decoding Activities

Level 1: The Legend

There is one Google slide presentation.

Introduction to Decoding.

Level 2: Rain Forest

There are 5 animals in the Rain Forest.

There are Google slides for each animal.

Level 3: Africa

There are 8 animals in Africa.

There are Google slides for each animal.

Level 4: World

There are 13 animals in World

There are Google slides for each animal.

Resources for the Game

Name ↑	Owner	Last modified
📕 download_eBooks.pdf	me	Jan 26, 2020 me
📕 download_iknow_app.pdf	me	Jan 21, 2020 me
📕 eBook_Features.pdf	me	Aug 22, 2019 me
📕 iPad Basics.pdf	me	Jan 26, 2020 me

Five PDF documents desinged to assist you.

Download eBooks

2 page pdf with step by step process on how to download the 5 iKnowABC eBooks from the membership site.

Download iKnowABC App

A 34 page pdf with a pictoral step by step process on how to download the iKnowABC App.

Press on the iKnow app

eBook Features

Read to Me Feature

With Turn My Page feature On

A 22 page pdf with a step by step process on how to activate the features in our award winning ebooks.
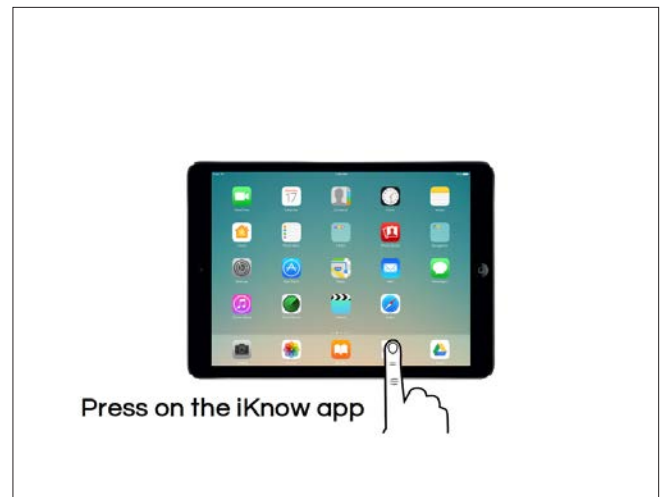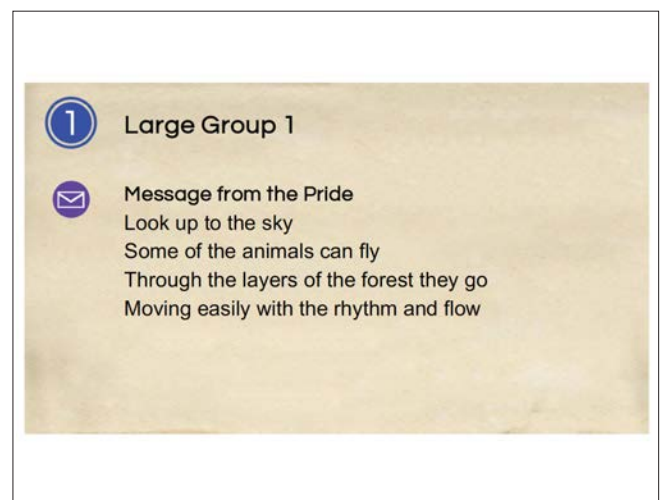
iPad Basics

A 15 page pdf with step by step process on iPad basics.

① Large Group 1

✉ Message from the Pride
Look up to the sky
Some of the animals can fly
Through the layers of the forest they go
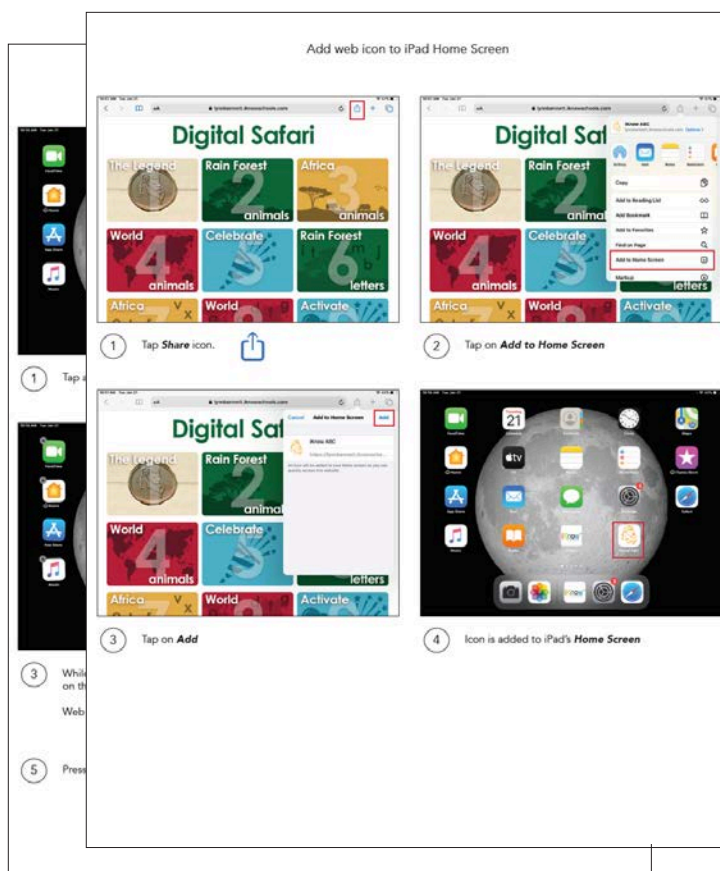Moving easily with the rhythm and flow

Navigating the iKnowABC App

A 34 page pdf with a pictoral step by step process on how to navigate the iKnowABC App.

To find all the animals in the Sunmoona Pride

Press the Menu icon

Add web icon to iPad's Home Screen

Add web icon to iPad Home Screen

① Tap *Share* icon.

② Tap on *Add to Home Screen*

③ Tap on *Add*

④ Icon is added to iPad's *Home Screen*

2 page pdf with step by step process on how to add the iKnowABC web icon on to your iPad's home screen.