

IT Activity Guide for Families and Caregivers of Children with Mild Intellectual Disabilities



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Introduction

Dear Parents and Caregivers,

With the rapidly evolving impact of digital technologies, the importance of using technology in our students' educational processes is increasingly growing. In this context, the MESI4SEN project aims to promote the use of Web 2.0 tools to enhance the digital skills of students with special educational needs and to introduce them to modern educational technologies. Web 2.0 tools provide interactive learning experiences that increase student engagement, accommodate individual learning differences, and make educational materials more accessible.

The **European Qualifications Framework (EQF)** defines eight key competence areas that support individuals in developing their knowledge, skills, and abilities. These competences foster both personal growth and active, productive participation in society. The student content prepared within the MESI4SEN project is based on these eight competence areas. The eight key competences outlined in the EQF are:

1. **Communication in the mother tongue:** The ability to express feelings, thoughts, and information effectively.
2. **Communication in foreign languages:** The ability to understand, speak, and write in different languages.
3. **Mathematical competence and basic competences in science and technology:** The ability to think numerically, understand scientific processes, and apply them.
4. **Digital competence:** The ability to use digital technologies safely, critically, and creatively.
5. **Learning to learn:** The ability to manage one's own learning process and access new information.
6. **Social and civic competence:** The ability to adapt to society, take responsibility, and collaborate effectively.
7. **Entrepreneurial competence:** The ability to generate ideas, plan projects, and seize opportunities.
8. **Cultural awareness and expression competence:** The ability to recognize cultural identity and communicate through art and creative expressions.

This guide, developed by experts of the partners of the MESI4SEN project, aims to support families in helping their children use digital tools safely and effectively. It includes strategic recommendations on how to utilize Web 2.0 tools efficiently, develop digital literacy skills, and apply practical teaching techniques for students. Additionally, it provides guidance on how to structure these tools and integrate them into the learning process to help students use technology for educational purposes.

The project aims to empower students to become more independent, safe, and effective individuals in the digital world by enhancing digital literacy skills and implementing technology-based teaching methods. The active participation of families in this process will support students in building a healthy relationship with digital tools and getting the most out of their learning experiences.

Sample Activities for Families and Caregivers

The following activities are designed for families and caregivers to engage children with mild intellectual disabilities in learning, using various ICT tools. Each activity highlights the learning focus, the tool and its purpose, and offers tips for effective use.

Developing Language Skills with Microsoft Word

What We're Learning: This activity helps your child develop multilingual competences, focusing on writing, reading comprehension, and vocabulary building using *Microsoft Word*.

What It Does: Microsoft Word is a word-processing tool used to create, format, and edit written documents. It's useful for practicing spelling, grammar, and constructing sentences in different languages.

Competence Domain: This activity targets multilingual competence (reading and writing). Microsoft Word provides a structured, distraction-free environment ideal for children with mild intellectual disabilities to practice language skills through typing and text manipulation.

Getting Started with the Tool:

- **How to Access:** If not already installed, download Microsoft Word from the Microsoft Office website or your device's app store. Open Microsoft Word and start a new document.
- **Key Functions:** Use features like spell check, text highlighting, and font colors to make language learning interactive. You can also insert comments or use Track Changes to provide corrections or suggestions on your child's writing.

Learning Activities:

- **Easy Activities:**
 - Create a weekly spelling list in Word, and use the document to practice writing sentences with each new word.
 - Write short stories or descriptions of pictures in the target language, focusing on using new vocabulary and simple grammatical structures.

When to Use It: Dedicate specific times for writing practice (e.g. 20–30 minutes a few times a week) to help build a regular learning routine.

Keeping Organized: Save all Word documents in a dedicated folder (labeled by language and date) for easy tracking of progress and review.

Staying Motivated: Encourage your child by printing out their work to create a “Language Learning Portfolio” that they can see and share with others. Celebrate their progress to boost confidence.

Resources:

- Use online tutorials from the Microsoft Office website or YouTube to learn additional Word features that can enhance language learning.
- Explore websites that offer multilingual worksheets or activities that your child can complete using Word.

Enhancing Citizenship Skills with SEESAW

What We're Learning: This activity helps your child develop civic competence, focusing on understanding basic civic values, rights, and responsibilities.

What It Does: *Seesaw* is a digital platform that engages students with interactive scenarios and games about citizenship, fostering understanding of societal norms and civic duties.

Competence Domain: This activity focuses on social and civic competences, helping students grasp how society functions, recognize common public symbols, and understand simple laws and rules that affect everyday life.

Getting Started with the Tool:

- **How to Access:** Visit the Seesaw platform online at the Seesaw website. Create a free account and log in to access the citizenship activity modules.
- **Key Functions:** Seesaw offers interactive stories and simple games that illustrate civic scenarios. It provides visual and audio cues to aid comprehension and retention for learners.

Learning Activities:

- **Easy Activities:**
 - Use Seesaw's storytelling feature to walk through "a day in the life" of a community member, pausing to discuss each decision point (e.g. following rules, helping others).
 - Engage with Seesaw's interactive mini-games that simulate community participation, like voting in a classroom poll or choosing a volunteer activity.

When to Use It: Integrate Seesaw sessions into your weekly routine (for example, every Wednesday afternoon for about 30 minutes).

Keeping Organized: Keep a simple log or journal of the scenarios discussed and any new concepts learned during each session. This will help reinforce learning over time.

Staying Motivated: Celebrate the completion of Seesaw modules with a small reward, such as earning a badge within Seesaw or enjoying a favorite family activity afterward.

Resources:

- Check the built-in **Help** section on Seesaw for tutorials on how to use each feature to its fullest.
- Explore supplementary materials like child-friendly videos or simple readings on civic topics available on educational websites.

Boosting Language Skills with Lingokids

What We're Learning: This activity is designed to help your child develop multilingual competences, focusing on vocabulary acquisition, basic grammar, pronunciation, and listening skills through fun games and stories.

What It Does: *Lingokids* is an educational app that provides engaging language-learning content for children. It includes games, songs, and interactive activities that make language learning fun and effective.

Competence Domain: This activity emphasizes multilingual competences. Lingokids supports children with mild intellectual disabilities by providing repetitive, visually engaging, and interactive content that accommodates their learning pace.

Getting Started with the Tool:

- **How to Access:** Download the **Lingokids** app from the App Store (iOS) or Google Play (Android). Create an account and set up a profile for your child, adjusting the difficulty level to their needs.
- **Key Functions:** Within the app, explore various games and activities that teach new vocabulary and simple sentences. Make use of the songs and videos which reinforce language through music and storytelling.

Learning Activities:

- **Easy Activities:**
 - Encourage your child to play the “Match the Words” game in Lingokids to build vocabulary in the target language.
 - Watch and sing along with Lingokids songs that teach basics like days of the week, colors, or numbers in the new language.

When to Use It: Set aside specific times each day for language activities (for example, during breakfast or after school) to establish a consistent learning routine.

Keeping Organized: Use the app's parent dashboard to track which activities your child engages with. Note their progress and their favorite types of games or songs to personalize future learning.

Staying Motivated: Celebrate achievements within the app—such as completing a level or mastering a new set of words—with small rewards or plenty of praise to keep your child excited about learning.

Resources:

- Visit the **Parents' Section** in the Lingokids app for tips on supporting your child's language learning, as well as additional resources tailored to your child's learning stage.
- Check out the Lingokids Blog for more activity ideas and advice on using the app to enhance language learning at home.

How to Use Lingokids for Multilingual Competencies

Introduction: Lingokids is an interactive educational platform designed to enhance children's language-learning skills. It uses engaging activities, games, and songs to teach multiple languages in a fun and effective way. The following is a step-by-step guide on how to use Lingokids, with key features highlighted.

Step 1: Navigating the Lingokids Interface

1. Open the **Lingokids** app on your device.
2. On the home screen, you'll find sections such as "Lessons," "Games," and "Songs."
3. Tap on the **Lessons** section to begin a guided learning experience.

Step 2: Using the Lessons Feature

1. In the **Lessons** section, choose a subject or topic for your child to explore.
2. Each lesson is designed to teach specific language skills using interactive content.
3. Have your child follow the on-screen instructions to complete each lesson.

Step 3: Exploring Interactive Activities

1. Lingokids also offers standalone **Games** and **Songs** to reinforce language skills.
2. From the home screen, select the **Games** or **Songs** section.
3. Let your child play the games or sing along with songs to practice vocabulary and pronunciation in an enjoyable way.

Step 4: Monitoring Progress

- Use the app's **Progress Tracking** feature to monitor your child's learning. You can access detailed reports on the activities they've completed and the achievements or new words learned. This helps you see improvements and areas that may need extra practice.

Step 5: Implementing Lingokids in the Classroom (for broader use)

- Teachers can integrate Lingokids into lesson plans to create engaging, interactive learning experiences. If you are working with your child's teacher, Lingokids can complement classroom activities.
- Educators might combine app activities with traditional teaching methods or encourage group play using Lingokids games and songs to promote social learning.

Additional Resource: Lingokids offers an **Opposites Words** video for vocabulary practice. You can watch it here: Opposites Video – Lingokids (also accessible via QR code in the full guide).

Link : <https://lingokids.com/english-for-kids/videos/opposites-words>

or use this QR code:



Enhancing Language Skills with Canva

What We're Learning: This activity supports your child in developing multilingual competences such as vocabulary building, basic grammar, and cultural appreciation through visual aids like posters, flashcards, and infographics.

What It Does: *Canva* is a graphic design tool that makes it easy to create visual learning materials. It's especially useful for language learning because it helps visually represent concepts and vocabulary.

Competence Domain: This activity focuses on multilingual competences. By using Canva, your child can learn new words, understand grammar rules, and explore cultural elements through creating and viewing customized designs.

Getting Started with the Tool:

- **How to Access:** Go to the Canva website and sign up for a free account. You can take a quick tour or tutorial on Canva to learn the basic features.
- **Key Functions:** Canva provides many templates that you can use to create language-learning materials. For example, you can easily design vocabulary flashcards, infographic posters that explain a grammar concept, or simple cultural presentations with images and text.

Learning Activities:

- **Easy Activities:**

- Design a set of flashcards for new vocabulary words in the target language, pairing each word with a picture. Print them out or flip through them on screen to practice.
- Create a simple infographic together that explains a grammar rule (for instance, a colorful chart of verb tenses or a poster illustrating sentence structure), using Canva's icons and text boxes to visualize the concept.

When to Use It: Incorporate Canva activities into your regular language-learning sessions (say, twice a week for 20–30 minutes each time). Visual creation can be a nice change of pace from more text-based practice.

Keeping Organized: Save all your designs in specific folders within Canva. You might organize them by language or by topic (e.g., “Spanish – Food Vocabulary” or “Grammar Charts”) so you can easily find and reuse them.

Staying Motivated: Set small creative goals each month. For example, aim to add one new page to a “My Language Portfolio” Canva project every week. Celebrate these achievements by reviewing the portfolio together or sharing it with family members.

Resources:

- Explore **Canva's Design School** (available on Canva's website) for free tutorials on using more advanced features, which can help you and your child create even more engaging visual learning aids.
- Look at online language-learning sites or forums for ideas on content that can be turned into Canva projects (for example, printable vocabulary sheets that you redesign in Canva).

Exploring Emotions through a Spinning Wheel Activity: WORDWALL

What We're Learning: This activity focuses on understanding and expressing emotions—feelings like happiness, sadness, excitement, etc. Your child will learn to identify their emotions and share personal experiences, which helps build emotional awareness and empathy for others.

Tool Used: *Wordwall* – an online platform that allows parents and teachers to create interactive learning activities. Wordwall offers templates for games such as spinning wheels, quizzes, matching exercises, word searches, and more. It's versatile and user-friendly, even for those with minimal tech experience.

Competence Domain: Personal, Social, and “Learning to Learn” competence. By discussing emotions and experiences, your child develops social-emotional skills and learns how to learn from personal reflection.

Getting Started with the Tool:

- **How to Access the Activity:** We will use a premade Wordwall “spin the wheel” activity about feelings. Open the activity by clicking the link (for example: *Spin the Wheel* -

Wordwall). You can open it on any device (computer or tablet). No login is required to play shared activities.

- **Key Features of Wordwall:** Wordwall’s spinning wheel template will randomly select prompts about feelings. The activity can include images or sounds to make it engaging. It can also be reset and played multiple times. (If you prefer offline play, Wordwall allows printing the prompts as well.)

Learning Activities – Spinning Wheel Game:

- **How to Play:**
 1. **Open the Emotions Spinning Wheel:** Share the Wordwall activity link with your child or open it in your web browser. Click “Start” to begin.
 2. **Spin the Wheel:** Have your child click the “SPIN” button. The wheel will spin and land on a prompt such as “A time I felt happy” or “A time I felt sad.”
 3. **Discuss the Emotion:** Encourage your child to describe a personal story or experience related to that emotion. Listen attentively and ask gentle follow-up questions.
 4. **Repeat and Explore:** Click “Spin” again for a new prompt. Each spin is an opportunity to discuss a different feeling in a fun, non-intimidating way.
- **Additional Activities:**
 - **“Spin Together”:** Sit with your child as they spin the wheel. Participate by also sharing your own short story when an emotion comes up. This shows your child that adults have these feelings too and models how to talk about them.
 - **Expand Emotional Vocabulary:** After discussing an emotion (for example, *excited*), ask your child to describe what that emotion means to them or how they know when someone feels that way. Introduce new words related to feelings when appropriate.
 - **Role-Play Scenarios:** Using the emotions from the wheel, create simple pretend scenarios. For instance, if the wheel lands on *nervous*, act out a scenario like “first day of school” and practice expressing and coping with that feeling.
 - **Reflect on Stories:** After each spin and share, briefly discuss what you both learned. For example, “It sounds like playing with your friend made you really happy. What can we do when we feel sad to cheer up?” This reflection helps your child learn from their experiences.

When to Use It: Use this activity during calm family time—perhaps after school or on a weekend afternoon. Keep sessions short (15–20 minutes) to maintain focus and enjoyment, and return to it on different days rather than all at once.

Keeping Organized: You might take quick notes on which emotions your child finds easy or hard to talk about. This will help you remember to revisit challenging feelings later and celebrate progress as they become more comfortable.

Staying Motivated: Celebrate your child’s participation with praise or a small reward like a sticker. Emphasize effort (“I’m proud of you for sharing that!”) over results. Acknowledge that talking about feelings can be brave and that they’re doing a great job.

Additional Wordwall Features: Wordwall has a community library – you can access pre-made activities shared by other educators or parents, including many on emotions. You can also involve siblings or friends to make it a group discussion game, which can further encourage sharing and empathy.

Resources:

- Feel-o-meter – Feelings Thermometer Activity (Wordwall) – another interactive tool for discussing the intensity of emotions.
- Wordwall Official Website – create your own wheel or try other activities.
- Video: Wordwall Tutorial (YouTube) – a short guide on using Wordwall to make learning games.

Enhancing Social skills and Learning Skills through Collaborative Digital Walls (Mentimeter)

What We’re Learning: This activity helps children build social skills and learn how to connect with others in a positive way. Using *Mentimeter* (an interactive presentation tool), your child will practice recognizing good friendship behaviors, showing kindness and support, and exercising empathy. The goal is to improve social competence and the ability to work and learn collaboratively.

Tool Used: *Mentimeter* – an interactive online presentation and polling tool. It lets you create fun activities like word clouds, quizzes, and Q&A boards where participants can submit responses in real time. This creates a “digital wall” of ideas that everyone can see and talk about.

Competence Domain: Personal, Social, and Learning-to-learn competence. Children practice expressing themselves, reflecting on social scenarios, and learning from feedback – all key to personal and social development.

Getting Started with the Tool:

- **How to Access:** Go to the Mentimeter website or download the Mentimeter app (Android/iOS). Sign up for a free account (or log in, if you already have one).
- **Simple Setup Steps:**
 1. Log in and click “New Presentation.”
 2. Choose a question type for your activity (e.g., Multiple Choice, Word Cloud, Open-Ended).
 3. Add your questions or prompts related to friendship or social skills.
 4. When ready, click “Present” and Mentimeter will give you a code. Your child can join the presentation by going to menti.com and entering the code (or use a direct link).

- **Key Functions:**

- **Word Cloud:** Great for brainstorming. For instance, ask “What makes a good friend?” and let your child submit words; Mentimeter will create a word cloud of all responses to visualize common ideas.
- **Multiple Choice:** Create quiz-like questions (e.g., scenarios with options for what’s the kindest action). Your child can vote and see instant results.
- **Open-Ended Q&A:** Let your child type a short answer to a reflective question (e.g., “Describe a time someone was a good friend to you”). Responses appear on the screen to discuss.
- **Live Results:** Mentimeter displays responses live (as words, bars, etc.), which makes it engaging and prompts discussion.

Learning Activities:

- **Easy Activities:**

- **Emotion Recognition Game:** Upload or draw simple faces showing different emotions. Use Mentimeter (perhaps the multiple choice or image choice question) to have your child identify the emotion (happy, sad, surprised, etc.) shown in each face. Discuss answers as they appear.
- **Friendship Word Cloud:** Ask your child the question, “What words describe a good friend?” Have them input words via Mentimeter. As the word cloud forms (e.g., words like *kind*, *helpful*, *fun*), talk about each quality and why it’s important.
- **“What Would You Do?” Scenarios:** Present a scenario such as “*Your friend is feeling left out at school. What should you do?*” Give a few multiple-choice options (like *Invite them to play*, *Ignore it*, *Tell a teacher*). Let your child vote and then explain their choice. This encourages problem-solving and empathy.
- **Friendship Reflections:** Use an open-ended question like “*What is your favorite memory with a friend?*” or “*How do you make someone feel included?*” Have your child submit an answer and then read it together on the screen, using it as a conversation starter.

When to Use It: Schedule a 15–20 minute Mentimeter session once or twice a week, perhaps during a family time or as a special activity after homework. Consistency will help build comfort with the tool and reinforce learning.

Keeping Organized: If you create multiple Mentimeter activities, save the links or codes in a notebook or bookmark them in your browser. You can also write down some of your child’s responses or ideas from the activities in a journal to track progress over time.

Staying Motivated: Mentimeter’s colorful and interactive response graphics are naturally motivating. Additionally, you can turn it into a game by awarding small rewards (stickers, points, extra playtime) for participation or thoughtful answers. Joining in yourself and sharing your answers will make it a fun bonding experience rather than a test.

Resources:

- Video: Using Mentimeter for Interactive Lessons – a quick YouTube tutorial on Mentimeter for beginners.

Building Friendships: A Fun Kahoot Quiz for Learning About Friendship Skills

What We’re Learning: This activity uses a *Kahoot!* quiz to teach friendship skills. Through a fun, game-like quiz format, your child will learn about key qualities of being a good friend – such as trust, communication, sharing, and empathy – and how to interact positively with peers.

Tool Used: *Kahoot* – an online quiz game platform. It allows you to join public quizzes or create your own multiple-choice quizzes that players answer in real time, earning points for correct answers and speed. It’s engaging and competitive in a friendly way.

Competence Domain: Personal, Social, and Learning-to-learn competence. The quiz prompts reflection on social behavior and encourages learning from explanations of correct answers, helping improve interpersonal understanding and self-awareness.

Getting Started with the Tool:

- **How to Access:**
 - Go to kahoot.it or open the Kahoot app, and create your own Kahoot Quiz. ([How to make a kahoot game: Step-by-step guide for teachers](#)).
 - Make sure your child has a device (smartphone, tablet, or computer) to submit answers, and ideally another screen (or the same device split-screen) to see the questions if you are hosting the quiz.
- **Key Functions:**
 - **Answering Questions:** The quiz will display a question and multiple-choice answers (with shapes/colors). On your child’s device, they select the shape/color corresponding to their chosen answer.
 - **Leaderboard:** After each question, Kahoot shows a leaderboard which can be exciting and motivating. Since you might play together or replay, remind your child that the goal is to learn, not just to score points.

Learning Activities:

- **Play the Quiz Together:** Sit with your child and start the Kahoot quiz. Read each question aloud (if needed) and the answer options. Have your child choose an answer, and discuss each question briefly before moving on. The quiz format makes this feel like a game.
- **Practice Friendship Skills:** After your child answers a question (right or wrong), ask “Why did you choose that answer?” or “What do you think about this topic?” For example, if the question is “What would you do if you see a friend looking sad?”, discuss

why the correct answer (perhaps “*Ask if they are okay*”) is a kind choice. This reflection ties the quiz back to real-life actions.

- **Review and Reflect:** When the quiz ends, go through the questions and correct answers together (Kahoot can show a summary of answers). Talk about each friendship skill in more depth. For instance, if a question was about sharing, you could ask, “*Can you think of a time you shared something with a friend? How did it make you both feel?*”

When to Use It: Play the Kahoot quiz during a relaxed time—maybe after homework or dinner. Limit the activity to about 15 minutes to keep it fun and engaging. You can replay the quiz another day to reinforce the concepts (children often enjoy trying to beat their previous score if they liked the game).

Keeping Organized: Note what questions or concepts your child found challenging. You can use a notebook to jot down anything that seemed confusing or any friendship scenarios that came up. Later, you might role-play those scenarios or find books/videos about those topics for further learning.

Staying Motivated: Celebrate small victories in the quiz. For example, give a high-five or praise when your child answers a question correctly or shows good sportsmanship during the game. Emphasize that learning about friendship is a journey—getting a question wrong is not bad if you learn something new from it. Maybe offer a sticker or a point toward a reward for participating and trying their best.

Resources:

- Kahoot! Official Website – Create or find more educational quizzes on various topics.
- Kahoot Tutorials and Guides – Learn more about how to play or even create your own Kahoot quizzes.

Sample Questions for Friendship quiz for children with mild intellectual disabilities

Multiple Choice Questions (Choose the best answer)

1. **What is one important thing you should do to be a good friend?**
A. Always talk about yourself
B. Listen when your friend is speaking
C. Ignore them when they're sad
D. Only play with them when you're bored
Correct answer: B
2. **How can you show kindness to a new student at school?**
A. Laugh at them
B. Invite them to play with you
C. Pretend they don't exist
D. Talk only to your old friends
Correct answer: B

3. **When your friend is upset, what should you do?**
 - A. Tell them to stop crying
 - B. Leave them alone forever
 - C. Ask if they want to talk and listen
 - D. Say it's not a big deal**Correct answer: C**
 4. **Which of these is NOT a good way to make friends?**
 - A. Sharing your toys
 - B. Being rude
 - C. Smiling and saying hello
 - D. Asking someone to play**Correct answer: B**
 5. **What does it mean to "take turns" when playing a game?**
 - A. Only play when you want
 - B. Let everyone have a chance
 - C. Play alone
 - D. Quit if you lose**Correct answer: B**
-

True or False

6. **True or False: Good friends keep secrets that could hurt someone.**
Correct answer: False
 7. **True or False: It's okay to say sorry if you hurt your friend's feelings.**
Correct answer: True
 8. **True or False: Friends should always agree with each other.**
Correct answer: False
 9. **True or False: You can have more than one best friend.**
Correct answer: True
 10. **True or False: It's okay to speak up if your friend is being mean.**
Correct answer: True
-

Scenario-Based (What should you do?)

11. **Your friend forgot their lunch. What could you do to help?**
 - A. Tease them about it
 - B. Offer to share your lunch
 - C. Ignore them
 - D. Tell others so they laugh too**Correct answer: B**
12. **You and your friend both want to use the same toy. What is the best solution?**
 - A. Fight over it
 - B. Grab it quickly

C. Take turns or play together

D. Hide it from your friend

Correct answer: C

13. **A new kid is sitting alone at lunch. What can you do?**

A. Leave them alone

B. Tell the teacher

C. Go over and invite them to sit with you

D. Laugh with your friends

Correct answer: C

14. **Your friend said something that hurt your feelings. What's a good way to handle it?**

A. Say something mean back

B. Stop being their friend

C. Tell them how you feel

D. Tell everyone else

Correct answer: C

15. **You accidentally broke your friend's toy. What should you do?**

A. Blame someone else

B. Hide it

C. Say sorry and try to fix it

D. Pretend it didn't happen

Correct answer: C

Basic Guide for Parents: Using ICT Tools for Learning

In this section, you will find several brief guides for parents on using specific ICT tools to support your child's learning. Each guide includes the purpose of the tool, the competence areas it supports, tips on how to get started, suggested learning activities, and advice on keeping the experience positive and productive.

Fall (StoryJumper)

Tool Purpose – What It Does: *StoryJumper* is an online platform that allows you and your child to read and create your own digital storybooks. It's a great tool to encourage reading and creativity. Teachers can also share StoryJumper books with students (sometimes including recorded narration). This guide will help you use a StoryJumper book sent by your child's teacher, and give tips if you want to create stories together.

Competence Domain: Primarily **literacy competence** (reading and listening skills), with elements of **digital competence** (using an online tool) and **cultural awareness** (if stories discuss cultural themes).

Learning Focus – What We're Learning: The goal is to improve your child's reading skills and comprehension. By listening to and reading along with a StoryJumper book, your child practices vocabulary and understanding. If you create a story together, it also sparks creativity and communication.

Getting Started with the Tool:

- **How to Access:** Go to [Create a Brighter Future for your Kids](#) by clicking the link on your computer or tablet. StoryJumper books can be viewed without an account.
- **Opening the Book:** Once the StoryJumper page loads, look for a big blue "Read" button (or similar) to open the book. If the teacher recorded an audio narration, you will see a play  button – press this to have each page read aloud while your child follows the text. Use the arrows or swipe to turn pages.

Learning Activities:

1. **Listen First:** If the book includes audio narration by the teacher, have your child listen to the story first. This helps them get familiar with the content.
2. **Discuss the Pictures:** As you go through each page, pause and talk about the illustrations. Ask your child questions like "What is happening here?" or "How do you think the character feels?" This engages their comprehension and inference skills.
3. **Read Together:** After listening, go back to the beginning and read the book again, this time encouraging your child to read aloud or along with the narrator. Help them with difficult words, and praise their effort.
4. **Independent Reading:** If appropriate, let your child try reading the book on their own (either with the narration turned off or by muting the sound). Be ready to assist, but give them a chance to decode words and practice.

5. **Extend the Story (Optional):** Ask your child to retell the story in their own words, or imagine what might happen next if the story continued. This can be a fun conversation or even a drawing activity.

When to Use It: Use StoryJumper whenever your child receives a link from the teacher (as part of an assignment or for extra reading). It's also great for any time your child shows interest in stories or creating art. Even though it's educational, try to limit screen time to about 30 minutes a day for such activities, unless the teacher advises otherwise.

Keeping Organized: Establish some rules for using StoryJumper stories. For example, you might decide your child will listen to the teacher's recording twice before trying to read it themselves. Or maybe they can only use StoryJumper after homework is done. Consistency will help make it a productive habit rather than just screen time.

Staying Motivated: StoryJumper books often have colorful images to attract children's attention. Engage with the content by asking funny or personal questions ("Which character do you like best?", "Does that animal remind you of our pet?"). You can also encourage your child by saying things like, "I love hearing you read!" to build their confidence. If the book is part of a class activity, remind them that they can share their thoughts about it with their teacher or classmates later, which can be exciting.

Resources:

- StoryJumper is designed to be very easy to use for both reading and creating stories. However, if you want to explore more, StoryJumper's website has a FAQ and help section. You can also find a short introduction video here: [StoryJumper Tutorial](#) (YouTube).

Electric Circuits (PowerPoint Interactive Presentation)

Tool Purpose – What It Does: This activity uses a *Microsoft PowerPoint* slideshow (in .ppsx format, which is a PowerPoint Show file) created by a teacher to teach a simple science concept: electric circuits. The PowerPoint has built-in animations to demonstrate how circuits work. Think of it like a digital storybook for a science lesson, where clicking certain parts triggers animations that help explain the phenomenon.

Competence Domain: Mathematical and **science/engineering competence** (understanding basic electric circuit principles), along with **digital competence** (using a computer to run the slideshow).

Learning Focus – What We're Learning: Your child will learn some science basics about electricity and circuits, such as:

- The basic components of a circuit (battery, wires, bulb, resistor, switch).
- The difference between series and parallel circuits.
- How electricity flows through a circuit to make a bulb light up.

The interactive nature of the slideshow helps in understanding these concepts by visual demonstration.

Getting Started with the Tool:

- **How to Access the PowerPoint Show:**
 - An example of a .ppsx on electric circuits can be found online at [Circuits PowerPoint example](#)
 - Alternatively, the teacher may have sent a .ppsx file (PowerPoint Show). To open it on a **computer**, just double-click the file; it should launch directly in full-screen slideshow mode (you might need to have PowerPoint installed, or you can use PowerPoint Online). If double-clicking doesn't work, right-click the file, select **"Open with"** and choose **Microsoft PowerPoint**.
 - On a **phone or tablet**, you will need the PowerPoint app (available for free on the Google Play Store for Android or App Store for iOS). Once the app is installed, open the .ppsx file from your email or file manager; it should run the slideshow.
- **Using the Interactive Slideshow:** In this special PowerPoint, **click exactly where the on-screen instructions indicate** (for example, an arrow or a blinking button on a diagram of a circuit). Each click triggers an animation or reveals a new part of the explanation. Avoid clicking randomly or outside the indicated areas, as that may accidentally skip to the next slide instead of playing the animation.

Learning Activities:

- **Explore the Slides Together:** Sit with your child as you go through the presentation. Read any text on the slides aloud or listen to any recorded narration if provided. Click through the animations one by one. After each animation (e.g., showing how a switch can break a circuit), pause and ask your child what they observed ("Why did the light go out when we clicked the switch? What does that show?").
- **Hands-On Parallel:** If possible, you might recreate a simple circuit at home as a follow-up (with a battery, wire, and small bulb) to connect the virtual lesson to a real-world experience. This is optional but can be very effective.
- **Question and Answer:** Use the slideshow as a prompt. For example, after a section on series vs. parallel circuits, ask: "Which circuit stayed on when we removed one bulb? Why do you think that happened?" Encourage your child to think and respond – this reinforces their learning.
- **Let the Child Take the Lead:** Run through the presentation again, but this time let your child be in control. Have them click the interactive elements and "teach" you what is happening on each slide. Kids often enjoy being the teacher!

When to Use It: This interactive lesson can be used whenever your child's teacher provides it – likely as part of homework or a supplemental learning activity. You can also revisit it anytime your child shows curiosity about how things like flashlights or Christmas lights work. Ensure that when using a screen for this, it's counted within their regular screen-time limit, even though it's educational.

Keeping Organized: It's a good idea for you to try running the PowerPoint once on your own (without your child) to see how it works, especially if something might be tricky. That way, during the actual learning session, you can guide smoothly without technical hiccups causing frustration. Always use a computer if available, as it tends to handle these files more reliably than a phone.

Staying Motivated: The material is designed to be engaging with animations, so show enthusiasm! Say things like, "Wow, that's cool – did you see the lightbulb turn on?!" to keep your child excited. You can also make it a challenge: "*Let's predict what will happen when we click this switch... were we right?*" Keep the atmosphere fun and exploratory. Even though this is a "lesson," treat it like a game or a story to maintain your child's interest.

Resources:

- For more help or information, you can visit Microsoft PowerPoint Support for tips on playing presentations.
- If your child enjoyed this and wants to learn more about circuits, consider checking out basic electronics kits for kids or simple online simulations.
- Online, you can find interactive PowerPoint presentations on a wide range of educational topics. Lessonup.com or twinkl.com are examples of websites that offer educational resources.

Fractions – Equality (PHET Simulation)

Tool Purpose – What It Does: *PhET Interactive Simulations* (developed by the University of Colorado Boulder) are free online tools for learning science and math through virtual experiments. In this guide, we focus on a **Fractions Equality** simulation, which helps children understand fractions by letting them manipulate virtual objects. The simulation provides a hands-on way to learn how different fractions can be equivalent (e.g., $1/2 = 2/4$).

Competence Domain: Mathematical competence (with a touch of science/engineering thinking). Using the simulation also builds **digital competence**, as your child learns by interacting with online tools.

Learning Focus – What We're Learning: Through this activity, your child will learn to:

- Create equivalent fractions using different numbers (numerators and denominators).
- Recognize visual patterns of fractions (like seeing that $1/2$ is the same as $2/4$ using shapes).
- Compare fractions on a number line and understand when two fractions represent the same value.

Getting Started with the Tool:

- **How to Access:** PhET simulations are typically accessible via a web browser. You can click the link provided by the teacher (for example: **Fractions Equality Simulation**). The link might look like <https://phet.colorado.edu/sims/html/fractions->

equality/latest/fractions-equality_all.html. No login or download is required if you have an internet connection; it should open directly in your browser. If one version doesn't load (there might be an HTML5 version and an older version), try the other or use a different browser.

- **Choosing Mode:** The Fractions Equality sim often has a “Lab” mode and a “Game” mode. Start with the **Lab** (or exploration) mode to play freely with fractions. You might see options to select different shapes (circle, rectangle, etc.) to represent the “whole.” Choose one to begin.

Learning Activities:

- **Experiment with the Lab:** With your child, increase or decrease the numerator (the top number) and denominator (the bottom number) using the arrows provided in the simulation. For instance, make the fraction $1/2$. Discuss what it means: if the shape is a circle, $1/2$ will shade half the circle. Then change it to $2/4$. The shape will now be cut into 4 pieces, with 2 pieces shaded. Ask your child if the shaded area looks the same as when it was $1/2$ (it should!). This visually shows that $1/2 = 2/4$. Try several examples of your own: $3/6$, $4/8$ (the simulation will likely simplify or highlight equivalences).
- **Use Different Representations:** At the top, switch the shape – try a rectangle or other representation if available. Each time, verify that, say, $1/2$ looks the same amount as $2/4$ in that shape. This helps reinforce the concept regardless of visuals.
- **Encourage Exploration:** Let your child freely adjust the numbers. They might even find that some fractions can match others (like $2/3$ vs $4/6$). The simulation might have a feature where if two fractions are equivalent, it shows a happy face or some indicator. Encourage your child to find as many equivalences as possible. It's like a game of “match the fraction.”
- **Game Mode (if available):** Once your child is comfortable, try the “Game” or challenge mode within the sim. It will prompt tasks like matching fractions or filling in missing numbers to make fractions equal. Start at Level 1 and work upward. Do this together, discussing each answer.

When to Use It: Use this simulation when your child has homework about fractions, or as a follow-up to a math lesson on fractions. Because it's interactive, it can serve as a fun break from traditional worksheets while still being educational. Aim for 15–20 minutes at a time, and don't worry about covering everything in one go—repetition on different days is great for learning math concepts.

Keeping Organized: If the simulation has multiple levels or challenges, set a rule like “We will do two challenges per day.” Keep track of which levels were completed successfully. Also, if the teacher provided specific tasks (like “complete Level 1 and 2 and take a screenshot”), be sure to do those and save any required evidence. Write down any particularly tricky fraction pairs that gave your child trouble so you can review them later (for example, if $3/5$ vs $5/8$ was confusing, note that to revisit with real objects or drawings).

Staying Motivated: PhET sims are quite game-like. Praise your child for discovering things (“Great job finding that $3/6$ is the same as $1/2$!”). You can add a bit of fun by turning it into a

mini-competition (“How many equivalent fraction pairs can we find in 5 minutes?”). The simulation awards stars or badges in game mode – celebrate these as you would in any game. If your child seems frustrated by a level, take a short break or go back to free play mode to rebuild confidence.

Resources:

- PhET simulations are intuitive, so formal guides aren’t usually needed. However, if you want to explore more, the main site PhET Interactive Simulations has many other math and science sims – all free. No extra guides are needed for Fractions Equality because it’s designed for easy use; just jump in and play. Enjoy experimenting – the visual nature of PhET makes abstract concepts like fractions much easier to grasp!

My Day (NaturalReader)

Tool Purpose – What It Does: *NaturalReader* is a text-to-speech (TTS) software that converts written text into spoken words with natural-sounding voices. In this guide, “My Day” refers to an activity where your child can use NaturalReader to have a personal story or a passage read aloud. NaturalReader can help children who struggle with reading (for example, those with dyslexia or attention difficulties) by reading text to them, and it can also assist with pronunciation and listening comprehension.

Competence Domain: Literacy competence (reading and listening skills) and **digital competence** (using assistive technology for learning).

Learning Focus – What We’re Learning: Using NaturalReader helps in several ways:

- It supports struggling readers by allowing them to hear the text, which can improve comprehension.
- It encourages **independent learning** because a child can use the tool to read materials without waiting for adult help.
- It improves pronunciation and fluency in reading, as the child can read along with the spoken voice, seeing and hearing the words simultaneously.

Getting Started with the Tool:

- **How to Access:** NaturalReader has a few versions: a **Web Version** and downloadable **Desktop/Mobile Apps**. For most purposes:
 - **Web Version:** Go to the NaturalReader website (naturalreaders.com). You can use the online reader by copying and pasting text into the provided box on the site. No login is required for basic use.
 - **Desktop/Mobile App:** If you prefer or need offline use, you can download NaturalReader for Windows or Mac, or install the NaturalReader app on iOS/Android. The app may have free and premium features; the free version should suffice for simple reading.

- **Using NaturalReader Online:** Once on the website, you'll typically see a text area and controls. You can either **upload a document** (like a PDF or Word file) or just paste some text. Choose a voice from the dropdown (for example, an American English voice or a UK English voice) and adjust the reading speed if needed (slower for beginners). Then press **"Play"**  to start listening.

How to Use NaturalReader with Your Child:

- **Select Content:** Pick a short story or a passage ("My Day" might be a personal narrative or journal entry from your child's day, or a story provided by a teacher). Paste the text into NaturalReader.
- **Listen and Follow Along:** Have your child sit with you and follow the highlighted words on the screen as NaturalReader reads them aloud. The tool highlights each word as it's spoken, which helps with word recognition.
- **Pause and Discuss:** After each sentence or paragraph, feel free to pause the reading (press the pause button). Ask your child questions about what was just read ("What happened first in the story?" or "How did the character feel?") to check understanding. Then resume the playback.
- **Repeat if Needed:** One great thing about TTS is consistency – you can listen to the same text multiple times. If there's a particular sentence your child didn't understand, play it again. You can also slow down the voice or try a different voice to see which is clearest for your child.

Additional Features (if using app or advanced settings):

- Some versions of NaturalReader have an **OCR feature** – meaning it can read text from images or scanned PDFs (useful if you have a photo of a worksheet).
- You can also **download audio** of the text being read (MP3), but that's optional; for most, just listening in real-time is enough.
- Encourage your child to try different voices or speeds: some children respond better to a female voice vs male, or a slower pace.

When to Use It: Use NaturalReader during homework time if there's a reading assignment that is a bit above your child's independent reading level. It's also great for daily reading practice – even 15 minutes of listening to text while reading along can improve your child's skills. If your child gets tired when reading on their own, NaturalReader can take over for a bit so they can continue to enjoy the story without straining. It's also useful in the mornings or evenings for a calm reading session (almost like an audiobook experience).

Keeping Organized: Make a routine if possible: for example, every evening, pick a short article or story and listen to it together. You might keep a small log: note the date, what was read, and one or two new words that came up. Because NaturalReader can be used for any digital text, you have a lot of flexibility. Maybe keep a folder of texts your child likes (fun facts, stories about their interests) so you can easily grab one for the next session.

Staying Motivated: To keep your child interested, use topics they love. If they adore dinosaurs, find a kid-friendly paragraph about dinosaurs and let NaturalReader bring it to life. Also, celebrate the progress: for instance, if you notice your child following along more or starting to recognize words, point it out – “I saw you knew that word before the voice even said it – great job!” Additionally, you can turn it into a game by occasionally muting the sound and seeing if your child can continue reading aloud on their own, then unpause to check. Keep sessions light and enjoyable; the goal is for your child to see reading as something they *can* do, especially with helpful tools.

Resources:

- NaturalReader Official Website – Access the online reader or download the app [here](#).
- NaturalReader also offers a premium version with more voices and features, but for getting started, the free resources on the site are usually sufficient.

Parts of Speech – Evaluation (Brainscape Flashcards)

Tool Purpose – What It Does: *Brainscape* is a flashcard learning platform (available on the web and as an app). It uses spaced repetition to help learners remember information efficiently. In this guide, we look at using Brainscape flashcards to practice and evaluate understanding of the **parts of speech** (such as nouns, verbs, adjectives, etc.). Essentially, Brainscape will allow your child to flip through flashcards and quiz themselves on identifying and using parts of speech, at their own pace.

Competence Domain: Literacy competence (specifically language structure and grammar), with a bit of **digital competence** (using an educational app for self-study).

Learning Focus – What We’re Learning: The objective is to reinforce your child’s understanding of parts of speech – being able to define them, recognize examples, and use them correctly. By using flashcards, your child can practice definitions (e.g., “*What is a noun?*”), identification (e.g., determining the part of speech of a given word in a sentence), and even application (forming a sentence with a given part of speech). This activity also fosters **independent learning and self-evaluation** – your child can test themselves and see which concepts they need to review more.

Getting Started with the Tool:

- **How to Access Brainscape:**
 - On a **Computer:** Visit the Brainscape website. You can sign up for a free account using an email or through Google/Facebook. Once logged in, you can search for existing flashcard decks or create your own.
 - On a **Mobile Device:** Download the **Brainscape** app from the Google Play Store or Apple App Store. Open the app and log in or sign up for free. You can then search for flashcards or sync any decks you’ve added to your account.
- **Finding/Creating a Flashcard Deck:** There might already be public flashcard decks on Brainscape for “Parts of Speech.” Try using the search function (keywords like “parts of

speech”, “grammar basics”, etc.). If you find a suitable deck, you can use it directly. If not, consider creating a small custom deck tailored to what your child is learning in class. For example, make cards like:

- Front: *jump* – Back: *Verb (example sentence: I **jump** over the log.)*
- Front: *Definition of an adjective* – Back: *A word that describes a noun (e.g., **happy**, **blue**, **small**).*
- And so on for other parts of speech.

Using Brainscape Flashcards:

- **Flashcard Session:** Open the deck of flashcards. Brainscape will show a term or question on the front. Have your child think of the answer (or say it out loud). Then they tap to flip the card and see the correct answer or explanation on the back. For example, a card might show “*run (as a part of speech?)*” on the front, and the back would say “*Run – Noun or Verb. As a noun: a run (exercise). As a verb: to run (action).*” This helps them see context.
- **Rating their Confidence:** After viewing the answer, Brainscape often prompts the learner to rate how well they knew it (e.g., on a scale of 1–5). Encourage honesty – if your child didn’t know it, they should indicate that (Brainscape will then show that card more frequently in the future). If it was easy, they can give it a high rating to see it less often. This is the spaced repetition in action.
- **Repeat and Progress:** Brainscape will shuffle and repeat cards based on those confidence ratings. Continue the session for maybe 10–15 minutes or until the deck has been reviewed a couple of times. You might do this daily or a few times a week leading up to a quiz or just as regular practice.

Learning Activities with Flashcards:

- **Flashcard Matching Game (variation):** If you prefer a more tactile approach in addition to the app, you could create physical flashcards and play a matching game. For example, write words on one set of cards (dog, run, happy, etc.) and parts of speech on another (noun, verb, adjective). Have your child match them. The app itself doesn’t do matching, but this could supplement the digital practice.
- **Sentence Challenge:** Using Brainscape flashcards, when a word appears (e.g., “*happily*”), ask your child not only to identify it (adverb) but also to use it in a sentence. This makes it more interactive. You can even have them write the sentence down as extra writing practice.
- **Speed Quiz:** See how many flashcards your child can get correct in a row. Brainscape’s spaced repetition might not present unique new cards rapidly, so you might just observe and count how many known vs unknown they get. Turn it into a little challenge (“Let’s try to get 5 definitions right in a row!”).

When to Use It: Flashcards are great for short, frequent practice sessions. They could be used on the go (via the mobile app) or at home as a quick warm-up before doing English homework. Since identifying parts of speech can be dry, using the interactive flashcard format makes it feel more game-like. Ideally, do this a few times a week for about 10 minutes each, rather than a long session once in a while – consistency helps retention.

Keeping Organized: Track which parts of speech or specific words give your child trouble. For example, maybe they confuse *adverbs* and *adjectives* often. Note that so you can spend a bit of extra time explaining those differences (perhaps with examples from their own reading books). Brainscape’s statistics might show which cards were often marked as hard – use that info to guide you. Also, encourage your child to **create some flashcards themselves**. The act of making the card (typing in the question and answer) is a learning process in itself.

Staying Motivated: Make it fun: let your child “quiz” you with the flashcards sometimes (make some intentionally wrong answers to let them correct you – kids love catching parents’ mistakes!). Brainscape will track progress; celebrate when your child improves (like if most cards move to “easy” over time). You can also combine digital with real-world: for instance, after flashcard practice, challenge your child to point out parts of speech in a sentence from their favorite book or during a conversation (“Wow, that was an adjective you just used!”). Reinforcement in everyday context shows them the value of what they’re practicing.

Resources:

- Brainscape YouTube Channel – features videos and tips on using spaced repetition and flashcards effectively.
- Example Brainscape Tutorial Video – a short video on how to create and study with Brainscape flashcards.

All About Me: My Favorite Things – “Bigger or Smaller” (Seesaw Activity)

Tool Purpose – What It Does: This guide refers to a *Seesaw* activity titled “All About Me: My Favorite Things – Bigger or Smaller.” *Seesaw* is a platform often used in classrooms for students to create digital portfolios and for teachers to assign interactive activities. In this case, the activity likely involves the child comparing objects or concepts related to their favorite things (possibly by size or preference, hence “bigger or smaller”). *Seesaw*’s strength is that it allows students to draw, record audio, or type responses, and share them with teachers and family.

Competence Domain: Digital competence (the child learns to use an educational app to create and communicate content), and depending on the activity details, possibly some math/basic science concept (bigger vs smaller, comparison) or personal/social competence (sharing about oneself).

Learning Focus – What We’re Learning: The primary goal is to develop digital literacy skills in an educational setting. Through this activity, your child learns how to:

- Safely navigate an online learning platform (Seesaw).
- Create content (like taking a photo, drawing or writing on the screen, recording their voice) to express their thoughts.
- Collaborate and communicate: since Seesaw connects with the teacher and can share work with classmates or family, your child practices sharing their ideas in a clear way.

Additionally, if the activity involves comparing sizes or preferences (“bigger or smaller”), your child may practice comparative language (big, bigger, biggest) or categorizing their favourite items by size or importance.

Getting Started with the Tool:

- **How to Access Seesaw:** If your child’s class is using Seesaw, you should have a **class code or QR code** from the teacher. Using a computer, go to the Seesaw web app (web.seesaw.me). On a tablet or phone, download the **Seesaw Class** app. Create an account or log in using the credentials/class link provided by the teacher. Once logged in, ensure you join your child’s class with the code or QR (there will be an option like “I’m a Student” where you enter the code or scan QR).
- **Navigating to the Activity:** In Seesaw, look for the *Activities* tab. The teacher likely assigned “All About Me: My Favorite Things – Bigger or Smaller” as an activity. Click on the activity to view the instructions. Read them with your child. The instructions might say something like: “Draw or upload pictures of two favourite things and label which is bigger and which is smaller,” or perhaps “Tell us about two favourite things, one big and one small.”

Key Functions for Parents to Know in Seesaw:

1. **Drawing/Annotation Tools:** Seesaw often lets the child tap a drawing tool to create a response. They can draw with their finger or stylus, type text, and even add shapes or photos. Familiarize yourself and your child with the pencil, marker, and text box icons.
2. **Microphone (Voice Recording):** There is a microphone icon – tapping this allows your child to record themselves speaking. For example, they could explain their drawing (“This is my big teddy bear and my small toy car.”).
3. **Camera:** Seesaw can use the device’s camera to take a photo or video. Maybe your child can take a photo of their actual favourite big item and small item and upload those as part of the activity.

Helping Your Child with the Activity:

- **Understanding the Task:** Make sure your child knows what “bigger or smaller” means in context. If it’s about physical size, you can practice by picking objects in the room: “Which is bigger, the chair or the book?” Have a quick fun quiz. If the activity is more abstract (like “Which do you like more?” – not likely given the title but just in case), clarify that too.
- **Plan Their Response:** Ask your child, “What are two of your favourite things, one that’s big and one that’s small?” Let them choose — for example, maybe they say “An elephant and an ant” or if it’s personal, “My big soccer ball and my small coin collection.” Encourage them to be creative but also perhaps to use real examples from their life for a personal touch.
- **Using Seesaw Tools:** Assist them in using the app: they could draw an elephant and an ant, or they could find pictures online or in the built-in Seesaw image library (if allowed) and drag them in. If drawing is tough, perhaps they have toy figures of those things – they

could take a picture with the camera and upload it. Show them how to add text labels “bigger” and “smaller” or record themselves saying which is which. Let the work be theirs — it doesn’t need to be perfect art; the idea is to engage them.

- **Review and Submit:** Once the creation is done, play back any recording to ensure it’s audible. Check that any text is spelled correctly if that’s expected at their level (though it’s fine if inventive spelling is part of learning). Then help them click the **green check mark** (✓) or “Submit” to post their work to the teacher.

When to Use It: Complete this activity as assigned – likely the teacher gave a due date or it’s meant to be done during a certain week. In general, engage with Seesaw activities when your child is fresh and not rushed, because they involve creativity. Maybe do it in the afternoon or over the weekend when you have a calm 20-minute window to explore the app together. Also, check Seesaw regularly for new activities or announcements so you don’t miss anything.

Keeping Organized: Since Seesaw will contain all the posts your child makes, you have a built-in portfolio. You can look back at previous activities to see progress. If the teacher comments on the submission, discuss the feedback with your child to reinforce learning (“The teacher heard your recording and said you spoke very clearly – good job!” or “The teacher might want to know which one is bigger – should we add labels?”). If you have multiple Seesaw activities, keep track of which ones are completed and which are still to-do; Seesaw typically shows a notification for incomplete tasks.

Staying Motivated: Kids often enjoy Seesaw because it’s visual and interactive like a game. Encourage your child by showing genuine interest: “Wow, you drew that? That’s so creative!” or “I love hearing you talk about your favorite things.” If the class uses the family connection on Seesaw, you (as a parent) might be able to “like” or comment (with the teacher’s moderation) on your child’s post — do that to show you’re proud. Additionally, relate the activity to real life: if they compared a big soccer ball and a small coin, next time you see those items at home, revisit the idea (“Remember when you showed these on Seesaw? Which one’s bigger again? Oh right, the soccer ball!”). This reinforces the concept and shows that learning is all around us.

Resources:

- **Example Activity Link:** Your child’s teacher might have shared an activity link or sample in Seesaw. If a direct link was provided (something like `app.seesaw.me` with an activity code), you can click it after logging in to go straight to the task.
- For more ideas on how Seesaw works and the kind of projects kids do, you can visit Seesaw’s Resource Center which has guides for families.

ClassDojo – Building Digital Skills Together: “Collaborative Digital Walls”

Tool Purpose – What It Does: *ClassDojo* is a communication and classroom management app that connects teachers, students, and parents. It’s often used to reward student behavior with points and to share class updates. In this context, the activity **“Building Digital Skills Together:**

Collaborative Digital Walls” suggests using ClassDojo to foster digital skills, possibly through a class or group project that involves creating a shared digital space (like a collaborative wall or feed where students post). ClassDojo’s features relevant here might include the Class Story (a feed where teachers/students can post updates and work) and the points system or student portfolios.

Competence Domain: Digital competence. This activity is about learning to interact with an online platform in a safe, responsible way and using it for a collaborative purpose. It also touches on **social competence** because students (and parents) communicate and collaborate via the app.

Learning Focus – What We’re Learning: By engaging with ClassDojo in this activity, students learn:

- **Goal Setting & Tracking:** The notion of setting small digital goals (e.g., completing an online task, posting appropriately) and tracking progress visually (ClassDojo provides points or badges).
- **Digital Communication Skills:** They practice how to communicate in a classroom app – like posting a comment, sending a message, or reacting to others’ posts in a respectful way.
- **Digital Portfolio Building:** Uploading work (photos, videos, text) to their student portfolio on ClassDojo to reflect on their learning, which builds self-awareness and pride in accomplishments.

For parents, this activity also demonstrates how to be involved and encourage their child’s digital learning journey in ClassDojo.

Getting Started with the Tool:

- **How to Access ClassDojo:** If not already, you and your child should join ClassDojo. The teacher usually sends an invite link or code. Parents use the **ClassDojo parent app** (or website), and students can use the **student app** or web version with a code. Ensure you’re connected to your child’s class and can see their profile and class story.
- **Navigating Key Features:**
 - **Home/Class Story:** This is like a newsfeed for the class. The teacher may post the instructions for “Collaborative Digital Walls” here. Read any notes carefully.
 - **Monster Avatar & Points:** Your child likely has a cute monster avatar. Teachers award points (for things like participation, helping others, etc.). These might be part of the “digital goals” aspect – e.g., a point for successfully posting to the class wall.
 - **Student Portfolio:** Some activities require students to submit work to their own portfolio (which the teacher and parent can see). Learn how your child can upload a photo or journal entry. In the student app, there’s a “Add to Portfolio” button.

Using ClassDojo for the Activity:

The activity “Collaborative Digital Walls” might involve something like creating a shared digital mural or bulletin board via ClassDojo. Here’s how you might partake:

- **Setting a Goal:** Perhaps the teacher wants each student to practice one digital skill at home (like typing a short message or taking a photo of something they learned) and then share it on ClassDojo. Work with your child to decide a goal such as “This week, we will post one picture of our at-home project to ClassDojo” or “We will write one positive message on the Class Story about what we learned.”
- **Posting on Class Story:** If the teacher has allowed student posts on Class Story (some classes open it up in a moderated way), help your child make an appropriate post. For example, post a picture of a “digital wall” art they made or a screenshot of a short presentation, with a caption “Alice’s poster about internet safety – she learned not to share personal info online.” The idea is to engage with the digital community of the class.
- **Encouraging Positive Interaction:** Show your child how to leave a like or a comment (if enabled) on a classmate’s post (“Great job!” or “I love your drawing!”). This fosters a supportive online environment. Make sure they understand to keep comments kind and on-topic.
- **Using Points as Motivation:** If the teacher is giving points for digital participation (say 1 point each time a student posts something relevant or helps someone online), track these together. Maybe set a fun home reward like, “If you earn 5 Dojo points for digital teamwork this month, we’ll have a family movie night of your choice.” This ties home and school incentives together.

When to Use It: ClassDojo is an ongoing platform. Check it daily or a few times a week for class updates. Specifically for this activity, align with the teacher’s timeline: maybe it’s a week-long challenge or a continuous expectation. Encourage your child to regularly contribute to the class’s “digital wall” if that’s an ongoing thing (for example, a weekly prompt from the teacher like “Post a photo of something you did in science this week”). Regular small engagements are better than a one-time rush.

Keeping Organized: ClassDojo simplifies organization by showing everything in one place. As a parent, you’ll see a feed of all class posts and any messages from the teacher. Respond to teacher messages if asked. Possibly, the teacher might share a summary at the end (“Our class built a wonderful digital wall of favorite book reviews!”). Save any nice posts (you can screenshot your child’s contributions as memories). Also, monitor your child’s points if relevant – ClassDojo will display their total and what they were given for. Use this as feedback to discuss: “I see you got a point for helping a friend online. Tell me about that!”

Staying Motivated: ClassDojo’s avatars and points are inherently motivating for many kids. Additionally, seeing their parent involved (liking their posts, praising their online behavior) will boost their enthusiasm. You can say things like, “I saw your post on ClassDojo – I’m so proud of how you explained your project!” Also, the real-time aspect (instant recognition by teacher and peers) encourages them. If your child is shy to post, maybe start by doing one together. You might even post a comment as a parent (if allowed) praising the whole class: “These projects are fantastic, 2nd Grade! – Alice’s Mom.” That shows your child that sharing is appreciated by a wider audience, not just a vacuum. Always reinforce the idea that they are **learning** how to be a good digital citizen: compliment good online behavior, not just good academic work.

Resources:

- You might find more details on the class's approach to this activity on ClassDojo's **Class Story** or any handout the teacher provided.
- ClassDojo Help for Parents – if you're unsure how to do something on the app (like how your child can post to their portfolio, or how to connect to the class), this official help center is useful.
- The teacher shared an example of a digital wall on ClassDojo's School Story or Class Story (if the whole school does it) – check there for inspiration.

Building Digital Skills with Blockly Games

Tool Used: *Blockly Games* – a series of free educational games that teach programming concepts using block-based coding (a visual way to code by stacking blocks instead of typing text). These games are great for introducing children to logic and problem-solving in a fun way.

Competence Domain: Digital competence (specifically computational thinking and basic coding skills).

What We're Learning: Through Blockly Games, your child will develop logical thinking and basic programming concepts such as sequencing, loops, and conditionals, all while playing games like puzzles or mazes. It encourages problem-solving persistence and planning ahead.

Getting Started with Blockly Games:

- **How to Access:** Visit the Blockly Games website at blockly.games on a web browser. It works on a computer and many tablets. You'll see a menu of game options (Maze, Bird, Turtle, Movie, etc.). It's often best to start with **Maze**, which is the simplest and introduces basics.
- **Choosing a Game:** The games are progressive. Maze is a good first game, then you can move to Bird (which is about conditions), Turtle (drawing shapes – loops), Movie (math and coordinates), etc. Click the **Maze** game to start.
- **Understanding the Interface:** On the left, you'll see instructions and the game area (for Maze, it's a maze with a character like a little pegman). On the right, there are coding blocks like "move forward," "turn right," etc., and a workspace to drag them to.

Playing and Learning:

- **Maze (Level 1 example):** The goal might be to move the character to the target. The child drags blocks like "move forward" into the workspace and clicks "Run" to test. If the sequence reaches the goal, hooray! If not, encourage debugging: "Hmm, it hit a wall. What do we need to change?" This is the core learning – adjusting the sequence of instructions to solve the puzzle.
- **Increasing Challenge:** Each level adds complexity (turning, repeating steps, etc.). Help your child read the hints. Introduce the idea of a **loop** when it comes up (a block that says "repeat x times" which can simplify the code). These are big concepts, so celebrate when they figure it out or when you guide them through it.
- **Other Games:**

- **Bird:** Teaches if-else logic by having a bird chase a worm with rules like “if worm is to the left, turn left else move forward.”
- **Turtle:** The child writes code to draw pictures (using loops to make shapes).
- Each game has multiple levels; they get quite challenging later, but early levels are accessible with some help.

When to Use It: Blockly Games can be used as part of a “coding hour” once a week or as a reward (some kids really enjoy it, so it doubles as fun). Each session, maybe aim for completing 1-3 levels, depending on difficulty and your child’s focus. It’s okay if one puzzle stumps them – you can pause and return later. No login is needed; however, note that progress might not save if you close the browser (though some versions might remember in the same browser). You could also do it alongside an adult sibling or friend to make it more social.

Keeping Organized: Since there’s no account, perhaps keep a little log on paper: e.g., “Completed Maze levels 1-5 on July 10.” That way you know where to start next time. Also, if something was hard, jot it down – maybe you can find a YouTube walkthrough if really stuck (or skip and come back). There’s a limited number of puzzles, so eventually, you’ll finish them. At that point, you can look for other block-coding resources (like Code.org’s puzzles or Scratch programming).

Staying Motivated: Celebrate each success – the games themselves provide feedback (“Congratulations!” messages). You can also make it collaborative: if your child is stuck, solve it together rather than letting frustration build alone. Pose guiding questions: “What if we add another ‘turn right’ block? Let’s try that.” Make sure to note how far they’ve come: “Last week you didn’t even know what a loop was, and now you’re using one to draw a square – awesome!” Because these puzzles get tricky, be ready to step in and treat it like a fun brain teaser you do as a team. Keep sessions light; if your child gets tired or annoyed, take a break and come back later.

Resources:

- The Blockly Games site itself has multiple games – feel free to explore beyond Maze once ready. Each game has an info button that briefly explains new blocks.
- If interested, Google’s Blockly is the library behind these games, and you can find more about how it works or similar games on Code.org and Scratch (those could be next steps after Blockly Games).
- Also, for parents new to coding, there are answer guides/community forums online for Blockly Games if you search, but try to let your child figure things out with minimal direct answers to maximize learning.

Recognizing Geometric Shapes (LearningApps)

Tool Used: *LearningApps.org* – an interactive platform with tons of ready-made learning games and exercises created by educators. The activity “Recognizing Geometric Shapes” likely refers to a specific game or set of exercises on that site where children identify shapes.

Competence Domain: This falls under **STEM (Mathematical competence)**, since it's about geometry basics, and also touches **digital competence** by using an online learning resource.

What We're Learning: The child will practice identifying common geometric shapes (circle, square, triangle, etc., possibly 3D shapes as well like cubes or spheres depending on level). The goal is to reinforce shape recognition through play – matching names to shapes, sorting shapes, or answering questions about them.

Getting Started with LearningApps:

- **How to Access:** Go to the link provided for the shapes activity. The snippet gave a direct link: <https://learningapps.org/watch?v=puxxyh5ek25>. Visiting that should open the specific exercise (maybe a quiz or a matching game). If that link doesn't work, you can search the LearningApps site for “geometric shapes” activities; many are likely available.
- **Using LearningApps:** No login is needed to play an app. The interface will show the exercise, often with draggable items or clickable choices. Read the instructions at the top of the activity to know what to do (e.g., “Match the shape to its name” or “Find all the circles in the picture”).

Playing the “Recognizing Geometric Shapes” Activity:

- The activity might present, for example, images of shapes on one side and names on the other, and the child has to draw lines connecting them, or maybe an audio plays “Circle” and the child clicks the circle.
- Help your child if needed by reading any text aloud. But encourage them to do the clicking or dragging. “Yes, that one is a triangle – go ahead and match it to the word ‘triangle.’”
- If they make a mistake, LearningApps often gives immediate feedback or allows retrials. It's low-stakes; try again until everything is correct. Use mistakes as learning: “Oops, that's not a rectangle, it has five sides. Five-sided is called a pentagon. Let's find the rectangle (four sides).”
- Often, these activities are short. If they finish quickly, you can click “Restart” to replay or look for another related app below (LearningApps usually shows similar exercises).
- Extend learning: After doing the digital activity, you could do a quick real-world shape hunt: “Let's find 5 things in our room that are circles or have a circle shape on them.”

When to Use It: Use it as part of homework practice if geometric shapes are the current topic, or as a fun review. LearningApps games are quick (5-10 minutes). They can be slotted in between other tasks or at the end of study time as a reward. Also consider it if your child needs a bit of extra help with shapes – the interactive nature can make it more engaging than flashcards. You can repeat the activity over a few days for reinforcement.

Keeping Organized: If the teacher provided a set of LearningApps links, keep them bookmarked. LearningApps doesn't track scores long-term without an account, but you might jot down if your child struggled with any particular shape (maybe they confuse hexagon vs octagon, etc.) so you can practice those more. The app itself might show a score or stars when completed – you can note progress (“Today you got 8/10 correct on first try, let's see if tomorrow you can get all 10!”).

Staying Motivated: These activities are like little games, so treat them as such: “Let’s play this shape game!” Give high-fives or a sticker for completing it. If your child is competitive, you can time how fast they complete it accurately and challenge them (or yourself) to beat that time (only if that adds fun, not stress). Also, connect it to things they like – if they love building blocks or drawing, incorporate shape talk there too (“You drew a rocket – see the nose? It’s a cone shape!”). This makes the learning from the app stick because it appears in everyday life.

Resources:

- LearningApps – Shapes Category – if you want additional exercises, you can browse similar ones. Many are user-made, so quality varies, but you can pick ones with good ratings.
- You don’t need an account to use LearningApps, but if interested, you can create one to save scores or even make your own app. Not necessary for most home use though.

Using Prezi for Cultural Understanding

Tool Used: *Prezi* – an online presentation tool known for its zooming canvas style. The context here is viewing a Prezi presentation about cultural understanding.

Competence Domain: Cultural awareness and expression competence along with digital competence (using online media to learn).

What We’re Learning: Students will explore the concept of *culture* – what culture means, elements of culture (like traditions, food, language, music, etc.), and reflect on their own culture. The Prezi is likely a visual presentation prompting them to think about “What is culture? What are elements of culture?” Maybe with examples from various countries. Using Prezi can make it more engaging with images and zooming into different cultural elements.

Getting Started with Prezi:

- **How to Access:** The link given was <https://prezi.com/view/cf27c3VHuA7zYvYrA6tD/>. Click that or paste into a browser. It should open the Prezi in view mode (no login needed to watch).
- **Navigating a Prezi:** Once loaded, you’ll see a title and likely some background. Click the **right arrow** or **next** button that usually appears to progress through the presentation. Prezi will zoom in and out to different frames. You can also click directly on visible elements if the presenter enabled it. Take it step by step, as intended.

Using the Prezi:

- Watch the introduction with your child. It might start broad: “What is culture?” Then zoom into points like food, clothing, festivals, etc.
- **Discuss each segment:** Pause if needed. For example, if it shows “Culture = Language, Food, Music, Art...,” ask your child to give examples from your own family or ones they

know: “What language(s) do we speak? What are some special foods in our culture? What music do you hear at home?” This makes it interactive rather than a passive watch.

- The Prezi might include questions like “Think about your own cultural traditions” or show pictures of cultural items. Encourage your child to answer those questions out loud or write them down. Perhaps have them draw something about their culture as a quick side activity.
- **No Account Needed:** Since you’re just viewing, you don’t need to interact beyond moving through slides. However, if something is unclear, you can scroll or zoom out (Prezi often allows dragging the canvas) to see the big picture of the presentation.
- Once the Prezi ends, it might summarize or zoom out to a world or something – use that moment to recap: “So, what do *you* think culture means now?” or “Name three cultural elements you learned about.”

When to Use It: This could be part of a lesson or homework. If a teacher assigned it, likely they want the student to watch it before a discussion or to inspire a project (maybe creating their own cultural poster or show-and-tell). Make sure to do it when the child is alert, as it’s partly visual learning and reflection. It’s not too long typically (maybe 5-10 minutes to go through, plus discussion). If possible, use a larger screen (monitor or tablet) so details in Prezi are visible.

Keeping Organized: After watching, ask your child if there’s any follow-up task (like answering questions or writing about their culture). Help them note key points. You might write a few vocabulary words that came up (e.g., “tradition,” “heritage,” “ritual,” etc.) and explain them. If the teacher expects proof they watched it, maybe have your child draw something they learned and you can snap a photo to share, or simply ensure they can talk about it in class.

Staying Motivated: Prezi’s format is usually engaging (more dynamic than PowerPoint). As a parent, show interest: “This is cool, I love seeing pictures of different celebrations!” If your own family has a unique cultural background, share some stories or objects after watching. Perhaps even plan a small cultural activity at home (cook a family recipe, look at old photos from a cultural festival) to complement the learning. Tying it to personal identity makes the concept of culture meaningful and exciting for children.

Resources:

- The Prezi itself is the main resource. If your child is very interested, you could find other Prezi or videos about culture. For example, search “What is culture for kids” on YouTube – there are kid-friendly videos that define culture in simple terms with cartoons. But ensure any extra content matches your values and the depth you want.
- If the Prezi mentioned a term or event unfamiliar (like Diwali, Kwanzaa, Ramadan, etc.), you can quickly look up a short explanation or images with your child to enrich their understanding. Keep those explorations brief and positive, focusing on the richness of diversity.