



# Learn Together at a Glance

#### subject and age group



early childhood education

age group











160 lessons



1280







methodology

active participation



teacher as a facilitator



topic-based lessons



brain-based learning



multisensory approach





lesson scenarios

#### highlights



active interaction with leading character



covering preschool curriculum areas



focused on 21st century skills



teacher's guide with lesson scenarios





### Learn Together Highlights



An educational solution created for kindergarten children (2-6 years old) and their teachers.

It contains sets of high-quality multimedia materials and lesson scenarios with worksheets and information for parents.

Learn Together provides teachers with educational materials that are in line with the curriculum as well as inspirations and guidelines that are helpful in conducting engaging activities, supporting the comprehensive development of children, and building a satisfactory child-teacher-parent relationship.

## **Learn Together Methods**



Holistic Development of Children



Storytelling



21st Century Skills



Enhancing Teacher's Work Efficiency



**Active Participation** 



STEM Education



Brain-Based Learning



Support for Personal, Social and Emotional Development



Multiactivity Lessons and Multisensory Approach

# Scenarios of Daily Classes

- Integrative or Educational Games proposals of games that refer to the topic of the classes
- Multimedia Club
   descriptions of procedures for the use of multimedia assets and activities
- Physical Activity Play
   descriptions of proposals of physical activity play connected
  - with the topic of the classes
- Artistic Club proposals of interesting artistic activities
- Animated Story Screen a screen with a player presenting an animation that provides children with information about a particular subject
- Interactive Activity Screens
   three screens with different types of activities checking children's knowledge and skills
- Lyrics of the Song
   used in the particular lesson with the description of proposed movements and gestures





# Learn Together Through:



Edutainment

It refers to the use of entertainment in teaching and to all types of activities whose priority is to educate and entertain at the same time. The fun factor is the way to make the knowledge transfer more attractive, to reach the recipient more easily or even to hide the educational



21st Century Skills

Transferring traditional theory and academic knowledge is losing its importance in favour of skills that are essential in today's world. These include core elements such as reading, writing, science, and maths, but also global awareness, IT literacy, and health issues. Additionally, students learn innovation skills, adaptability, initiative, and creativity.



It aims at helping students be the most that they can be. Education with a holistic perspective is connected with the development of every person's intellectual, emotional, social, physical, artistic, creative, and spiritual potential. The important aspects of holistic education are: Holistic Education learning about oneself, community, cooperation, social values, facing challenges, and the beauty of the world around us.



Brain-Based Learning

A child's brain develops the greatest number of connections when they enjoy learning. Children need to be engaged and curious about what's going to happen. Effectiveness of the learning process is influenced by the quality of the learning environment, and the methods employed as well as by the educational content.



Storytelling

Information given in a story is easier to store in long-term memory. It helps pupils to understand, remember, and retrieve information. A story focuses attention by placing data in a context. It also absorbs and arouses emotions which are easily stored in our memory.





Support for personal, social, and emotional development



Use of storytelling



**Fairytale** therapy



STEM



Multiactivity lessons



#### Learn Together to Acquire Knowledge, Skills, and Competences



#### 2-3 years old

- Reality and Experiences
- Social-Emotional Competences
- Nature and Ecology Knowledge



### 4-6 years old

- . Logical and Scientific Thinking
- Mathematic Competences
- Artistic Competences
- Language and Communication Skills

Meet Teacher's Little Helper - Tiny Toucan! Learn Together Through Active Participation

Tiny Toucan is a special character that plays the role of a leading character. He is a representative of a different species and a foreigner who wants the children to teach him the rules of their world, expects them to dispel his doubts and help him gain new skills. He asks children questions or asks them to clarify some issues.

As a result, the children take over the function of instructors and teachers. They answer questions or demonstrate what the toucan asks them, and then they get a positive and motivating feedback. This form of activity triggers the mechanism of active information processing and reproduction, develops language skills, builds the perception of cause and effect, and improves self-confidence and belief in one's own abilities.

Tiny also accompanies the kindergarten children when they solve interactive activities – his animated form provides feedback on the correctness of children's answers to the exercises included in the multimedia materials.



Answer Tiny's questions – a screen with questions and answers where the children answer questions asked by Tiny Toucan and listen to his feedback; it is designed to make the children consolidate and process the newly acquired knowledge.



# Values for Kindergarten Students



Increases student's involvement, encourages and motivates them

Engages all the particpants of the educational process

Increases students' outcomes

Allows to introduce a solution that both addresses the raising need for digital education

No need to supplement the learning hours with any additional materials

# Learn Together Highlights



well aligned with preschool practice



supports group work



covers core preschool curriculum areas



focused on 21st century skills



teacher's guide with lesson scenarios



synergy of modern technology with tried&tested practices



