

## Lee con Ángel Content

### Supplemental Spanish Reading Program and App for PreK - 2<sup>nd</sup> Grade

These are the teaching points and content of the activities in Spanish along with the icon on the home page that opens each one. Concepts of print are found with the stars that embedded throughout the program. Skills are cumulative and sequential from simple to more complex.

Salón de clases = Classroom - Home page welcomes users to return anytime. Just click or tap on the chalkboard to get back to the classroom.

1. Desfile = Parade - Drum icon. This song teaches the sound of the letters and animal names that accompanies each sound. Phonemic awareness is built in to this song visually since each animal carries a balloon if they represent a consonant or a sign for a vowel. From the first song, instructional concepts are discretely included in the screen since all animals proceed from left to right so that the user's eye is being trained to follow the natural progression of print in English and Spanish.

2. Ritmo de animales =Rap song - Radio icon - This chant has the name of the letter, the sound of each letter and the animal name that corresponds to the letter. The same animal from the parade is repeated here to give more focus on the letter/sound rather than learning a new animal, word or name. 31 animals are featured in these first two activities. The 'ch' and 'll' are still represented here although the Academia Real de España has determined that these are no longer letters of the Spanish Alphabet. We include them since they are still in most widely used dictionaries, and such distinct sounds in Spanish. Also, the alphabet here includes two sounds for the C and G - Conejo, Cebra represent the 'hard' and 'soft' C sound, while the Gato and Gemelo represent the 'hard' and 'soft' G sound. We have also invented an imaginary animal called the xuquex, since there was no viable animal that begins with X, so the fantastical animal has both sounds of the X in his name.

3. Tarjetas de letras = Rap song Learning Tool - Alphabet strip of Letters on wall= icon. This activity is somewhat interactive in that users are given the option of which animal sound they want to hear again without waiting for the progression of the song. Each animal has its own rectangle when selected, the letter name, sound and animal name are repeated. There are several information stars that appear. The silent U with the Q - is explained to users who click on the star with the quetzal. The two sounds of the R and rr are distinguished when users click on the yellow star with the Ratón card. The two sounds of the X are also explained here, with the unique animal, Xuquex.

4. Juego de Conectar sonidos =Matching animal to letter Game - Puzzle icon. This interactive game gives users the opportunity to review what they have learned from the previous songs and chants while matching the letters to the animal names that begin with each letter. A laser sound links the correct letter to animal. This motivates the user to continue. When an incorrect answer is chosen, Ángel kindly prompts the user to try again, friend. All the letters are represented in this game. 5 or 6 animals are in each screen.

5. Juego de bloques =Blocks game - blocks icon (matching upper to lower case letters). This readiness activity uses a different font to show the more stylized 'a' and 'g'. This concept of print is also explained in the level 2 book. Users get to test their observation skills and click on the block that corresponds with the blinking one. Upper and lower case letters are on the blocks and they slide together as the user connects them. Each completed screen ends with Ángel saying a positive comment.

6. Juego de globos =Balloon game match letter to sound -icon= framed Ángel on the wall. This interactive game asks the user to listen to the spoken sound and click on the balloon that has the letter that makes that sound. Some of the screens ask the user to choose 2 balloons because there are two letters that make that sound. (j, g= /j/ and c, s = /s/, ll and y = /y/) This abstract concept of print is put into easy to understand terms in this engaging game.

7. Canción de las vocales= Mexican hat dance song - Hat on wall =icon. This familiar tune connects the written vowel with the sound. The repetition is engaging and makes the vowels really stand out as a crucial component of word building.

8. Canción de Silábass- Learning vowels and consonants - balloons on easel icon. This combination of rhythm and animation teaches users to combine letters to make syllables. There are 19 frames that blend vowels to consonants, creating open syllables, then 2 consonants to create blends, and finally vowel-consonants which create the closed-syllables. This abstract concept is easy to understand in an auditory-visual format. The action is progressing from the left to the right.

9. Libro - Nivel 1 (Book 1 icon) Table of contents lists the 5 story titles. This book starts with two syllables that are combined to form words. The Star information ending each of the first 3 stories explains the concept of capitals beginning sentences, punctuation at the end of each sentence and the purpose of accents on letters.

10. Pencil can icon - comprehension activity -pencil 1 blinks in the box. After each book is read, the pencil can icon will blink. Users will answer questions to correspond with each book.

11. Libro - Nivel 2 (Book 2 -icon) -The stories begin with longer key words broken into syllables to scaffold independent literacy. The star information in this level includes: purpose of titles of stories, the meaning of question marks, exclamation marks.

12. Pencil can icon - comprehension activity -pencil 2 blinks in the box. After each book is read, the user returns to the classroom where the pencil can icon will blink prompting users to answer interactive questions.

13. Libro - Nivel 3 (book 3- icon) - The contents page opens for users to choose which story is preferred. In this level, the stories are longer and do not have words divided into syllables. Star information here includes the explanation of different print types of the letters 'g' and 'a'.

14. Pencil can icon - comprehension activity -pencil 3 blinks after clicking on the pencil can. Comprehension activities are cumulative including concepts and words from each of the previous levels.
15. Libro 4 - Nivel 4 - (Book4= icon) -The star information here explains the meaning of the dash- which is the Spanish equivalent of quotation marks. The stories are longer and can be used to ask higher level questions such as predicting outcomes and drawing conclusions.
16. Pencil can icon - comprehension activity -The pencil can blinks prompting users to open the interactive matching activity with pencil 4. This level has sentences to complete and questions to answer from several stories.
17. Libro 5 - Nivel 5 - (Book 5-icon) These 3 longer stories here feature animals from previous activities and songs. As in all stories, silent reading is encouraged after Ángel reads aloud. Although silently 'reading', the highlighting guides the user's eye through the story to develop fluency.
18. Pencil can icon - comprehension activity -pencil 5 has cumulative questions to answer from all levels.
19. The Inglés Star icon is always available for users to get the English translation of the stories.
20. The apple on the chalkboard will have the coloring pages where users can color the 31 animal characters from parade and stories to reinforce letter sounds and animal names.
21. The telephone icon is where users will hear an English phone conversation explaining the best order for learning using the activities in the program. This will assist users who are learning Spanish as a second language.