



rTunes

Teacher and Parent Guide



HIGHWOOD
EDUCATIONAL
CONSULTING & DEVELOPMENT

Songs: Learning Topics and Suggested Learning Approaches

K Songs

Song	Learning Topics	Learning Approaches
LET'S GO TO THE ZOO	Letter Recognition	Identifying each letter
	Animals	Identifying an animal for each letter of the alphabet
	Alphabetical Order	Singing the alphabet
ONE FUN SUN	Counting 1-10	Using fingers to indicate 1 to 10
	Word families	Using rhyme to identify word families
	Rhythm and Rhyme	Using rhythm and repetition to identify number, adjective, and noun
JUST LIKE ME	Animal Characteristics	Identifying different types of animals (fish, birds, mammals)
	Parts of the Body	Identifying the different body parts of animals
	Compare and Contrast	Using touching and pointing to compare animal parts to our own
BOUGHT ME A CAT	Short Vowels	Using rhyme to identify short vowels
	Animals and Sounds	Matching animals to words and animal sounds
	Colors	Using colors to identify animals and short vowels
	Action Verbs	Using movement and dance to identify different action verbs
THE FOOD FOR ME	5 Food Groups	Singing song stanzas to identify different food groups
	Types of food	Matching types of food to different food groups
	Sorting	Sorting food types into different food groups
	Health	Using movement and dance to identify healthy foods in each group
	Counting Down	Identifying different food groups by counting down
THE SILENT E	Long Vowels (CVCe)	Using visual cues (images and text) to identify the silent e and long vowels
	Short + Long Vowels	Singing song stanzas to recognize all short and long vowel variations

Pre-RISE Songs

Song	Learning Topics	Learning Approaches
IN AND OUT	Prepositions of Position	Using dance and movement to understand words of position
	Action Verbs	Using dance and movement to understand action verbs
	Opposites	Observing boy and girl actors to understand opposite meanings
BUILD THEM UP	Shapes	Using visual references and song lyrics to identify 2D shapes
	Skip Counting: 5s + 10s	Using visual references and song lyrics to skip-count by 5s and 10s
	Building	Using choreographed movements to understand building phrases
I CAN HEAR AN A	Short + Long Vowels	Singing to understand the difference between short and long vowels
	Long Vowel Digraphs	Using visual and textual references to understand long vowel words
THE SEASONS CALL	Seasons and Weather	Using visual references and dance to recognize the seasons and weather
	Initial Consonant Blends	Using visual references and singing to recognize initial consonant blends
LET'S COUNT TAXIS	Adding and Subtracting	Using visual references to express addition and subtraction
	Modes of Transport	Singing to identify different modes of transport
	Classifying	Using comparison and contrast words to classify objects
	Colors	Using colors to identify different modes of transport and operations
SOUND THEM OUT	Syllabication	Following the musical beat to recognize the syllables in a word
	Time, Length, Money	Singing to recognize words of time, length, and U.S. money
	Rhythm	Using rhythm and dance to count the syllables in a word

Games: Learning Objectives

K Games

Game	Activity	Learning Objective
LET'S GO TO THE ZOO		
ALPHABET	Putting letters in alphabetical order	Recognizing the order of letters in the alphabet
ANIMALS	Match a word to an animal or vice versa	Matching animals to their names for each letter in the alphabet
ONE FUN SUN		
NUMBERS	Match a number to an image or vice versa	Using a numeral or word number to identify the number of things from one to ten Identifying the number of things from one to ten by matching it to a numeral or number word
WORD FAMILIES	Put word families in sequence	Remembering numbers and the order of words from the song
JUST LIKE ME		
BODY PARTS 1	Identify the different body parts of animals	Identifying the words for the parts of the body of a fish, bird, mammal, and human
BODY PARTS 2	Match a word to a body part or vice versa	Matching body parts of animals and humans to their names
BOUGHT ME A CAT		
ANIMALS AND ACTIONS	Identify certain animals, short vowel words, actions	Identifying an image of an animal with a short vowel from the song Identifying an image and word of an animal with a short vowel from the song Identifying a word with a short vowel
SHORT VOWELS	Group certain animals, short vowel words, colours, etc.	Identifying the images of animals and actions with short vowels from the song Identifying the images and words of animals and actions with short vowels from the song Identifying words with short vowels from the song
THE FOOD FOR ME		
TYPES OF FOOD	Match a word/image to a food or food group or vice versa	Using a word to identify an image of a type of food Using a number to identify the number of times a day to eat a certain food
FOOD GROUPS	Identify words/images belonging to the same food group	Identifying the names of foods to be eaten five, four, three, two, and one time a day Identifying the names of foods that are carbohydrates, fruit or vegetables, dairy, fish or meat, and sweets
THE SILENT E		

CVC & CVCE	Identify the CVCe word from the CVC word	Creating a CVCe word by adding a silent e to a CVC word Identifying CVC and CVCe words
CVC & CVCE 2	Identify the short or long vowel words	Identifying CVC words with a short a, i, o, or u Identifying CVCe words with a long a, i, o, or u

Pre-RISE Games

Game	Activity	Learning Objective
IN AND OUT		
MATCHING ACTION	Match opposite prepositions of location	Matching words with opposite meanings Matching words and images with the same and opposite meanings
OPPOSITES	Complete the phrase from the song	Matching words with opposite meanings
BUILD THEM UP		
SHAPES	Identifying shapes	Matching the word of a shape to its image Matching the image of a shape to its word
SKIP-COUNTING	Skip counting by 5s and 10s	Using numerals and words to count by fives and tens
I CAN HEAR AN A		
LONG VOWELS 1	Identifying short and long vowels	Identifying long a, e, i, o, and u words Identifying words with images with long vowel sounds
LONG VOWELS 2	Identifying the different forms of long vowels	Identifying words with a long a, e, i, o, or u
THE SEASONS CALL		
SEASONS	Associate items with a season	Identifying the season in which something is seen
INITIAL BLENDS	Identify words with certain initial consonant blends	Identifying words that begin with the cl, fl, gr, br, bl, and st blends Identifying a word from an image from the song
LET'S COUNT TAXIS		
ADDING AND SUBTRACTING	Adding and Subtracting: complete the equation	Identifying a word number or operations word to complete an addition or subtraction sentence
VEHICLES AND COLORS	Modes of Transport	Identifying the word or color of an image Matching the word of a vehicle to its image
SOUND THEM OUT		
SYLLABLES	Syllabication	Identifying the syllables in words
MEASUREMENT	Time, Length, Money	Matching words and images with the same and opposite meanings

Parent-Child Activities: Description

K Activities

Song	Activity	Description
LET'S GO TO THE ZOO	Animal Puppets	Child draws a few animals from the song, and writes the initial letter and word for each animal. Then child cuts out all and glues them to popsicle sticks. Then the child plays with the animals and their names.
ONE FUN SUN	Go, Fish	Child makes a card for each number and item in the song (e.g. the 1 card shows the number 1, an image of the sun, and the phrase "fun sun" under the sun). Then the child makes two of each card and plays "Go, Fish" with the 20 cards.
JUST LIKE ME	Body Part Chart	Child draws himself/herself on a big piece of a paper, then creates labels for all his/her body parts. The child then cuts out the labels and pastes them onto the chart. After that, the child can create a chart for a tiger, fish, bird, and create labels for these too.
BOUGHT ME A CAT	CVC Garden	Child draws a circle and writes the last two letters of a common CVC word, such as "at" or "in". The child then draws elliptical yellow petals, cuts them out, and places them around the circle to create a flower. On each petal the child writes a letter that begins a word ending with the two letters in the circle, such as "b", "c", and "m" for the ending "at".
THE FOOD FOR ME	Food Labels	Child goes around the kitchen to see what foods are there. As s/he does, s/he writes down each food on a post-it note and sticks the word to each food item. The child should cover all 5 food groups.
THE SILENT E	Silent E Cards	The child creates CVC words that can be changed to CVCe words by adding a silent E "flap". The child creates the silent E flap first and then staples on the CVC words afterwards. For example, the child staples "cap" onto the card so that when the silent E flap is turned over, it creates the word "cape".

Pre-RISE Activities

Song	Activity	Description
IN AND OUT	Preposition Penguin	Child draws an image of a penguin and cuts it out. Then the child writes out a number of different prepositions: on, off, around, between, in, over, behind, etc. When the parent places the penguin in different places around the house (e.g. on the table), the child needs to place the preposition "on" in front of the penguin and say "the penguin is on the table."

BUILD THEM UP	Shapes Around the Home	Child goes around the home to see what shapes s/he can see. As s/he does, s/he writes down each shape on a post-it note and sticks the word to each shape in the home. For example, if the child sees the face of a clock, s/he can write "circle" and stick it on the clock. The child should cover all basic 2D shapes for this level.
I CAN HEAR AN A	Long Vowel Charts	For each long vowel, the child gets a large piece of paper and writes the different vowel combinations (at the head of various columns) that make the specific long vowel. For example, for the long a, the headings will include a, ai, ay, a_e. Under each heading the child writes a word with that vowel combination and draws a picture to accompany the word (e.g. under ai, the child might write "snail" and then draw a picture of a snail). The child can write other words in each column (with optional images)
THE SEASONS CALL	Seasons Poster	Child creates four large squares on a large piece of paper. Each square is labelled a different season. The child then draws different items associated with each season (clothes, weather, accessories, etc.), along with the name for each item. The child then cuts out each item (and perhaps each name separately), and pastes them into the relevant season square.
LET'S COUNT TAXIS	Addition and Subtraction Card Game	The child makes two or three number cards for each numeral from 1 to 10 (one number per card, but no images), and one or two for each number from 11 to 20. The child then creates four or five addition, subtraction, and equal signs each. The child can make their own addition and subtraction equations with these cards (to practice before the game). After that, they can distribute cards between themselves and their parent to play the game. Each player puts down a card to create an addition or subtraction equation. Whoever completes the equation first gets a point.
SOUND THEM OUT	Step Mat	The child creates a 2 x 2 mat with the numbers 1 to 4 on the mat. The parent writes down different words for the child and the child needs to point quickly to the number on the mat that indicates the number of syllables in the word. The child gets one point for each correct answer. For extra fun, the child can make the mat on the floor and "dance" to the song, touching the correct number of syllables for each word in the song.

Management System

Access to rTunes

The rTunes product is accessed from the RISE Club site by three user types:

- Student
- Parent
- Teacher/School Administrator

Users gain access to the product by entering a user ID previously acquired from RISE. Parents will access the product using their child's user ID, so essentially Student and Parent users are the same (although parents will access some videos that are of no interest to their children). Teachers will access the product using their own user ID or any of their students' IDs. A later version of the product will allow teachers to view multiple student reports from the RISE Club site.

Data Analysis

The rTunes Learning Management System (rTunes LMS) is designed to capture the following information from each user for each song in the product:

Videos

- Song Introduction video
- Song video
- Karaoke video
- Game Introduction video
- Parent-child Activity video

The number times the user has viewed each of the above videos, to a maximum of 10 viewings per video. The number of viewings is indicated by gradations of gold fill to three stars in the report (see below).

Games

- Game 1
- Game 2

The score (x/10) for the latest play of each game

The level of success against the learning objective(s) for each game

Report

The data captured by the rTunes LMS is made available in a report, accessible from a button on the Main Menu of the rTunes product.

The sample below shows how the information pertaining to the song "Let's Go to the Zoo" is displayed in the report for a user named "Susan". In this sample, Susan has viewed the Song Introduction video 1-3 times, has viewed the Song video 4-7 times, and has viewed the Karaoke video 8-10 times. In her most recent playing of the two games, she has scored 8 out of 10 for the first game, "Alphabet", and 4 out of 10 for the second game, "Animals". For each game, the parent can see the learning objective and how well Susan has done most recently.

The share button at the base of the report allows the user to share the report with other users on the RISE website. When this share button is clicked, a version of the report is immediately made available within a public thread on the RISE Club site. All users who have access to the site will be able to see the report from that site. This allows users to share high achievements with their friends and fellow students.

Currently this report is accessed by individual users only. In a later version of the product, teachers will be able to access multiple reports (i.e. of all children in that teacher's class).

The screenshot displays a user profile for 'SUSAN' with 'K SONGS'. The interface is split into two main columns: 'Videos' and 'Games'. The 'Videos' column lists five items with star ratings: 'Song Intro' (1/3 stars), 'Song' (2/3 stars), 'Karaoke' (3/3 stars), 'Game Intro' (1/3 stars), and 'Parent-Child' (2/3 stars). The 'Games' column shows two game results. 'GAME 1' is 'Alphabet' with a score of 8/10 and three stars, described as 'very well'. 'GAME 2' is 'Alphabet' with a score of 4/10 and two stars, described as 'could do better'. The interface includes a share button at the bottom center and a RISE logo in the top right corner.

Song Genres and Instruments

Song	Genre	Main Instrument	Other Instrument
LET'S GO TO THE ZOO	Country	Fiddle	Acoustic Guitar
ONE FUN SUN	Parisian	Accordion	Shaker
JUST LIKE ME	Pop (boy band)	Piano	Acoustic Guitar
BOUGHT ME A CAT	Folk (U.S.)	Banjo	Whistling
THE FOOD FOR ME	Jazz/Pop	Saxophone	Xylophone
THE SILENT E	Hip Hop	Glockenspiel	Piano
IN AND OUT	Music Hall	Penny Whistle	Synthesizer
BUILD THEM UP	Pop	Electric Piano	Baritone Saxophone
I CAN HEAR AN A	Musical Theater	Orchestra	Timpany
THE SEASONS CALL	Indie Pop	Mandolin	Penny Whistle
LET'S COUNT TAXIS	Samba	Brass Band	Electric Guitar
SOUND THEM OUT	Rock	Electric Guitar	Electric Bass