

# **USERS' GUIDE and LESSON PLANS**



**Super Star Online  
by Help Me 2 Learn**

[www.helpme2learn.com](http://www.helpme2learn.com)

**Spanish 1a  
with Phonics**

**Beginning Level Spanish**

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## **Spanish 1a - Overview/Helpful Tips**

(Appropriate for Grades K – and up, target grades K - 1)

Dear Teachers:

We are extremely proud of this unique, fun and effective program. Spanish is a beautiful and important language. We believe that this program will assist you in giving your students a great start at beginning to learn the Spanish language.

Spanish 1a with Phonics is program designed to help you teach Spanish using a system of a blended approach to Phonics. By a “blended approach” we mean that we show both the phonemes and the whole words, supported by pictures, animation, and sound. In Spanish 1a, we show both the Spanish and English words and phonemes.

We also offer Inglés 1a con Fonética, which is designed to teach English to Spanish speaking students.

By playing Spanish 1a, your class will learn all about:

- The Spanish Alphabet
- The Spanish Numbers
- Colors
- Days of the Week
- Common Greetings
- Animal Names
- Ocean Animals
- Weather
- And more!

While we pride ourselves on making our courses easy-to-use and user friendly, we believe that our courses are most effective when used with the guidance of a teacher or a parent.

Spanish 1a includes all the components necessary for effective learning:

1. Instruction - in the form of animated songs and animated presentations
2. “Learn the Words” and Speed Round – to build the vocabulary needed to complete the activity or game
3. Engaging Activity or Game – a fun way to use the letters, sounds or words used in the lesson
4. Pre-Test and Post-Test – proof of progress and mastery of the lesson
5. The Super Star Motivational and Data Tracking System
6. Teacher Features – to give teachers the controls and reports they need

**Instruction** – Spanish 1a gives features nine instructional and wonderful songs from Twin Sisters. Each song covers one of the vowel sounds. Music can be a powerful tool to help students learn. In Spanish 1a students our Super Star Kids also give animated

presentations explain a phonics concept. There is no tracking of right or wrong responses in the presentations or songs. Once a student completes listening to a song or presentations, they will earn a gold star. This makes it very easy to earn some gold stars.

**“Learn the Words” and Speed Round** - Teachers (or parents) can be most useful in helping kids with the parts of the lessons that are most difficult or not as much fun. Some kids find that our “Learn the Words” and Speed Rounds are not as much fun as the games. Hard to believe!

Our “Learn the Words” and Speed Rounds are one of the most unique and important component of our courses. These activities not only prepare kids for the games or activities that follow, but they show how words are formed from sounds and we give kids an opportunity to relate pictures to words. Our approach is a blended approach because we are using a combination of phonics sounds and whole words.

Here are some suggestions and tips for using our “Learn the Words” and Speed Rounds:

- If possible, make the “Learn the Words” and Speed Rounds a whole class activity (you may want to create a new user account for class presentations; you can make this account active or inactive as needed). If you can project the “Learn the Words” and Speed Rounds to a screen and lead the class through the words, asking the class to repeat the sounds and words, you will find that the kids will be more engaged. You can blend the sounds by moving through the sound boxes to hear how the sounds make the words. If your kids are old enough and good with the mouse, you can let them attempt to blend the sounds.
- When appropriate, let your kids complete the speed rounds by taking turns. For small classes you can let each kid complete the speed round. For larger classes you can create teams and let them take turns. You will find that this will encourage them to do the speed rounds on their own account.
- If a whole class activity is not possible or after the presentation when the kids are working on their own, work with the kids to make sure that they are not skipping over the “Learn the Words” and Speed Rounds. Show them how to listen to the words and sounds that make up the words and show them how to blend the sounds. Watch them complete the speed rounds and make sure that they complete the speed round to the required level before going on.
- Our “Speed Rounds” are basically timed flash cards that allow the student to build immediate recognition of the words and sounds. A cumulative point total of the “Speed Rounds” can be found by clicking on the “Speed Round” button from the “Super Star” page. Check the speed rounds tab to make sure that students are completing the speed rounds to the required level.
- Speed rounds are not required to earn a silver or gold star certificate of achievement. Students are encouraged to score 15 points or higher before going

to the game. You can make the courses progressive, thus requiring completion of the speed rounds.

**Engaging Activity or Game** – Each animated song and “Learn the Words” with a Speed Round is followed by an activity or a game. We hear it all the time how much the kids love Super Star and our activities and games are the reason why.

Students who go directly to the games may find that they don’t know the words or have the skills required to complete the games. If necessary, teachers can make the course progressive to require the student to complete each part of the lesson before going on.

Another reason that are activities and games are among the best is that we offer a wide variety of games and game types. Our games not only require knowledge of the lesson objectives, but also require problem solving and critical thinking. If a student is unable to complete an activity or game to the gold star level on the first try, they can repeat until they do earn a gold star. Teachers also have the ability to set the game level difficulty, so that the games are appropriate for the student.

We also suggest that whenever possible, the activities and games also be used as a whole class activity or competition. We make several suggestions in our lessons to encourage teachers to use different methods of using our games as a whole class activity. When teachers are able to do this, it takes our lessons to a much higher level of engagement and fun, making the class and school exciting.

The main objective of the songs, activities, and games is to engage the student in learning and give the student a way of applying and using the knowledge they have gained in the lesson. We love to hear that students are learning, but they think they are just playing games. “Your kids will love learning with Super Star!” Isn’t that what is all about, developing a love of learning?

**Pre-Test and Post-Tests program** – Spanish 1a is really two programs; the instructional program and a Pre-Test and Post-Test program. We highly recommend that you take advantage of our pre and post-tests. These tests assess and give you a detailed report of each student’s ability before and after they use our instructional program. All of the Pre-Tests should be given to your students prior to using our program, and the Post-Tests after. There are 7 sections and 25 random questions in each section. The student has a maximum of 2 minutes to complete each section, but if they complete the 25 questions before the 2 minutes is up that section will end, so the tests should not take longer than 20 minutes to complete. Once a student completes a segment, a check will appear on the main menu showing the pre-test was completed. A student cannot retake a pre-test but can retake a post-test. If a student retakes a post-test, only the last results will show.

The Pre-Test can be an important tool to determine if the student is ready for Spanish 1a or if the student has already mastered the lessons of Spanish 1a. If they are unable to complete the Pre-Test or complete it below a random guessing level, you should consider starting them in a lower level course.

To view the Pre-Test and Post-Test results, you will need to login using your teacher account and access the Student Management section from the Teachers & Admins button on the main contents screen of Spanish 1a.

**Super Star Motivation and Tracking System** - This is a simple and effective way to keep track of your students as they progress through the activities. It keeps track of their right and wrong answers. By using positive reinforcement and a star system, students are provided with incentives to get the correct answers. If students complete an activity with some incorrect answers, they will earn a Silver Star. If the activity is completed to a very high level, they earn a Gold Star.

The Silver, and Gold stars that they have earned are displayed on the Super Star page along with the student's name. The idea is stellar: students will go for the Gold as they successfully complete activities and master Spanish 1a with Phonics!

If a student wants to earn a Gold Star on an activity where a Silver Star was earned, they can click on the star and they can replay the activity. This motivational system allows teachers to track an individual student's progress. With your permission, once a student has a star on every page, they can print out the Silver Star, or Gold Star Certificate, depending on their accomplishments.

Teachers can also access the "Super Star" page by clicking on the "Star" button at the bottom center of any page. Other buttons show the Speed Round scores, the lesson view progress and the detailed progress page. More information is available in the back of this guide.

## **Teacher Features**

### **Navigation:**

With you, the teacher, in mind, we have created a simple and intuitive program. Although the English language can be difficult and confusing, we have broken the process of reading into easy to learn steps. We developed the program so that almost any child can use the program successfully with a minimum amount of supervision. However, the program is most effective when teachers supervise their class while using this program.

Simply use the "Next" and "Back" buttons to navigate through the program. You can also use the buttons on the Table of Contents screen. Organized like a traditional book, the first set of buttons takes you to the major sections, while the smaller buttons takes you to individual pages of this "electronic" book. You can always return to the main

page of the Table of Contents by clicking on the "Contents" button. While we have provided these "easy to use" navigation systems, most students will eventually learn that they can easily navigate the program by using our "Super Star" page, by clicking on the star in the bottom center of the page and then clicking on a star to go to that activity.

### **Class Management System:**

In most cases, teachers are allowed (managed by the site administrator) to manage their classes. Teachers can then add or remove the courses that are assigned to the class and add or remove students assigned to the class. Teachers can also create sub-classes and add students and courses to the sub-class so that students can have access to the courses that are most appropriate to them. Teachers may also have the ability to add new students to their class or make students inactive if they leave the class.

**Student Management System:** The Student Management features can be accessed from the Teachers & Admins button found on the main contents screen of Spanish 1a. You must sign-in using your teacher account to access these features. From the Student Management screen, you have several options:

- Class Progress Course Report
- Class Pre-test and Post Test Report
- Feature Locks
- Users' Guide and Lesson Plans

You can read a complete explanation of each of these features in the Student Management section of this guide found near the end of the guide.

- Using your Super Star Online teacher account, be sure to explore our Teacher & Admins Resource course which has written and video tutorials of our teacher features.
- Our eight instructional songs are fun to sing along in the classroom! Music and learning phonics go together like peanut butter and jelly! Be sure to break up the content into small, bite-sized pieces as your students learn phonics in each lesson every day.

**Print Pages:** Our courses feature many print pages, which are designed to be a way for students to do the activities in our lessons on paper. You will find the print pages in each lesson of this guide or you can find them in our Student Management section of Spanish 1a. Teachers have permission to print any or all of the pages of this guide and the activity print pages for use in their classroom (teachers may not sell or make the pages available for commercial purposes). Some teachers like to print the activity pages and laminate them so they can be reused.

Have fun!

We congratulate you for your dedication in teaching children through the wonders of technology. We know you will love this program, please consider some of our other titles:

- Letters and Numbers
- Beginning Reading with Phonics
- Silly Pictures
- Silly Sentences
- Phonics 1a – Vowel Sounds
- Phonics 1b – Consonant Sounds
- Phonics 2a – Intermediate Level
- Phonics 2b – Intermediate Level II
- Language Arts Review 3a – Advanced Level, with Sports
- Language Arts Review 3b – Advanced Level II, with Sports
- Inglés 1a con Fonética
- Games of Math 1 – Addition and Money
- Games of Math 2 – Subtraction and more
- Games of Math 3 – Multiplication
- Games of Math 4 – Division and Fractions
- Super Star Movies
- Teachers and Admins Resources

Thank you,  
The Help Me 2 Learn team  
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Download our free app to help make it easier for students to sign-in:

<https://helpme2learn.com/school/apps>

## **Lesson 1: Learn the Alphabet**

- The Spanish/English Alphabet Presentation
- The Alphabet Song
- Talking Alphabet
- Learn the Alphabet
- Alphabet dot-to-dot

### **OBJECTIVE**

Students will learn there are four extra letters in the Spanish alphabet. They will also learn that the letters in the Spanish Alphabet make different sounds than the English alphabet. These presentations explain our phonics approach to learning Spanish.

Students will learn and be able to name the letters, and the sounds they make, in the Spanish Alphabet.

### **ACTIVITY**

Get your students attention by saying, *Hola, ¿Cómo Estás?* Ask your students if they know what language you were speaking, and then how much they know about Spanish. Ask your students how they first started learning to read in English, and lead them to the answer that they learned their ABC's. Then ask your students what they learned after their ABC's, and lead them to answer, the sounds that letters make. Tell them that today's lesson is going to focus on the differences between the Spanish Alphabet, and the English Alphabet and they will also be shown how they will learn the sounds that the Spanish letters make.

Click on START and listen to Lily and Buzz's presentations. During the presentations, have the students direct you through the interactive exercises. During Buzz's presentation, follow his direction and have your students repeat some of the words and sounds he introduces. Once you have successfully completed this lesson, the forward and reverse buttons will appear that will allow you to fast forward to any section of the presentation.

Now review with the class the differences between the Spanish and the English Alphabets. You could have the class write the Spanish alphabet or you can use the print page from lesson two, and have them circle, and say the four new letters. Close by clicking on NEXT to play The Spanish "Alphabet Song."

Play the "Alphabet Song" and encourage your students to sing-along after the first page. Click NEXT to go to the "Talking Alphabet" section.

Click on each letter starting with A, and have students repeat the letters after the program. Continue this through the letter Z. (If you want to spend more time on any letter, just click on that letter again.) You can also click on the Movie button and

have the class say the alphabet along with the voices, then turn the sound down and let the class say the alphabet.

In the "Learn the Letter Sounds" section, mouse over the letter in the middle of the screen and have the children repeat the sound, then click on the letter and listen. Click on the next letter and continue through the letter Z. (The letter H is silent.) You can also click on the Movie button to let the activity play all the way through.

It is time for the speed round! After the last word in the "Learn the Words", click on the "Speed Round" button, and then on Start. This will drill your students on the words learned in the "Learn the Words" section. You have one minute to try to get as many of the questions correct. Click on the button of the correct answer. While this activity is best in an individual setting, you can let the students play the game for the class and try to improve the class "Speed Round" score.

Click on Next to go to the Alphabet Dot-to-Dot activity. Call on a student to call out the name of the next letter, click on that letter. Choose another student until the Dot-to-Dot is completed.

Pass out copies of the "Spanish Alphabet" worksheet. (You can make copies of the worksheet provided, or print them out on your printer from the Teachers' and Parents' section of the program.) Have your students point to the letters and say their names.

Now pass out the Dot-to-Dot worksheet and give your students about five minutes to work on them. The ones that finish early can start coloring the picture.

### **OTHER RELATED ACTIVITIES**

You can make flash cards of the Spanish Alphabet and play "Around the World" with your class. Start at the front of the room with the first two students. They stand. Hold up a flash card with a Spanish letter. The first one who can give the letter name and sound gets to move on and challenge the next student. The student who loses, sits down wherever he/she is. If one student gets the wrong answer, the other gets a turn. If they both miss, both sit and go on to the next two students. The winner is the first to work their way around the room and back to their own seat.

You can adapt this activity with flash cards for the other Spanish words that are taught in this program.

# The Alphabet Song

The Alphabet is easy to learn.  
Speak in rhythm. Each letter gets a turn.

Can you say the alphabet in Spanish?  
It's easy if you say the alphabet in rhythm. Listen to me.

A B C CH D E F  
G H I J K L  
LL M N Ñ O P  
Q R RR S T U V  
W X Y Z

The Alphabet is easy to learn.  
Speak in rhythm. Each letter gets a turn.

It's your turn now, repeat after me:

A B C CH D E F  
G H I J K L  
LL M N Ñ O P  
Q R RR S T U V  
W X Y Z

The Alphabet is easy to learn.  
Speak in rhythm. Each letter gets a turn.

One more time:

A B C CH D E F  
G H I J K L  
LL M N Ñ O P  
Q R RR S T U V  
W X Y Z

The Alphabet is easy to learn.  
Speak in rhythm. Each letter gets a turn.

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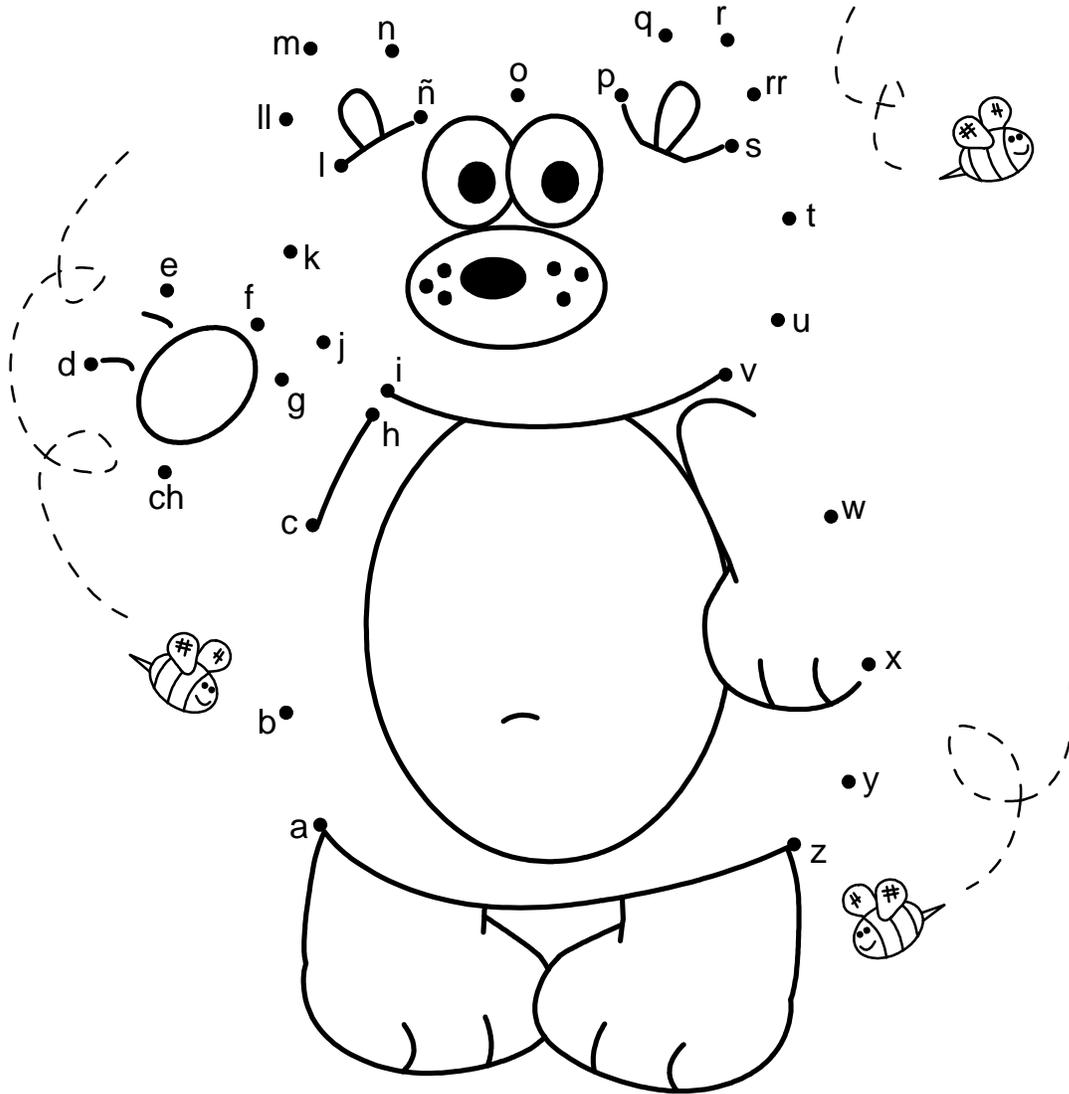
Point to each letter and say the sound it makes.



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# Spanish Alphabet Dot-to-Dot

Connect the dots in alphabetical order.



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## **Lesson 2: Learn the Numbers to 10**

- Counting 1 to 10 Song
- Talking Spanish Numbers
- Learn the Numbers (numbers 1-20)
- Numbers Race Game 1-10
- Numbers to 20 Song
- Dot-to-Dot Numbers 1-20

### **OBJECTIVE**

Students will be able to recognize and say the Spanish numbers from 1 to 10. Students will also begin to learn to sound out the words for the Spanish numbers.

Students will be able to recognize and say the Spanish Numbers 11-20, while also learning to sound out Spanish words.

### **ACTIVITY**

Play the "Numbers to Ten" song and encourage your students to sing-along. Click "Next" to go to the "Talking Numbers" section.

Point to the number one and have your students say the number in Spanish. Click on the number to see if they were right. Have your students repeat the numbers after the program. (Only go through the number 10, numbers 11-20 are the next lesson.) Click on "Next" to go to the "Learn the Words" section.

Mouse over the English word, then the Spanish word, and have your students repeat it. Mouse over each letter in the Spanish word and have students repeat them. Mouse over the Spanish word one more time and have students say it again. Click on "Next", after the number 10, then to go to the "Racing Game."

It is time to play the Racing Game. During the Racing Game, call on different students to tell you the answers while the other students whisper the answer to a neighbor.

Pass out copies of the "Numbers to Ten" worksheet. (You can make copies of the worksheet provided, or print them out from your computer.) Have your students work on this for about 5-10 minutes. Go over the correct answers with your students.

Play the "Numbers to Twenty" song, and have students say the Spanish numbers after the program.

Go back to the talking numbers and click on the numbers 11-20. Have students repeat the numbers after the program.

Go back to the "Learn the Words" section and click on "next word" until you get to the number 11. Mouse over the word in English, then Spanish, and then over each letter in the Spanish word. Have students repeat after the program.

It is important that you help them relate the names of the Spanish numbers to the English "teen" numbers. Point out the similarities and the differences.

It is time for the speed round! After the last word in the "Learn the Words", click on the "Speed Round" button, and then on Start. This will drill your students on the words learned in the "Learn the Words" section. You have one minute to try to get as many of the questions correct. Click on the button of the correct answer.

Go to the Dot-to-Dot- activity and Click on the numbers in order. Call on your students to direct you through the activity.

Pass out copies of the "Spanish Numbers to 20 Dot-to-Dot" worksheet. (You can make copies of the worksheet provided, or print them out from your computer.) Have your students work on this for about 5-10 minutes. Go over the correct answers with your students.

### **OTHER RELATED ACTIVITIES**

You can make a racing game of your own. Make some flash cards with numbers on them and the Spanish number words. Line a few of your students up and whoever says the number first gets to take a step forward. Continue this until one of the students reaches the goal, or you can keep playing until the last student also reaches the goal.

Add to the flash cards from the previous lesson, and play a game like the "Racing Game", or "Around the World." Or have your students count, in Spanish, the different objects in the room. Example: Let's count the pencils in the pencil box, Ready...Uno, Dos, Tres, Quatro, Cinco, Seis, Siete.

## Counting from 1 to 10 Song

I am going to teach you how to count from one to ten.  
And when we're through, we will sing a counting song.

one	uno
two	dos
three	tres
four	cuatro
five	cinco
six	seis
seven	siete
eight	ocho
nine	nueve
ten	diez

Oh, I can count from 1 to 10,  
1 to 10, 1 to 10.  
I can count from 1 to 10.  
Listen to me.

Uno dos tres,  
cuatro cinco seis,  
siete ocho,  
nueve y diez.

I can count from 1 to 10.  
Listen to me.

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## Words used in the Numbers to 20 Lesson

<b>Number</b>	<b>Spanish</b>	<b>English</b>
1	uno	one
2	dos	two
3	tres	three
4	cuatro	four
5	cinco	five
6	seis	six
7	siete	seven
8	ocho	eight
9	nueve	nine
10	diez	ten
11	once	eleven
12	doce	twelve
13	trece	thirteen
14	catorce	fourteen
15	quince	fifteen
16	dieciséis	sixteen
17	diecisiete	seventeen
18	dieciocho	eighteen
19	diecinueve	nineteen
20	veinte	twenty

# Spanish Numbers 1 - 10

Circle the numeral that means the same as the Spanish word above it.

dos

3 2 5 10

siete

7 9 6 2

cuatro

8 1 4 5

uno

2 3 1 4

cinco

5 4 6 7

nueve

8 7 4 9

diez

10 3 9 2

tres

3 6 9 1

seis

7 9 4 6

ocho

5 8 6 3



# Spanish Numbers 1 - 10

Count the circles and then write that number in Spanish on the lines below.



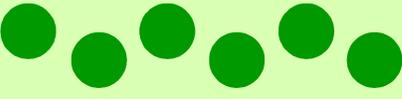
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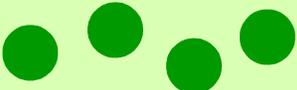
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## Numbers to 20 Song

Jumping rope to a counting song.  
Count with me and jump along.  
Let's count to the number 10.  
Then up to 20 and we'll start again.

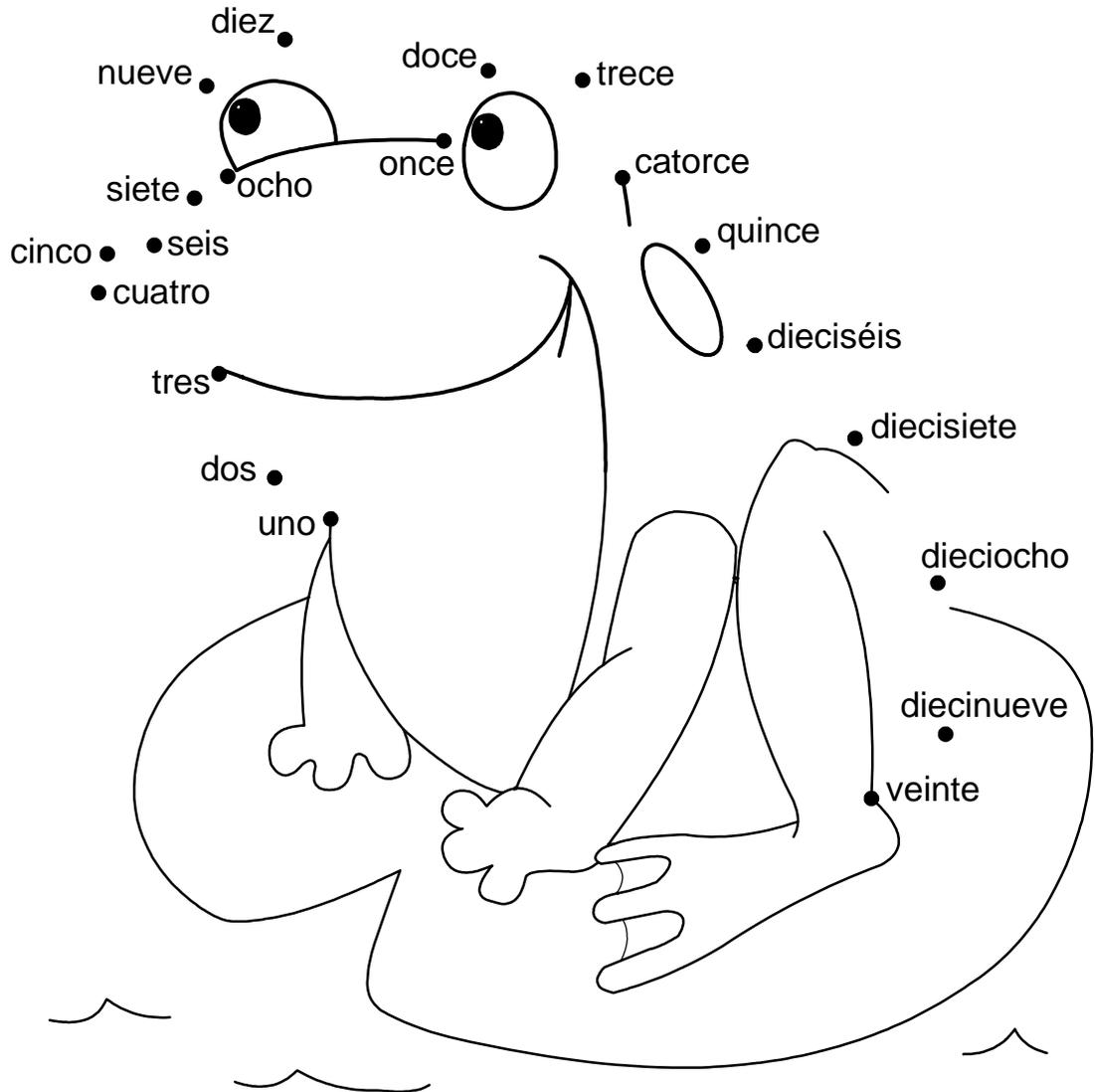
one	uno
two	dos
three	tres
four	cuatro
five	cinco
six	seis
seven	siete
eight	ocho
nine	nueve
ten	diez

Jumping rope to a counting song.  
Count with me and jump along.  
Up to the number 20 we'll go.  
And all the numbers soon you'll know.

eleven	once
twelve	doce
thirteen	trece
fourteen	catorce
fifteen	quince
sixteen	dieciséis
seventeen	diecisiete
eighteen	dieciocho
nineteen	diecinueve
twenty	veinte

Jumping rope to a counting song.  
I'm tired of counting and jumping along.  
We know our numbers each and every one.  
Counting to 20 was lots of fun.

# Spanish Numbers to 20 Dot-to-Dot



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## **Lesson 3: Learn the Colors**

- Learning the Colors Song
- Learn the Words: Colors
- Coloring Activity

### **OBJECTIVE**

Students will be able to recognize and name the colors in Spanish, while learning to sound out Spanish words.

### **ACTIVITY**

Play the "Learn the Colors Song" and have students repeat them in Spanish after the program.

Go to the "Learn the Words" section. Point to the color then mouse over the word in English. Now mouse over the word in Spanish, then the letters in Spanish and over the whole Spanish word again. Have students repeat the word and the sounds.

It is time for the speed round! After the last word in the "Learn the Words", click on the "Speed Round" button, and then on Start. This will drill your students on the words learned in the "Learn the Words" section. You have one minute to try to get as many of the questions correct. Click on the button of the correct answer.

Go to the coloring activity. Point to a color word on the picture and have your students say the word, and then tell you what color it is. Click on the color and then on the Spanish word on the picture. Continue until the picture is complete. Do the same for the next picture.

Pass out the "Colors" worksheets. (You can make copies of the worksheet provided in this manual, or print them out from your computer.) Have your students work on this for about 10-20 minutes. Go over the correct answers with them.

### **OTHER RELATED ACTIVITIES**

You can play the game "I Spy" with your class having them say the colors in Spanish. Example, "I spy with my little eye something that is rojo." The students will then look around the room for things that are red.

## Learn the Colors Song

We are going to teach you how to pronounce each color name. And then we will sing a color song. Are you ready?

red	rojo
blue	azul
green	verde
yellow	amarillo
orange	anaranjado
purple	morado
pink	rosado
brown	café
black	negro
white	blanco

Great. Now let's say each color in Spanish and then in English.

rojo	red
azul	blue
verde	green
amarillo	yellow
anaranjado	orange
morado	purple
rosado	pink
café	brown
negro	black
blanco	white

"Red" is "rojo", "red" is "rojo",  
"rojo" is "red", "rojo" is "red".  
Learning all the colors is fun.  
And colors are for everyone.  
I like to shout and let you know that  
"red" is "rojo"!

"Blue" is "azul", "blue" is "azul",  
"azul" is "blue", "azul" is "blue".  
Learning colors  
Learning all the colors is fun.  
And colors are for everyone.  
I like to shout and let you know that  
"blue" is "azul"!

"Green" is "verde", "green" is "verde",  
"verde" is "green", "verde" is "green".  
Learning all the colors is fun.  
And colors are for everyone.  
I like to shout and let you know that  
"green" is "verde"!

"Yellow" is "amarillo", "yellow" is "amarillo",  
"amarillo" is "yellow", "amarillo" is "yellow".  
Learning all the colors is fun.  
And colors are for everyone.  
I like to shout and let you know that  
"yellow" is "amarillo"!

"Orange" is "anaranjado", "orange" is  
"anaranjado",  
"anaranjado" is "orange", "anaranjado" is  
"orange".  
Learning all the colors is fun.  
And colors are for everyone.  
I like to shout and let you know that  
"orange" is "anaranjado"!

"Purple" is "morado", "purple" is "morado",  
"morado" is "purple", "morado" is "purple".  
Learning all the colors is fun.  
And colors are for everyone.  
I like to shout and let you know that  
"purple" is "morado"!

"Pink" is "rosado", "pink" is "rosado",  
"rosado" is "pink", "rosado" is "pink".  
Learning all the colors is fun.  
And colors are for everyone.  
I like to shout and let you know that  
"pink" is "rosado"!

Brown" is "café", "brown" is "café",  
"café" is "brown", "café" is "brown".  
Learning all the colors is fun.  
And colors are for everyone.  
I like to shout and let you know that  
"brown" is "café"!

"Black" is "negro", "black" is "negro",  
"negro" is "black", "negro" is "black".  
Learning all the colors is fun.  
And colors are for everyone.  
I like to shout and let you know that  
"black" is "negro"!

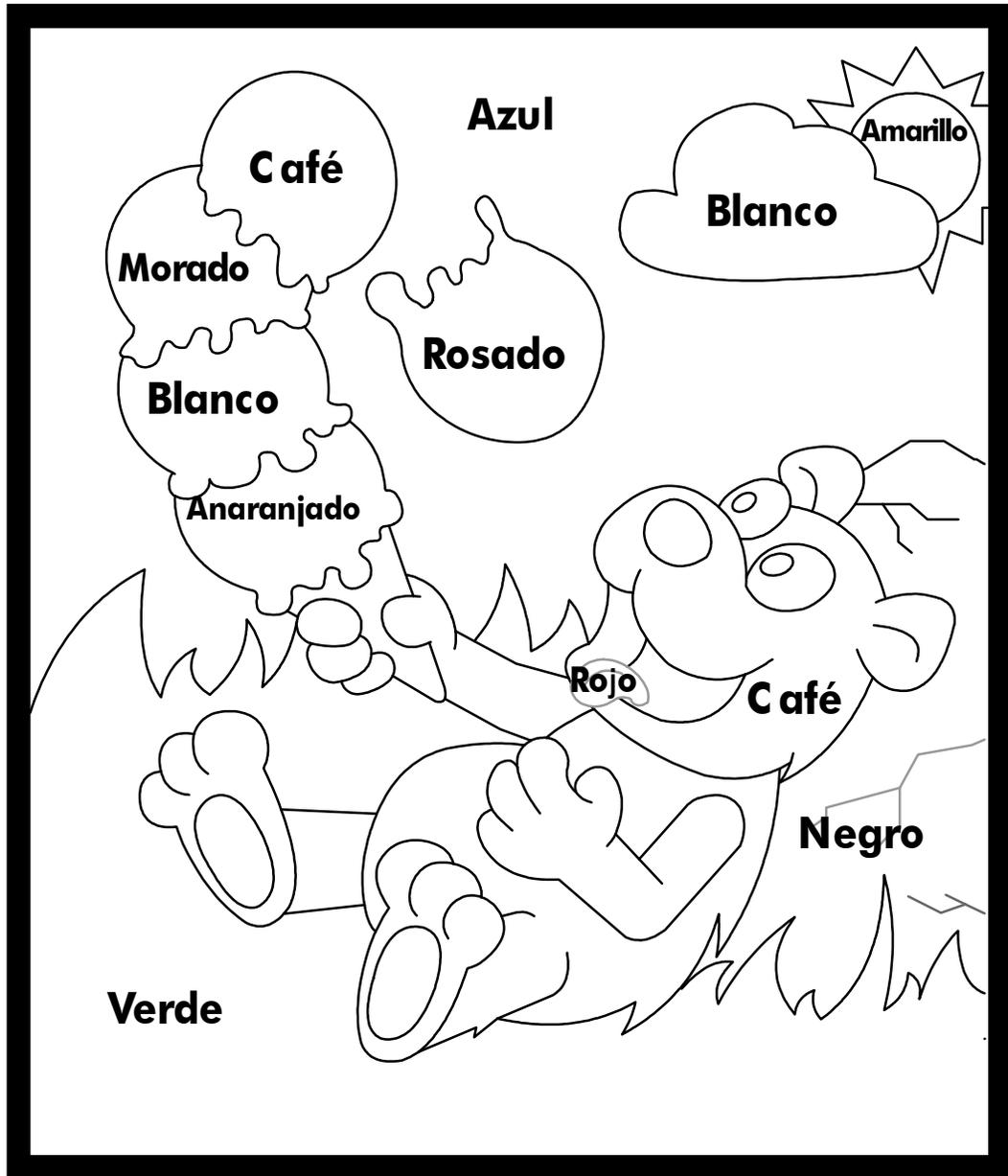
"White" is "blanco", "white" is "blanco",  
"blanco" is "white", "blanco" is "white".  
Learning all the colors is fun.  
And colors are for everyone.  
I like to shout and let you know that  
"white" is "blanco"!

## Words used in the Colors Lesson

<b>Spanish Color</b>	<b>English Color</b>
rojo	red
azul	blue
verde	green
amarillo	yellow
anaranjado	orange
morado	purple
rosado	pink
café	brown
negro	black
blanco	white

# Spanish Colors

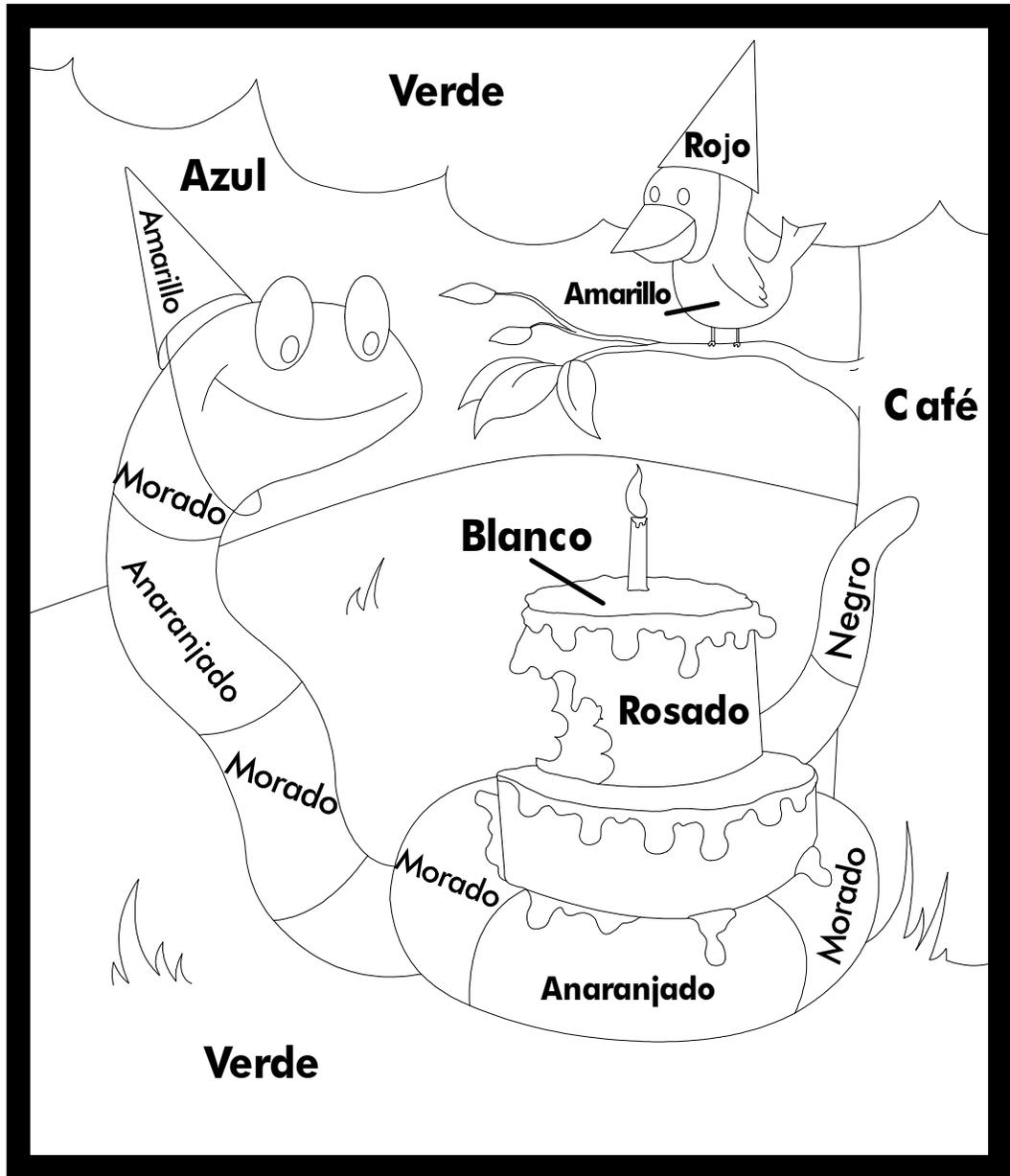
Color each section according to the Spanish color written on it.



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# Spanish Colors

Color each section according to the Spanish color written on it.



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## **Lesson 4: Days of the Week**

- Days of the Week Song
- Learn the Words: Days
- Days of the Week Game

### **OBJECTIVE**

Students will be able to recognize and say the days of the week in Spanish, while also enhancing Spanish phonetics.

### **ACTIVITY**

Play the "Days of the Week" song and encourage your students to sing-along. Click "Next" to go to the "Learn the Words" section.

Mouse over the word in English. Now mouse over the word in Spanish, then the letters in Spanish and over the whole Spanish word again. Have students repeat the word and the sounds.

It is time for the speed round! After the last word in the "Learn the Words", click on the "Speed Round" button, and then on Start. This will drill your students on the words learned in the "Learn the Words" section. You have one minute to try to get as many of the questions correct. Click on the button of the correct answer.

Go to The Days of the Week Game and have students tell you where to place the objects. Click on the objects and drag them to their correct positions. Let students know that semana means week in English.

Pass out the "Days of the Week" worksheets. (You can make copies of the worksheet provided, or print them out from your computer.) Have your students work on this work on this for about 5-10 minutes. Go over the correct answers with them. OR...

### **OTHER RELATED ACTIVITIES**

Have a calendar ready, and have a student point to a day of the week. Have your students say that day in Spanish. Make sure all days are covered a couple of times. Next, call on a student to say a day in Spanish, and another to go up to the calendar and point to that day.

## Days of the Week Song

You can learn the days of the week.

If you listen carefully.

Domingo, lunes, martes, miércoles, jueves, viernes, sábado.

<b>Sunday</b>	<b>domingo</b>
<b>Monday</b>	<b>lunes</b>
<b>Tuesday</b>	<b>martes</b>
<b>Wednesday</b>	<b>miércoles</b>
<b>Thursday</b>	<b>jueves</b>
<b>Friday</b>	<b>viernes</b>
<b>Saturday</b>	<b>sábado</b>

Si escuchas con cuidado, puedes aprender los días de la semana.

Sunday, Monday, Tuesday, Wednesday, Thursday, Friday, Saturday.

<b>domingo</b>	<b>Sunday</b>
<b>lunes</b>	<b>Monday</b>
<b>martes</b>	<b>Tuesday</b>
<b>miércoles</b>	<b>Wednesday</b>
<b>jueves</b>	<b>Thursday</b>
<b>viernes</b>	<b>Friday</b>
<b>sábado</b>	<b>Saturday</b>

We've just learned the days of the week. Next time won't you sing with me?

Hemos aprendido los días de la semana. ¿No cantarás conmigo la próxima vez?

*Note. The days of the week begin with Monday (lunes) in Spanish.*

## Words used in the Days of the Week Lesson

<b>Spanish Day</b>	<b>English Day</b>
domingo	Sunday
lunes	Monday
martes	Tuesday
miércoles	Wednesday
jueves	Thursday
viernes	Friday
sábado	Saturday

# Days of the Week

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
One							
Two							
Three							
Four							
Five							

1. Draw a red X on **lunes** of week **cuatro**.
2. Put a blue circle on **jueves** of week **dos**.
3. Color **domingo** of week **cinco** yellow.
4. Draw a smiley face on **miércoles** of week **uno**.
5. Put an orange X on **sábado** of week **dos**.
6. Put a purple square on **martes** of week **tres**.
7. Color **viernes** of week **cuatro** black.

There are seven days that need to be marked on this calendar. Follow the chart below to see what color to use to color each of these days.

Days of the Week							
	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
One							
Two							
Three							
Four							
Five							

	Day	Week	Color
1.	lunes	cinco	azul
2.	miércoles	tres	café
3.	viernes	uno	anaranjado
4.	jueves	tres	negro
5.	sábado	dos	rojo
6.	martes	cuatro	verde
7.	domingo	uno	blanco

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## Lesson 5: Animals

- Name the Animal Song
- Learn the Words: Animals
- Buddy's Animal Safari

### **OBJECTIVE**

Students will be able to recognize and name many animals, in Spanish, while learning to sound out Spanish words.

### **ACTIVITY**

Play the "Name the Animals Song" and ask the students to repeat the names of the animals in Spanish. Click "Next" to go to the "Learn the Words" section.

Mouse over the word in English. Now mouse over the word in Spanish, then the letters in Spanish and over the whole Spanish word again. Have students repeat the word and the sounds.

It is time for the speed round! After the last word in the "Learn the Words", click on the "Speed Round" button, and then on Start. This will drill your students on the words learned in the "Learn the Words" section. You have one minute to try to get as many of the questions correct. Click on the button of the correct answer.

Have students direct you to which animal Buddy should take a picture of and click on that animal. Continue until you have earned a star.

Pass out copies of the "Animals" worksheet. (You can make copies of the worksheet provided, or print them out from your computer.) Have your students work on this for about 5-10 minutes. Go over the correct answers with your students.

### **OTHER RELATED ACTIVITIES**

Have students draw their favorite animal from the program and then make a class chart of their favorites. Example:

Oso	////
Foca	///
Mono	//

## Name the Animals Song

Can you name the animals?  
Can you say their names?  
Can you name the animals?  
In this animal naming game.

There's an elephant (elefante),  
a lion (león),  
a seal (foca)  
and a bear (oso).

I see a monkey (mono),  
a giraffe (jirafa),  
a tiger (tigre)  
and a snake (serpiente).  
The hippos are sleeping.  
Los hipopótamos duermen.

The kangaroos are hopping.  
Los canguros saltan.

The birds are singing.  
Los pájaros trinan.

And the zebras don't make a sound.  
Y las cebras no hacen ruido.

(repeat)

Can you name the animals?  
Can you say their names?  
Can you name the animals?  
In this animal naming game.

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## Words used in the Animals Lesson

<b>Spanish Animal Name</b>	<b>English Animal Name</b>
elefante	elephant
león	lion
foca	seal
oso	bear
mono	monkey
jirafa	giraffe
tigre	tiger
serpiente	snake
hipopótamo	hippo
canguro	kangaroo
pájaro	bird
cebra	zebra

Buddy's  
**Animal  
Safari**

Buddy saw all these animals on his safari but he can't remember what their Spanish names are. You can help Buddy by drawing a line from each animal to its Spanish name in the circle.

**hipopótamo**  
**león**      **mono**  
**pájaro**      **tigre**  
**canguro**      **elefante**  
**cebra**      **jirafa**  
**foca**      **oso**  
**serpiente**

## Lesson 6: Common Greetings

- Hello Song
- Learn the Words: Greetings
- Hello Game

### **OBJECTIVE**

Students will be able to recognize and say basic greetings in Spanish, and begin to speak and respond using sentences.

### **ACTIVITY**

Play the "Greeting Song" and encourage your students to sing-along. Click "Next" to go to the "Learn the Words" section.

Mouse over the word in English, then the word in Spanish, then the letters in Spanish and over the whole Spanish word again. Have students repeat the words, sounds and phrases.

It is time for the speed round! After the last word in the "Learn the Words", click on the "Speed Round" button, and then on Start. This will drill your students on the words learned in the "Learn the Words" section. You have one minute to try to get as many of the questions correct. Click on the button of the correct answer.

Click on START and call on a student to tell you which sentence you should choose and then click on that one and listen. Have students repeat it. Continue until you earn a star. You can mouse over the different options to hear them before you choose them.

Pass out copies of the "Greetings" worksheet. (You can make copies of the worksheet provided, or print them out from your computer.) Have your students work on this for about 5-10 minutes. Go over the correct answers with your students.

### **OTHER RELATED ACTIVITIES**

Have your students practice their greetings. Partner them up and have them practice saying hello, I am good/ so-so, good-bye, see you later, and other greetings used in the program.

You could also go around and ask your students slightly different questions and have them respond. For example, ¿Cómo estás?, and they would answer, Estoy bien.

# Hello Song

Hello, hello, hello to you  
I wish to say, I wish to say, hello to  
you.  
Hola, hola, hola a ti  
Quiero decir, quiero decir, hola a ti.

Hola, hola, hola a ti  
Quiero decir, quiero decir, hola a ti.  
Hello, hello, hello to you  
I wish to say, I wish to say, hello to  
you.

Hello. How are you?  
Hola. ¿Cómo estás?  
I am good.  
Estoy bien.

Hola. ¿Cómo estás?  
Hello. How are you?  
Estoy así así.  
I am so so.

What is your name?  
¿Cómo te llamas?  
My name is Roberto.  
Me llamo Roberto.

¿Cómo te llamas?  
What is your name?  
Me llamo Marta.  
My name is Marta.

Hello, hello, hello to you  
I wish to say, I wish to say, hello to  
you.  
Hola, hola, hola a ti  
Quiero decir, quiero decir, hola a ti.

Are you in school?  
¿Estás en la escuela?  
Yes, I am in school.  
Sí. Estoy en la escuela.

¿Qué aprendes?  
What are you learning?  
Aprendo idiomas distintos.  
I am learning different languages.

Hola, hola, hola a ti  
Quiero decir, quiero decir, hola a ti.  
Hello, hello, hello to you  
I wish to say, I wish to say, hello to  
you.

It was nice to speak with you.  
Fue agradable hablar contigo.  
Goodbye Roberto. See you  
tomorrow!  
Adiós Roberto. ¡Hasta mañana!

Fue agradable hablar contigo.  
It was nice to speak with you.  
Adiós Marta. ¡Hasta luego!  
Goodbye Marta. See you later!

Goodbye, goodbye, goodbye to you.  
I wish to say, I wish to say,  
goodbye to you.  
Adiós, adiós, adiós a ti.  
Quiero decir, quiero decir, adiós a ti.

¡Adiós!

## Words and Sentences used in the Greetings Lesson

Spanish	English
hola	hello
adios	goodbye
cómo	how
estoy	I am
bien	all right
así así	so so
escuela	school
sí	yes
qué	what
aprendes	you learn
idiomas	languages
distintos	different
hablar	talk
contigo	with you
agradable	nice
mañana	morning
¿Cómo estás?	How are you?
Estoy bien.	I am good.
Estoy así así.	I am so so.
¿Cómo te llamas?	What is your name?
Me llamo Roberto.	My name is Roberto.
¿Estás en la escuela?	Are you in school?
Sí Estoy en la escuela	Yes, I am in school.
¿Qué aprendes?	What are you learning?
Aprendo idiomas distintos.	I am learning different languages.
Fue agradable hablar contigo.	It was nice to speak with you.
Hasta mañana.	See you tomorrow!
Hasta luego.	See you later!

Circle the correct response to the sentence in each word bubble.

# Greetings

¡Hola!

Sí.  
Estoy así así.  
¡Hola!

¿Cómo estás?

Estoy bien.  
Domingo.  
Me llamo John.

¿Cómo te llamas?

¡Hola!  
Me llamo Susan.  
Catorce.

¿Estás en la escuela?

Rojo, blanco, azul.  
¡Hasta mañana!  
Sí estoy en la escuela.

Fue agradable hablar contigo.

Adiós.  
Estoy bien.  
¿Cómo estás?

¡Hasta mañana!

El oso es blanco.  
¡Hola!  
¡Hasta luego!

## **Lesson 7: Food**

- Let's Eat Song
- Learn the Words: Food
- Penny's Picnic Story
- Connectors and Accents Presentation

### **OBJECTIVE**

Students will know and recognize the Spanish names of common foods, while also enhancing Spanish phonetics.

Students will learn the purpose and proper use of connector words and accents.

### **ACTIVITY**

Play the "Let's Eat" song and encourage your students to sing-along. Click "Next" to go to the "Learn the Words" section.

Mouse over the word in English. Now mouse over the word in Spanish, then the letters in Spanish and over the whole Spanish word again. Have students repeat the word and the sounds.

It is time for the speed round! After the last word in the "Learn the Words", click on the "Speed Round" button, and then on Start. This will drill your students on the words learned in the "Learn the Words" section. You have one minute to try to get as many of the questions correct. Click on the button of the correct answer.

Go to Penny's Picnic Story and click on start. Listen to the Story and have a student choose the correct type of food and click on that word. Once you have chosen all of the foods, listen to the story and enjoy.

Pass out the "Food" worksheet. (You can make copies of the worksheet provided, or print them out from your computer.) Have your students work on this for about 5-10 minutes. Go over the correct answers with them.

This lesson moves fast so you might want to go over the words with your students before the lesson begins. You can either have your students write the words on their own, or make a chart and put it up for everyone to reference. Once you have successfully completed this lesson, the forward and reverse buttons will appear that will allow you to fast forward to any section of the presentation.

Click on start and listen to Scooter's presentation. Have your students tell you which sentence to drag the word to. For the next part of Scooter's lesson, have your students direct you to the correct question word that belongs in the policeman's notebook.

Now listen to Sissy's presentation. Have your students tell you where the connector words should go and drag them into the sentences.

Practice using connector words and accents. Using the words provided, make up sentences, first in English and then in Spanish leaving out a word, and have a student tell you what word is missing.

### **OTHER RELATED ACTIVITIES**

You can have a picnic of your own. It can either be real or pretend. Have your students either bring in food, or cut out pictures of food from the newspaper or magazines. Have the students talk about the food they chose to bring to class.

You can have your students play detective. Prepare some mysteries and give the answers to some of your students while the others go around asking them, ¿Dónde? ¿Cómo? ¿Cuándo? ¿Qué? ¿Por qué? and ¿Quién?, to solve them.

## Let's Eat Song

We're sitting around waiting to eat.  
Grab your fork, come on --Let's Eat!  
Estamos sentados esperando comer.  
Agarre su tenedor, vamos. ¡A comer!

Please pass the...

chicken	el pollo
potatoes	las papas
carrots	las zanahorias
bread	el pan
meat	la carne
corn	el maíz
rice	el arroz
salad	la ensalada

We're sitting around waiting to eat.  
Grab your fork, come on --Let's Eat!  
Estamos sentados esperando comer.  
Agarre su tenedor, vamos. ¡A comer!

Please pass the...

fish	el pescado
beans	los frijoles
apples	las manzanas
milk	la leche
peas	los guisantes
bananas	los plátanos
pie	el pastel
cake	la torta

We're sitting around waiting to eat.  
Grab your fork, come on --Let's Eat!

Estamos sentados esperando comer.  
Agarre su tenedor, vamos. ¡A comer!

Por favor pase...

el pollo	chicken
las papas	potatoes
las zanahorias	carrots
el pan	bread
la carne	meat
el maíz	corn
el arroz	rice
la ensalada	salad

We're sitting around waiting to eat.  
Grab your fork, come on --Let's Eat!  
Estamos sentados esperando comer.  
Agarre su tenedor, vamos. ¡A comer!

Please pass the...

el pescado	fish
los frijoles	beans
las manzanas	apples
la leche	milk
los guisantes	peas
los plátanos	bananas
el pastel	pie
la torta	cake

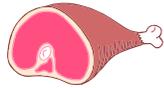
We're sitting around waiting to eat.  
Grab your fork, come on --Let's Eat!  
Estamos sentados esperando comer.  
Agarre su tenedor, vamos. ¡A comer!

## Words used in the Food Lesson

<b>Spanish</b>	<b>English</b>
pollo	chicken
papas	potatoes
zanahorias	carrots
pan	bread
carne	meat
maíz	corn
arroz	rice
ensalada	salad
pescado	fish
frijoles	beans
manzanas	apples
leche	milk
guisantes	peas
plátanos	bananas
pastel	pie
torta	cake

Look at each picture on the menu and circle the correct Spanish word that matches.

# Menu



with



and



and



pan  
carne  
pollo

papas  
manzanas  
ensalada

maíz  
pescado  
pastel

manzanas  
guisantes  
zanahorias



with



and



and



pollo  
pescado  
frijoles

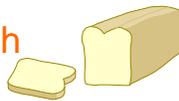
leche  
arroz  
plátanos

guisantes  
carne  
papas

pan  
frijoles  
manzanas



with



and



and



plátanos  
pastel  
pescado

pan  
torta  
arroz

ensalada  
maíz  
zanahorias

leche  
plátanos  
frijoles



with



with



pan  
pastel  
torta

carne  
papas  
plátanos

torta  
pescado  
pollo

guisantes  
leche  
arroz

## Words used in the Accents and Connectors Lesson

<b><u>Spanish</u></b>	<b><u>English</u></b>
<u>Accents Lesson</u>	
él	he
el	the
¿dónde?	where?
¿cómo?	how?
¿cuándo?	when?
¿qué?	what?
¿por qué?	why?
¿quién?	who?
<u>Connectors Lesson</u>	
y	and
o	or
pero	but
si	yes
sí	if
porque	because
¿por qué?	why?

## Lesson 8: Ocean

- Ocean is Blue Song
- Learn the Words: Ocean
- Ocean Story

### **OBJECTIVE**

Students will be able to identify and say the Spanish names of many animals in the oceans.

### **ACTIVITY**

Play "The Ocean is Blue " song and encourage your students to sing-along. Click "Next" to go to the "Learn the Words" section.

Mouse over the word in English, then in Spanish, then the letters in Spanish and over the whole Spanish word again. Have students repeat the word and the sounds

It is time for the speed round! After the last word in the "Learn the Words", click on the "Speed Round" button, and then on Start. This will drill your students on the words learned in the "Learn the Words" section. You have one minute to try to get as many of the questions correct. Click on the button of the correct answer.

### **OTHER RELATED ACTIVITIES**

Find a book with ocean animals in it and have your students find and say the animals name in Spanish.

Have students draw their favorite ocean animal from the program and then make a class chart of their favorites. Example

Foca	////
Peces	//
Tiburones	///

## Ocean is Blue Song

The ocean is filled with many interesting things.  
El océano está lleno de muchas cosas interesantes.

You might find ..

fish	peces
whales	ballenas
crabs	cangrejos
sharks	tiburones
dolphins	delfines
shells	conchas
seals	focas

In the ocean blue there are lots of fish  
swimming all around.  
fish fish (peces peces)  
fish fish (peces peces)  
fish fish (peces peces)  
swimming all around.

In the ocean blue there are great big whales splashing all around.  
whales whales (ballenas ballenas)  
whales whales (ballenas ballenas)  
whales whales (ballenas ballenas)  
splashing all around.

In the ocean blue there are tiny crabs  
hiding under rocks.  
crabs crabs (cangrejos cangrejos)  
crabs crabs (cangrejos cangrejos)  
crabs crabs (cangrejos cangrejos)  
hiding under rocks.

In the ocean blue there are big mean sharks  
chasing other fish.  
sharks sharks (tiburones tiburones)  
sharks sharks (tiburones tiburones)  
sharks sharks (tiburones tiburones)  
chasing other fish.

In the ocean blue there are dolphins that are jumping in the air.  
dolphins dolphins (delfines delfines)  
dolphins dolphins (delfines delfines)  
dolphins dolphins (delfines delfines)  
jumping in the air.

In the ocean blue there are pretty shells  
ready to be found.  
shells shells (conchas conchas)  
shells shells (conchas conchas)  
shells shells (conchas conchas)  
ready to be found.

In the ocean blue there are friendly seals  
sliding on the ice.  
seals seals (focas focas)  
seals seals (focas focas)  
seals seals (focas focas)  
sliding on the ice.

The ocean blue is lots of fun.  
Let's swim and ride the waves.  
swim swim (nadar nadar)  
swim swim (nadar nadar)  
swim swim (nadar nadar)  
swim and ride the waves.

## Words used in the Ocean Lesson

<b>Spanish</b>	<b>English</b>
peces	fish
ballenas	whales
cangrejos	crabs
tiburones	sharks
delfines	dolphins
conches	shells
focas	seals
nadar	swim

## **Lesson 9: Weather**

- Weather Forecast Song
- Learn the Words: Weather
- Weather Game

### **OBJECTIVE**

Students will be able to recognize and name, in Spanish, different weather conditions, while also enhancing Spanish phonetics.

### **ACTIVITY**

Play the "Weather Forecast" song and encourage your students to sing-along. Click "Next" to go to the "Learn the Words" section.

Mouse over the word in English. Now mouse over the word in Spanish, then mouse over the letters in Spanish and then over the whole Spanish word again. Have students repeat the word and the sounds.

It is time for the speed round! After the last word in the "Learn the Words", click on the "Speed Round" button, and then on Start. This will drill your students on the words learned in the "Learn the Words" section. You have one minute to try to get as many of the questions correct. Click on the button of the correct answer.

Go to the Weather Forecast Game. Have different students choose what clothes Lily should wear and also what types of food she should sell.

Pass out the "Weather" worksheet. (You can make copies of the worksheet provided in this manual, or print them out from your computer.) Have your students work on this for about 5-10 minutes. Go over the correct answers with them.

### **OTHER RELATED ACTIVITIES**

Get pictures that show different weather conditions and ask your students, ¿Qué tiempo hace hoy? Have them answer you in Spanish.

## Weather Forecast Song

What is the weather like today?

¿Qué tiempo hace hoy?

It is sunny.

Hace sol.

It is raining out today, out today, out today,

It is raining out today, (lloviendo) means raining.

What is the weather like today?

¿Qué tiempo hace hoy?

It is cloudy.

Está nublado.

It is snowing out today, out today, out today,

It is snowing out today, (nevando) means snowing.

What is the weather like today?

¿Qué tiempo hace hoy?

It is raining.

Está lloviendo

What is the weather like today?

¿Qué tiempo hace hoy?

It is snowing.

Está nevando.

It is cold outside today, outside today, outside today,

It is cold outside today, (frío) means cold.

It is hot outside today, outside today, outside today,

It is hot out today, (calor) means hot.

What is the weather like today?

¿Qué tiempo hace hoy?

It is cold.

Hace frío.

What is the weather like today, like today, like today,

What is the weather like today, I want to play.

What is the weather like today?

¿Qué tiempo hace hoy?

It is hot.

Hace calor.

Is it sunny? ¿Hace sol?

cloudy? ¿nublado?

raining? ¿lloviendo?

snowing? ¿nevando?

cold? ¿frío?

hot? ¿calor?

What is it like today?

¿Qué tiempo hace hoy?

It is sunny out today, out today, out today,

It is sunny out today, (sol) means sunny.

It is cloudy out today, out today, out today,

It is cloudy out today, (nublado) means cloudy

It is sunny out today, out today, out today

It is sunny out today, Let's go play!

## Words and Sentences used in the Weather Lesson

<b>Spanish</b>	<b>English</b>
sol	sunny
nublado	cloudy
lloviendo	raining
nevando	snowing
frío	cold
calor	hot
¿Qué tiempo hace hoy?	What is the weather like today?
Hace sol	It is sunny
Está nublado	It is cloudy
Está lloviendo	It is raining
Está nevando	It is snowing
Hace frío	It is cold
Hace calor	It is hot

# What is the weather like today?

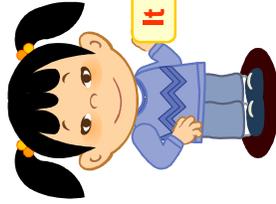
Write the correct Spanish sentence that matches each picture on the lines provided.

**Está nevando.** Hace sol.



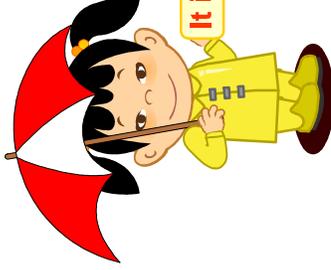
It is sunny.

**Está nublado.** Hace calor.



It is cold.

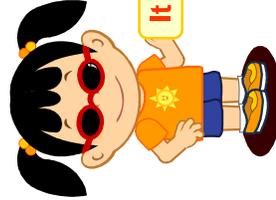
**Está lloviendo.** Hace frío.



It is raining.



It is snowing.



It is hot.



It is cloudy.

## **Lesson 10: Spelling and Review**

- Spelling Game
- Review Game

### **OBJECTIVE**

Students will become proficient spellers of the Spanish language, and will also review what they learned in the program.

### **ACTIVITY**

Go to the Spelling game and choose the practice race. Go over the words in the practice race and have your students spell them out loud with you. Once you feel they are ready to spell them, click on reset and choose the Silver Star race. Choose a child to spell each word while you click on the letters. If a child gets stuck on a letter, you can tell them the correct letter or click on the hint button and show them the correct letter. Continue though the end of the race. If your students did well, you can go the Gold star race.

Click NEXT to go to the "Spanish Review Game". Click on one of the Silver Star players. Listen to the announcer and then call on different students to answer the questions. Click on the red buzzer and then on the answer. If your students earn a Silver Star, then repeat the game and this time choose to play against a Gold Star player. If you beat the Gold Star player, you will play the speed round. Here the announcer will say different words in English, and Spanish, and you click on the word either in Spanish or English.

### **OTHER RELATED ACTIVITIES**

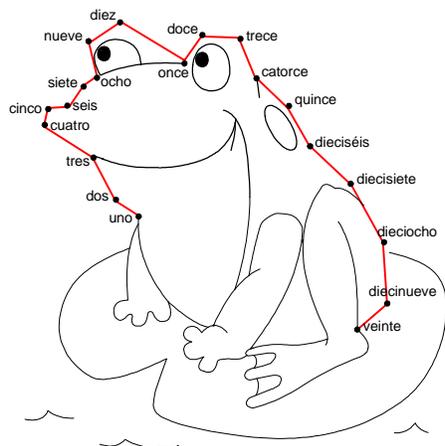
You can make up your own question and divide the class into two teams and have them take turns answering the questions.

Give your students a Spanish spelling test. Pick words from the program and let your students study them, and then give them the test.

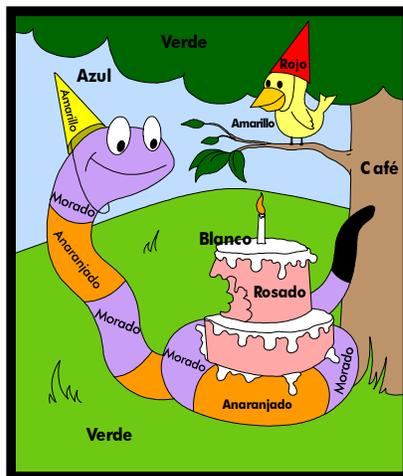
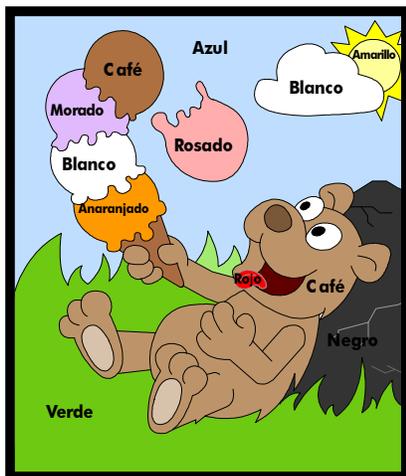


# Answer Key -- page 2

## Spanish Numbers Dot-to-Dot



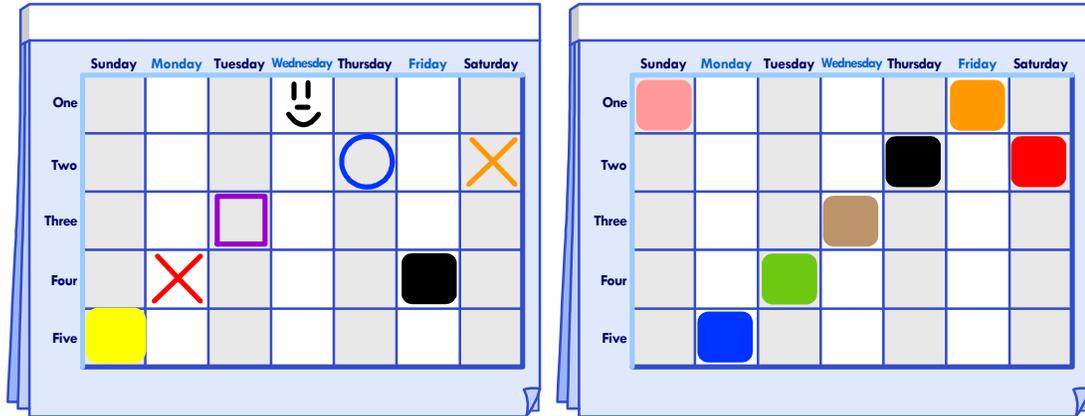
## Spanish Colors



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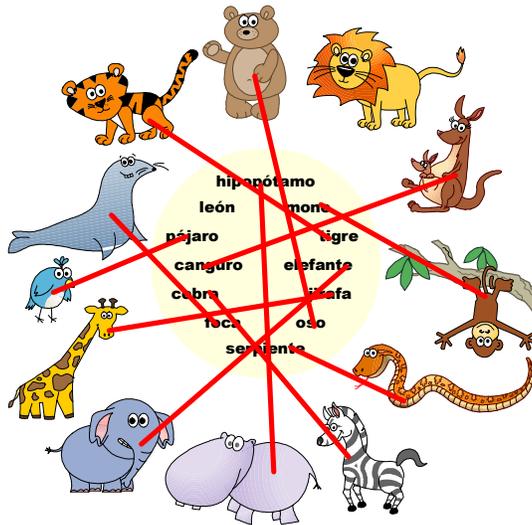
# Answer Key -- page 3

## Days of the Week



## Animals

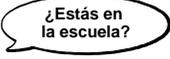
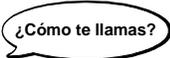
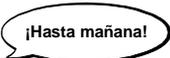
- hipopótamo = hippo
- león = lion
- pájaro = bird
- canguro = kangaroo
- cebra = zebra
- foca = seal
- serpiente = snake
- oso = bear
- jirafa = giraffe
- elefante = elephant
- tigre = tiger
- mono = monkey



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# Answer Key -- page 4

## Greetings

	Sí. Estoy así así. <b>¡Hola!</b>		Rojo, blanco, azul. <b>¡Hasta mañana!</b> <b>Si estoy en la escuela.</b>
	<b>Estoy bien.</b> Domingo. Me llamo John.		<b>Adiós.</b> Estoy bien. ¿Cómo estás?
	<b>¡Hola!</b> <b>Me llamo Susan.</b> Catorce.		El oso es blanco. <b>¡Hola!</b> <b>¡Hasta luego!</b>

## Food Words

	with		and		and	
<b>pan</b> <b>carne</b> pollo		<b>papas</b> manzanas ensalada		<b>maiz</b> pescado pastel		manzanas guisantes <b>zanahorias</b>
	with		and		and	
<b>pollo</b> pescado frijoles		leche <b>arroz</b> plátanos		<b>guisantes</b> carne papas		pan frijoles <b>manzanas</b>
	with		and		and	
plátanos pastel <b>pescado</b>		<b>pan</b> torta arroz		<b>ensalada</b> maiz zanahorias		leche plátanos <b>frijoles</b>
	with				with	
<b>pan</b> <b>pastel</b> torta		carne papas <b>plátanos</b>		<b>torta</b> pescado pollo		guisantes <b>leche</b> arroz

Answer Key -- page 5

What is the Weather like Today?



Hace sol.



Hace frío.



Está lloviendo.



Está nevando.



Hace calor.



Está nublado.

**Certificate of Achievement**

\_\_\_\_\_ has been awarded the

**Silver Star Award**  
for excellent work in Spanish 1a



**Certificate of Achievement**

\_\_\_\_\_ has been awarded the

**Gold Star Award**  
for excellent work in Spanish 1a



# The Super Star Motivational and Data Tracking System

- The Super Star Page
- Speed Rounds

## The Super Star Page



Students (or teachers) can keep track of their Super Star status, by clicking on the Super Star button from any page or screen. The Super Star page displays the student's name and all of the Silver and Gold Stars they have earned. Our Super Star Motivational and Data Tracking System serves as a way to reward students and motivate them to complete all of the songs, games and activities.



Most students love earning Silver and Gold Stars. Once they have earned a few stars, they want to keep earning stars until they have a Silver or Gold Star on every activity, game or song.

The Super Star page also serves as a guide to the teacher to all of the activities, games and songs in the program.

Students earn a Silver Star if they complete an activity with some mistakes. Students earn a Gold Star if they complete the activity without any mistakes or listen to a song or presentation all the way through. So some Gold Stars are much easier to earn than others. The activities at the beginning of the program tend to be easier than the activities at the end of the program. Note: our online version does allow the teacher to change the difficulty level so that students can make some mistakes and still earn a Gold Star.

Most students will use the Super Star page to navigate to the songs, games and activities that they have not completed to the Gold Star level. From the Super Star page, just click on a star to go to that song, game or activity. When students use the Super Star page as a navigational system, they do tend to overlook the "Learn the Words" sections and Speed Rounds. We encourage you to remind them to spend time in these activities before going on. The "Learn the Words" sections and Speed Rounds will help prepare the student for the games. The "Learn the Words" sections and Speed Rounds make excellent whole class activities.

Many teachers require the students to complete the stars in order before going on to the next star.

Once a student completes enough Silver or Gold Stars, the star at the bottom of the screen will turn silver. Once a student has completed all of the stars to the gold level, the star at the bottom of the page will turn gold. With your permission, they can print out the Silver Star or Gold Star Certificate, depending on their accomplishments by clicking on the Silver or Gold Star at the bottom of the page (note – you can lock the printing, if you wish).

The objective of the program is to have the students complete all of the games, songs and activities and to earn a Gold Star Certificate of Achievement. If a student has a Silver Star, they can repeat that activity as many times as they need until they earn a Gold Star.

Some teachers print the certificates and post them in the classroom. Other teachers create a Super Star necklace or badge as an additional reward for students who have achieved a Gold Star Certificate.

### Speed Rounds



Another feature in this program is our “Speed Rounds”, which can be found at the end of our “Learn the Words” activities. Students are encouraged to score 15 points or higher before going on to the game. Our “Speed Rounds” are basically timed flash cards that allow the student to build immediate recognition (fluency) of the words and sounds. A cumulative point total of the “Speed Rounds” can be found by clicking on the “Speed Round” button from the “Super Star”

page. Students can also click on the buttons for each speed round to go to the “Learn the Words” page for that speed round.

The Speed Rounds are independent and optional to the Super Star System. We encourage you to require a score of 15 (note: the red label turns green) on each Speed Round. While the Super Star System is a fixed system with a set goal, the Speed Rounds are an open ended system. While a score of 15 is encouraged, there is no limit to the speed round scores. Students can compete with the class to see who can achieve the highest Speed Round score for an activity or for the overall score.

## **Educational Application**

- Uses
- Research and State Standards
- Instructional Design

### **Use of this program and this guide:**

There are numerous ways to use Spanish 1a with Phonics. This guide is primarily intended for the classroom teacher who is doing a whole class presentation. The guide assumes that you have some way of displaying the program to the entire class and that all of the students will be actively engaged in the presentation of the program.

### **Some of the other uses of the program:**

Activity Centers: The program is certainly appropriate for use in activity centers because it is easy to use and students generally require very little assistance. Teachers can then use the progress page and reporting features to track the student's progress.

Some specific activity centers uses are:

1. Differentiated Instruction – working on specific and different skills needed by different students.
2. Remediation – working on specific below-grade-level skills.
3. Above Grade Level – working on skills not covered in class for students who require more challenge.

Besides the classroom, this program is also very appropriate for:

1. Computer Lab – site and network versions of this program are available to allow students to work at their own pace in a computer lab setting to build skills being covered in class or skills already covered above.
2. After-school programs – using after-school time to build and review skills required for advancement.
3. At-home Use – parents can purchase the program for additional reinforcement at home or schools can make the Super Star Online version available (at no additional cost) to students and parents for at-home use. Super Star Online features a special "Parent" button to encourage parents to work with their child at home.

### **Instructional Design:**

Instructional Theory – You expect a lot out of educational software and we try to deliver everything you expect and more. We subscribe to the theory of Multiple Intelligences as developed by Howard Garner. We believe that educational instruction is most effective when it is presented in a way that reaches as many intelligences and as many students as possible. Because we use multi-media, we can be very effective at doing that. This is not just a language arts program that appeals to the logical intelligences; this program appeals to almost every intelligence to develop reading skills and other skills at the same time.

Since you are using our software, it is obvious that you are committed to using all the tools available to you to make your class instruction more interesting and more multi-dimensional. We applaud your taking the extra effort to step away from the traditional lecture-only class instruction.

We also have the following objectives:

- Engaging and Fun - We try to make sure that our program will be engaging and fun. Our objective is to take the work out of learning phonics and make it play. Our objective is to change students' perception about language arts as being difficult and boring; turning it into something they love. We want language arts to become easy and understandable. We want our language arts games to be challenging, yet give a sense of accomplishment as students progress through the songs, activities and games. We believe that using our software can help change students' attitudes about learning and about school. Our programs are often the school activity that they look forward to the most.
- Educationally appropriate – This program was built on the topics as outlined in state standards. Our objective is to give you, the teacher, instructional support for the lessons you commonly teach in your classroom. Our goal is to help give your students a tool to master your lessons more quickly and retain the material longer. Our programs are particularly appropriate when students need a lot of repetitive practice. When students master the material quickly, you have more time to work on other or more advanced lessons.
- User-friendly – this is a buzzword that a lot of companies use. Our customers repeatedly tell us how user-friendly our software is and we are continually looking for ways to improve the user-friendliness of our software. We also believe that the software should be user-friendly to the teacher, so we give you additional controls in the Student Management section of the Teachers and Parents section so you can make it even more appropriate to your class, if you want to.
- Reporting – Besides our progress page, we offer printer-friendly reports that can be used to track the progress of the class or student. Our most detailed report is the Pre-Test and Post-Test report.
- Multi-cultural – we are committed to multi-cultural diversity and believe that it is important that kids recognize characters in the programs with similarities to them and other characters that are different. The main characters of this program are our "Super Star" kids which represent different races, skin and hair colors. We also include both male and female characters.



## "Super Star" Kids

Whether your class is using this program in a computer lab with headphones, or you're using an overhead projector to present lessons to the class, you're sure to find the activities and games motivating and rewarding.

# Super Star Online

- Overview
- Student Management System
- Parent Button
- At-home Use

## Overview

Our most powerful version of our programs has to be Super Star Online because of the additional teacher features and because of its combination of at school and at-home use. Super Star Online is a web delivered subscription service to one or all of our Super Star titles.

The teacher features are similar to those of the CD-ROM versions, except that there are more features, more controls and more reports. These features allow teachers to set (reduce) the difficulty level of the games as well as control access (progressive mode) to the program. The Super Star page contains two additional views with more detailed information about the student's progress.

Some of the other advantages of Super Star Online are:

1. Home use – There is probably no greater advantage than home use. Students will have access to the subscription anywhere they have access to the Internet. Many schools have days that are very full and they just don't have time to let students access the software as much as they would like. With our online version, students with a broadband connection can work in our courses at home and take as much time as they need to complete the lessons. Our online version even records how much time the students are in each lesson.
2. Parental Involvement – The next step with at-home use is to involve parents (or family members) in helping to motivate, track, and work with the child. One of the problems with parental involvement is that some parents don't know how to help their child with homework. **We make it easy for them.** We have added a special "Parent" button to help parents use Super Star Online. The "Parent" button allows parents to view the songs, vocabulary words, activities and games without data tracking, so they do not affect the scores or data tracking of the child. Parents can review the lessons so they know what is required of the child. We offer a wonderful and enjoyable way for parents to work with the school to become involved in the educational success of their child.
3. Family Literacy – Some parents may not have the English language skills needed to help their child. Our "Parent" button gives the parent an opportunity to learn English language skills or math skills along with their child. We believe that a better educated parent will be better prepared to help their child.

4. Easy IT – Our Online version makes it easier for the school's IT department. They don't have to maintain a server, they don't have to worry nearly as much about which operating system the software will run on, and they don't have to worry about security issues with their network. Our online system is supported by most modern operating systems and web browsers.
5. Quick Updates – When we make improvements to our course titles or add course titles, the updates will be available to all students as soon as we make them. You don't have to be concerned with which version you have or if you need to upgrade.
6. Quick Delivery – Once we receive your purchase order, we can get you online in a matter of hours.
7. Remote Administration – For districts or schools that stretch their IT department, our online version allows complete administration of the courses from any location.

### **Class Management System**

Many of the features of Super Star Online are managed by the site administrator. Those features include: importing student names, assigning user names and passwords to the students and teachers, setting up classes and assigning students and teachers to those classes, assigning courses to the classes.

As a teacher, we encourage you to work with the site administrator to organize the system in the most effective way for your classroom. This may mean that you may request sub-classes for students with different program titles available to those in each group. For example, if your last name is Teacher, you might have a class called "Ms. Teacher A" with 14 students and access to Phonics 1a and Phonics 1b. You might also have a class called "Ms. Teacher B" with 8 students and access to Phonics 2a for more advanced students.

It is relatively easy for the site administrator to add or change the names of classes and assign students and programs to classes. But, depending on your school or district, it may not be so easy to get the site administrator to do these tasks for you.

We now offer teachers a way to do most of the class management tasks. The teacher will login to Super Star Online using their teacher account and:

1. Click on "Classes", to see the courses that are assigned to the class by the site administrator. The teacher can then click on "Edit Class" and add or remove the assigned courses by checking or unchecking the courses. The students will only have access to the courses that are assigned to the class.
2. The teacher can then scroll down to Members and check that all that all of the students have been assigned to the class. If the teacher sees the name of

a student who should be included in the class, the teacher can check the name or the teacher can uncheck a name to remove the student from the class. Then click on "Update" to make the changes.

3. **Adding a Student.** If the teacher needs to add students that are not already in the system, the teacher can click on "Students". To add a student, the teacher would click on "Add Student". The teacher would enter the first name and last name of the student, would check the class, would enter a login name (note: read the instructions below Login Name – do not use a login name that is already in use and do not use capital letters), would enter a password, confirm, check Active? Click on "Create". (Note: the school has purchased a number of user seats and teachers cannot enter active students if that number has been exceeded.
4. Teachers can also remove a student from the class. Click on "Students", then I suggest next to "Arrange by" – click on the down arrow and click on Class to get a class list. Click on "Edit" by the name of a student and uncheck the name of the class and then "Update".

If a student is no longer at the school, the teacher can make that student inactive (making a student inactive means that the student will no longer take an active seat and will no longer be counted against the number of seats the school has purchased) uncheck "Active?" at the bottom of the screen, then Update.

Note: the user/login name and password was probably determined by the site administrator. If you find user name or password to be too difficult for your students or if a student cannot remember their password, you can change it. For security purposes, our system does not show the password, but you can change it by entering a new password in the box and confirm. Please coordinate any changes with your site administrator. If the courses are also used in a computer lab, please coordinate any changes with the computer lab instructor.

### **Teacher Resources**

Teachers should have access to our Teacher Resources class and our Teacher & Admins Resources course. The teacher will sign in to Super Star Online using their teacher account. Click on Class and locate the Teacher Resources class. Open the class and locate the Teacher & Admins Resources course. Open the course to find video tutorials and printed instructions that will help you use the many teacher features of Super Star Online.

Also in the Teacher Resources class, you should find Super Star Movies which are movies of our songs and presentations. These movies are meant to be projected to the class as you would project any movie. You may want to play the songs without projection.

## Student Management System

To access the Student Management System, click on the Teacher & Admins button found on the contents page.



Teachers & Admin button



The next screen shows the menu for the Teachers and Admin section. The Print Pages, Credits, and How To Use The Program sections are all very similar to the CD-ROM version and will not be covered.

Click on the Student Management button to enter the Student Management System.



The Student Management System is similar to the CD-ROM version except for the Class & Student Settings button. We will only cover the Class & Student Settings.

Click on the Class & Student Settings button to go the Class and Student Setting menu. These settings are all optional settings and it is not necessary that you use any of these settings, however, you may find some of these settings very useful.

The Class & Student Settings menu has four buttons:

1. Game Locks & Difficulty: contains the teacher controlled setting for the program. These controls allow the teacher to set the program to run in the progressive manner (meaning that students must earn a Gold Star in the activity they are working on before going on to the next activity),



controls for the difficulty level, assignment of stars, and activity locks.

2. Test Locks & Features contains settings to control access to the program and to the pre-test and post-test as well as printing.

3. Parent Mode: contains setting to control the Parent Mode features.

4. Reset Default Class Settings: allows the teachers controls to be reset to the default.



The Game Locks & Difficulty menu allows you to apply the setting to all the students in the class or to an individual student. Our programs are designed to be fun and to make learning fun. Our programs are made so that students can easily navigate through the programs and they can earn Silver and Gold Stars and will be motivated to earn all Gold Stars. We call this an "open system" where all of the songs, games and activities are open to the student to enjoy. Unfortunately, some students need a more

structured system. At the request of teachers, we have given you the ability to control access to the songs, games and activities.

We also know of teachers (or lab instructors) who apply verbal structure setting. They instruct the students that they must earn a Gold Star before moving on to the next activity. We believe that this is a much easier and better approach, before applying the progressive game settings to the class. Then when necessary, the individual settings can be applied when a particular student does not comply with the verbal instructions.



Individual Student Game Settings – click on the Individual Student Game Settings button to start. The first screen shows a list of the students in the class, click on the name of the student that you want to apply the individual setting to.



Game Locks & Difficulty - The next menu has a list of activities in the Game Name column. Scroll down to the game you want to control. The Current Star column shows the current Star the student has earned. The teacher can click on this button to change the star. Presentations and Songs have a state of complete (Gold Star) or incomplete. Activities or games will be: No Star, Silver or Gold.



Set Star - It is possible that a teacher might want to award a student a Gold Star if they believe the student has earned one.



The Difficulty level setting can be changed to help make the course more appropriate for the student. Our default star system awards a student a Gold Star for listening to a song or presentation all the way through and for

completing each activity/game without any mistakes. The Speed Rounds after the "Learn the Words" sections requires students to earn a score of 15 in order for the display to show green (though the Speed Round scores do not affect the stars). If you want to allow students to make some mistakes, click on the button in the difficulty column for each game, you can choose from the most relaxed level of Casual to Standard. Generally, students are allowed one more mistake for each lower level of difficulty.



The final setting is the Lock, here teachers can lock or unlock specific activities. The most common activity to lock would be the Coloring Game which is a "just for fun" activity that does not earn the student a star. Click on an unlocked (open green lock) to lock it (turns red locked). Generally, you might rather use the class settings to set this lock for the entire class.

Click on the Class Game Settings button to apply settings to the entire class. These settings are similar to the individual settings only they will be applied to the entire class. The class settings will override individual settings.



Progress Tree – since the operation of the class settings is very similar to the operation of individual setting, I will only cover the Progress Tree. The Progress Tree can be used to require students to complete each activity to a Gold Star level (or 15 points for a Speed Round) before going on to the next activity. The Progress Tree can be used to keep students from jumping around from one activity to another. To start the Progress Tree, click on the red Progress Tree button.



The Progress Tree startup screen allows you select where you want the progress tree to start from. Normally, the first activity is selected, however you can chose any activity as the starting place. If you chose one of the later activities, then all the previous activities will be open to students. You might want to do this to give them a chance to explore the first few activities.



Once you have selected to use the Progress Tree, the Progress Tree button will show on and the starting place will be displayed.

You can click on the starting place button to change the starting place.

Test Locks & Features – click on the Test Locks & Features button to see the Test Locks & Features menu.



The Lock Printing button is unlocked by default. This means that anyone can use the print features within the program to print pages such as the Super Star page reports, the Super Star Certificate of Achievement and any other print page. If you lock the printing, teachers will still be able to print the class and detailed reports.

To lock printing, click on the Lock Printing button. The button will turn red, the lock will

show locked and the check box will be checked. Locking printing will help prevent students from printing pages that you did not want them to print, but you will need to turn this feature on if you want them to print their certificates of achievement.

To lock the program, click on the Lock Program button. This would prevent students from having access to any of the main program. This would typically be used if you want them to do the pre-test or post-test.

Click on the Lock Post-Test button to lock the post-test portion of the program. This is usually a good idea; however, if a student does do a post-test, it will be replaced the next time they do a post-test, so it generally isn't a problem.



Click on the Lock Pre-Test & Post-Test button to lock the test portion of the program. This will prevent students from taking the tests without your permission. If you click on the Lock Pre-Test & Post-Test the button will appear grayed out on the main contents page and will show locked.



Click on the Lock Individual Tests if you want to lock any of the individual tests.

## Parent Mode



Parent Mode – we believe that our Super Star Online presents a wonderful opportunity for parental involvement. Parents will now have an opportunity to take a more active role in helping their child. Parents can review the lessons, review the progress of their child and print a report as often as they would like.

When parents use the Parent Mode, think of it as a practice mode. Parents can play the songs, games and activities and none of their scores are permanently recorded, their scores do not affect the scores of their child.

Parents can become familiar with the lessons their child is working on, so they will be better able to help their child with those lessons. Parents can practice the games and activities with their child, then exit the Parent Mode and let their child do the work. Parents who need help with their literacy and phonics skills can use the Parent Mode to learn along with their child.

We believe that there are many benefits to having the school, the teacher, the student and the parents all working together as a team to insure the success of the student. We believe that Super Star Online can greatly improve the effectiveness of this team. But we recognize that encouraging parental involvement takes a bit of work. Many parents aren't used to being involved. We believe that Super Star Online makes it easy and fun for them to be involved and is a unique way to encourage their involvement. But it takes the school, the teacher, and the student to make sure that they know about Super Star Online and how they can be involved. Please make every effort to let the parents know about your subscription and encourage your students to involve their parents.

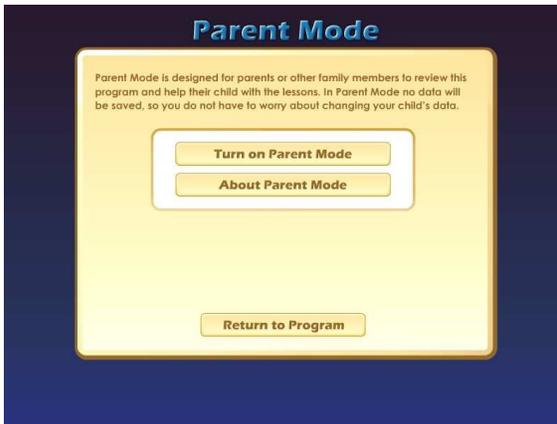
When the Parent Mode is enabled (by default), the student and/or parent will see a Parent button on the main contents screen of the course. Parents can then click on the Parent button to enter the course in the Parent Mode. Should teachers decide that they don't want to use this feature, they can disable it by clicking on the Parent Mode button. The Parent Mode button will then show locked, will turn red and will be checked. The Parent button will not be displayed to the student.



Write a Message to Parent – click on this button to display the write a message screen. This screen allows you to write a message that can be viewed by all the parents who use the Parent Mode. The idea of this screen is to allow you to communicate with parents something about what the students are working on and what is expected of them. You can use it anyway you want. You can type directly into the box or you can paste text into the box (keyboard command: control + V).

You should remember that all parents will see the same message and that you will need to change the message from time to time. Don't forget to click on Save to save the message.





Parent Mode Menu – the Parent Mode Menu is simple, there is a brief explanation of the Parent Mode, a button to start the Parent Mode and a button to read more about the Parent Mode. Parents can also return to the program without starting the Parent Mode.

Think of the Parent Mode as a practice mode. Parents can play any of the activities, games or songs without affecting the reporting or the progress of the student. The only tracking that

occurs is the total amount of time that the parent spends in the Parent Mode. This data is only available on a report to the teacher.



Parent Mode Menu 2 – when the parent clicks on the Turn on Parent Mode button, they will see the next screen that confirms they are now in the Parent Mode. They should notice the Parent Mode button at the bottom of the screen; this indicates that they are now in the Parent Mode.

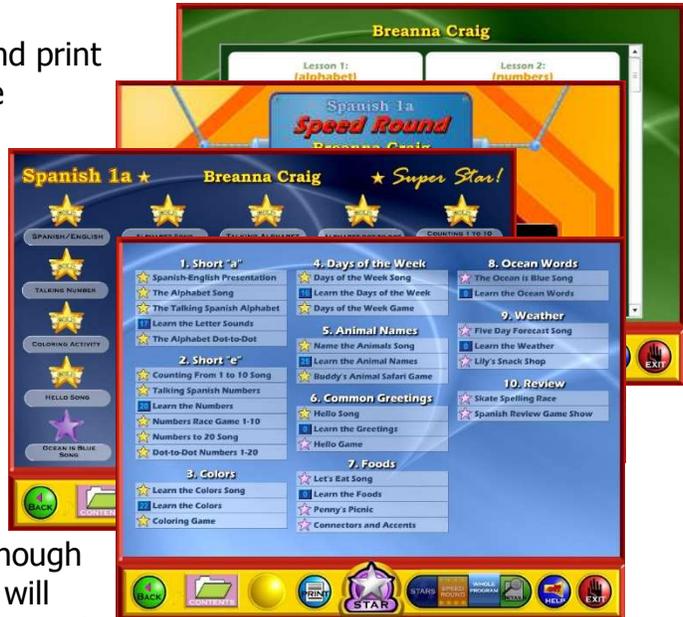
From this screen they can turn off the parent mode, read about the Parent Mode, view a progress report for their child or view the message from the teacher (if there is one).

View Your Child's Progress – click on this button to view or print a progress report. The top of the report will show the progress through the course and the bottom of the report will show the progress of the Pre-Test and Post-Test. Click on the Print button next to the Parent Mode button to print this report. Parents can also track the progress of their child from the Super Star page; however they need to turn off the Parent Mode in order to be able to navigate to the Super Star page.

Super Star Page – Parents can view and print progress pages for their child from the Super Star page. There are four different views on the Super Star page:

- the Super Star view
- the Speed Round view
- the Whole Program view
- the Details view

Each view presents the progress in a different format and is designed to help track the progress of the student. Once a student has earned enough stars, the star on the Super Star page will turn silver; parents can click on this star and print a Silver Star Certificate of Achievement.



The goal of the program is to earn a Gold Star on every star, then the star at the bottom of the Super Star page will turn gold and the parent can print the a Gold Star Certificate of Achievement. To print a Certificate of Achievement, click on the Silver or Gold Star, then click on Yes (note- the teacher has the option of turning the printing feature off, so if your students' certificates won't print, they must ask you to turn the printing feature on).



Parent Mode Button – to begin using the course in the Parent Mode, the parent would click on the Return to Program button. When in the Parent Mode, the Parent Mode button will be displayed at the bottom center of the screen. Parents can click on the Parent Mode button to return to the Parent Mode screen and turn off the Parent Mode.

It is our hope that the Parent Mode will be a valuable asset to the school, the teacher, the student and to the parent. Super Star Online provides a unique opportunity for the

school to provide an easy to use and fun way for parents to work with their child at home. The level of parent involvement will obviously vary greatly. Some parents will only occasionally check the progress of their child, while some parents will be actively involved. We also encourage parents to use Super Star Online to build their skills as they work with their child.

## **At-home Use**

We have provided the tools to enable your students to use Super Star Online at home, however at-home use will need your support and encouragement to be used. Here are some suggestions for encouraging at-home use.

1. Send a letter home with your students advising the parents that Super Star Online is available and encouraging the parents to work with their child at home. We have a sample parent letter available at [www.helpme2learn.com/support/online](http://www.helpme2learn.com/support/online) . Please use this letter as a guide. To complete this letter you will need the user name and password of each student, you should be able to get these from your school's site administrator. You will use the same URL (web address) that you use in your classroom.
2. Remind your students to ask their parents to work with them at home.
3. After a couple of weeks, run a report to see how many parents have logged in and are using the program in the Parent Mode. You may need to send a follow up letter to parents who are not working with their child at home.
4. Whenever you have an open house or meeting with parents, let them know about Super Star Online and how they can use it to work with their child.
5. Suggest to your school administration that they hold a special Super Star Online night where your school explains the use of the program to the parents. You might be able to incorporate this as part of a back to school night or PTA meeting.
6. Use the message center and write a message on a regular basis to your parents. Let them know what lessons you are working on and what to expect from their child.

Some students will not have access at home. Encourage these students to seek out alternative access sites such as the public library, after school programs or relatives who do have Internet access.

The goal of Super Star Online is to build a better bond between the school, the teacher, the student and the parents. This stronger bond will build a better team all working together. We call this the Super Star Strategy for Success.

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Should you have any questions concerning this End-user License Agreement, or if you desire to contact Help Me 2 Learn Company for any reason write: Help Me 2 Learn Company, PO Box 729, San Luis Rey, CA 92068, phone toll free: 1-(800) 460-7001 fax 888-391-8415.

# **Credits Page:**

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Danny Glover

Julie Glover

Ivan Torres

## **Educational Consultant:**

Jennifer Charles, National Board Certified Teacher

## **Vocal Artists:**

Teresa Marín

Edna Betzabé Pérez Peralta

Christi Martin

Maggie Martinez

Gina Wigginton

Thomas Eban Clark

Jennifer Charles

Danny Glover

Juan Trujillo

Don Wigginton

## **Programmers:**

Chuck Hartt

Bruno Alves

Marshall Elfstrand

## **Music and Lyrics by:**

Twin Sisters Productions

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