Planet Hello! contains 230 activities that develop basic English language skills. Applications in the form of play familiarize children with English and improve their knowledge of basic vocabulary. During various activities of varying difficulty levels, students and preschoolers acquire language skills in the areas of: listening and listening comprehension, speaking and correct pronunciation, writing and reading comprehension. The tasks introduce an element of entertainment and movement to learning English, because the activities contain gamification elements as well as exercises for reflex, observation, accuracy, speed, and eye-hand coordination.

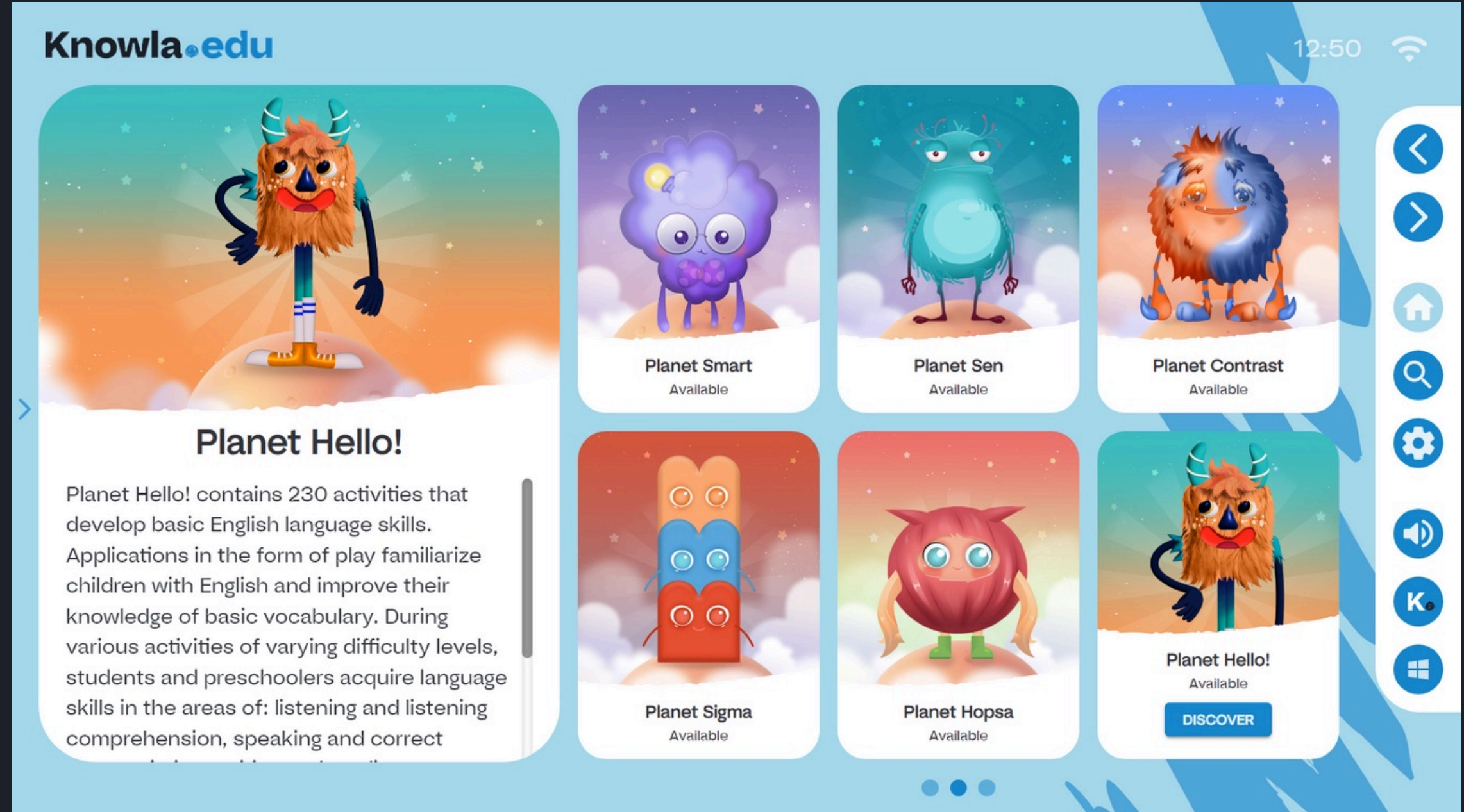Here's an English lesson that will make you blush!
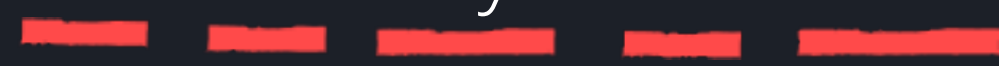
Knowla

Knowla's apps are dedicated to children from the age of 3.

The Planet Hello! apps include difficulty levels:
- level 1: 3 - 4 years,
- level 2: 5 - 6 years
- level 3: 7 - 9 years

System buttons and menu view

Knowla

Main menu - legend

🏠 back to all planets view

◀ previous planets/apps/activities

▶ next planets/applications/activities

🔍 go to application search

⚙ go to launcher settings: language selection, license code activation, service settings

🔊 sound on/off (turning off the sound at the planet/application selection level will turn off the sound in every subsequent enabled activity; turning off the sound in an activity will only be active while playing in a given activity)

Ⓚ go to Knowla.fun or Knowla.edu mode selection

⊞ switch to Windows desktop view; the application will remain active on the taskbar at all times

Menu icons in activities - legend

✕ exiting the activity to the launcher view (application selection); any changes made will be lost

⟳ reloading the activity; any changes made will be lost

🔊 sound on/off

🔘 change background

⎋ exit to activity selection list, any changes will be lost

◀ previous board

▶ next board

✊ allows you to move a given object around the board, hides or reveals the application menu

⚙ displays additional application settings

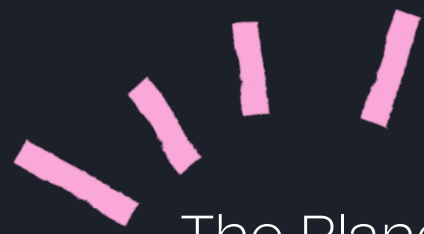📖 interactive activity guide

Successful activity

Activity failed

Activity list
with quantity or time

Knowla

The Planet Hello! includes 15 apps with 230 activities:

1. Throw it in the wash - 3 levels, 6 activities
2. Build a monster - 1 aktywność,
3. Walk and collect - 4 worlds, 4 activities
4. Listen and point out - 2 levels, 2 activities
5. Identify the animal - 6 activities
6. Hit the letter - 26 activities (all letters of the alphabet), each activity has several variants of words associated with the letter,
7. Take me there - 3 levels, 3 activities
8. Furnish a house - 10 activities
9. Escape room - 1 activity
10. Catch emotions - 1 activity
11. Color me - 3 levels, 39 activities
12. Listen to the numbers and point out - 3 levels, 3 activities
13. Listen and catch - 3 levels, 3activities
14. Arrange letters - 5 activities
15. Make sentences - 2 modes, 75 activities

Knowla

Throw it in the wash

The participant's task is to collect the appropriate clothes according to the category given at the top. The category is played audibly at the beginning of the activity. The sought-after items, colors, and type of clothes can also be listened to at any time by pressing the speaker button located by the basket. To select the clothes that meet all the sought-after requirements, press on them with a marker or throw a ball. If selected correctly, they will be moved to the basket. The activity ends successfully when all the clothes from a given category end up in the basket.

In the two-person mode, the winner is the person who finds all the clothes they are looking for correctly the fastest. To move to the next board, refresh or turn off, consent from users on both sides is required.

By clicking on the gear, we can determine whether we want to count correct answers or set the time of task execution and for how long. There is an option to reset the timer or counter. There is also an option to turn off the clothes blowing in the wind. On the second settings tab, we can change the color ranges of the view.

The activity has three levels: easy – colours, medium – clothes, difficult – mix of colours, clothes and patterns.

Activity in education:

Familiarization with vocabulary. Supports the development of visual-spatial orientation and learning directions. Introduction to technical drawing. Useful in professional preparation, including graphic, architectural, and engineering.

Build a monster

At the beginning, the user receives instructions that contain information on the number and type of elements that make up the monster to be assembled. To successfully complete the activity, the exact number of elements given in the instructions must be transferred to the board. To do this, select the appropriate category from the lower right field, then the selected appearance of the body part and click the field on the left. The selected element will appear there. After transferring the appropriate number in relation to the instructions, press the button with the "tick" placed in the middle at the top. Then we will get a preview of the instructions with a note on how correctly we completed the task. If the quantities match, the activity will be successful. Within a given board, only the elements given in the instructions are counted. Other body parts or accessories not included in the instructions can be added at will and will not affect the success of the activity. To view the instructions again, press the button on the left.
Each part of the body can be removed, mirrored symmetrically around the axis, or the color can be changed. Just hold down an already inserted element for a while, and additional options will appear on the right. To move an element, drag it with the pen.

Activity in education:
The activity teaches vocabulary related to numbers, body parts, accessories, colors, patterns.

Walk and collect

The application has four worlds: street, park, art gallery and school. At the beginning, the user will hear the category of items that you should collect. To start the activity, click on any point on the board. In the activity, the user should collect the items they are looking for and avoid others on the route. Avoid obstacles and traps.

Rules for maneuvering activity elements:
clicking on the blue blocks will make the character jump,
- clicking on the yellow blocks - the block will fall,
- by clicking on the red blocks, the red element will disappear.
- If the user "walks over" the correct item, it will be highlighted in its colors at the top. If they skip over it, the item will remain grayed out. However, if they walk over the wrong item, one of the items will turn black.

The number of correct and incorrect items collected affects the number of stars you get after completing the activity.

Activity in education:
The activity teaches vocabulary related to vehicles, fruits and vegetables, art, and school.

Listen and point out

The user should press the speaker symbol with a pen or ball to hear what item to look for. Then click on the selected item on the left. Correct selection ends the activity successfully.

After clicking "settings" in the side panel, you can turn off object animation or the search item bubble. On the second settings tab, you can change the color ranges of the view.
After clicking the gear in the side panel, we can decide whether we want the objects to be animated or whether a given category should be displayed in words. On the second page, we can choose different color variants.

The activity collects different categories of objects and has two levels.

- The Easy level has three items to choose from and they are single nouns.
- The intermediate level contains six items to choose from and are usually phrases composed of an adjective and a noun.

Activity in education:

The activity teaches vocabulary related to animals, times of day, days of the week, weather, emotions, school subjects, geometric figures.
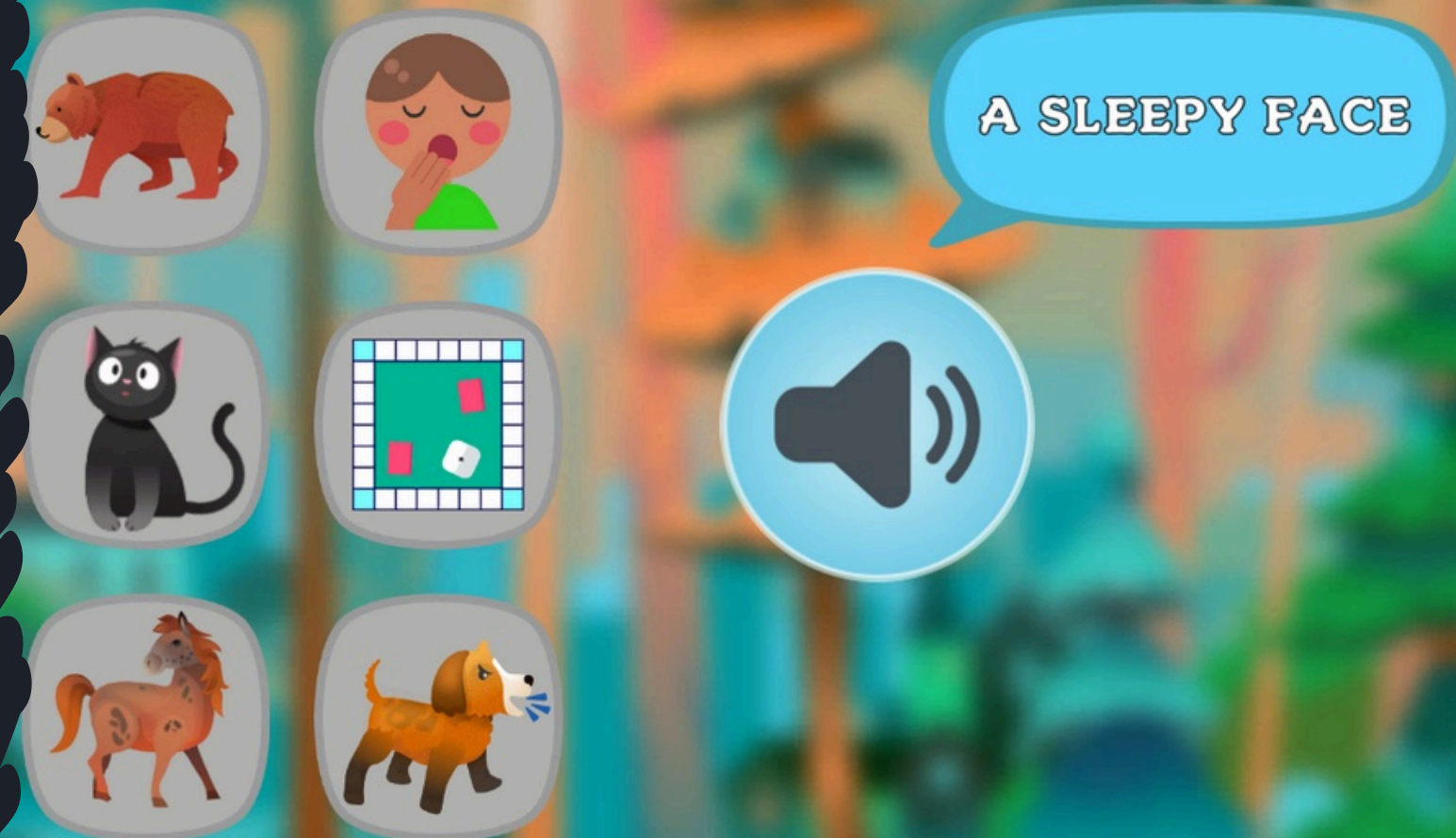
Identify the animal

After starting the activity, the name of the animal that needs to be found will be played. The animals move around the board. After selecting the correct one, the category will change and we can start searching again. After clicking the "next" button in the side panel, we will have access to other landscapes with animals.

In the upper right corner, a timer and a counter of correct answers have been set. Clicking these boxes will reset the data.

Activity in education:

The activity teaches the names of animals.

Hit the letter

Upper and lower case letters will appear on the board. You must throw the ball four times in each quarter with a letter. There must be sixteen spots, four per quarter, which will cover the letters. Then a signed picture related to the selected letter will appear.

Activity in education:

The activity teaches the letters of the alphabet, their sounds, and distinguishes a given letter in a word.

Take me there

At the beginning, you need to click the monster in the middle with a pen or ball to receive and hear the destination. Clicking again will play the message. To move, you need to click on any part of the map. By approaching passers-by, you can get a hint as to the location of a given place. Just approach them and click on the speaker. After reaching the right place, the game ends successfully.

By clicking on the gear in the sidebar, we can adjust the zoom of the city map and set a timer. On the second page, we see different color variants.

The activity has three levels:

1 - has small permanent city maps (each map is permanently saved in the application and will be the same on each subsequent launch, travel destinations may change),

2 - has slightly larger permanent city maps (each map is permanently saved in the application and will be the same on each subsequent launch, travel destinations may change),

3 - has large and random city maps (each map is generated at the time of launch and will not be repeated on the next launch).

Activity in education:

The activity teaches vocabulary related to different buildings in the city and directions of the road.

Furnish a house

On the left side are the items that need to be placed in the appropriate places in the house on the right. To go to a room in the house, click on it. Grayed-out rooms are not available for selection. Then, click on the selected item and on the place where it should be placed (this field will be grayed out). Once the item is placed correctly, it will take on colors. To return to the overview of the entire house, click the button in the lower right corner. Once all items have been placed, the activity will end successfully.

Activity in education:

The activity teaches vocabulary related to the rooms in the house and interior furnishings.
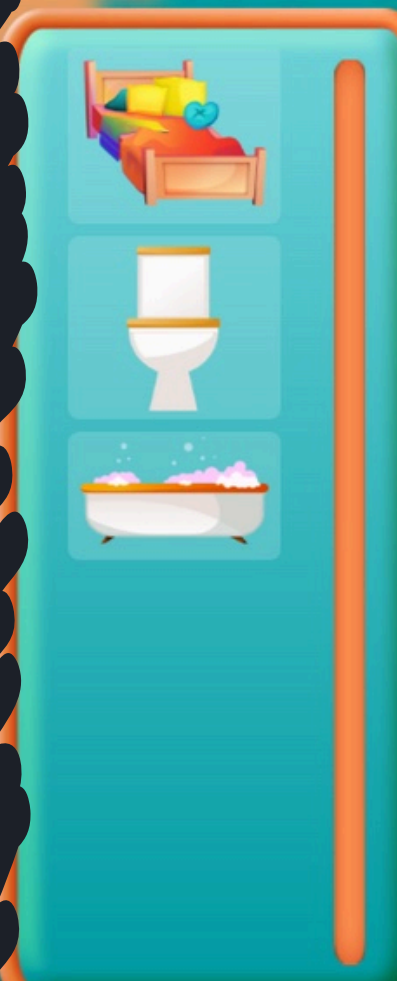
Escape room

The activity involves completing an escape room.
1. Find all the puzzles in the room.
2. Place the puzzle on a cork board.
3. Set the clock to the time on the puzzle and confirm with the red button.
4. Select a ticket that matches the date in the calendar. You can rotate the ticket by clicking on the box around it.
5. Give each character a birthday hat that matches the balloon.
6. Seat each character in its appropriate seat.
7. Sing Happy Birthday.

The game ends successfully after completing the entire escape room.

Activity in education:

The activity teaches vocabulary and phrases from different categories.
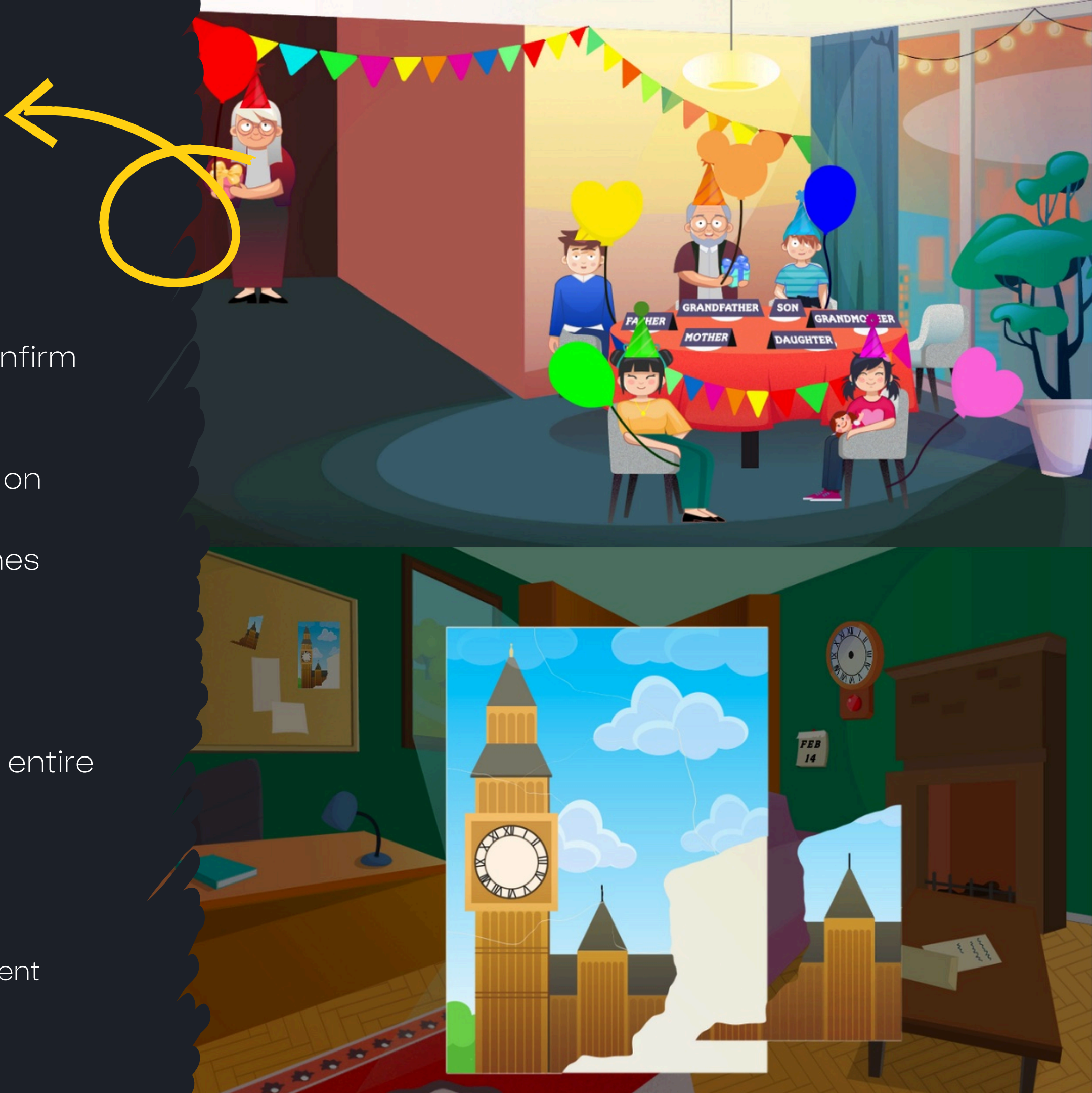
Catch emotions

This is a bubble shooter type activity. The word of the emotion that will be shot appears on the cannon. The participant's task is to clear the board of emoticons. You have to click/throw the ball in the selected place to shoot the emoticon. To make the bubbles disappear, you have to collect at least 3 emoticons next to each other. The bubbles bounce off the wall. The activity ends successfully when we clear the board of emotions.
By clicking the button in the sidebar, you will be able to access a simplified version of the application.

Activity in education:

The activity teaches vocabulary related to emotions.

Color me

Step 1 is to draw all the colors for the coloring book using the color wheel. The color wheel is placed in the lower right corner. One color is drawn at a time. After filling all the squares with colors, the drawing wheel locks. To get a color for coloring, click on the appropriate square. The selected color will also change on the painting tool in the upper right corner. To paint a given object, it is necessary to click on this object with the selected color. The activity will end successfully when we color all the squares.

In the medium and difficult levels, we must meet an additional condition to be able to complete the activity. Numbers or dice will appear in the boxes. They indicate the number of elements that we can paint with a given color. During coloring, the number or number of dots will change. If the right number of elements is painted, a zero or a smiley face will appear, when there are too many elements painted with a given color, negative numbers or a sad face will appear.

Activity in education:

The activity teaches vocabulary related to colors. The graphics refer to different holiday traditions.

Listen to the numbers and point out

Z głośnika usłyszysz liczbę, której należy poszukać. Słowny zapis pojawi się na górze, a ponownie odtworzyć można, wciskając przycisk głośnika. Na planszy pojawi się kilka dymków z liczbami. Po trafieniu we właściwy pojawi się kolejna plansza i nowa liczba do znalezienia. Na dole znajduje się liczba plansz, które należy przejść: 4 dla poziomu łatwego, 6 dla poziomu średniego oraz 8 dla poziomu trudnego. Po ukończeniu wszystkich plansz aktywność zakończy się sukcesem.

Poziomy różnią się między sobą wymienionymi wcześniej ilościami plansz do ukończenia oraz zakresami liczbowymi: od 1 do 10 w poziomie łatwym, od 1 do 20 w poziomie średnim i od 1 do 100 w poziomie trudnym.

Aktywność w edukacji:

Aktywność uczy słownictwa związanego z cyframi i liczbami.

Listen to the numbers and point out

The speaker will tell you the number you need to find. The written record will appear at the top, and you can play it again by pressing the speaker button. Several bubbles with numbers will appear on the board. After hitting the right one, another board will appear and a new number to find. At the bottom is the number of boards you need to complete: 4 for easy, 6 for medium, and 8 for difficult. After completing all boards, the activity will end successfully.

The levels differ in the previously mentioned numbers of boards to complete and the numerical ranges: from 1 to 10 in the easy level, from 1 to 20 in the medium level, and from 1 to 100 in the difficult level.

Activity in education:

The activity teaches vocabulary related to numbers and digits.

Listen and catch

The speaker will tell you the name of the object you need to find. The written text will appear at the top, and you can replay the text by pressing the speaker button. Several objects will appear on the board. After hitting the correct object, another board will appear and a new object to find. The number of boards you need to go through is at the bottom. After completing 4 boards, the activity will end successfully.

The levels differ in the objects to find: animal nouns in the easy level, animal and other object nouns with adjectives in the medium level, and animals with adjectives in the difficult level.

Activity in education:

The activity teaches vocabulary related to animals and objects.

Arrange letters

Within this application we will find five activities, which differ in the number of words and letters arranged:
1 - one word to write down, three letters to choose from,
2 - three words to write down, three letters to choose from,
3 - three words to write down, four letters to choose from,
4 - ten words to write down, ten letters to choose from,
5 - word scramble for all numbers from 1 to 10.
Clicking "next" will take us to the next activity.
Clicking "refresh" will give us a new set of words.

The participant's task is to complete the words with the correct letter. To do this, click on the selected letter and then on the appropriate field in the word. Each letter can be used as many times as you want. If you complete the word correctly, it will be read, highlighted in white and will block further completion. By clicking on the image next to it, the word that the image symbolizes will also be read.

Activity in education:

The activity teaches vocabulary of different categories. Above all, however, it focuses on the correct spelling of the word.

Make sentences

The activity is available in two variants - trains and ships. You can switch between them using the "capsules" button in the sidebar. In train mode, you will find 15 sentences each of to be, have/has got, can. In ship mode, you will find 15 sentences each of: present simple, present continuous.

The participant's task is to correctly compose a sentence from the given words. Each of them can be used only once. The activity ends with success when we arrange the wagons or containers correctly.

Activity in education:

The activity teaches how to write sentences correctly. There are sentences with: to be, have/has got, can, present simple, present continuous. There are affirmative, negative sentences and questions.
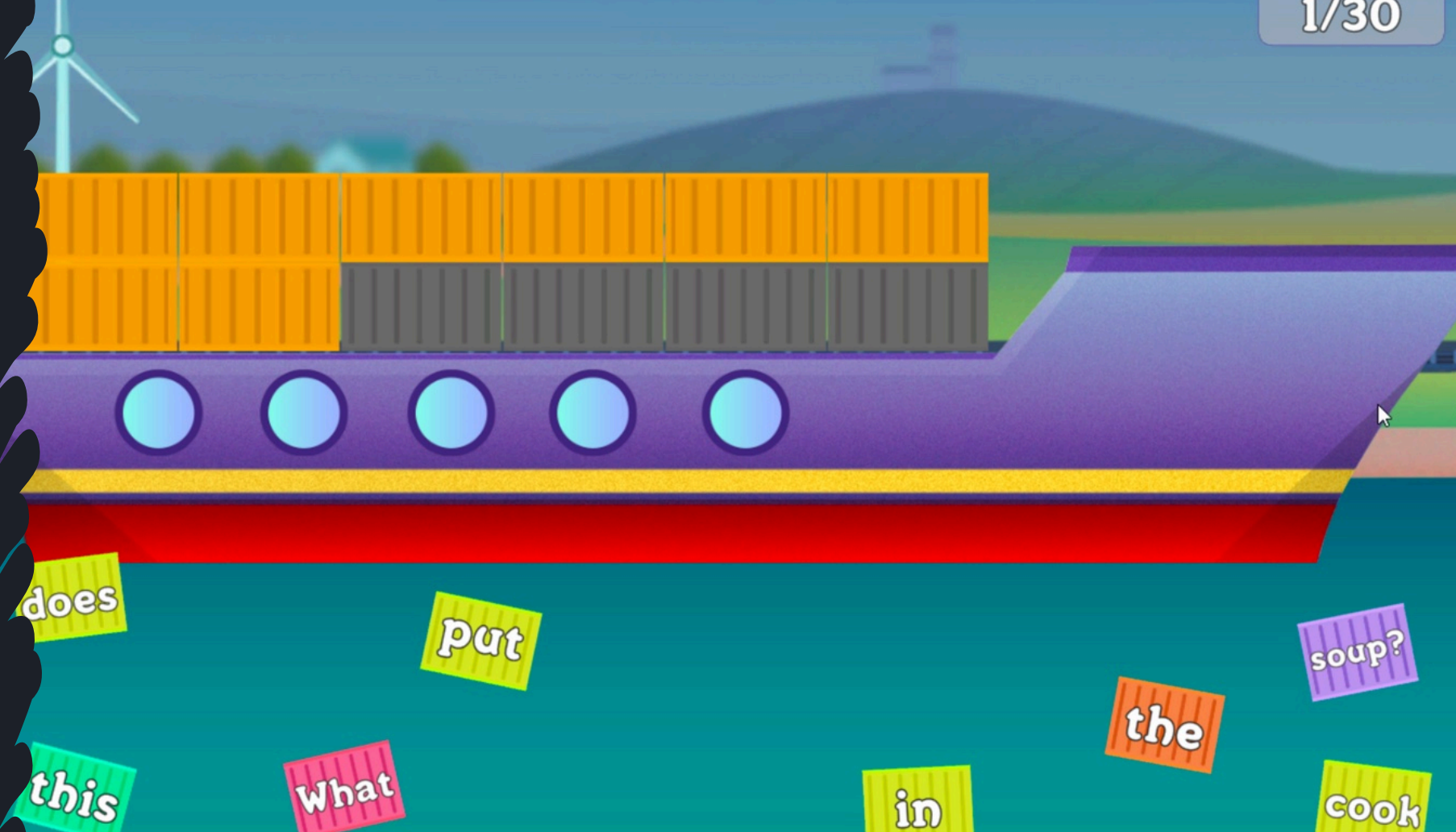
The planet in educational practice

Knowla.

Eliminations in laundry collection

Knowla activity: Throw it in the wash

The group should be divided into two teams. Each participant lines up on both sides of the device. We turn on the application with the division into two people. It works on the principle of whoever correctly completes the task first, wins. One by one, everyone approaches and competes with a person from the other team. The team that scores more points wins.

Which hand does better?

Knowla activity: Build a monster

Within each Build the monster activity, we receive instructions that must be strictly followed. The application allows us to test the imagination of the group. Each person can present their monster in turn, in accordance with the given instructions. You can create monsters within the application and click the refresh button after each person, or each person in the group performs the command individually on their card. Everyone (teacher, therapist) can be a participant in this game.

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Cover all the letters

Knowla Activity: Hit the letter

You need to prepare a basket of balls and turn on the Hit the letter application. The task is to throw balls at the displayed letters until all of them are covered.

With each throw, the pronunciation of the selected letter is practiced. At the very end, the word associated with the letter must be repeated together and its meaning must be said.

If the group consists of sixteen people or its divisors or multiples, then the activities can be performed in order. Four throws in each quarter of the field where the letters are displayed are enough. After the word appears, click the refresh button to repeat the game with the given letter or the next button to continue practicing the next letters. Each letter has several different words associated with it.

Knowla

The Planet in Education

Knowla

Core Curriculum for Kindergarten

Kindergarten tasks

1. Supporting the child's multidirectional activity by organising conditions conducive to acquiring experiences in the physical, emotional, social and cognitive areas of their development.
2. Creating conditions that enable children to develop freely, play and rest with a sense of security.
3. Supporting the child's activity that increases the level of sensory integration and the ability to use developing cognitive processes.
4. Ensuring the proper organisation of conditions conducive to children gaining experiences that will enable them to continue their adaptation processes and help children who develop in a disharmonious, slower or accelerated way.
5. Supporting children's independent exploration of the world, selecting content appropriate to the child's level of development, perceptual abilities, imagination and reasoning, while respecting individual needs and interests.

17. Creating educational situations that are conducive to building children's interest in a modern foreign language and the desire to learn about other cultures.

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IV Cognitive area of child development. A child prepared to start school
21. understands very simple commands in a modern foreign language and responds to them; participates in games, e.g. musical, movement, art, construction, theatre; uses words and phrases that have meaning for a given game or other activities undertaken; repeats rhymes and simple poems, sings songs in a group; understands the general meaning of short stories told or read when they are supported by e.g. pictures, props, movement, facial expressions, gestures;

Conditions and method of implementation:
10. Preparing children to use a modern foreign language should be included in various activities carried out as part of the preschool education program and should take place primarily in the form of play. Conditions should be created that allow children to become familiar with the foreign language in various everyday situations. This can be achieved, among others, by giving children very simple commands in a foreign language during various activities and games, joint reading of children's books in a foreign language, including nursery rhymes, simple poems, songs and audiovisual materials in a foreign language in the classes. The teacher conducting classes with children should use natural situations resulting from the children's free play to repeat or use in further play the words or phrases learned by the children.
When choosing a modern foreign language to be used by children attending kindergarten or another form of preschool education, it is necessary to take into account which modern foreign language is taught in primary schools in a given commune.

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Core Curriculum for Grades I-III

The school's tasks in the field of early childhood education include:

1. supporting the child's multidirectional activity by organising educational situations that enable experimentation and the acquisition of experience as well as multi-sensory learning, stimulating their development in all areas: physical, emotional, social and cognitive;

2. ensuring the proper organisation of play, learning and rest in order to achieve continuity of adaptation processes for all children, including those developing disharmonious, slower or accelerated;

4. selecting (developing) a curriculum based on content that is appropriate to the level of children's development, their perceptual abilities, imagination and reasoning, and that takes into account the needs and abilities of students who develop in a disharmonious, slower or accelerated manner;

7. b. organization of activities: enabling the acquisition of experience through play, performing scientific experiments, exploration, conducting research, solving problems to the extent appropriate to the developmental capabilities and needs at a given stage and taking into account the individual capabilities of each child,

7. h. enabling the fulfilment of the need to learn about the cultures of other nations, including European Union countries, various natural phenomena, art, as well as the games and customs of children of other nationalities, taking into account the possibilities of perception and understanding of these issues at a given stage of the child's development;

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Educational objectives – general requirements

IV. 4. ability to understand and use simple messages in a foreign language;

Teaching content – detailed requirements

X. Language education. Modern foreign language.
1. The student uses a very basic range of linguistic resources relating to himself and his immediate environment, enabling him to meet the remaining general requirements in the following topics:
2. me and my loved ones (family, friends);
3. my place of residence (my house, my town);
4. my school;
5. popular professions;
6. my day, my fun;
7. food;
8. store;
9. my free time and holidays;
10. holidays and traditions, my country;
11. sport;
12. my well-being;
13. nature around me;
14. world of fairy tales and imagination.

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2. The student can understand very simple oral statements, articulated clearly and slowly, in the standard variety of the language:
- responds to commands;
- understands the meaning of short statements, stories, fairy tales and stories as well as simple songs and rhymes, especially when they are supported by, for example, pictures, props, movement, facial expressions, gestures and additional sounds;
- finds specific information in the statement.

3. The student understands words and one- or several-sentence, very simple written statements (e.g. picture stories with text, short stories):
- understands the general meaning of a text, especially when supported by images or sound;
- finds specific information in the statement.

4. In terms of oral presentations, the student:
- repeats words and simple sentences;
- creates very simple and short statements following a pattern, e.g. names objects in the environment and describes them, names activities;
- recites poems, rhymes, acts out dialogues, sings songs – alone or in a group, e.g. in the production of small theatre forms;
- uses learned words and phrases while playing.

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5. In terms of written expression, the student:
- writes single words and phrases;
- writes very simple and short sentences according to the model and independently.

6. In terms of response, the student:
- responds verbally and non-verbally to commands;
- expresses his preferences.

7. In the scope of text processing, the student names in a modern foreign language, e.g. people, animals, objects, activities – from the immediate environment and presented in visual and audiovisual materials.

8. Student:
- knows that people speak different languages and in order to communicate with them, it is worth learning their language;
- has basic information about the countries where people speak a given foreign language.
- is able to define what he/she has learned and knows how to work on the language independently (e.g. by watching cartoons in a modern foreign language, using picture dictionaries and educational games).
- cooperates with peers in the course of learning.
- uses sources of information in a modern foreign language (e.g. picture dictionaries, booklets), also using information and communication technologies.

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It's smart to play.

For more inspiring content, please visit www.knowla.eu

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