A package of over 229 interactive tasks aimed at developing speech and improving communication skills of preschool children and early school, including children on the autism spectrum and speech therapy for children with speech disorders (dyslalia). It contains both spelling exercises (supporting speech development), articulation, breathing and phonation exercises, as well as listening exercises, voice analysis and synthesis and syllables, elementary diction exercises and graphomotor exercises. The developed activities improve the motor skills of the speech apparatus, correct incorrect articulation, develop auditory sensitivity, and develop the ability to read and write.

Knowla.

System buttons and menu view

Knowla
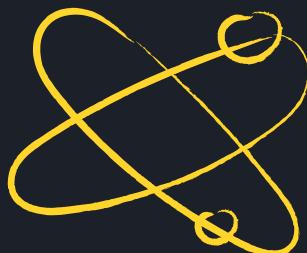
Main menu - Knowla Box/Wall

🏠   back to all planets view

‹   previous planets/apps/activities

›   next planets/applications/activities

🔍   go to application search

⚙️   go to settings: language selection, license key 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)

K.   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

Main menu - Knowla Web

previous planets/apps/activities

more planets/apps/activities

return to all planets view

full screen mode/exit full screen mode

go to settings: language selection, license key activation

log in/register to Knowla Web

Menu icons in activities - legend

❌ exiting the activity to view of the planet (application selection); any changes made will be lost

🔄 reloading the activity; any changes made will be lost

🔊 sound on/off

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

⚫ background change

‹ previous board

› next board

⦿ turning on/off the particle effect; e.g. in "Draw letters" it turns off/on the "sparkling" while writing

👆 allows you to move a given object around the board

⚙ accessibility panel (including colour adjustment)

📖 interactive activity guide

Successful activity

Activity failed
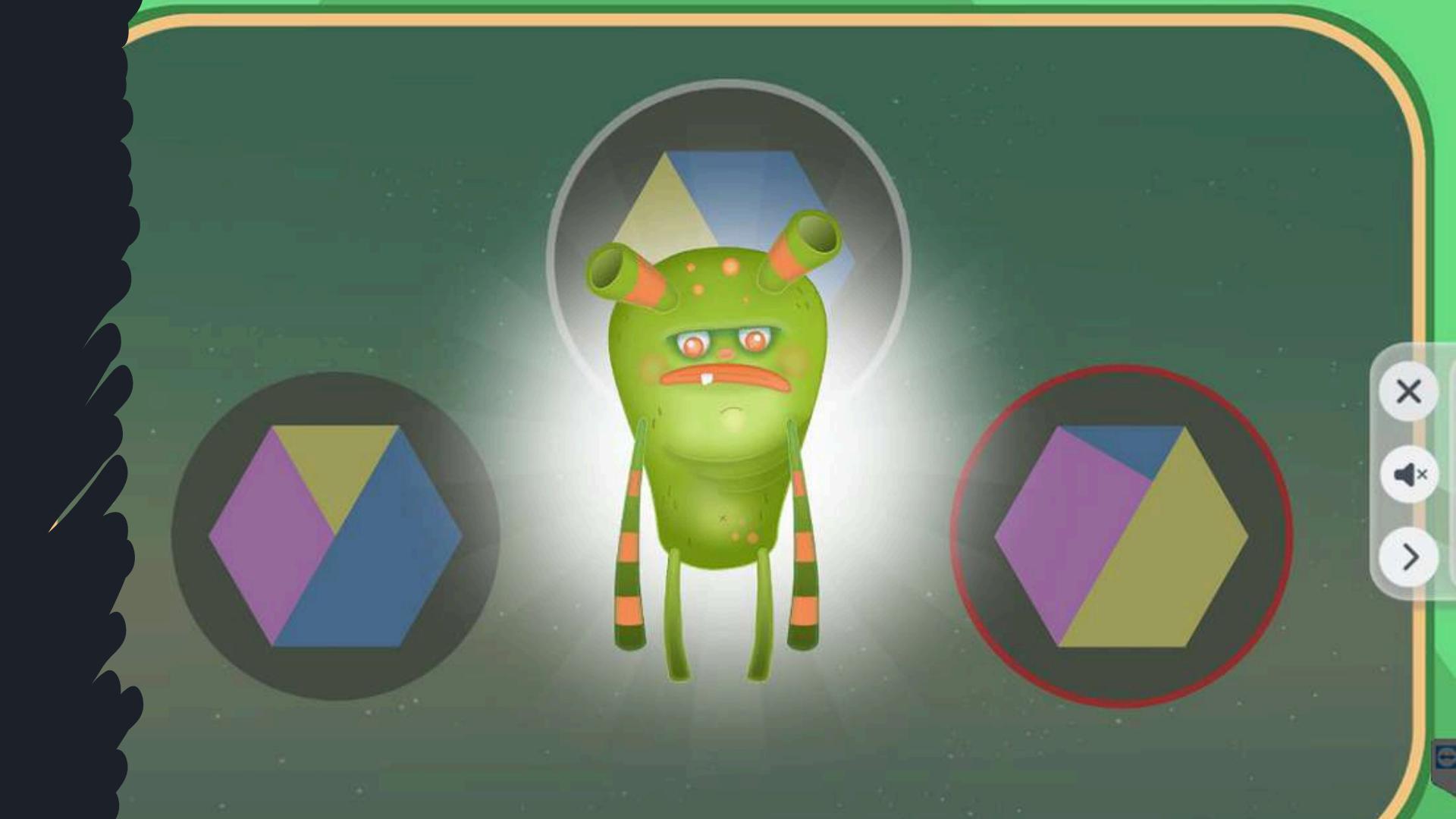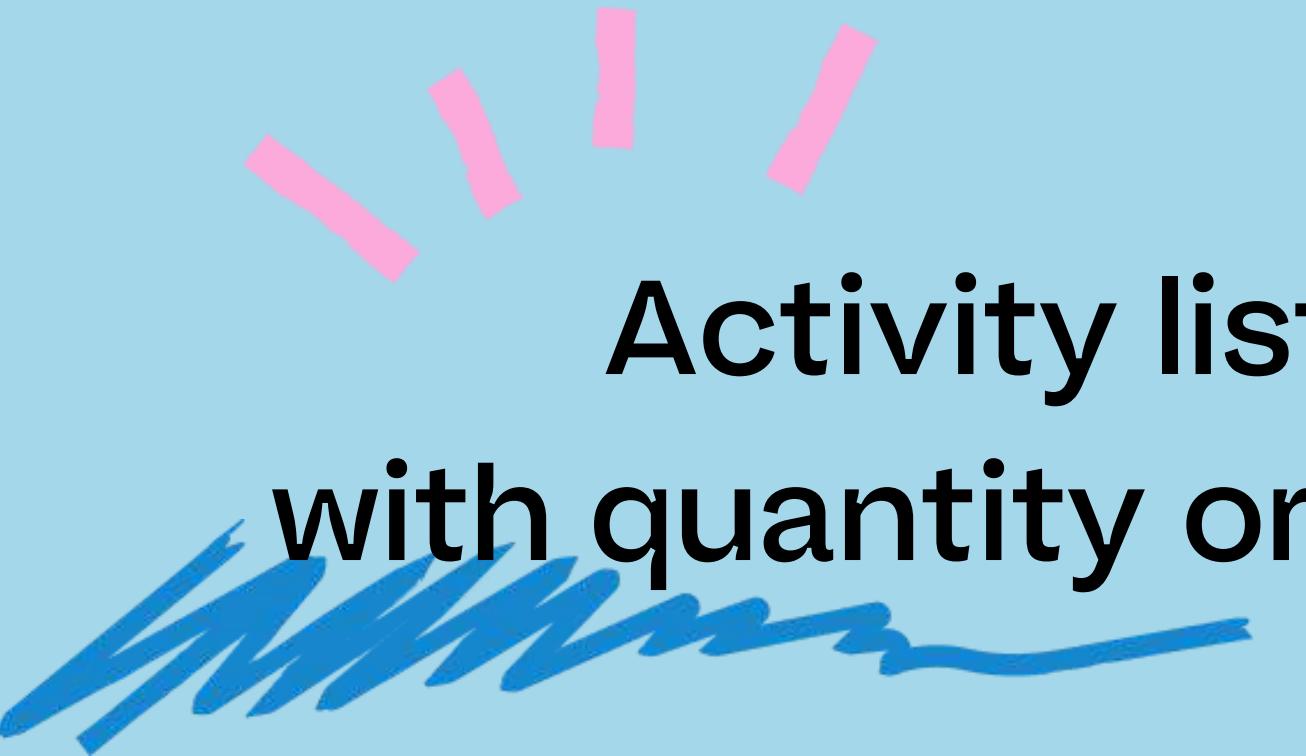
Activity list
with quantity or time

Knowla.

The Planet J includes 19 apps with 229 activities:

1. Mouth and tongue gymnastics - 1 activity
2. Breathing exercises - 1 activity
3. Match the sound - 2 activities
4. Connect the faces - 3 activities
5. Copy the picture - 20 activities
6. Colour by number - drawing - 17 activities
7. Colour by number - filling - 17 activities
8. Colour by number - legend - 17 activities
9. Colour by letter - drawing - 15 activities
10. Colour by letter - filling - 15 activities
11. Colour by letter - legend - 15 activities
12. Choose the same - 1 activity
13. Find the difference - 2 activities
14. Connect two syllables - 22 activities (Polish version)
15. Connect three syllables - 14 activities (Polish version)
16. Two-syllable puzzles - 11 activities (Polish version)
17. Three-syllable puzzle - 8 activities (Polish version)
18. Break the code - 3 levels, 60 activities (Polish version)
19. Where is the monster? - 3 activities

Knowla

Mouth and tongue gymnastics

Turn on the activity to practice your mouth and tongue a moment later. Jamal will appear on the screen doing seven different mouth and tongue exercises. Each exercise is repeated for thirty seconds. The activity is successful when you complete all of them.

Activity supports development

Form: warm-up exercises

Objectives:
improvement of the articulation apparatus: tongue, lips, soft palate
preparation for verbal statements
improving eye-hand coordination

Breathing exercises

All you have to do is turn on the activity and start consciously practising your breathing. Jamal will appear on the screen and perform five different breathing exercises. Each exercise is repeated for thirty seconds in two rounds.

The activity ends successfully when you have gone through them all.

Form: breathing exercises

Objectives:
- strengthening the lip circular muscle
- improving the soft palate and pharyngeal sphincter
- improving eye-hand coordination

Match the sound

The activity sound should be turned on.

A large button with an ear on the right and several pictures on the left will appear on the board (three or six depending on the selected activity). First, press the ear button. A sound will play. Device sound must be turned on for this activity. The pictures on the left are locked before and while the sound is playing. The task of the participant is to press the picture that correctly illustrates the object, animal, action or state presented by the sound. The sound can be played as many times as you want. The activity is successful when the image is correctly selected.

There are two levels that differ in the number of items to choose from on the left side. There are three elements in the first level and six in the second level.

Activity supports development

Form: language game

Objectives:
visual attention exercises
auditory memory exercise
improving eye-hand coordination

Connect the faces

There are two rows of emotes on the board. The task of the participant is to connect emotes with the same facial expression with each other. Their representation may vary. Only an emote can be combined from above with an emoticon from below. It is not possible to combine them within one floor. Only one pair can be connected per turn. Press one emote, then the next emote that matches it (it doesn't matter if it starts with the top one or the bottom one) and they'll connect with an arrow. If they are properly connected, they will disappear from the checkboxes. If incorrectly selected, they will be linked by arrows, but you can still link the emotes to others. You then need to re-select one of the linked emotes with an arrow, then select another emote from a different floor. The arrow will change the connection, and if it is a valid connection, the tabs will disappear from the selection. New combinations of an emote make the previous one disappear. The direction of the arrow does not matter. The activity is successful when all emotes connect correctly.

Activities differ in the number of cards. In the first activity, two pairs are formed, in the second - three, in the third - four.

Activity supports development

Form: language game

Objectives:
concentration exercises
improving eye-hand coordination and memory
graphomotor exercises

Copy the picture,
Colour by numbers or letters

Legend:

handle - a color palette with painting accessories can be placed at any point in the field

brush - freehand coloring

eraser - color removal

bucket - fill with color

size - selection of brush or eraser thickness

colors - color selection
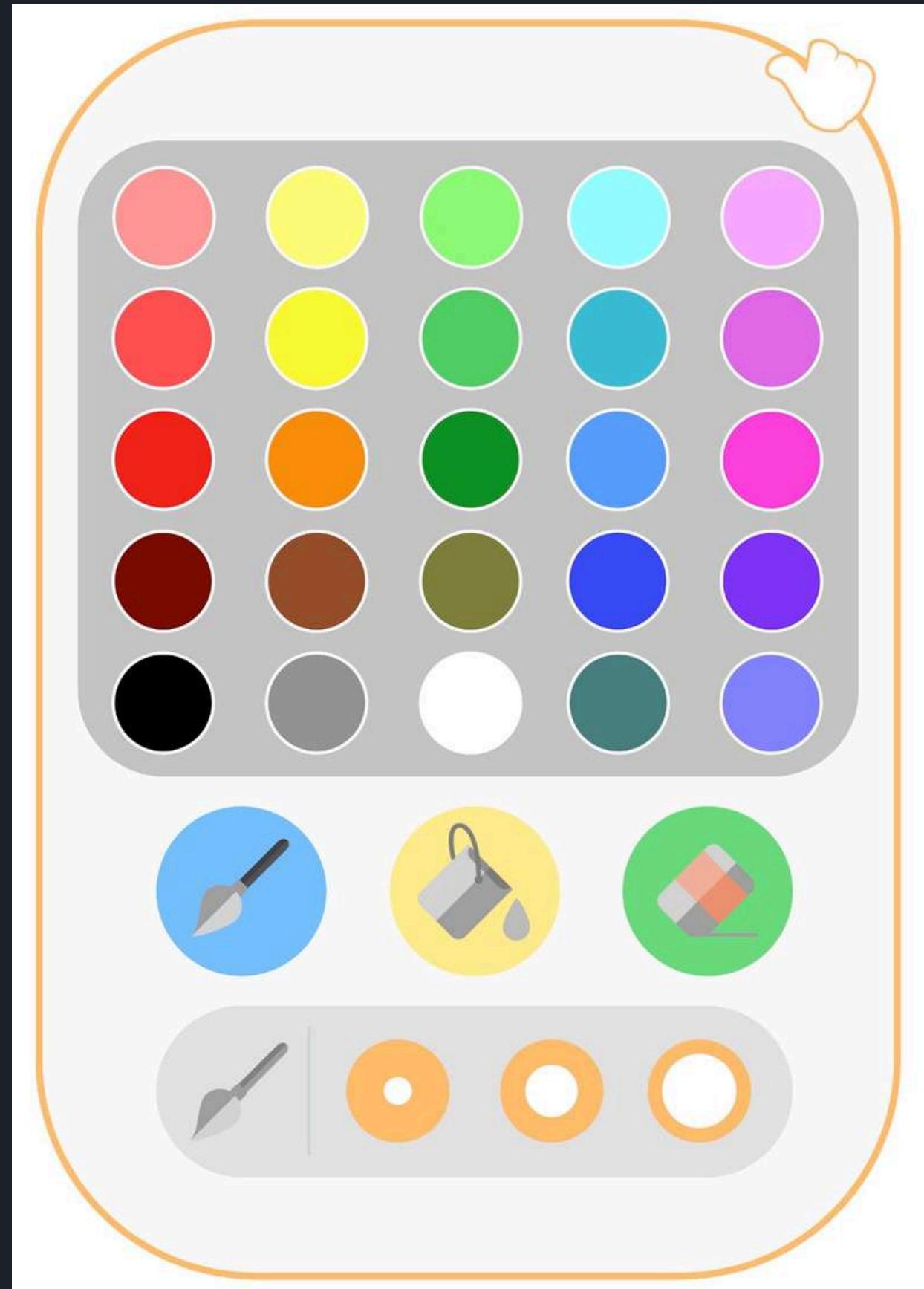
Copy the picture

On the left, in the pattern field, there is a picture that should be reproduced as accurately as possible in the empty field. You can use different colors and brush thicknesses from the palette.
The superimposed color covers the line and the superimposed color in the same place before. The activity does not validate execution.
The brush can be used on both the pattern field and the mapping field.
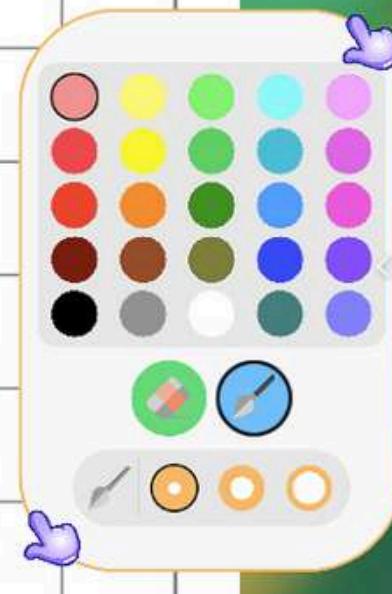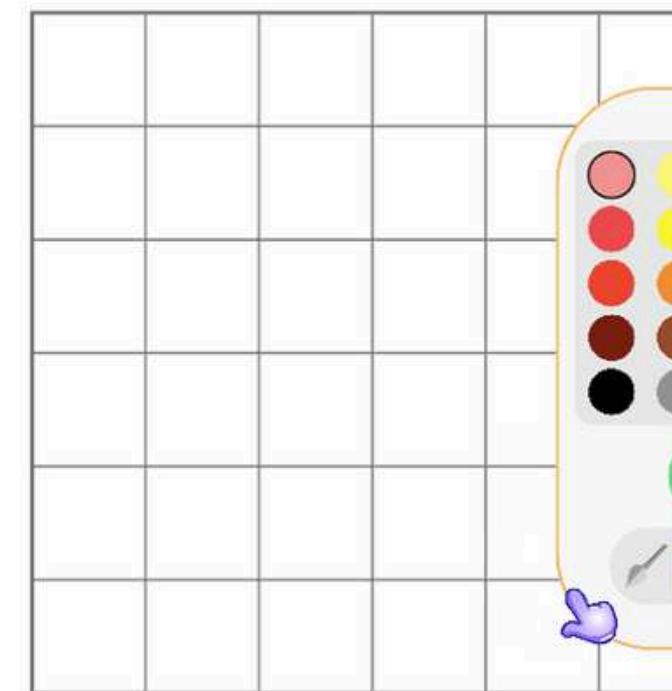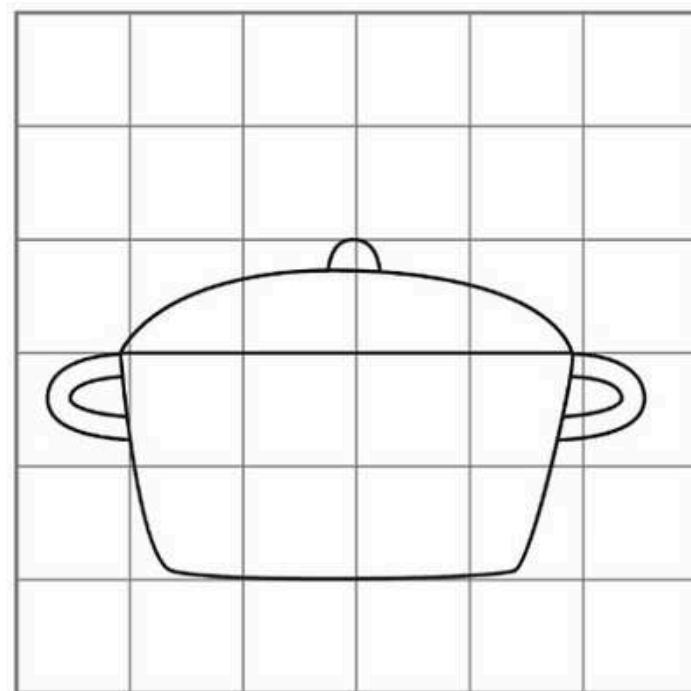
Activity supports development

Form: language game

Objectives:
concentration exercises
improving eye-hand coordination and memory
graphomotor exercises
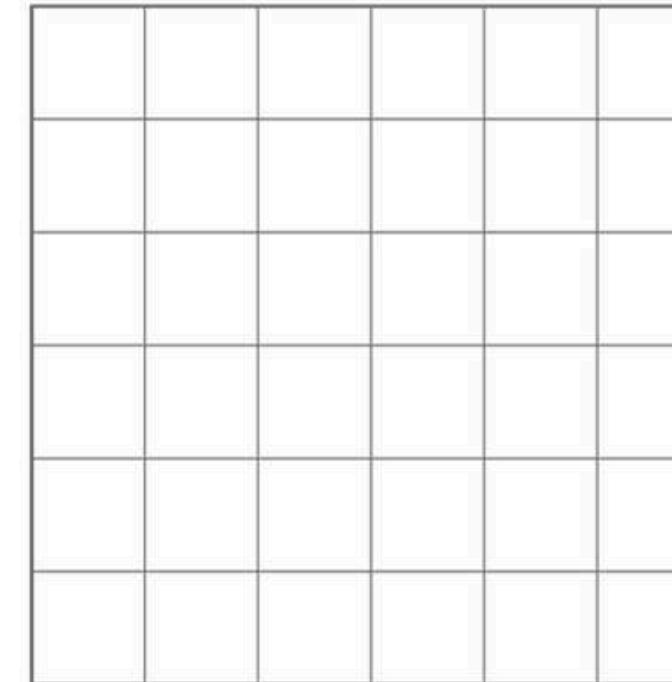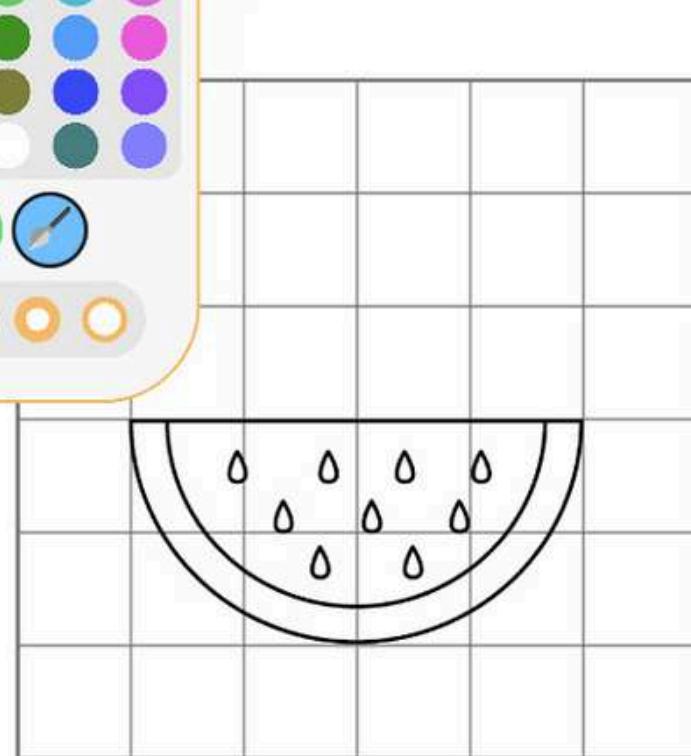
Colour by numbers or letters - drawing version

The activity refers to the traditional coloring book by numbers or letters. There is no color key to use. The task of the participant is to color the boxes with the same letters or numbers with the same color. The color blurs the lines, key-marks, and the color previously applied in that place. Nothing checks the correctness of the task. Letters and numbers within one coloring page have been selected, among others based on their similarities, e.g. O, C, G. There are also regular coloring pages for each alphabetic character or number.

Activity supports development

Form: language game

Objectives:
concentration exercises
improving hand-eye coordination and memory
graphomotor exercises

2D view
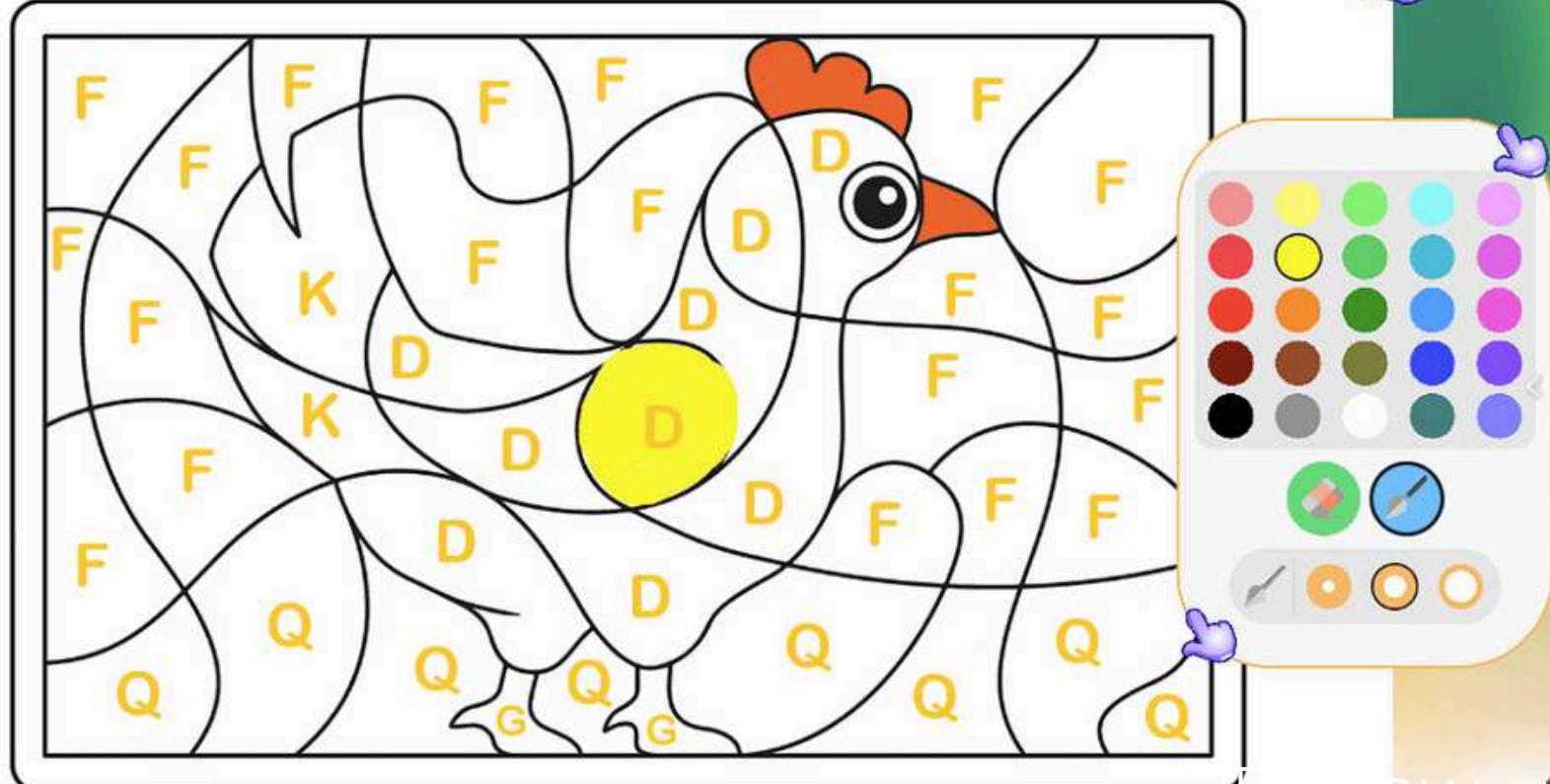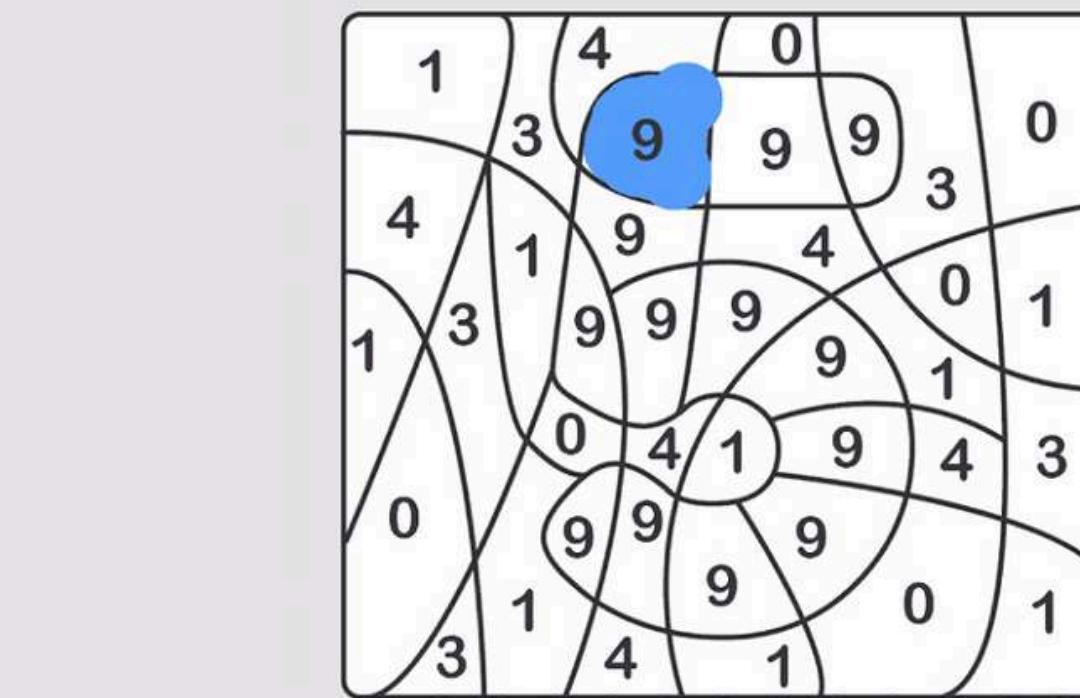
Colour by numbers or letters - filling version

The activity refers to the traditional coloring book in digital versions. Instead of drawing, fill the shape with a given color. Instead of a brush symbol, there is a paint container symbol. The selected color is selected, and then presses on the given field.

After a while it will fill with the given color. The task of the participant is to color the boxes with the same letters or numbers with the same color. Nothing checks the correctness of the task. Letters and numbers within one coloring book have been selected, among others based on their similarities, e.g. O, C, G. There are also regular coloring pages for each alphabetic character or number.

## Activity supports development

Form: language game

Objectives:
concentration exercises
improving hand-eye coordination and memory
graphomotor exercises
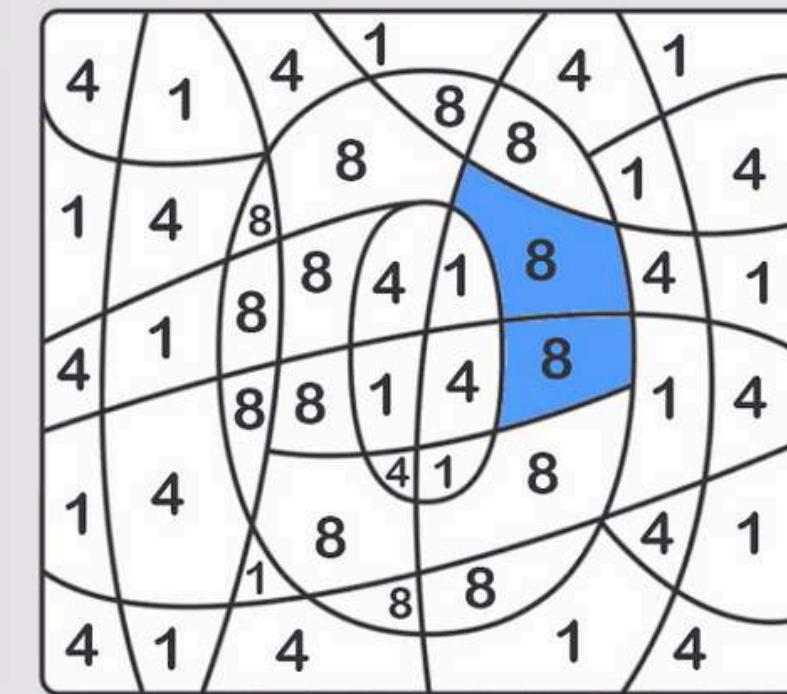
2D view
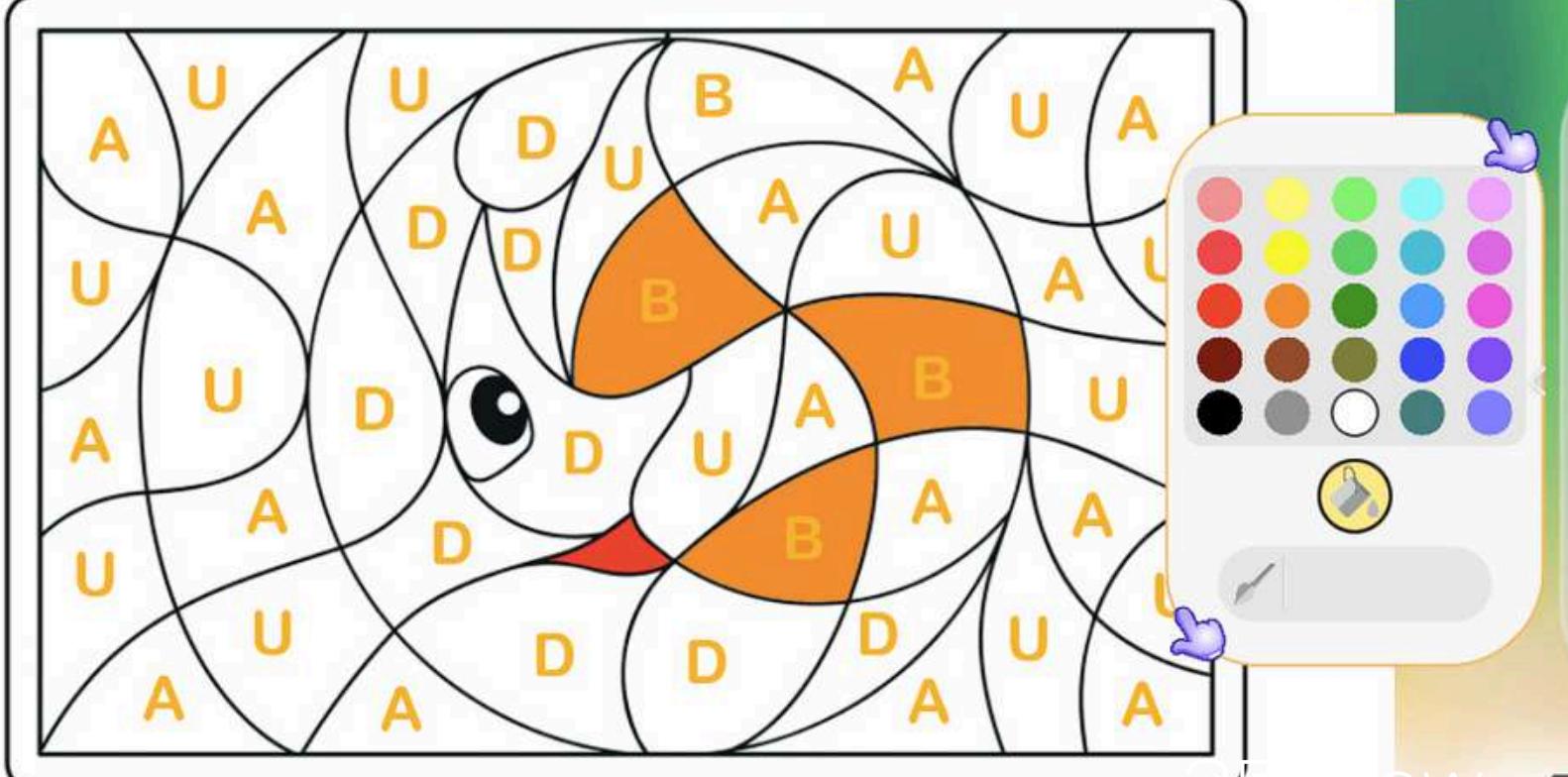
Colour by numbers or letters
- with legend

The activity refers to the traditional coloring book in digital versions. Instead of drawing, fill the shape with a given color. Instead of a brush symbol, there is a paint container symbol. The selected color is marked, and then clicks on the field. After a while it will fill with the given color. The task of the participant is to color the boxes with the same letters or numbers with the same color. Under the color palette there is a legend according to which you should color. Fields marked with an appropriate sign can only be colored with the colors provided in the legend. Pressing the pen in a field with a different color than the given one leaves the field white. Pay attention to the different shades of colors. Letters and numbers
Within one coloring book, among others, the following were selected: based on their similarities, e.g. O, C, G. There are also regular coloring pages for each alphabetic character or number.

Activity supports development

Form: language game

Objectives:
concentration exercises
improving hand-eye coordination and memory
graphomotor exercises
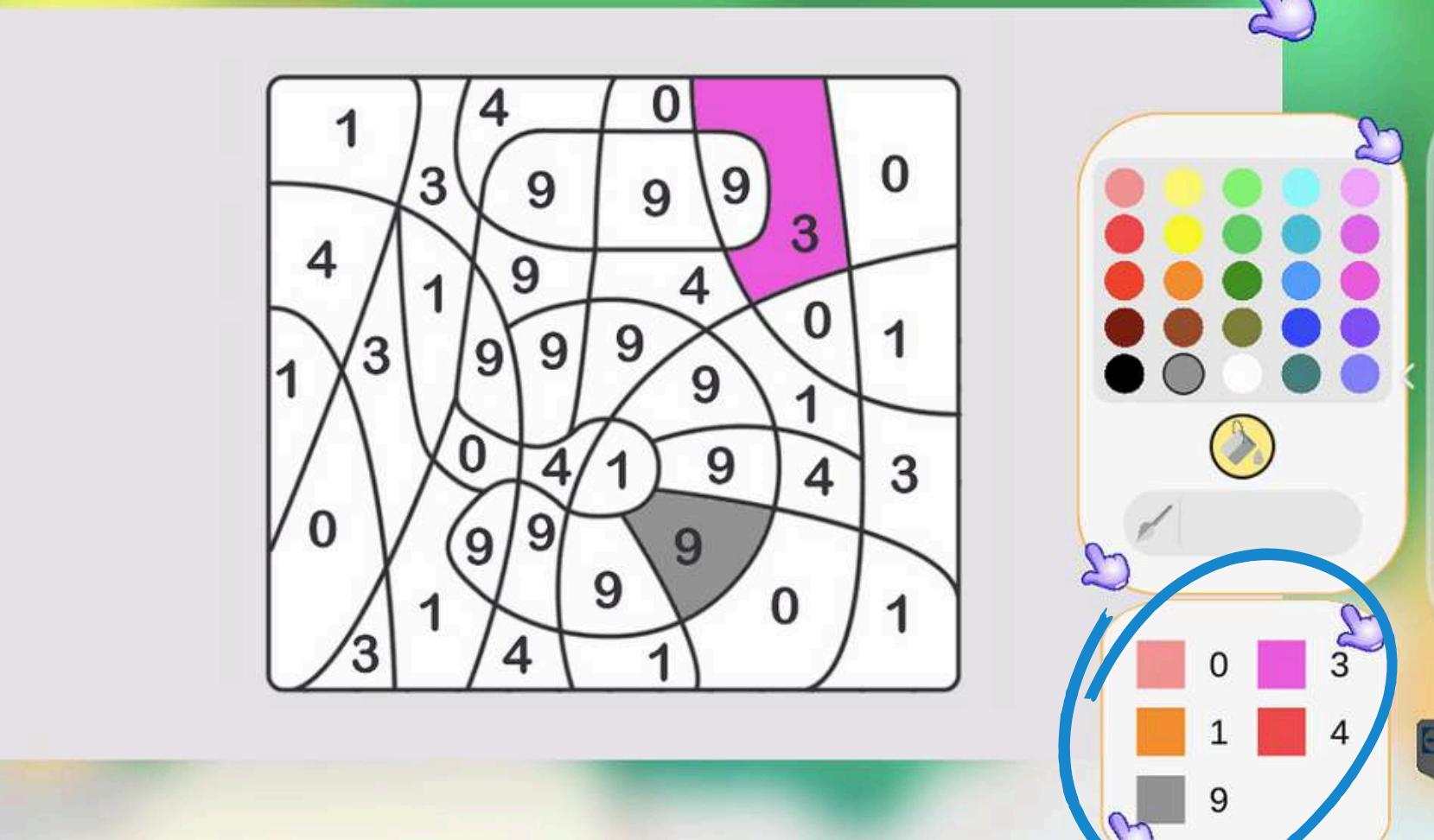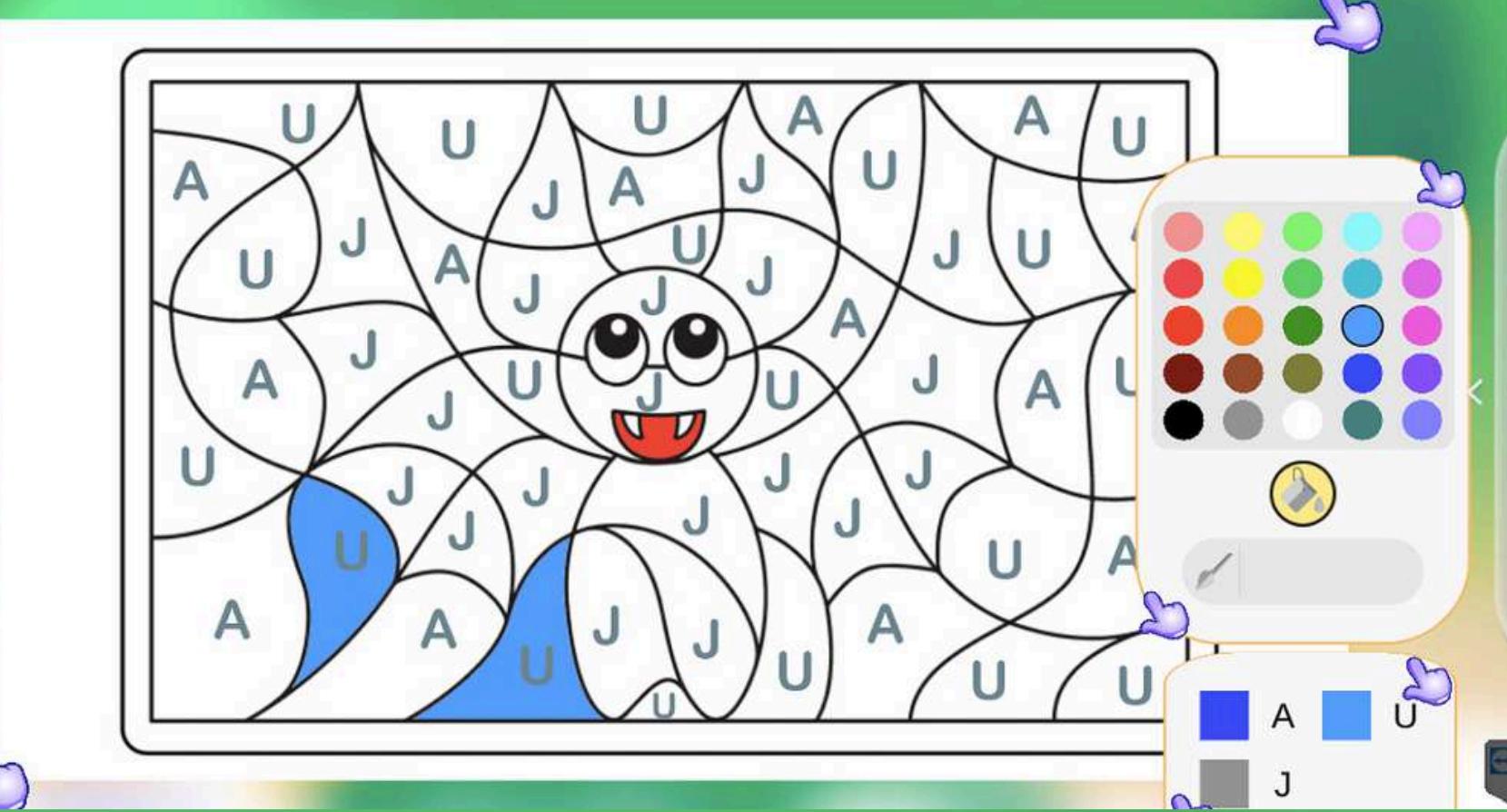
Choose the same

There will be one hex on the board (a hexagon filled with a different graphic pattern) at the top surrounded by a white border and two hexes below without a border. The task of the participant is to press on one of the lower borderless hexes, which is identical to the one at the top. The activity is successful when the correct one is pressed and fails when the task is performed incorrectly.

Activity supports development

Form: language game

Objectives:
improving eye-hand coordination and memory
graphomotor exercises
concentration exercises
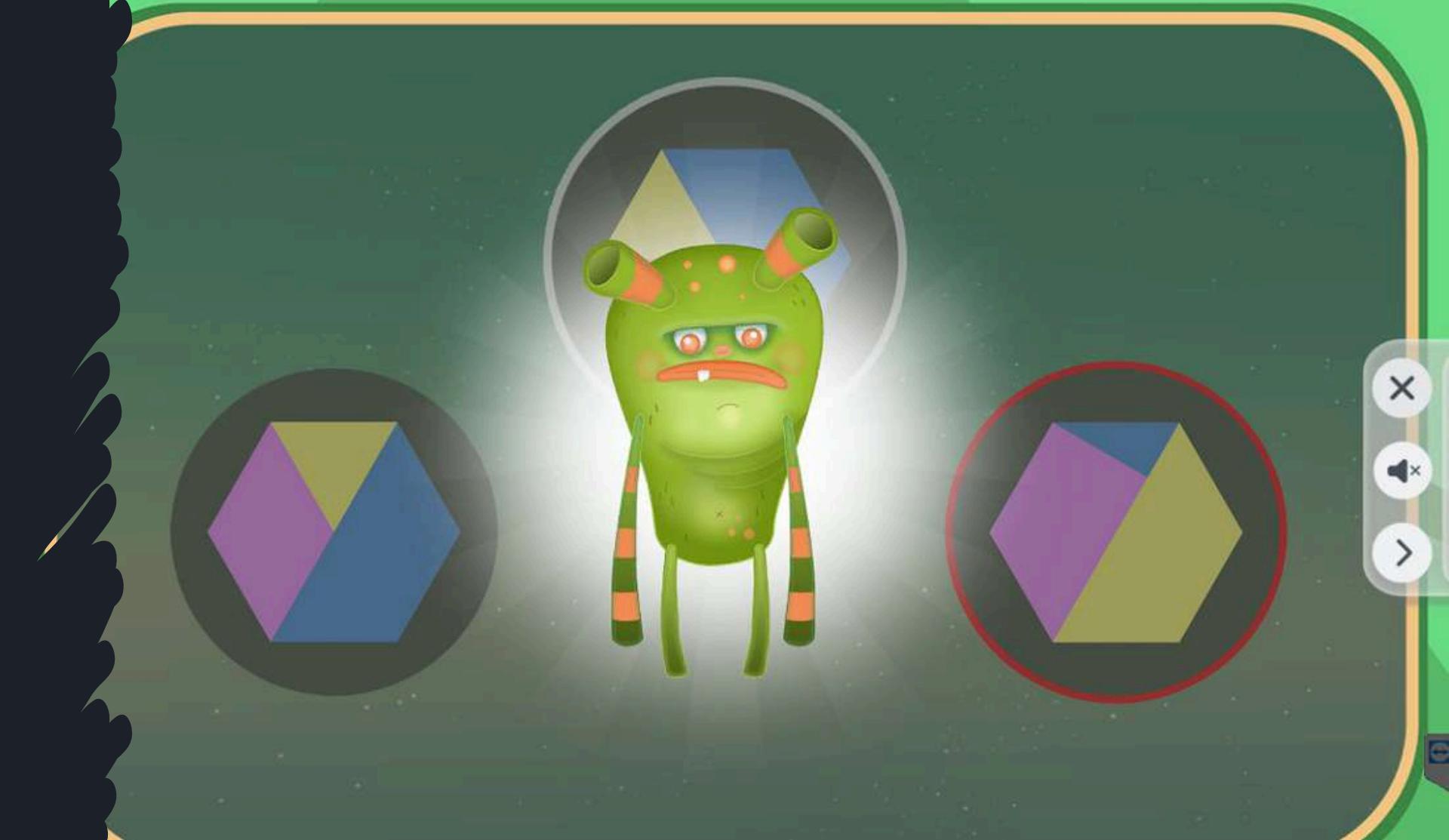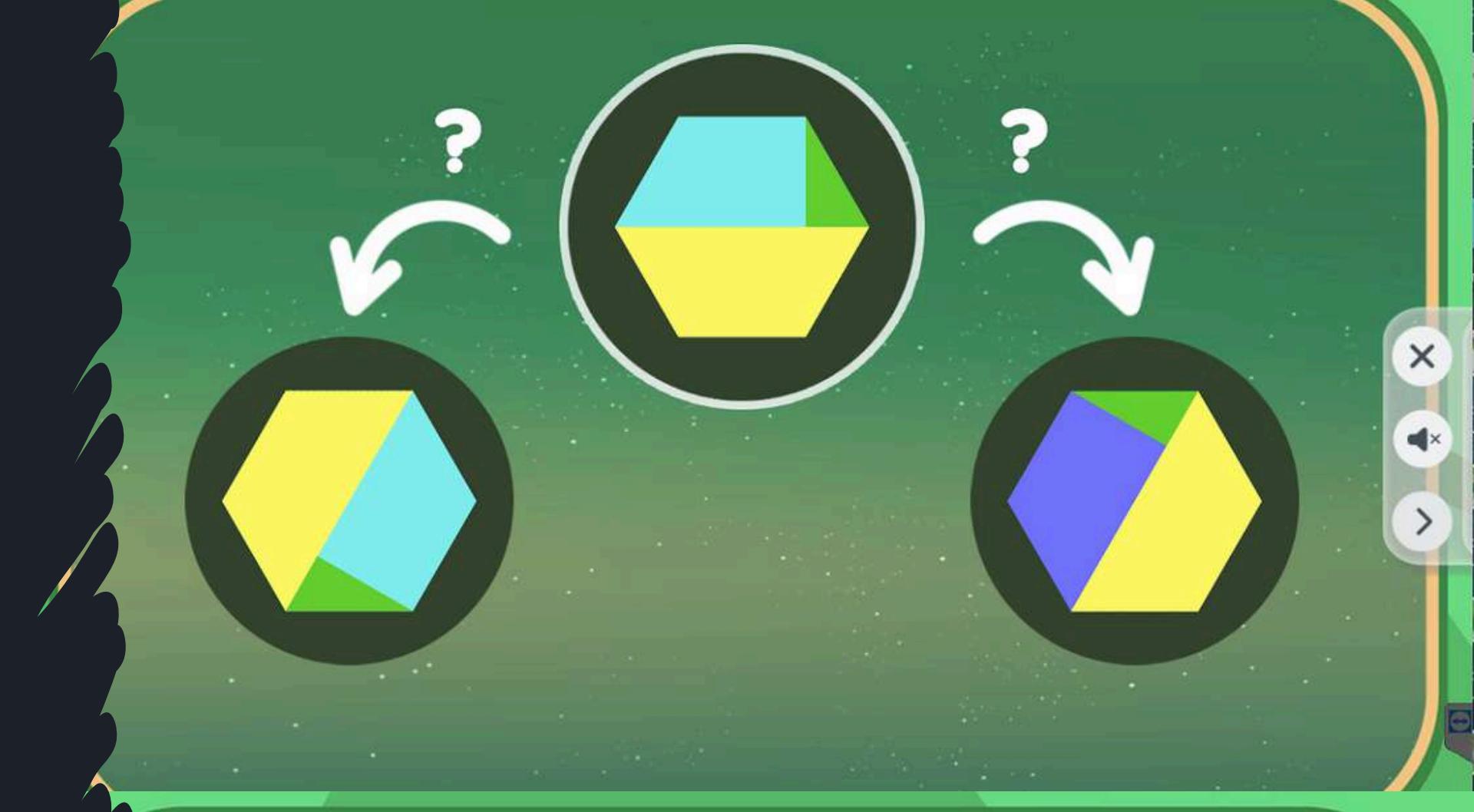
Find the difference

The task of the participant is to correctly mark the difference between the reference field and the marking field. The amount of differences depends on the level and is represented by green ticks. Differences are marked for each sector separately. There may be several differences within a sector, but they are collectively treated as one difference. Regardless of the selection of the place in the sector (the place of the actual difference or on the same element), it marks the detection of the difference for the whole sector. The activity is successful when one or two different sectors are correctly selected. A mistake ends the activity with a failure.
Activities differ in the number and type of elements present in them.

Activity supports development

Form: language game

Objectives:
visual attention exercises
improving hand-eye coordination and memory
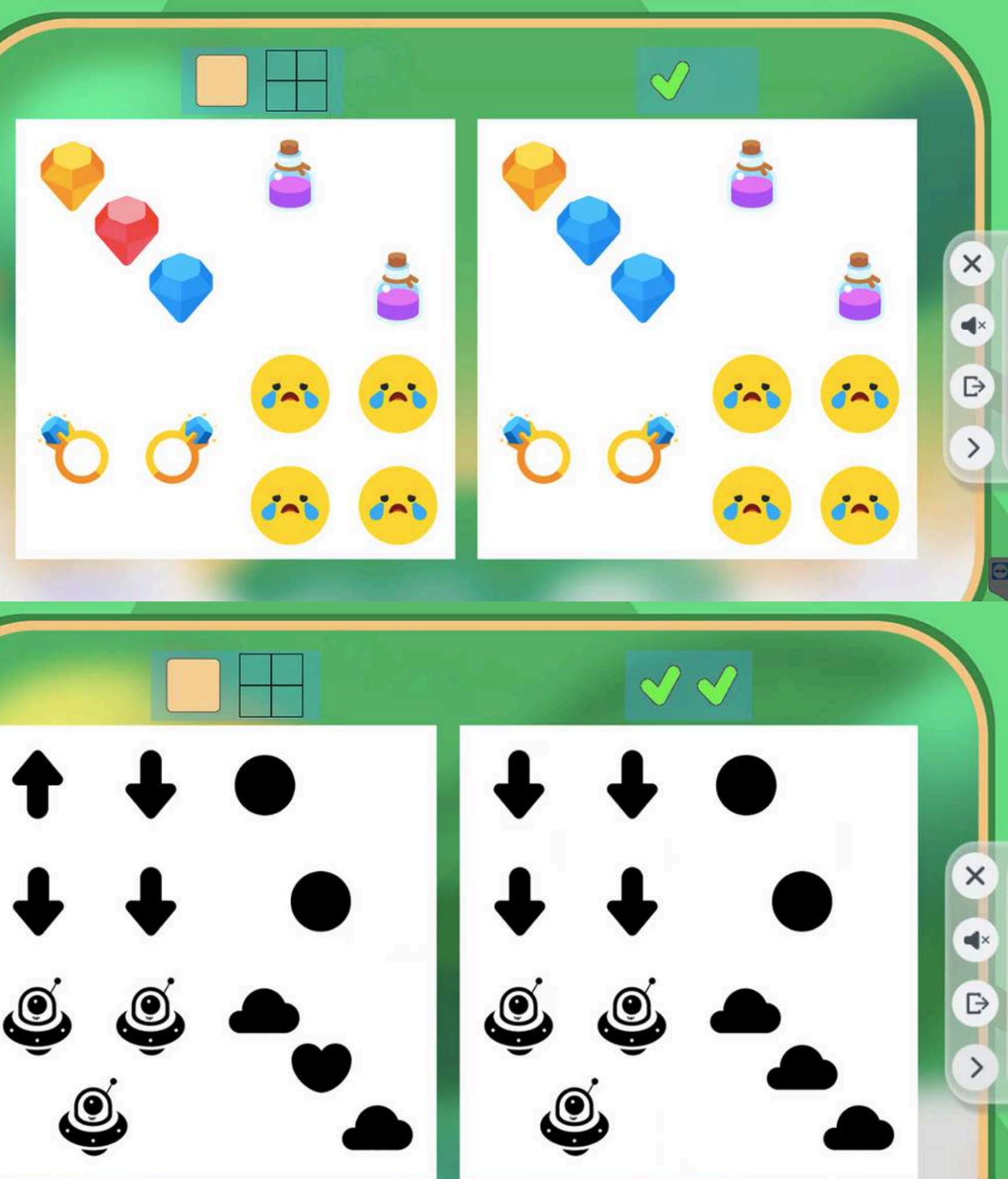
Connect two syllables
Connect three syllables

There are three rows of fields on the board (in order from the top): word, fields for syllables, scatter of syllables. Arrange the word given above correctly from the syllables at the bottom. To do this, you need to click on the syllables in the syllable scramble in the correct order. They will then appear successively in the fields for syllables. The activity is successful when executed correctly. The application has a 2-syllable and 3-syllable version.

Activity supports development

Form: language game

Objectives:
text comprehension exercise
vocabulary enrichment
visual attention exercises
improving hand-eye coordination and memory

Two-syllable puzzles
Three-syllable puzzle

At the beginning, you can see the arranged puzzles, which you can take a good look at. There are two two- or three-syllable words with a corresponding picture to make up. Each puzzle is equivalent to one syllable. When the participant is ready, click the play button below the picture. In the next view, there are already puzzles and space to arrange them. When positioned correctly, the puzzle snaps to the correct point and sticks to the place. They can no longer be moved. The word order matters. While still on the board, the image of correctly arranged puzzles will flash in the background. The activity is successful when all the puzzle pieces are in place.

Activity supports development

Form: language game

Objectives:
concentration exercises
improving eye-hand coordination and memory
graphomotor exercises
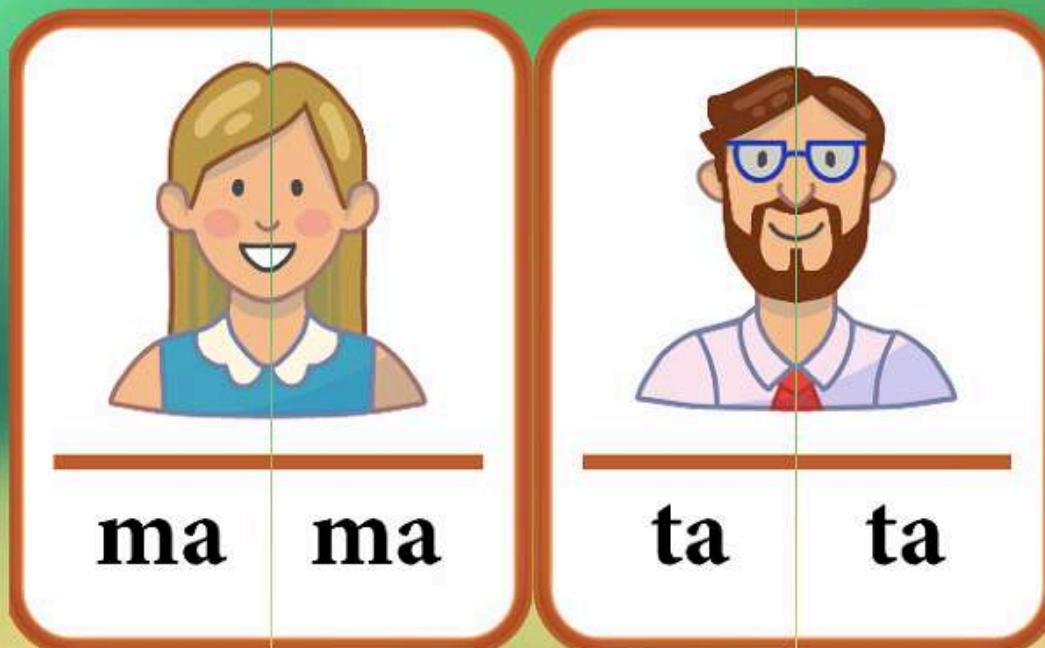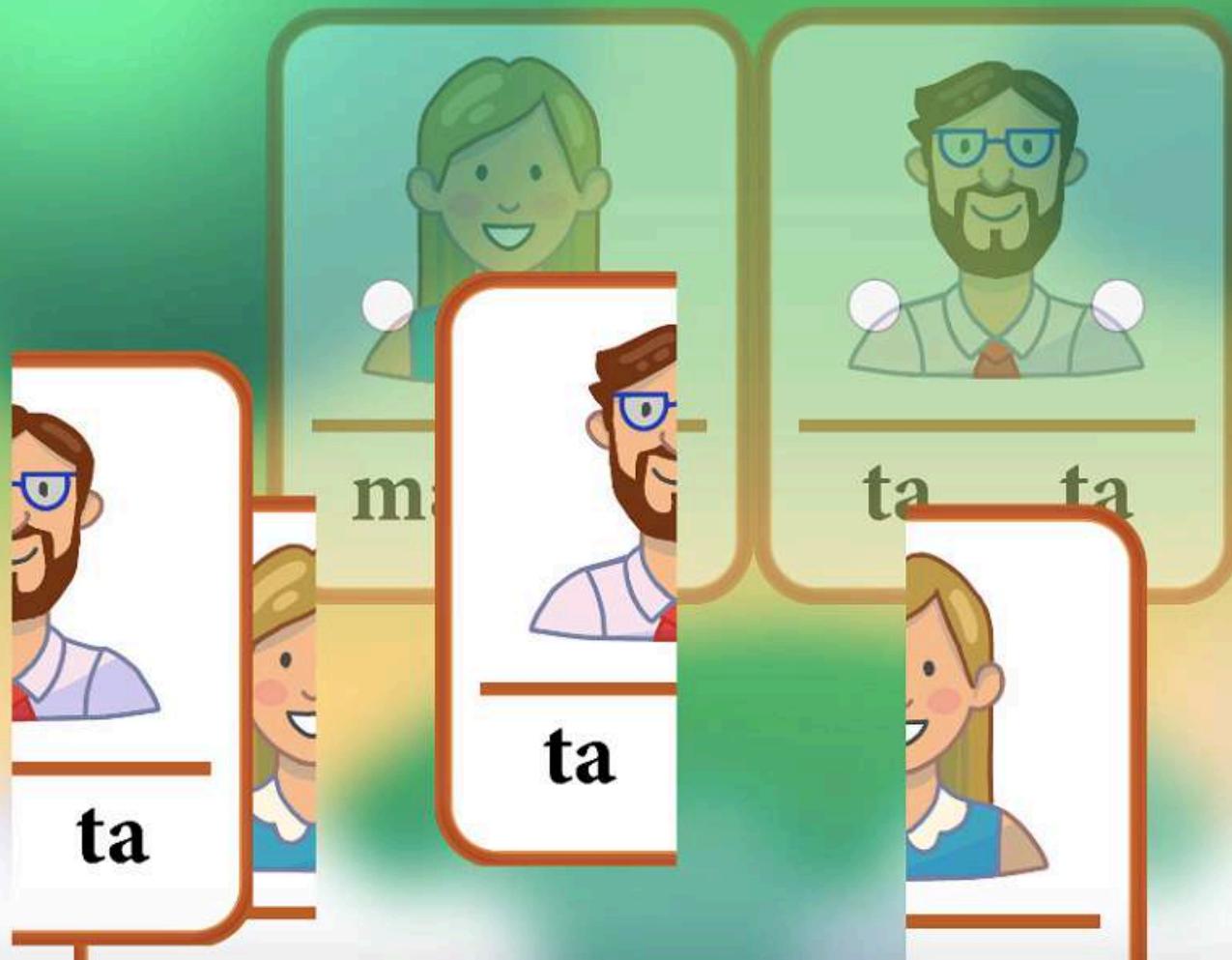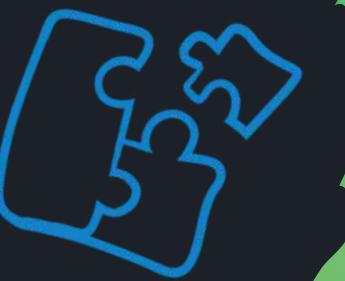
Break the code

The task of the participant is to correctly decipher the word. On the left side of the screen, using pictures or colors, there is a key that will help you decrypt the password. On the right, in the cipher field, there are items arranged in order, and below the field for letters that represent the password to be deciphered. Press on the letter in the key field, and then on the appropriate field under the item in the cipher field to save the letter. Letters can be changed again by clicking on another letter and then on the given field in the cipher field. The same letter may appear several times in a cipher. After all the cipher fields are completely filled, you need to press the envelope pile button. If the scrambled word is spelled correctly, the activity is successful. The levels differ from each other, e.g. the length of the encrypted word, the number of letters in the key field, the presence of unused letters in decryption in the key field. The application has several levels that differ in the length and complexity of the cipher.

Activity supports development

Form: language puzzle

Objectives:
vocabulary enrichment
visual attention exercises
improving hand-eye coordination and memory
concentration exercises
text comprehension exercise

Where is the monster?

There are three activities to choose from with different levels of difficulty.
The first one has no time limit. In the second activity, the participant has 1:30 minutes to find monsters, and in the third 45 seconds.

At the beginning, there will be a set of three creatures that the participant may know from other planets. They should be memorized, because these are the characters you need to find on the board. Then you have to click anywhere to make the board appear. After a while, the clock will also start. With a magnifying glass, guided by a pen or cursor, you can x-ray the houses and other elements on the board. When a student finds a creature, they should press on it with a pen to mark it. When all the characters are found, the activity ends successfully. The activity fails after choosing a creature that was not memorable or time runs out.

Activity supports development

Form - a language game

Objectives:
improving the ability to count elements in the range of 1-3
encouraging healthy competition
improving eye-hand coordination and memory

The planet in educational practice
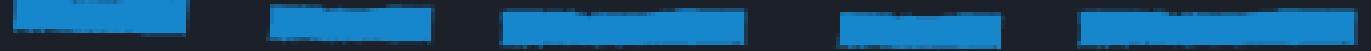
Knowla.

Get to the vault

Knowla's Activity: Break the Code

The task of the participants is to break the next system security. They have, for example, 30 seconds per activity to complete them (the time can be adjusted to the group, as well as the selected difficulty level). Solutions are written down in their notebooks, empty fields remain in the application. After completing all activities within a level, restart the activity from the beginning. Each student writes down their proposed solution while the rest of the class checks their solutions.

It is worth thinking about a reward for people who get to the vault.

Knowla

Exercise your mouth

Knowla's Activity: Connect the faces

Students have to match two matching smiley faces. Once they have successfully combined the given emotes, they must all perform the same mouth pose as the matching creature.

Knowla

Make a word

Knowla's Activity: Puzzle with syllables

Materials: a piece of paper (they can be with prepared rectangles to complete the puzzle, i.e. with a place at the top for a drawing, a place to write down a syllable, a scale for the next puzzle), writing utensils and drawing scissors

Course:

The task of the participants is to complete puzzles similar to those in the application for words of their choice. You can let students have a moment of fun in the application, after which they will be inspired to create their own puzzles. Everyone should make a puzzle for several different words. After completing the puzzle by the student, check the correctness of their writing. Then all the prepared puzzles are collected by the whole class and mixed with each other. They are placed on the floor and students have to make words from this great splinter of words. If someone succeeds, he must say the word aloud and then break it into syllables and sounds. The person with the most words wins.

It is worth determining whether they must be words created in the intention of a given person or whether they can be words created from various puzzles.

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It's smart to play.

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

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