Planet Sen

Sen for special educational needs!

The Planet Sen contains 280 interactive activities for children with special educational needs. A set of diverse, comprehensively developed activities supports the youngest in shaping intellectual activities, developing emotional, social and communication competences, stimulates the development of speech. It contains both elements of speech therapy and exercises in the field of corrective-compensatory and revalidation classes. It helps to develop cognitive skills and improve perceptual and motor functions. It trains memory, concentration and perceptiveness and the ability to think logically.

Knowla

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

The Planet Sen apps include difficulty levels:

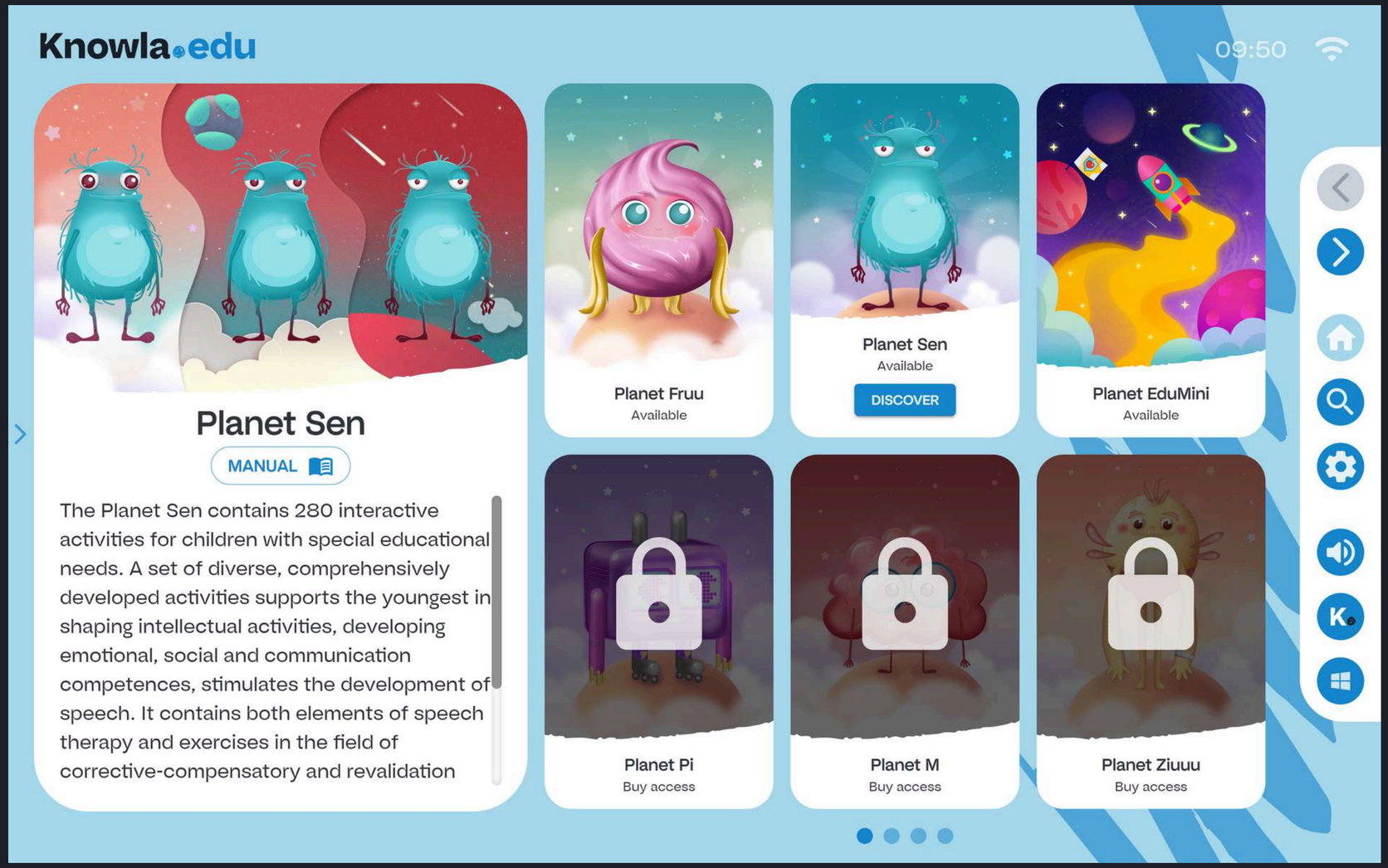
- level 1: 3 - 4 years,
- level 2: 5 - 6 years
- level 3: 7 - 10+ years

The age of use shown is only suggested. Each activity and its level should be selected according to the student's abilities and special educational needs (whether levelling or developing talents).

System buttons and menu view

Knowla

Planet Sen in the Educational Universe



Knowla

Main menu - Knowla Box / Knowla 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)

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

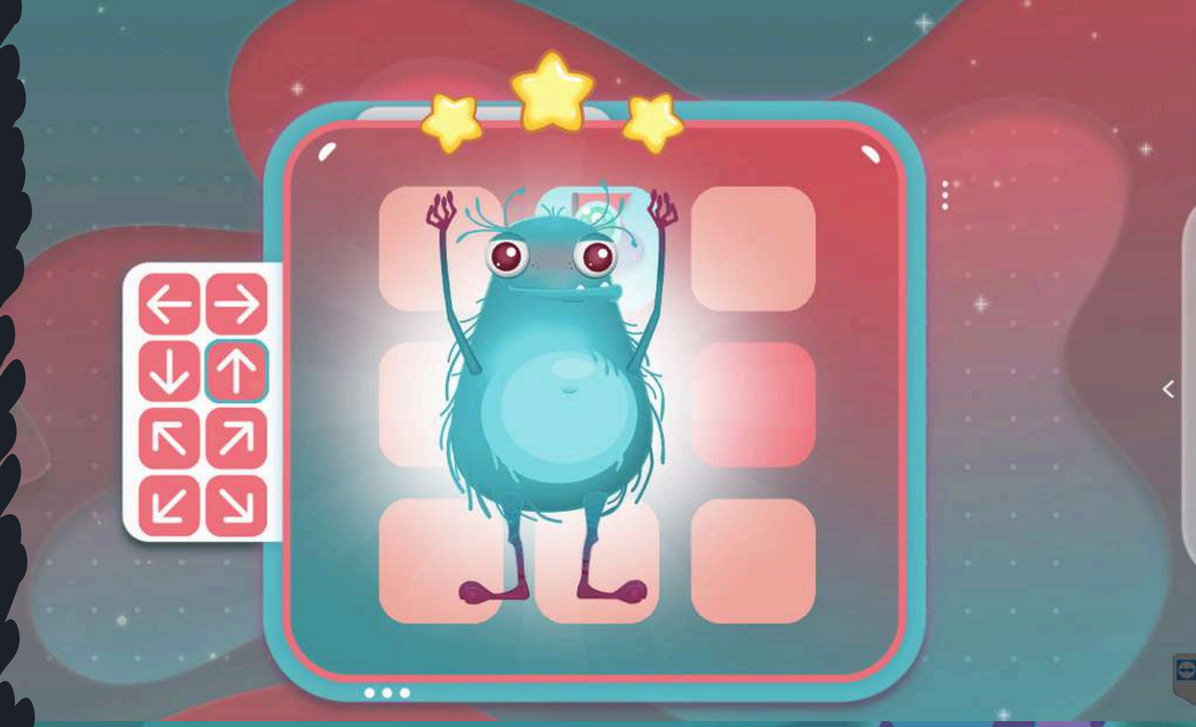
turning on/off the particle effect; e.g. in "Draw letters" it turns off/on the "sparkling" while writing

allows you to move a given object around the board

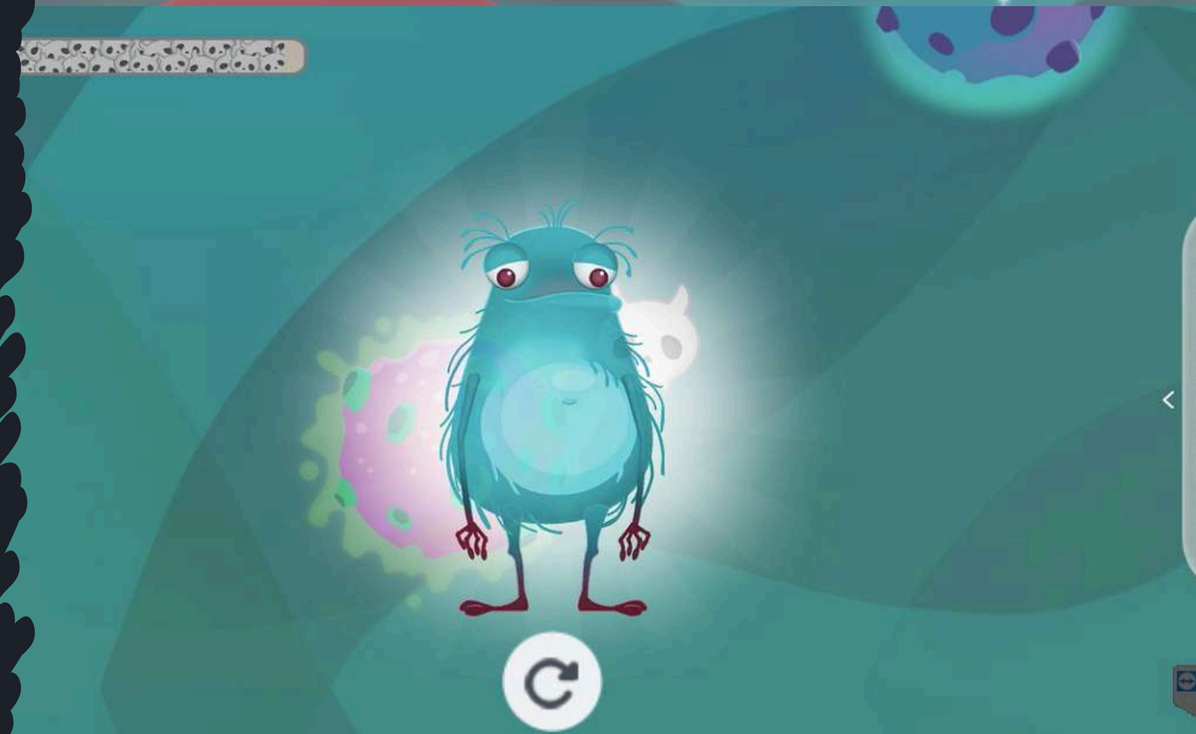
accessibility panel (including colour adjustment)

interactive activity guide

Successful activity



Activity failed



Activity list
with quantity or time

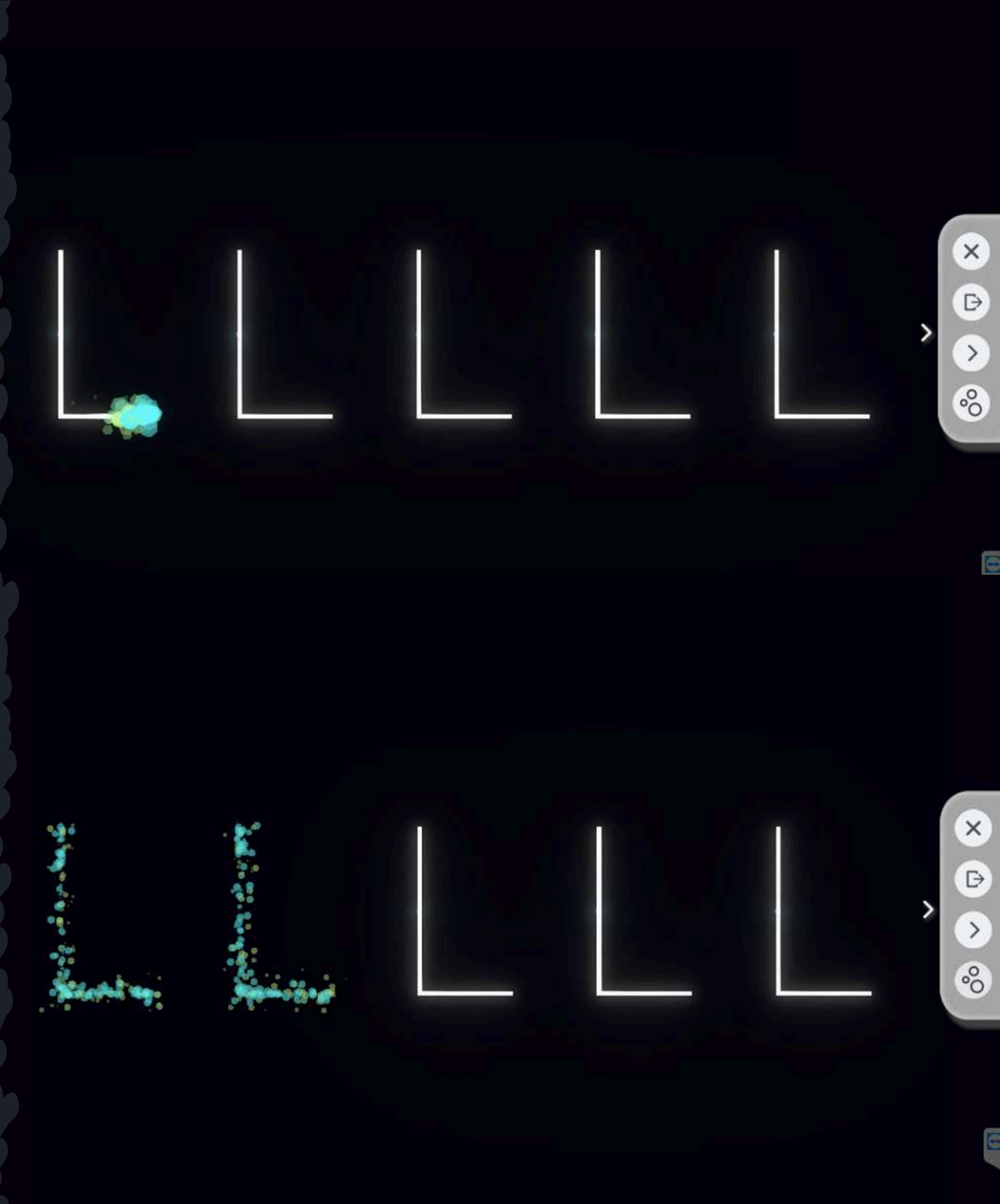
The Planet Sen includes 17 apps with 280 activities:

1. Trace the patterns - 30 activities
2. Colour the pictures - drawing - 12 activities
3. Colour the pictures - filling - 12 activities
4. Monstrous mazes (3 levels) - 30 activities
5. Monster Rocket - 1 activity
6. Put together a puzzle - 50 activities
7. Puzzle with emotions - 20 activities
8. Select dot and connect - 20 activities
9. Select side and connect - 20 activities
10. Connect dots by numbers - 20 activities
11. Program the way (3 levels) - 3 activities
12. Road coding (3 levels) - 30 activities
13. Play the drums - 1 activity
14. Play the piano - 1 activity
15. Follow the trail - 2 activities
16. Daily schedule - 1 activity
17. Where is the monster? - 3 activities

Knowla

Trace the patterns

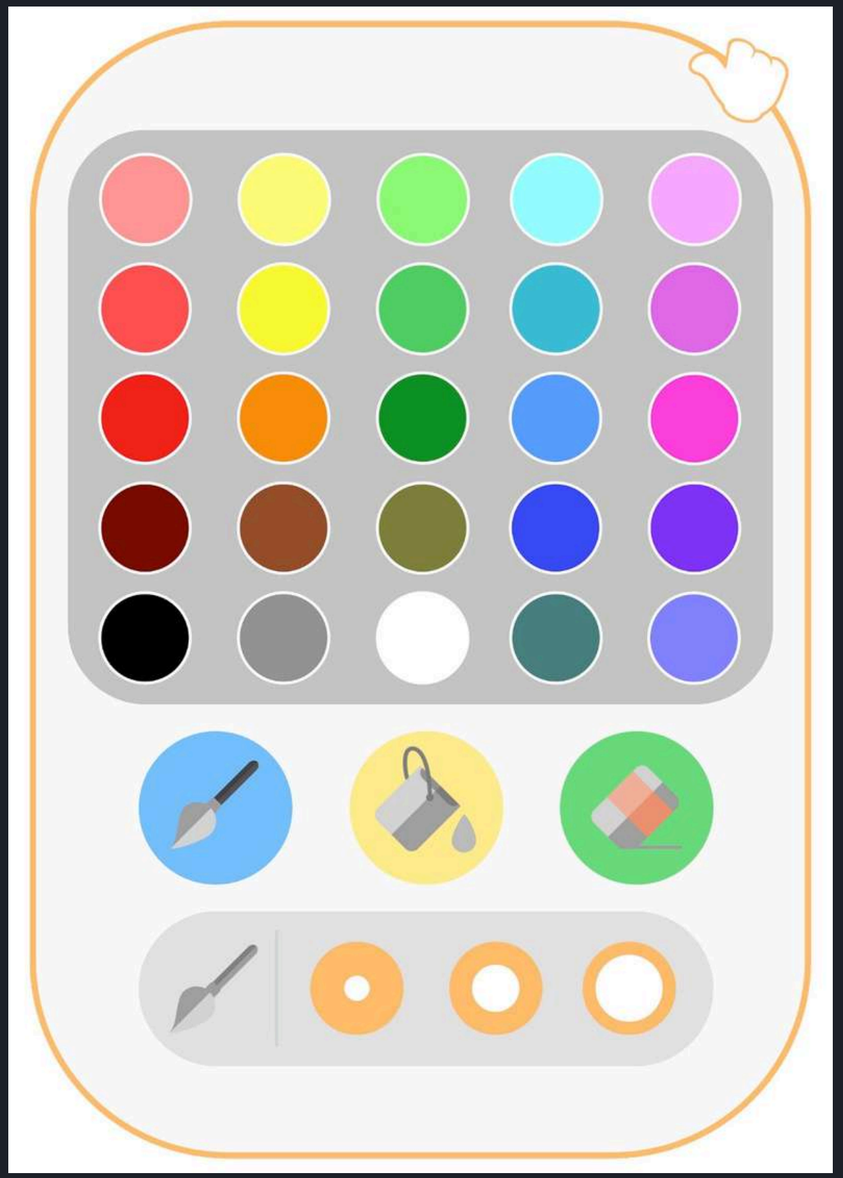
There is a set of lines on the board.
The task of the participant is to recreate the trace in the correct direction of drawing. Only in this way will the pattern be filled. From time to time, an animation is activated that shows the right direction of action. Be careful to pull each line to the end. After filling the pattern, it fills with "crystals" that can be scattered all over the board.
This effect can also be turned off in the side panel so as not to be distracting during the task.



Colour the pictures - drawing and filling

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

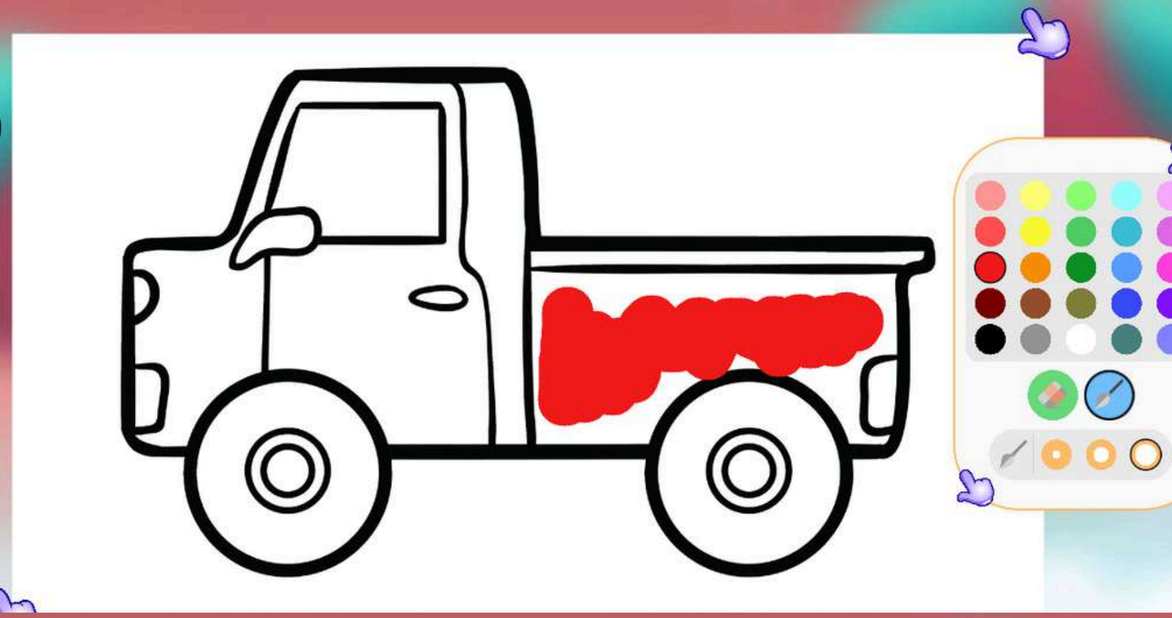


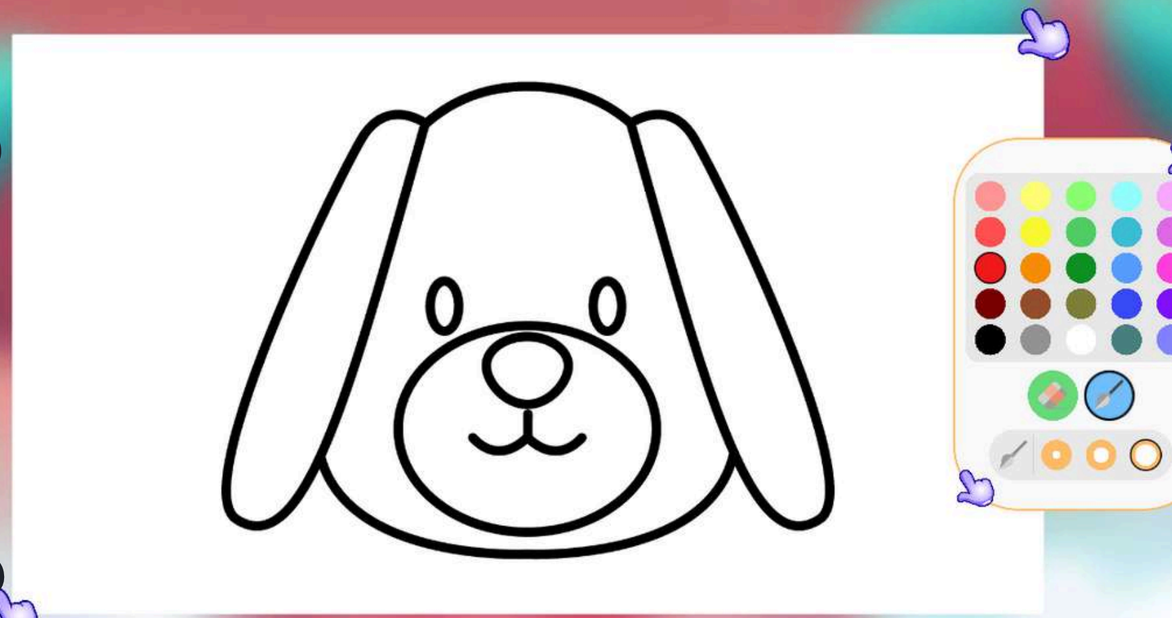
Colour the pictures - drawing

The activity refers to a traditional colouring book. From the side menu, choose the colour, the size of the drawing trace. Once the drawing trace size and colour have been selected, the child fills in the colouring book, drawing as if they were doing it on paper. The lines of the colouring book can be coloured in. Once the eraser symbol is selected, the colour is rubbed off.
The activity includes examples of themed drawings as well as those depicting letters and numbers.

Both the menu and the colouring book can be moved by grabbing the paws.

The activity includes examples of themed drawings as well as those depicting letters and numbers.



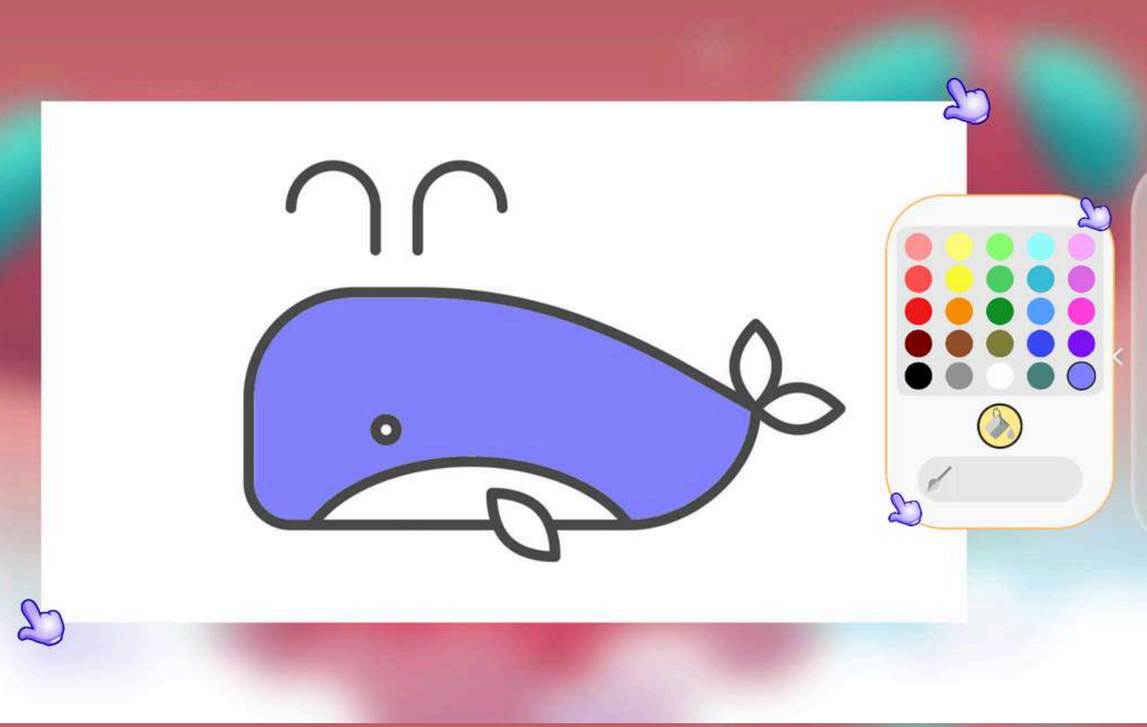


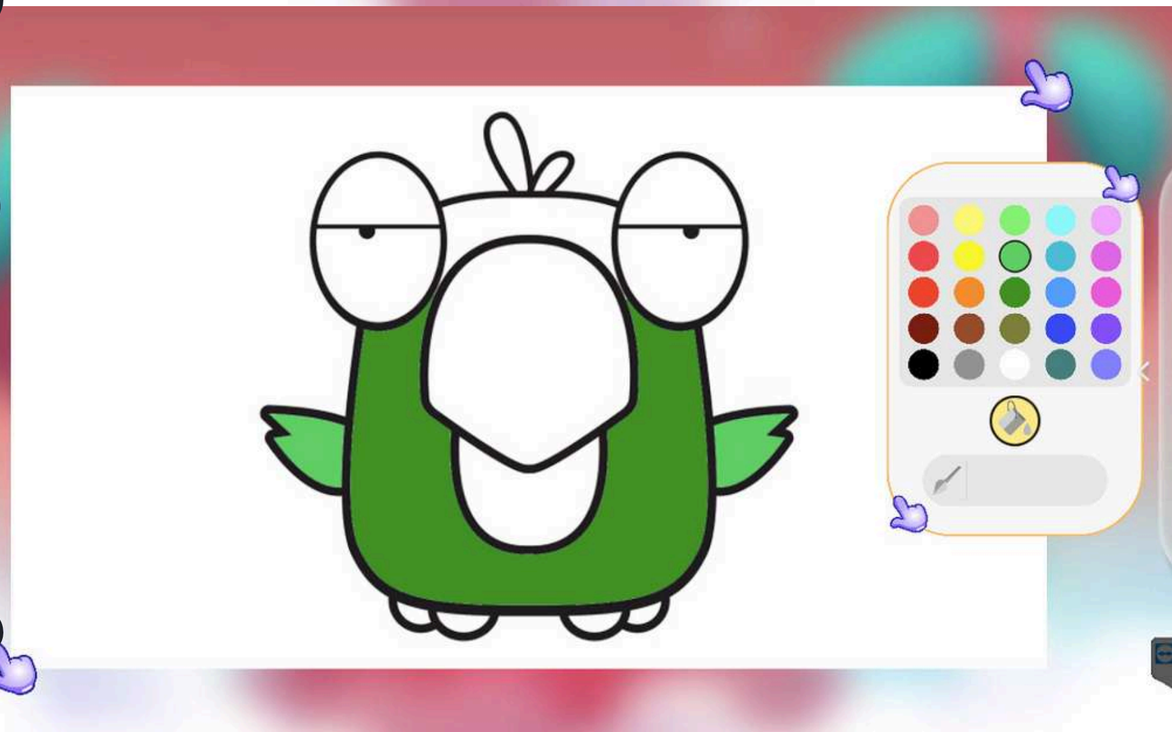
Colour the pictures - filling

The activity refers to the traditional colouring book in digital versions. Instead of drawing, here you have to fill in the entire shape at once with a given colour.

Instead of a brush symbol, there is a paint container symbol. You select the colour of your choice and then press on the field. After a short while, the colour will be filled in.

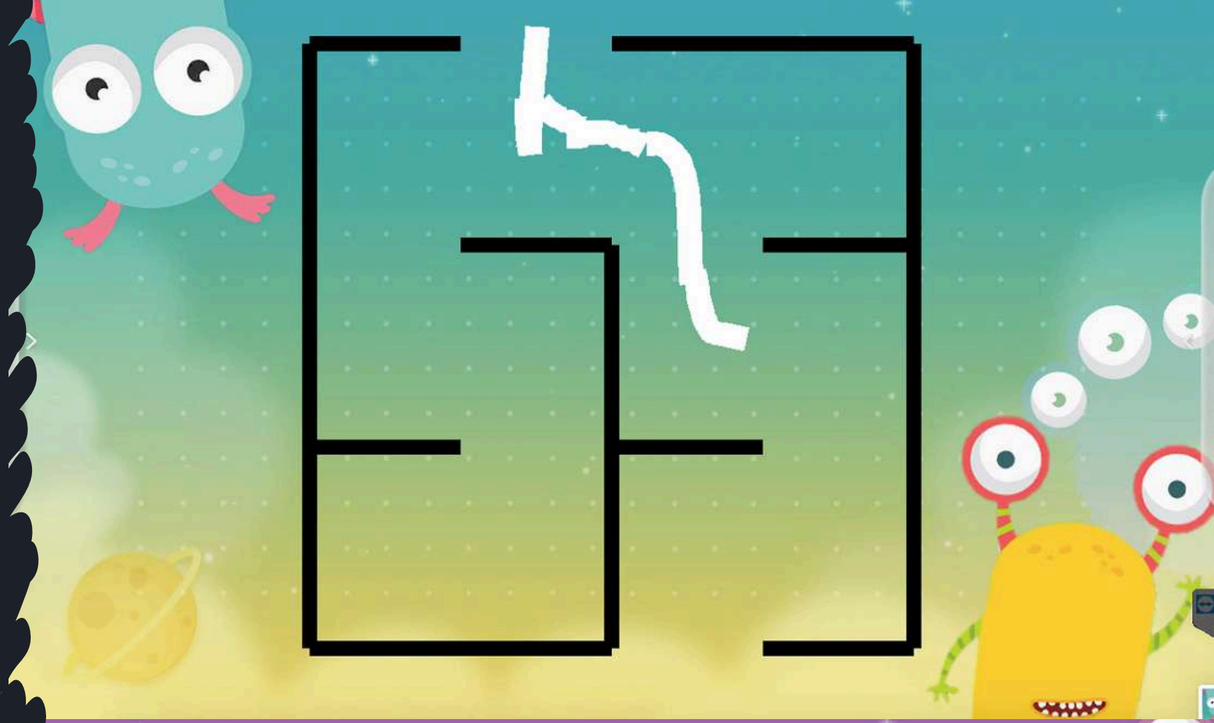
Both the menu and the colouring book can be moved by grabbing the paws.

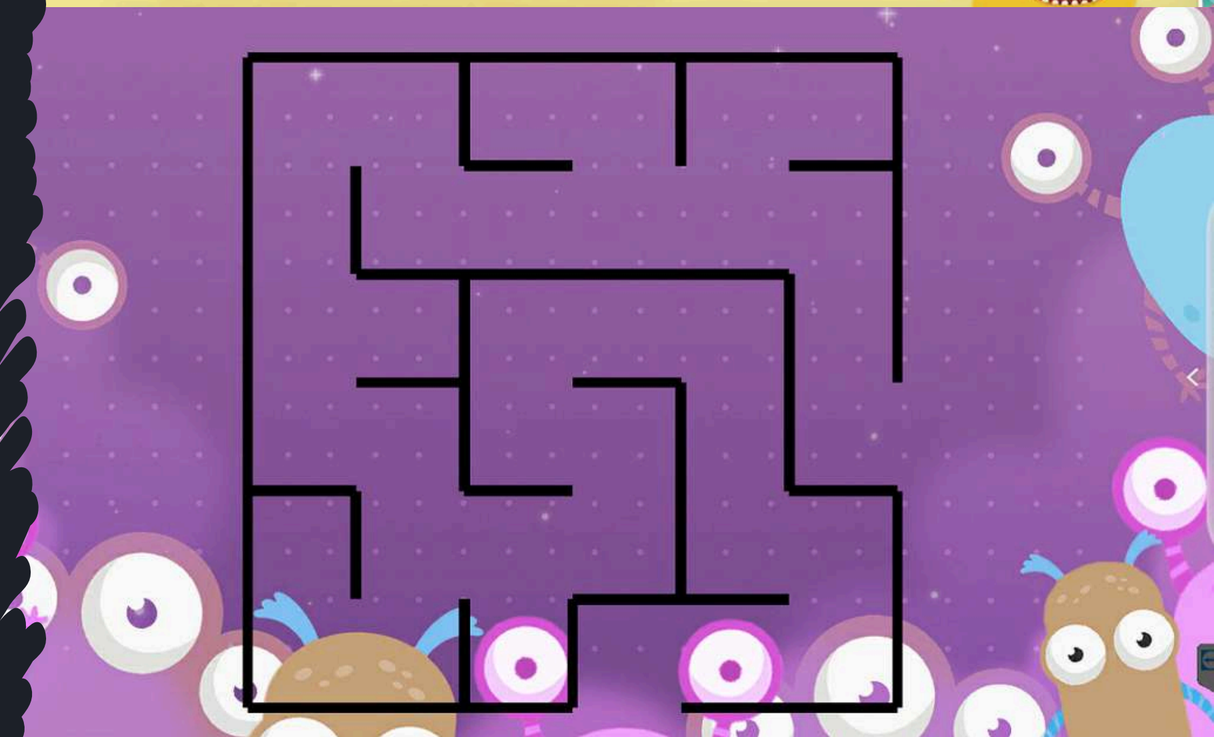




Monstrous mazes

Make a line from the entrance to the maze to its end. The line must not be interrupted anywhere. If a line breaks, make sure that the continuation is connected to the previous line. The line should also not go to the edges of the maze - the line drawn so far will be highlighted in red and disappear.
Pay attention to whether the drawn line extends beyond the entrance/exit of the maze.
A correctly drawn line should turn green and all activity is successful. It does not matter from which side the participant enters the maze.
After passing the maze, the activity will be successful.



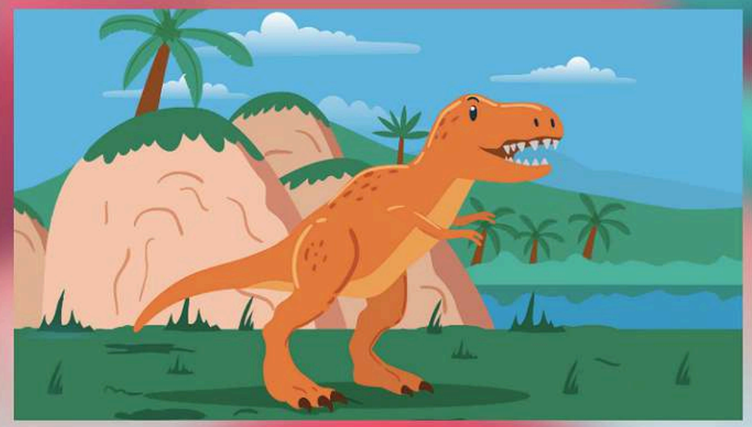


Monster Rocket

The task of the participant is to collect emotes that are fuel for the rocket and avoid meteorites. Click/throw the ball/press the pen in the right place to move the racket to the selected location. The game ends when the rocket crashes into a meteorite or the emote fuel runs out.

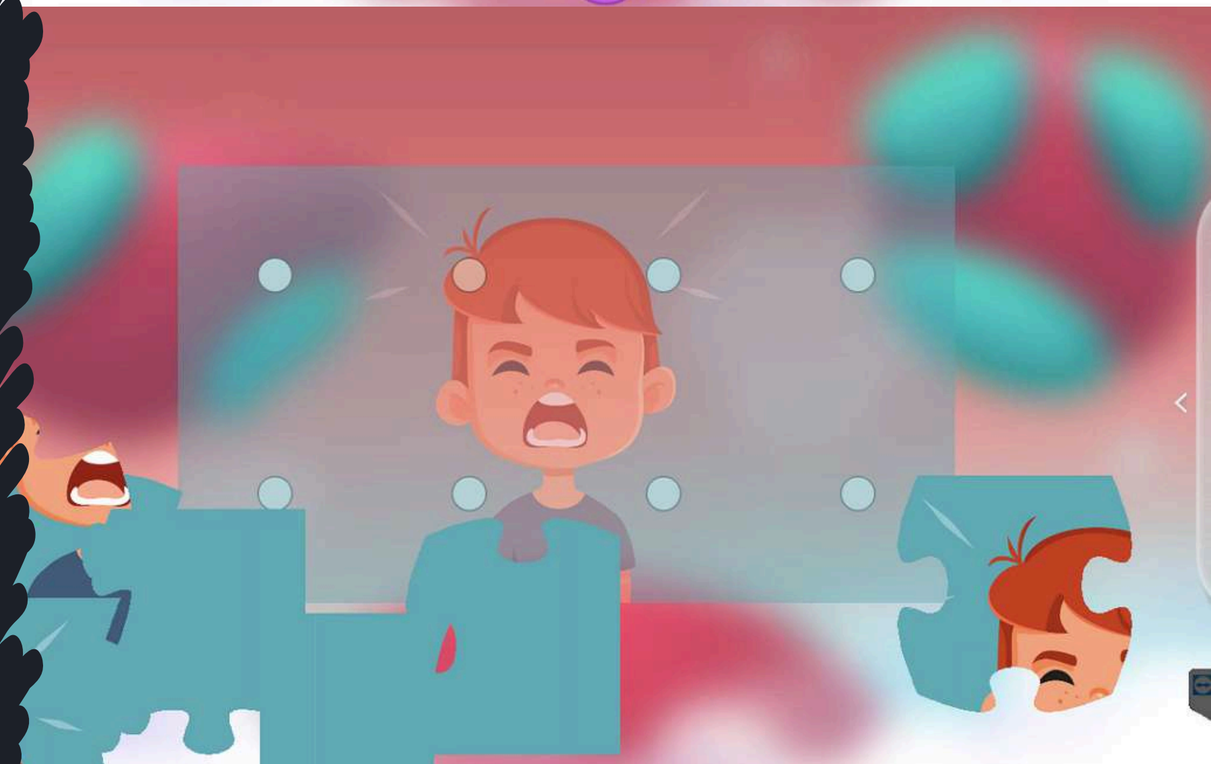
Put together a puzzle

After starting the activity, the puzzle activity selection window appears. The windows are numbered. After selecting a given number, a picture is displayed.
The child can get acquainted with the elements in the picture in an unlimited time. There is a play button under the picture. After clicking the play button, the picture breaks down into puzzle pieces.
Dots appear on the field that suggest where to drag the puzzle. If there is a problem with arranging a puzzle, there is no action on the board, every now and then a hint appears in the puzzle area, what the picture to be solved looks like.
A correctly placed puzzle on a dot no longer changes its position. A badly arranged puzzle remains mobile.
The activity is successful when the picture is placed correctly.



Puzzles with emotions

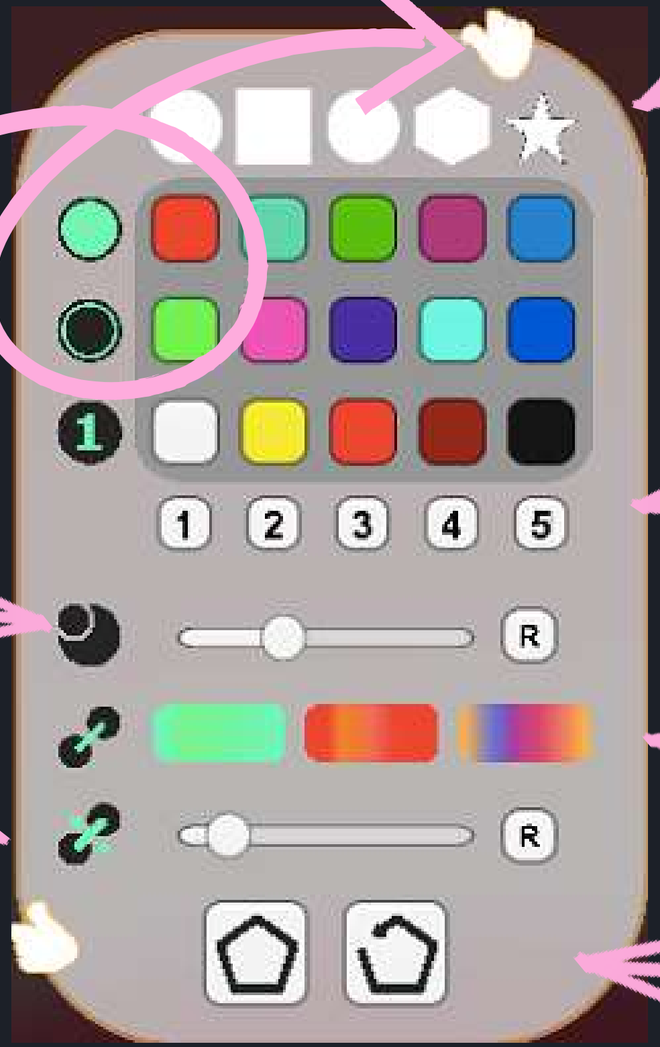
After starting the activity, the puzzle activity selection window appears.
The windows are numbered. After selecting a given number, a picture is displayed. The child can get acquainted with the elements in the picture in an unlimited time.
There is a play button under the picture. After clicking the play button, the picture breaks down into puzzle pieces. Dots appear on the field that suggest where to drag the puzzle. If there is a problem with arranging a puzzle, there is no action on the board, every now and then a hint appears in the puzzle area, what the picture to be solved looks like.
A correctly placed puzzle on a dot no longer changes its position. A badly arranged puzzle remains mobile.
The activity is successful when the picture is placed correctly.



Select dot and connect, Select side and connect, Connect dots by numbers

Legend:

handle - the palette with the tools can be placed at any point in the field, pressed in the side panel will reveal or hide the menu



choice of the shape of the "dots"
choice of dot color
selection of the "dots" perimeter
choosing the color of the first "dot"

selection of a ready-made set of all color "dots"

choice of dot size

line color selection

line width selection

pentagonal buttons - when the connection is complete, the entire pattern or path of the connection is presented

Select dot and connect,
Select side and connect,
Connect dots by numbers

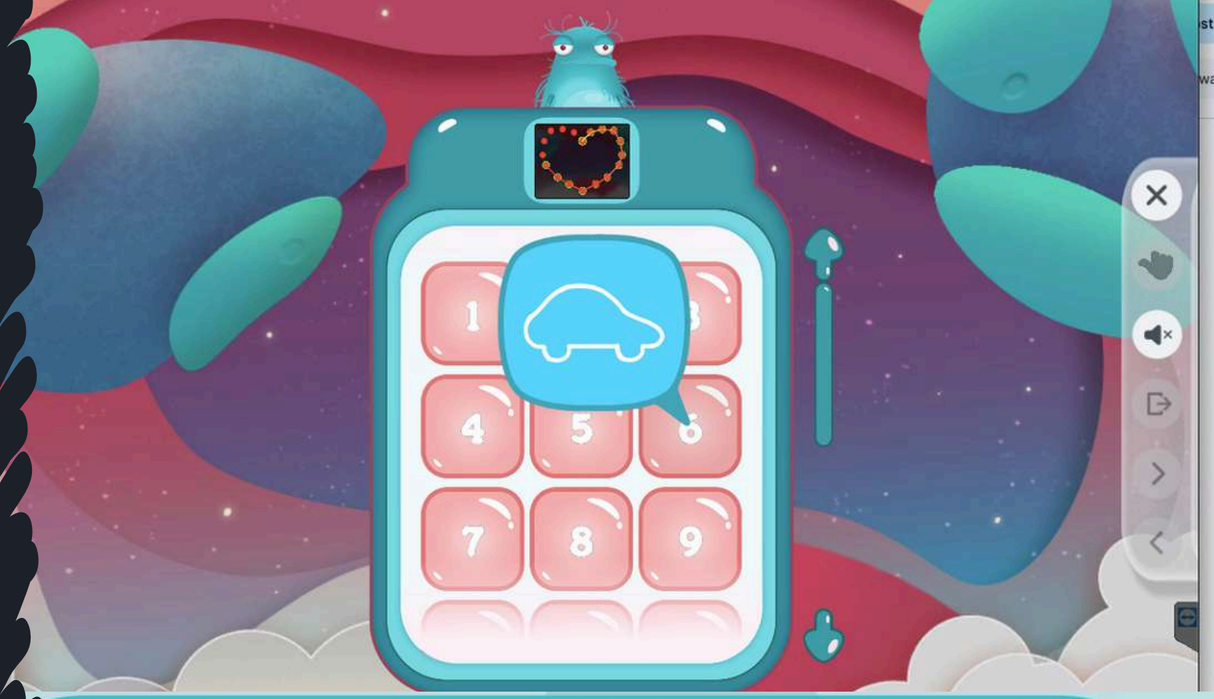
The participant's task is to connect all the dots. The first selected dot should be marked. A line then draws from it. Press on the next dot and the line is marked. The activity is repeated until it is completed. A line can only pass through each dot once. Connect the dots along the shape (along the outline) and do not skip dots or pass through the middle of the shape.

The applications vary in the freedom or order in which the steps can be connected.

Select a dot and connect - you can select any starting dot and choose any side to connect after the shape.

Select a side and connect - the starting dot is selected. You can select any side to join after the shape.

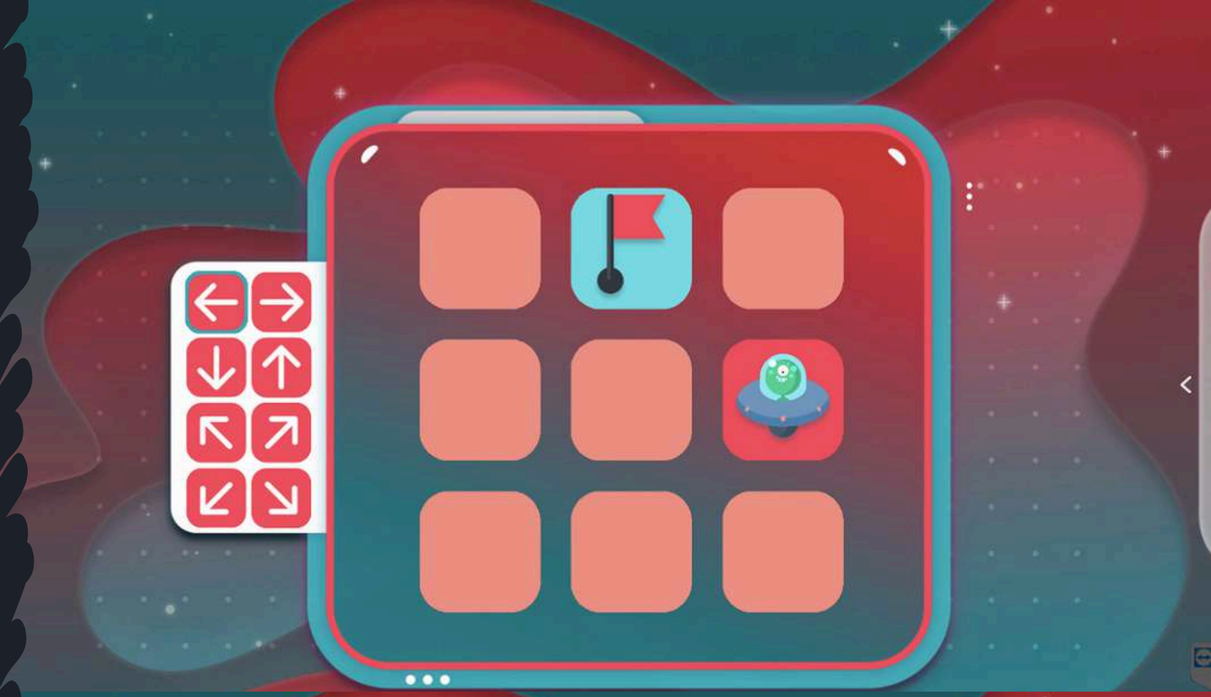
Connect dots by number - the order of connecting is numbered.



Program the way

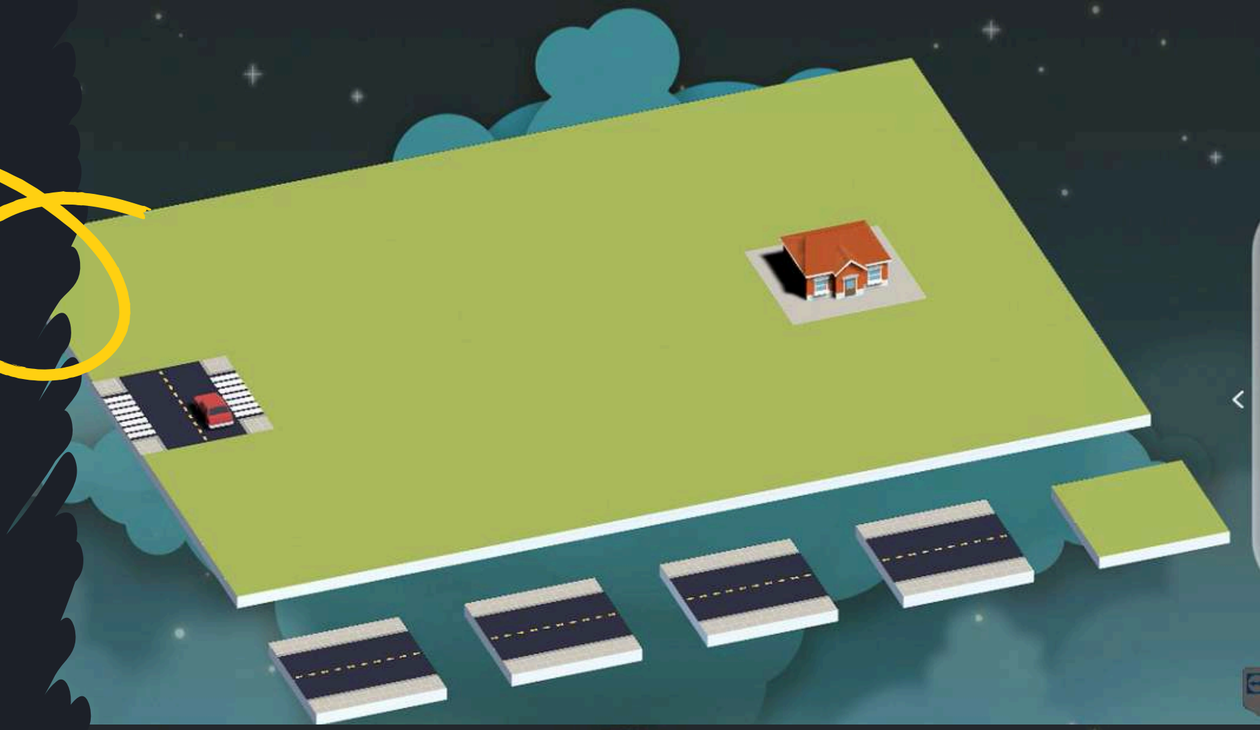
The task of the participant is to lead the spaceship to the flag. There are arrows with different senses and directions to use. To set an arrow, click on it and then place it on any field of the board. The arrow points to the next space the ship will be on. With one selection of the arrow, you can set several of the same on the board. A superimposed arrow on the same square that previously had another arrow cancels the previous one.
To remove an arrow from the board, click on it. The number of arrows set does not matter. Click on the ship to launch it. Then it goes all the way set by the arrows.
The ship always chooses the shortest one from the paths indicated by the arrows. When arranging the road, avoid the bombs that end the game with failure. If the arrow leads the ship to an empty space or off the board, the activity fails.

The activity is successful when the ship reaches the flag. The number of stars on the final screen depends on the efficiency of the road. The fewer arrows used, the more stars.



Road coding

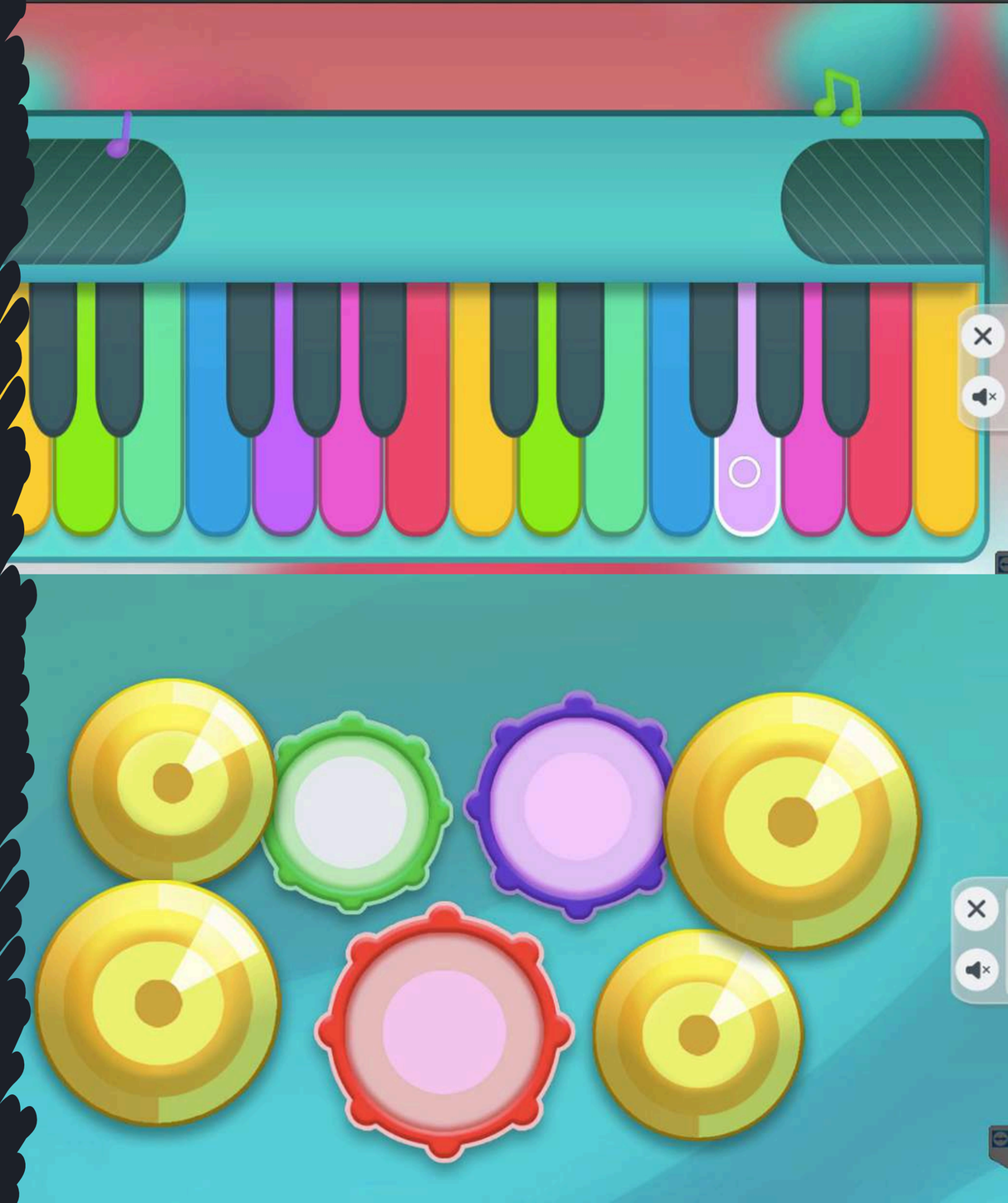
The task of the participant is to drive the car to the red house.
For this purpose, there are a certain number of road pieces at the bottom: curves, straights, intersections. The road should be connected with each other so that the asphalt or pavement has a continuation or, in the case of intersections, connects the road with the lanes.
These items cannot be rotated. To arrange them, click on them, and then to the place where you want to put them.
The green fields are empty and you can place items on them.
You can switch the places of given pieces by pressing on them in turn. You can also put them down back under the board. It is good that the road is adapted to the environmental conditions, but the main goal is to make it possible for the car to reach the selected house.
If the road is laid correctly, the activity will be successful.



Play the instruments

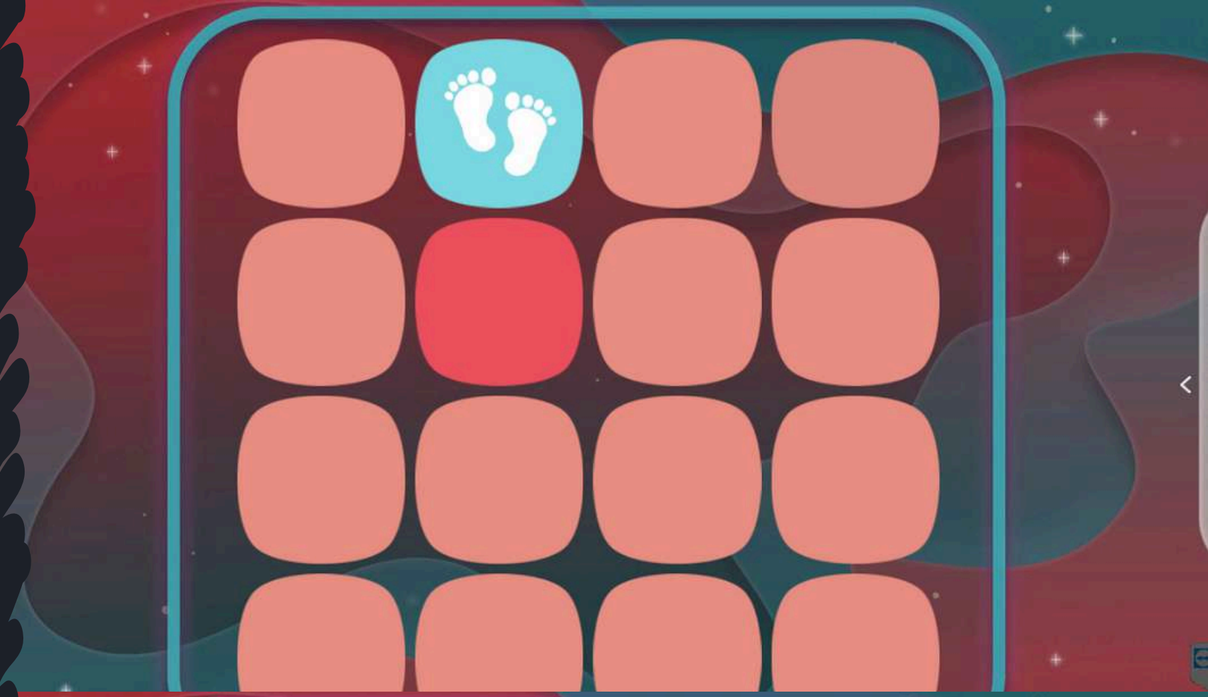
The activity sound should be turned on. (To turn the volume down or up, use the keyboard supplied with the Knowla kit.)

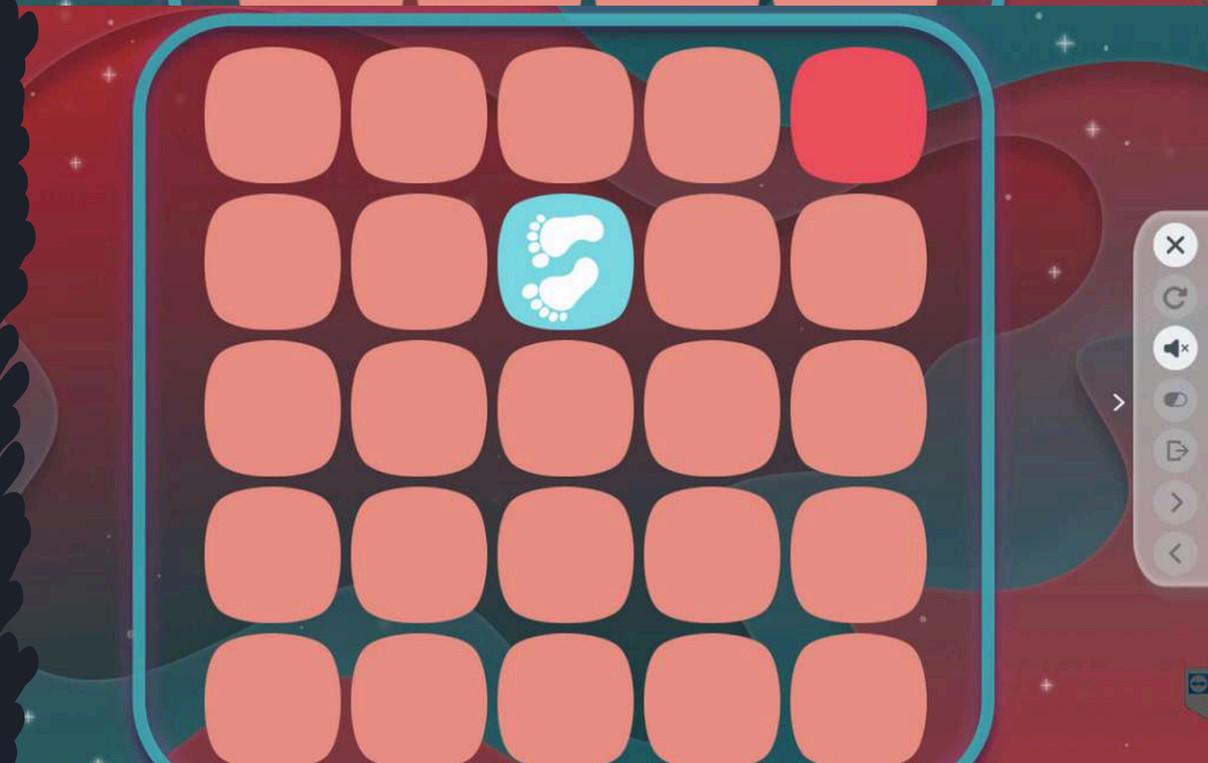
There is a piano in the range: C - H' and a set of drums and cymbals. You can click on each key and drum, throw a ball at them, or press them with a pen/finger.



Follow the trail

Best displayed on the floor.
Squares appear on the board, in one of them there is a picture of feet. After a while, the square with the feet changes its position to one of the adjacent ones. The change of position occurs an infinite number of times. The task of the participant is to follow the drawing of the feet.
The applications differ in the size of the board.





Daily schedule

Legend

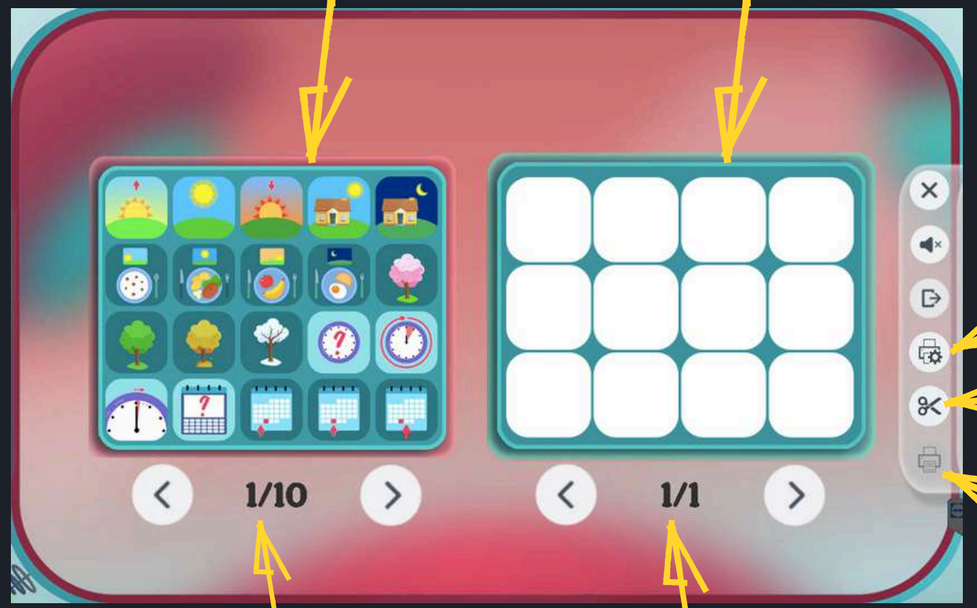
plan name

select a saved plan

new plan

plan deletion

revert to the previous edition



items to use

picture board

print settings - here you can save the plan, select the printer, also convert to pdf

cutting

printing

number of cards with items to use

number of boards

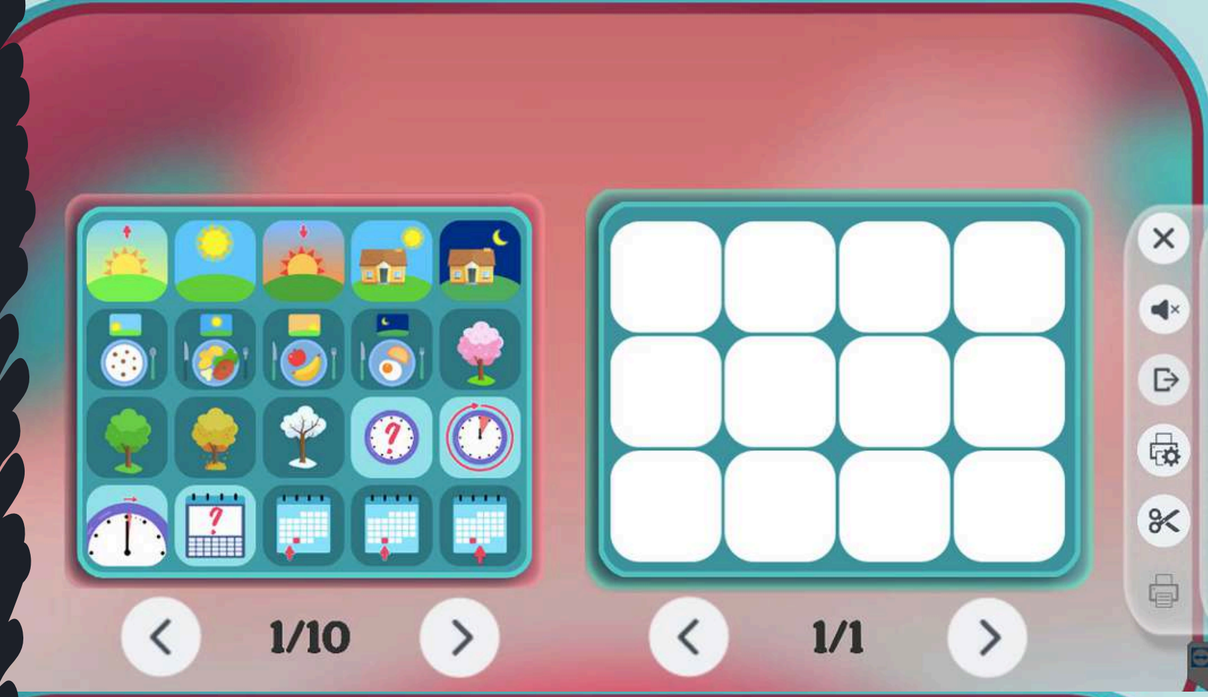
Daily schedule

You can set your daily schedule using the given items on the left. Just click on the elements with a pen and then on the selected fields to set them in the squares on the right on a 4x3 board. Items that have already been set can be changed.

You can use the arrows below the elements to switch between successive element boards. By pressing the arrow below the grids of the plan, you can create subsequent boards on which you can place elements (there is no limit of boards) or switch between them.

The finished plan can be saved as a pdf or printed. These options are in the sidebar.

Before exiting the app, it's a good idea to save your plan in the app on your device. You can do this in the side panel in the printer settings.



Where is the monster?

There are three activities to choose from with different levels of difficulty:

- The first one has no time limit.
- The second activity has 1:30 minutes to find monsters.
- The third activity has 45 seconds.

At the beginning, there will be a set of three creatures that the participant may know from other planets. They must be remembered, because they must be found. Then 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.
Once you find a character, press on it with a pen to deselect it. When all the characters are found, the activity ends successfully. The activity fails when you press on a character that was not memorable or time runs out.

The planet in educational practice

Knowla

Emotions speak to us

Knowla's activity: Put together a puzzle

The child should go through the activity by putting together the puzzle. Then, discuss with him the situation presented in the picture and together think about what emotions, intentions or thoughts the characters are experiencing and what indicates this. It is worth considering the relationship between the people in the picture, if they meet.

At the end, children act out scenes in which they can present in what situations the given situations may occur and how they should behave in them.

Knowla.

Music teaches cooperation

Knowla's Activities: Play Drums, Piano
What you need: You can use the instruments available in the classroom

The children's task is to create a song together, which they will play to others (in a play for parents or for the rest of the class). Each of them can choose their own instrument (they don't have to be the same). They can recreate a well-known song or come up with something of their own. It's important that they work together on this. How in a professional orchestra, each is an essential element of the whole and is equally important.

Knowla.

We plan our activities

Knowla's Activity: Daily schedule

Create a daily schedule with your students. This can be done together as part of this exercise, or you can have a plan already prepared and presented to students earlier, which will be consolidated at the moment. You can also make such a plan for the day of an important event, e.g. a trip, so that children know what will happen next.

After coming to class, children arrange the elements symbolizing the activities that they will perform that day. You can save this project and print it out for each student.

It’s smart to play.

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

Knowla