

# LEARNING TECHNOLOGY TOOLBOX 2



The following are student learning apps, platforms and portals. Each one as a specific purpose.



\* Where indicated, if you would like to access these tools at home please contact your child's classroom teacher.

When at school, students access most of the learning technology via student/habitat iPads. Students log in, where possible, with a username, password or secure access code.

## About the Learning Technology

## Access at Home



**SSP MONSTER**  
P-2

An app that provides video lessons to help students learn **phonics and high-frequency words**.  
[www.speechsoundpics.com](http://www.speechsoundpics.com)

\* Parents can download their version from their app store and ask for the school username and password.



**SSP PIANO**  
P-2

This app helps learners **crack the alphabetic code** quickly and easily encode and decode any words in the English language.  
[www.speechsoundpics.com](http://www.speechsoundpics.com)

\* Parents can download the app from their app store.



**WUSHKA**  
1-4

A cloud-based **digital reading program**. Teachers select appropriate reading levels to ensure students' progress at their appropriate pace.  
[www.wushka.com.au](http://www.wushka.com.au)

\* Can be accessed at home via [wushka.com](http://wushka.com) using student login.



**ENGLISH STARS**  
3-6

A platform for teachers to set **literacy/English** tasks for class or individual work. Students access text, video, audio and interactive activities.  
[www.englishstars.com.br/#englishstars](http://www.englishstars.com.br/#englishstars)

\* Can be accessed at home using student login to review learning only.



**MANGA-HIGH**  
P-6

A game-based site that balances fun and learning where students learn **Mathematics** via purpose-built games. Teachers can set tasks for home access. In addition, students can select their own lessons and games.  
[www.mangahigh.com/en-au/](http://www.mangahigh.com/en-au/)

\* Students can access at home via [app.mangahigh.com/login/student](http://app.mangahigh.com/login/student) with student login.



**MAKERS EMPIRE**  
P-6

A 3D design app used to teach **design and technology skills**. It helps students develop design thinking, critical thinking and problem-solving skills.  
[www.makersempire.com/](http://www.makersempire.com/)

\* P-2 can download the app on home devices using student login. Years 3-6 can use at home with school assigned device using student login.



**iMATHS**  
P-6

iMaths Kids offers students interactive digital tools to support **mathematical concepts**.  
[www.fireflyeducation.com.au/imaths](http://www.fireflyeducation.com.au/imaths)

\* Can be accessed at [https://online.fireflyeducation.com.au/services/student\\_login/imaths](https://online.fireflyeducation.com.au/services/student_login/imaths) with class access code from the teacher.



**Stile**  
3-6

A platform of **interactive lessons across many areas of learning**. It is used by classroom teachers, as well as our LOTE and Music teachers. Lessons are tailored. In Years 4-6 most learning is delivered via Stile across all learning areas.  
[www.stileeducation.com](http://www.stileeducation.com)

\* Can be accessed at home using student login to review learning or complete home learning tasks.

## Teacher Access Only



**MAPPEN**  
P-6

Mappen is an online professional solution for teachers with integrated units of work for students.  
<http://www.info.getmappen.com>



**SEVEN STEPS**  
1-4

A curriculum resource accessed by teachers (only) to help them craft fun and engaging writing lessons.  
[www.sevenstepswriting.com](http://www.sevenstepswriting.com)

