

DSH DINO, SHARKO, HIPPO



1 MULTIMEDIA ECOLOGICAL CURRICULUM

2 LITERACY, NUMERACY, SCIENCE

3 ANIMATION AND PRINTED MEDIA

THE CHARACTERS

BRIEF INTRODUCTIONS

DINO



As the oldest in the group, he is knowledgeable, respectful, and the most pensive. Dino also has the most vocabulary between the three, guiding Sharko and Hippo. He is five years of age.



SHARKO



Sharko is known to be an underwater creature that is adventurous, loud, and full of charm. In the midst of learning more about his four year old self, he also plays leader of DSH.



HIPPO



An introverted, curious creature, Hippo joins Dino and Sharko. He might be the youngest at three years old, but he is just as willing to follow Dino's smarts alongside Sharko's thrill for an escapade.



THE LEARNING ECOSYSTEM

How does DSH transform into a **multimedia** platform?



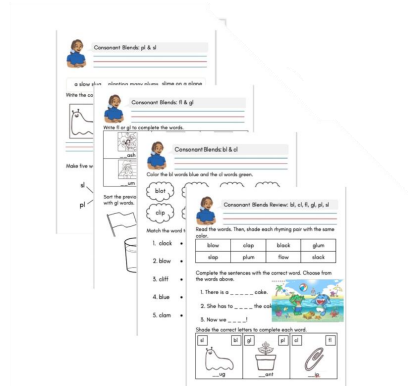
Online

DSH envisions an app that is made available to children where they can listen, read-along, and even record their voice whilst reading DSH reading primers. Games that target Numeracy concepts will also be made available.



Offline

With worksheets, activity plans, and teaching guides for parents, they can extend learning from the stories, to the app, to real life experiences to tap on that multi-intelligence capabilities of the unique child.



Merchandise

The friendly characters will be on merchandise that encourage fine motor and self help skills such as toothbrushes, flip-flops shirts, or even toys such as beach balls and alphabet blocks.





APP CURRICULUM

- * For ages three to six years
- * Inquiry based
- * Synthetic phonics for Literacy
- * Multi-sensory math for Numeracy
- * Bronfenbrenner's Theory for the Sciences

		Nursery	Kinder	Prep
L I T E R A C Y	Print Awareness	😊	😊	
	Syllable Segmenting		😊	😊
	Rhyme and Rhythm	😊	😊	😊
	Sentences			😊

N U M E R A C Y	Spatial Sense	😊		
	One-to-one correspondence	😊	😊	
	Patterns	😊	😊	😊
	Problem-solving		😊	😊

S C I E N C E S	Creating questions	😊	😊	😊
	Learning Attitude	😊	😊	😊
	Collaboration		😊	😊
	Critical thinking		😊	😊



EPISODES CURRICULUM

- * For ages three to six years
- * 26 week age appropriate curriculum
- * Includes Literacy, Math, and the Sciences

		Nursery	Kinder	Prep
L I T E R A C Y	Letter Recognition	☺		
	Letter Sounds	☺		
	CVC Introduction and Review	☺	☺	
	Word Blending	☺		
	Simple Sentences	☺	☺	
	Word Families		☺	
	Sight Words		☺	☺
	Consonant Blends		☺	☺
	Consonant Digraphs		☺	☺
	Vowel Digraphs			☺
	Ending Sounds		☺	☺
	Long Vowel Sounds			☺
	Controlled R			☺
	Further Spellings			☺
	Rhyming Words	☺	☺	☺
	Punctuation		☺	☺

Note: This is a partial expansion for the Literacy curriculum only.

HERE'S WHAT'S ALREADY AVAILABLE FOR DSH

EPISODES →

72 episodes that match 72 weeks of curricula
Encourages inquiry and reading comprehension
Can be extended for Numeracy and the Sciences

SHORT BOOK SETS →

Picture books that focus on rhyme and rhythm
ESL friendly
Different categories include food, animals, hygiene, manners, and the like.

ACTIVITY SETS →

Ready-made printables as follow up sheets
Customizable and age appropriate
Can be returned to our in-house teachers for assessment

LEVEL: NURSERY

3 TO 4 YEARS OLD

WHERE DOES THE SUN SET?

Sharko wants to know where the sun sets, and so swims out beyond the beach and into the ocean to follow it.

CLEAN UP ON AISLE FOUR

An accident in the grocery store highlights mall etiquette for Sharko. Meanwhile, Dino and Hippo who are in the same store, help him clean up.

LEVEL: KINDER

4 TO 5 YEARS OLD

HIPPO RIDES A BICYCLE

Hippo remembers riding a wooden balance training bike, but now that he's older he needs to learn how to pedal his bike! Catch the older ones, Dino and Sharko, cheering Hippo on as he practices his new bike.



FUN AT THE BEACH !/

The three friends spend a lovely afternoon by the beach. With some sandy troubles along the way, this story highlights manners, adventure, and friendship.

LEVEL: PREP

5 TO 6 YEARS OLD

THE ELEPHANT IN THE ROOM

After a visit to the zoo, Dino wonders why the zoos don't keep cats and dogs and chickens, and why we don't keep giraffes or elephants at home! Uncle Will explains to him the difference between wild and tame animals.

HOT TO TOUCH, NOT TO TOUCH

The three characters experience different scenarios that coincidentally lead them to the clinic. The doctor highlights the five senses, and what DSH can do to take care of them.

EXPANDING: FUN AT THE BEACH

- * Age appropriate for four to five years of age
 - * How we implement the inquiry-based method?
 - * Applying Bronfrenbrenner's Ecological Theory
 - * Extending through online and offline activities
 - * Materials and merchandise

LESSON GUIDES

INQUIRY BASED CURRICULUM Fun at the Beach
Literacy Lesson Sample:

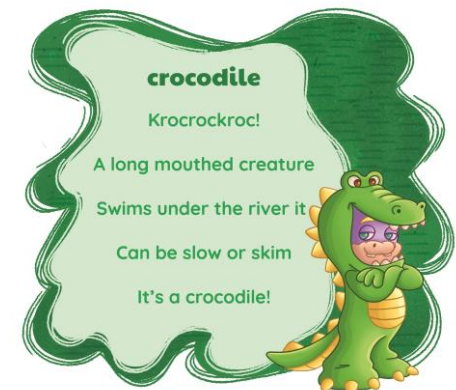
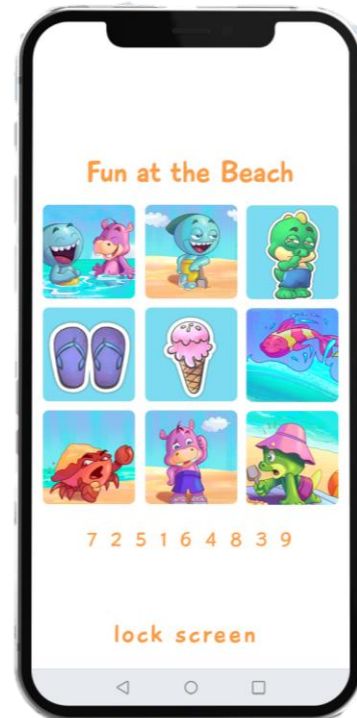
Suggested time allocation:
Activity 1: 15-25 minutes

Mastery Challenge At the end of the lesson, the learner must be familiar and should be able to recognize this week's vocabulary (sight and CVC words)	Learning Goal What sounds do l, n, m, and d make? What words start in those sounds? What words have those sounds in between?	Vocabulary an, in, nip, pan, pin, tin, tan, nap
Big Idea Use of phonetic l, n, m, d in initial, medial, and final sounds in CVC words.		Guiding Questions What sound do these letters make? Can you think of a word that starts with these sounds? Try switching the letters side by side, blending and figuring if the word made is a silly or a real word. Use the pan with sand to write/draw words that are discovered.
Resources Materials provided: Fun at the Beach DSH storybook A pan, a tin sheet/can. sand, magnetic letters/shells	Lesson Activity A pan would be filled with sand. There could be shells with letters on them, or just simple magnetic letters. The learner will find the letters hidden in this pan and stick it on a tin.	

ONLINE ACTIVITIES



- 1 The app features the story with reading modes that include **narration**, **read-along**, and **own voice recording**.
- 2 Offline books are installed with augmented reality, **interactive** to touch and voice.
- 3 Corresponding complementing worksheets are available as **printables** for post-assessment.
- 4 Mini **games** that **tap on the multiple intelligences** such as arts, language, logical, mathematical, musical, kinesthetic, and such.



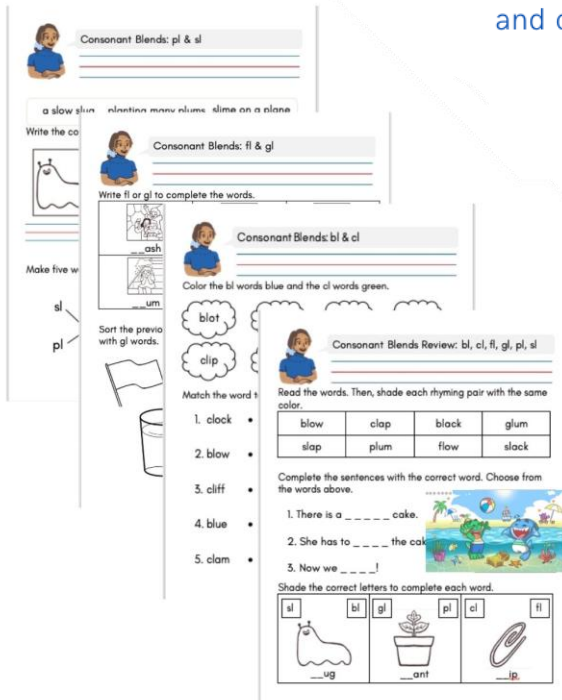
The **book sets** provide a peek to the **1** different topics at Fun at the Beach; including animals, food, hygiene, manners, and more.

Activity books such as **worksheets** and **colouring books** are also **2** available in print.

DIY kits that encourage craft making with the use of loose parts such as old cartons, scrap fabrics, and the like. **3**

Kits can also be provided for **guided activities** that target Literacy and Numeracy. **4**

← OFFLINE ACTIVITIES





BY 7MANTLE STUDIOS

A Unit of ArtisArk Private Ltd.

BRIJESH SERENO, DIRECTOR



brijesh@artisark.com



+91 9884749745