



How **Kids Can!** is aligned with the LOMLOE requirements

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Recognising and supporting diversity and promoting inclusion



How **Kids Can!** is aligned with the LOMLOE requirements

Kids Can! has a common thread through all the levels: **recognising and supporting diversity and promoting inclusion**. The course has been designed to help teachers to create an inclusive classroom environment where the interests and talents of each child are celebrated, and their individual needs are supported through:



Whole Class participation

Projects, videos, songs, animated stories that focus on Social & Emotional learning with topics like **making friends, working together** and helping out in the **local community**.



Pupil's Book 3



Diverse representation

Characters from **different ethnic backgrounds** and images that reflect an inclusive environment (e.g. children with **physical disabilities**)

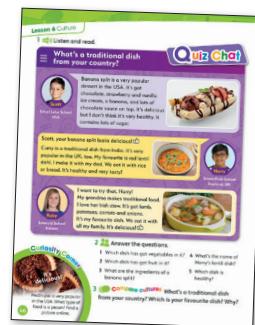


Pupil's Book 1



Culture sections

that introduce pupils to aspects of the **British culture**, and a variety of **other cultures** in the 3rd cycle.



Pupil's Book 3

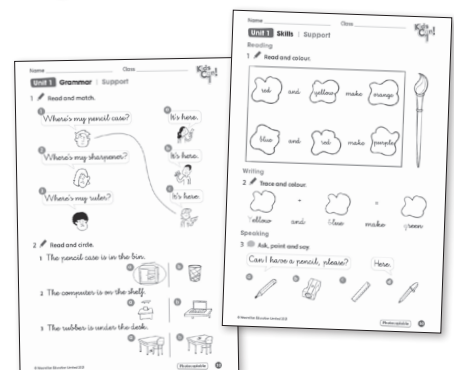


Pupil's Book 5



Personalised support

- **"Every Ability" activities** with alternative/differentiated instructions in the Pupil's Book
- An **Essential Activity Book** which focuses on reinforcing receptive language skills
- **"Extra Fun!"** magazine-style component focusing on developing creativity and curiosity
- **Pupil's App on Navio** with personalised activities that adapt to the pupil's level
- **"Something for Everyone" resources** for teachers including worksheets for additional practice at 3 levels; end-of-unit, end-of-term and end-of-year **tests**
- A **Test Generator**
- **Flexible Evaluation** sheets.



"Something for Everyone" resources

Encouraging and developing creativity



How **Kids Can!** is aligned with the LOMLOE requirements

Kids Can! focuses on encouraging and developing **creativity** through:

Pupil's Book 1



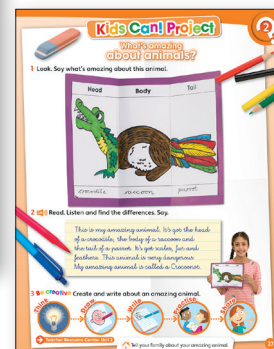
Creativity Corners

in the book give pupils the opportunity to create their own scene through a variety of personalised tasks.



Extra Fun! Magazine

The magazine-style component **Extra Fun!** includes ludic activities and puzzles that encourage critical thinking.



Pupil's Book 3



The Projects

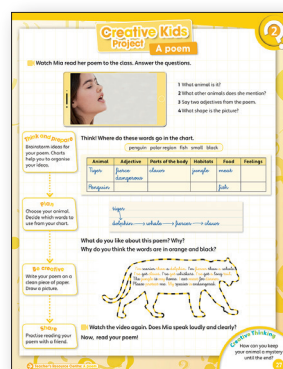
The **Projects** in each unit encourage creativity and collaboration through a craft activity that develops children's imagination.



Pupil's Book 1



Pupil's Book 3



Pupil's Book 5



International understanding and intercultural education



How **Kids Can!** is aligned with the LOMLOE requirements

Kids Can! has a clear focus on **international understanding** and **intercultural education**.

It does this through:



Diverse representation

Characters from **different ethnic backgrounds** plant the message of inclusion.



Colaborative learning

in the **projects** helps to develop pupils' social and emotional abilities. **SEL** and **Values** education are contextualised in the stories, while culture lessons help children to grow and become well-rounded global citizens that are curious, empathetic and responsible.



Culture lessons

in each unit increase **cultural awareness**, gradually building on pupils' knowledge of different countries and cultures in each level. In the 3rd cycle each unit focuses on a different country to promote understanding and awareness of other cultures.



Curiosity

is encouraged both when it comes to the pupils thinking about themselves and the world around them. **Different competences** are developed to help them get to know themselves and interact with others with curiosity and empathy.



Pupil's Book 3



Pupil's Book 3



Pupil's Book 2



Pupil's Book 2



Pupil's Book 1



Pupil's Book 1





Kids Can! has a clear focus on the following **digital competences**:



Constructing new knowledge through strategies for dealing with information with the support of digital applications. How does it achieve this?

- In **Kids Can!** pupils work on **reading and listening skills** through the various **audiovisual resources**: **songs, chants, animated stories** and **audio texts** in the **digital Pupil's Book, Activity Book, Essential Activity Book** (levels 3 - 6) and the **Pupil's Resource Centre** and the **Student's App on Navio**.



Select, use and programme digital devices and their functionalities in line with the tasks.

How does it achieve this?

- In **Kids Can!** pupils learn to **manage the tools and functions** integrated in the digital books in order to add notes, highlight, draw, etc. . They learn whilst playing thanks to the **interactive activities in Navio**. They learn to **create avatars** and **navigate** their way through **immersive 3D world** and the various activities on offer.



Search for, contrast and select digital information taking account the different fonts and environments.

How does it achieve this?

- In **Kids Can!** pupils carry out activities which require the selection of information presented in the **digital texts**, such as **reading comprehensions** and **grammar activities**.

