

Smile and Learn

THE BEST EDUCATIONAL
METHODOLOGY FOR YOUR SCHOOL



What is Smile and Learn?

Smile and Learn is an educational platform designed for kids aged 3 to 12 to learn with technology whilst still having fun. All our content is designed for teachers and is ideal to enjoy and learn at home or at school.

The platform, which has been awarded by the Horizon 2020 programme of the European Commission, BETT London and by MIT in Boston, has the objective of promoting learning and strengthening the individual capacities of the children.

Our educational **methodology** is based on using videos, games and interactive stories as educative tools to strengthen the learning of curriculum content and universal values through:



Multiple Intelligences



Neuro-education



Languages and CLIL methodology



Project-based learning



Micro-learning



Gamification

Smile and Learn is designed to be compatible with schools and colleges offering motivational, effective and compatible content through different educational methods. How do we achieve this?



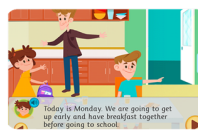
We design interactive and motivational content



The content is based on educational objectives in the curriculum



We track the usage and progress of the learner's effort and performance



We adapt the content to the individual needs of the learner

Teaching Approach

Smile and Learn includes various educational domains with content in different formats: games, stories and videos.

Game Worlds



SCIENCE



LOGIC AND MATHEMATICS



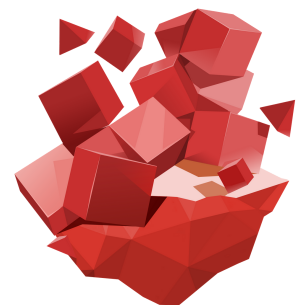
LANGUAGE AND READING



ART AND MUSIC

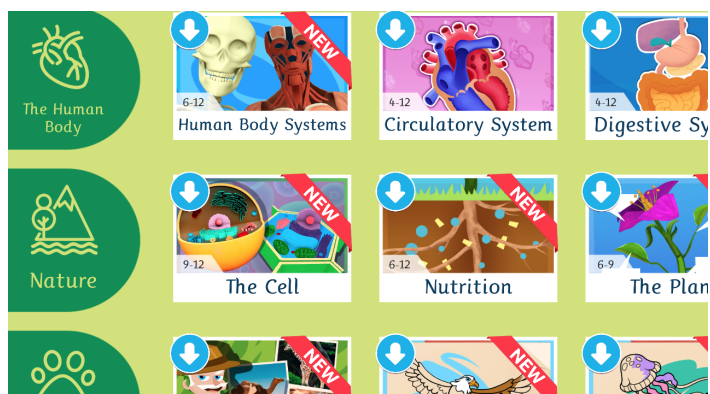


EMOTIONS



VISUAL-SPATIAL

In-app content



Games, stories and videos

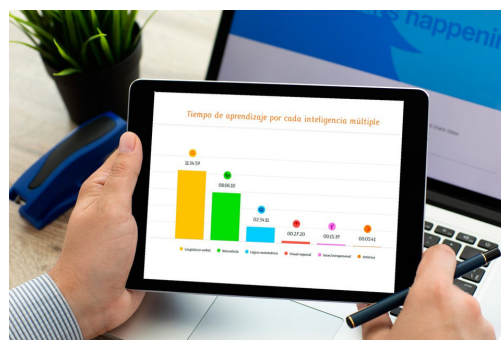


Smile and Learn in Educational Centres

Smile and Learn is available on **iOS, android, Windows and Linux**. Access is 100% safe for kids, and there is no advertising or access to social networks.

Smile and Learn offers a very comprehensive **assessment** of the progress of the children, analysing their preferences with regards to the content. An intelligence system is established through the platform which has the ability to adapt to the learning rhythm of each child. This system identifies the areas in which the students perform best and those in which they have difficulties.

The teachers can access all this information through a web platform. They can also format their **teaching** approach in the classroom in a simple way by choosing the content and personalising the experience to the needs of each student. At the same time, they can get reports about the usage time and the progress of learning of the students.



Our education team provides **advice and training** to the schools with regards to implementing the platform in the classroom. The team also provides teaching guides on educational content.

More than 3,000 schools in infant and primary education already use Smile and Learn as complementary material, which helps us to improve every day. All our material is also tested with the input of educators, parents and children.

These are some of the Institutions with which we collaborate:



Attention to Diversity

Smile and Learn promotes the inclusion of children with special educational needs. Our stories have different levels of difficulty and reading competencies. The stories are also available to be read through pictograms, which is highly recommended for children with autism spectrum disorder (ASD), intellectual disabilities and specific language disorder (SLD).

The games also are adapted to the different development levels of the children, and they also offer a "calm" mode, which makes the learning dynamics more relaxing. Thus, all our stories and games take into account the learning rhythm of each child, offering them fun, educational content.

Smile and Learn is compatible and easy to integrate with different educational objectives and methods. Would you like to know about them? Keep reading.

Multiple Intelligences

The Theory of Multiple Intelligences proposes that throughout life, people develop different capacities and abilities. These capacities are not part of a single skill called intelligence, but instead, of several skills related to each other that work in parallel and that contribute to people's successful development on an everyday basis.

According to the author Howard Gardner, we all have eight intelligences: linguistic, logical-mathematical, intrapersonal, interpersonal, spatial, musical, bodily-kinaesthetic and naturalistic. Following this theory, it is important to offer the children activities that cover a variety of fields, that work on all the intelligences together and that focus on the concepts from the eight perspectives, thus achieving a balanced education.

At **Smile and Learn**, we work on intelligences with interdisciplinary activities which follow this path. Due to the organisation of the app, which is split up into different worlds according to the intelligences that the kids work on most, we can strengthen learning in a balanced way.



Neuro-education

Neuro-education is an educational discipline that provides a perspective of teaching based on the explanation of how the brain works. It aims to offer strategies to enhance teaching and learning processes in the classroom by stimulating basic mental functions like memory, attention and executive functions.



This perspective puts a lot of emphasis on the **emotional** approach, since it describes that when the student feels good and is **motivated**, he will learn more effectively and meaningfully. Based on this statement, at Smile and Learn we have designed an attractive, motivational platform with the objective of helping the child learn in a fun way. We have included music, playful characters and animations to help us achieve this. There is also a surprise factor in these stories and challenges that sparks curiosity in the children.

Languages and CLIL Methodology

Content and Language Integrated Learning, CLIL, is used in schools as a method for learning a **second language** through linguistic immersion.

In order to work on all the linguistic skills (reading, auditive, oral and writing), it is important to not be limited to teaching just vocabulary, but also words and gramatical constructions through the content provided.



Smile and Learn is an ideal tool for CLIL teaching, since the curriculum content can be accessed in different languages. Science games, escape rooms and reading comprehension are only a few examples of this methodology. All the content is available in five languages (Spanish, English, French, Italian and Portuguese).

Project-Based Learning

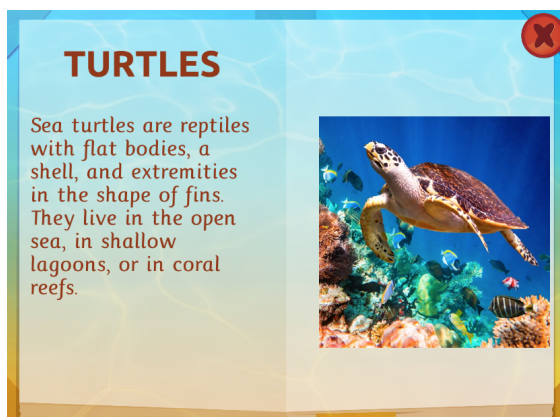
Project-based learning, PBL, introduces the students to the concept of ownership of learning by basing collaborative learning on their own interests and prior knowledge activation. This methodology works on **hands-on and experiential learning** as well as gameplay, making the learner the centre of the lesson. The teacher should act as a facilitator who guides and boosts curiosity and discovery, and who integrates learning and participation amongst everyone.



Project-based learning is divided into 5 key phases: choosing the theme to work on, inquiring about what the child already knows and about what he wants to learn, defining how he is going to learn it, organising the work, and finally, reflecting on what the project taught the child. At **Smile and Learn**, we recommend learning content and topics of interest to the students so that they can build their own knowledge through interactive activities, games, explanatory videos, and stories with value.

Micro-learning

This methodology is a strategy that promotes learning through "microcontent", i.e. short descriptions about a specific topic. The methodology has multiple benefits, like increasing **motivation** for the students who learn in a simple, straightforward way.



At **Smile and Learn**, we understand the advantages of this methodology as a way that facilitates learning. We therefore design theoretical content that relies on diagrams, graphics, illustrations and short videos. Learning happens in clusters, which makes retaining information easier because of the **visual** aids that are available.

Gamification



Karl Kapp (2012) defines the concept of gamification as "the use of mechanisms, aesthetics and thought to attract people, resolve problems, and promote action and learning".

The use of **gamification** allows the classroom activities to be more attractive by using **gaming** elements. With this learning technique, we try to generate a positive experience in order to increase the student's motivation and to therefore achieve better results. Moreover, gamification allows for the reward of effort or performance or for the achievement of teaching objectives. In this way, we are encouraging the student's self-improvement and commitment to the task at play.

The interaction of the applications on the **Smile and Learn** platform is focused on a gamification system to achieve learning in a fun way. When the children correctly solve activities, they get rewarded with "smilies", an incentive system that rewards their successes and gives them the option to access a unique world that they can build from these rewards. With this tool, student's motivation, both extrinsic and intrinsic, is strengthened towards learning.