

INTENT AND PURPOSE OF THE *KOL YISRAEL* SERIES

Welcome to *Kol Yisrael*—a multimedia Jewish educational experience!

The *Kol Yisrael* series is the first Hebrew program to combine the best of Jewish education with the best of today's technology, integrating text-based lessons with digital learning. This approach helps you motivate your students as you guide them in an exploration of the rich traditions of Jewish life. And it works wherever they may be—in the classroom, at home, or in front of a computer! By sending students from the printed page to computer-based reinforcement activities and then back to the text again, *Kol Yisrael* helps you keep today's tech-savvy students engaged in the material and on track in their learning.

Kol Yisrael 1, the first in this three-volume series, introduces students to a selection of prayers that help students feel comfortable performing Jewish home rituals, such as reciting Shabbat and holiday blessings, and singing the Mah Nishtanah. The ten lessons invite students to learn the meaning of each prayer, its background, and how it helps us live according to Jewish principles. Both the text and digital application reinforce the message that prayers can help us increase *sh'lom bayit*—peace in the home.

Kol Yisrael leads students into this world of Jewish learning and values with the help of Batya and Ben—twin characters the same age as the students, around nine or ten years old. Batya and Ben's constant questioning and funny conversations help make the prayers relevant to the students' lives. With the twins' help and encouragement, and whimsical interjections from Doug, their pet fish, students practice their Hebrew decoding skills, explore Torah teachings, link prayer words to modern Hebrew, and learn vocabulary they can use every day!

Batya and Ben grow alongside students as they make their way through *Kol Yisrael 1, 2, and 3*. Just like the students, the twins develop from beginning Jewish learners into young Jewish community members about to celebrate their bar or bat mitzvah. Just like the students, Batya and Ben explore critical issues of what it means to come of age as a Jewish adult. Just like the students, Batya and Ben explore what it means to connect with Israel, what it means to play a role in the

Jewish community, and, most importantly, what it means to be a member of the Jewish family—to be a member of *Kol Yisrael*!

Why Use *Kol Yisrael*?

While the goals of *Kol Yisrael* are similar to the goals of other prayer series—fluent prayer reading with comprehension and familiarity with the worship service—the innovations of *Kol Yisrael's* structure and methods set it apart.

The *Kol Yisrael* series:

- Uses kid-friendly language to explore the meaning of and reasons behind prayer—so students understand the words they are saying and why we pray.
- Draws life lessons from the prayers (saying thank you helps you get along with others; being kind to our siblings can help contribute to a peaceful family life)—so students understand how prayers can help each of us act like a mensch.
- Places prayers in the context of a story about a boy and a girl just like your students—so students remain engaged with the text and see *kids just like them* praying.
- Uses the computer to add audio-visual components and a gaming approach to reading and comprehension exercises—so students work through the lessons in ways that entertain *and* educate.

The integrated learning model in *Kol Yisrael* draws on both traditional (*pencil-to-paper*) and innovative (*mouse-to-screen*) techniques. The computer-based aspects of *Kol Yisrael*:

- Extend Jewish learning from the classroom into the home.
- Allow students of varying learning styles and capabilities to progress at their own pace.
- Challenge students to solve puzzles, play games, and complete activities that reinforce classroom learning.
- Include assessment materials after lessons 3, 6, and 10 that let you and your students check their progress.
- Recognize the tech-savvy lifestyles and skills of today's students.
- Depend on the *Kol Yisrael* text! The *Kol Yisrael* texts present the prayers, Hebrew words, and Jewish lessons that the digital applications practice and

reinforce. Each *Kol Yisrael* chapter also includes the section, “Clue to Cyberspace,” which presents an activity or puzzle that will help students succeed in the digital application, such as a clue to earn bonus points in a game.

The *Kol Yisrael* text and digital application are partners. They complement each other, enrich each other, and under your guidance they work together to excite students and engage them in modern Jewish learning.

USING THE TEACHER’S EDITION

This Teacher’s Edition contains the entire text of *Kol Yisrael 1*, reproduced in reduced size. The pages are annotated with suggested activities, teaching methods, and other information to assist you in planning and executing your lessons. Every element in the textbook is covered, including the introduction of new vocabulary, the reading of each prayer or blessing, the review and reinforcement of all material, as well as ways to integrate the digital application into classroom lessons.

Before assigning the computer activities, familiarize yourself with the digital application in its entirety. This will allow you to pick and choose the activities you feel will best address the needs of your students and your lesson goals.

Keep in mind that students learn in different ways, and any student’s primary learning mode may be aural, visual, or tactile. Similarly, teachers teach in different ways. Don’t feel obligated to use a method that does not feel comfortable with your teaching style. By the same token, remember that since students learn in different ways, you should vary your teaching methods accordingly. Feel free to repeat an activity or method that worked especially well for you and your students.

The information and suggestions in this Teacher’s Edition are intended to assist you in developing your own teaching plan. You do not need to follow every suggestion on every page; rather, the guide provides you with many different options from which to choose. Only you know what works best for your class and with your teaching style.

Structure of the Teacher’s Edition

Each section of the Teacher’s Edition indicates the corresponding page number in the student text. In addition, each chapter in the Teacher’s Edition contains

the following features:

ABOUT THE PRAYER A brief description of the prayer or blessings presented in the chapter. The history or source of the liturgy is often included.

LEARNING OBJECTIVES Specific learning goals for each chapter.

WORDS AND PHRASES Comprehensive list of new Prayer and Related words.

INSTRUCTIONAL MATERIALS A listing of text pages, relevant word cards, and the level in the digital application.

WHERE WE ARE A brief synopsis of what the characters Batya and Ben are doing, and where in the house we are meeting them.

INTRODUCING THE LESSON A set induction to introduce students to the central ideas of the chapter’s prayer or blessings.

INTO THE TEXT A discussion or activity connected to the first page of each chapter. This first page serves to introduce a main idea of the prayer or blessing before students see the actual text.

DIGITAL APPLICATION Prompt for students to use the digital application—either at home or in school—as well as ideas for introducing digital activities or reinforcing their lessons during class.

ASSESSMENT Techniques for assessing reading fluency and knowledge of prayer content. Includes online assessment at www.behrmanhouse.com.

WHAT’S NEXT? A discussion introducing students to the prayer or blessings of the upcoming chapter.

Each chapter in this Teacher’s Edition also contains many of the following enrichment ideas, supplementary information, and activities:



Reading and Reciting—Ideas and techniques to help students improve their reading fluency.



Prayer Vocabulary—Ideas and activities to help students learn and retain new vocabulary.



Digital Application—Directions about when students should reinforce activities in the book on their computers.



Understanding Prayer—Enrichment activities and discussions to help your students understand the core meaning of prayers and blessings.



Game Box—Review exercises and activities to enhance the lesson’s learning experience.



Repeating Roots—Discussions and exercises to illustrate the relationship between words that share the same root letters.



Photo Op—Ideas for using the book’s photos and captions as teaching tools.



Our Tradition—Stories and excerpts from classical Jewish texts that reflect core Jewish values.



Sh’lom Bayit—Activities and discussions that focus on the value of *sh’lom bayit*.

Pacing

Students differ in ability. Teachers differ in style. Schools differ in the number of class sessions scheduled each week. Ultimately, you must decide how to pace your class through the text.

The ten chapters in *Kol Yisrael 1* vary in length from six to twelve pages. Some may take two or three class sessions to cover, while others may take four or more. Remember that the digital application is an ideal way to extend classroom instruction time into the home. Almost every digital activity is addressed separately in the Teacher’s Edition. However, feel free to assign students the entire chapter’s digital activities for one at-home learning session. Each chapter has five to eight digital exercises. For more information about pacing and timing, see “Time Management” on page 13.

Family Education

A partnership between home and school can help your students reach their greatest potential, and every effort should be made to facilitate this partnership. The digital application for *Kol Yisrael 1* is the perfect solution to home review and practice. Students will enjoy the interactive games while reviewing and practicing the prayers and blessings they studied in class. The digital application can provide students with additional contact, repetition, and reinforcement of material they have already learned in class. It extends your classroom time and is a terrific way to involve parents in their children’s studies.

You may wish to e-mail or send home a letter after the first day of class telling parents about *Kol Yisrael 1* and introducing them to the digital application. Explain that you will be able to assess students’ progress online. (See Using the Digital Application, page 6, and Assessment, page 14) You can find a sample letter online at www.behrmanhouse.com. The letter contains steps for using the digital application, including sign-on instructions, and a link to a demo site for parents to try out the digital application themselves.

Reinforcing Prayer Awareness

Begin each class with a short (two- to five-minute) recap of the prayers and blessings students have learned to date. Ask individual students to take turns as leaders. You may choose to end the service by having the class recite the blessing for engaging in study: **לְעִסוּק בְּדַבְרֵי תוֹרָה**, found on page 24 in the pupil edition.

Using the Chalkboard, Whiteboard, or SMART Board™

Use the chalkboard or whiteboard to introduce new words and prayers, to answer questions, to play games, and to present assignments. Vary the way in which you use the board. You might, for example, write in letters of different colors and sizes. Draw, or have students draw, illustrations related to prayer vocabulary and to rituals. Invite students to come to the board to practice vocabulary.

If you have a computer projector or a SMART Board™ in your school, use it to introduce students to the *Kol Yisrael* digital application. Demonstrate the sign-on procedure and the home page. Allow students to practice their reading interactively and to play a few digital games in front of the class. Remember that with a SMART Board™ a student acts as a live, digital “mouse.”

Alef–Bet Review

Begin the year with a thorough review of the letters and vowels in the Hebrew alphabet. Use an *alef-bet* poster, *alef-bet* flashcards, or the Word Cards for the students’ primer from the previous year. You can also use a transitional reading text such as the *Back-to-School Hebrew Reading Refresher* to review and drill Hebrew decoding before students begin *Kol Yisrael 1*.

USING THE DIGITAL APPLICATION

Your students will delight in playing the games and activities in *Kol Yisrael 1* digital application. These exercises reinforce the prayer concepts and vocabulary introduced in the textbook.

Introducing the Digital Application

When introducing students to the *Kol Yisrael 1* text, point to one of the computer mouse icons that appear throughout the chapters. The mouse icon indicates that there is a corresponding activity, such as a reading exercise or a matching game, in the digital application. (The Teacher's Edition also will remind you when to prompt students to use the digital application.)

Students are also motivated to solve riddles and puzzles in the text ("Clue to Cyberspace") that provide clues to score bonus points in the digital application.

Before assigning activities for the first time in *Kol Yisrael 1* digital application, make sure students note the class serial number. Every student in the class uses the same serial number to become a member of the *Kol Yisrael 1* digital database. You too will use the serial number to assess your class's progress online. After entering the class's serial number in their computer, students will be asked to register with a unique user name and password. The students will then be members and the database will begin to track and store their results on the activities.

You may also wish to record students' user names so you have a master list in case students forget the name they used to become a new member. You may wish to send the class's serial number and the student's user name home to his or her parents. Students can keep their passwords private.

Tracking Students' Digital Activities

There are three ways to assess students' progress in the digital application:

1. Log on to www.behrmanhouse.com and click the blue "Assessment" button at the bottom left of the screen. Click on *Kol Yisrael* and select the picture of *Kol Yisrael 1*. Put in your class's serial number. Review your students' results.
2. Students can print out a lesson summary when they have completed all the activities in a lesson and bring it in to class.

3. Students can e-mail the lesson summary directly to you. You may wish to set up a separate e-mail account to receive this information.







Inform your students how often you intend to assess their progress online. You may wish to check their progress each time you assign an activity, or you may prefer to do so after they complete a chapter in the book.





The following chart outlines the games and activities included in the digital application for *Kol Yisrael 1*:



Indicates that students use a clue from the textbook.

CONTENTS OF DIGITAL APPLICATION

Blessing/Prayer and Room in Digital House	Game/Activity	Purpose
Lesson 1 מוֹדָה/מוֹדָה אֲנִי Ben's room	Reading מוֹדָה/מוֹדָה אֲנִי	Practice reading the prayer.
	Arrange Your Books Matching	Review new vocabulary.
	Feed the Fish Matching	Review new vocabulary.
	Clean Your Closet 	Learn Hebrew words for clothing.
	Fish Tales Game 	Play the game and review vocabulary.
Lesson 2 בְּרָכוֹת Kitchen	Reading בְּרָכוֹת	Practice blessings for various foods.
	Unpack the Groceries	Match foods and blessings.
	Concentration	Review new vocabulary.
	Ben's Skateboarding Game	Review new vocabulary.
Lesson 3 בְּרָכוֹת שֶׁל מִצְוָה Study	Reading בְּרָכוֹת שֶׁל מִצְוָה	Practice reading blessings of mitzvah.
	Arrange Your Books	Review new vocabulary.
	Tic Tac Toe	Review new vocabulary.
	Ping Pong 	Play the game and review vocabulary.
Lesson 4 בְּרָכוֹת שֶׁל שַׁבָּת Dining room	Reading בְּרָכוֹת שֶׁל שַׁבָּת	Practice reading Shabbat blessings.
	Candle Lighting	Practice reading candle lighting blessings.
	Set the Table Matching	Practice new vocabulary.
	Hamotzi	Place the words of Hamotzi in order.
	Batya's Vert Skate Game 	Play game and review vocabulary.
Lesson 5 קִדּוּשׁ Dining room	Reading קִדּוּשׁ	Practice reading the blessing.
	Kiddush Matching	Review new vocabulary.
	Kiddush Sling Game 	Review meaning of new vocabulary.
Lesson 6 הַבְּדִלָּה Patio	Reading הַבְּדִלָּה	Practice reading the Havdalah blessings.
	Reading אֵלֶיהוּ הַנְּבִיא	Practice reading the words of the song.
	Havdalah Puzzle Matching	Match word parts to form complete words.
	Tic Tac Toe	Review the new vocabulary.
	Ping Pong Havdalah 	Play game and review vocabulary.

Blessing/Prayer and Room in Digital House	Game/Activity	Purpose
Lesson 7 בְּרָכוֹת שֶׁל יוֹם טוֹב Family Room	Reading ראש השנה	Practice reading the blessings over apples and honey and before blowing the shofar.
	Reading סוכות	Practice reading the blessings over lulav and etrog and sitting in the sukkah.
	Reading חנוכה	Practice reading the Hanukkah blessings.
	Reading פסח	Practice reading the seder blessings.
	Reading פורים	Practice reading the blessing recited before reading the megillah.
	Holiday Word Search	Review the holiday vocabulary words.
	Holiday Match	Review holiday blessing vocabulary.
	Holiday Sling Game 	Review the objects used on holidays.
Lesson 8 מה נשתנה Dining Room	Reading מה נשתנה	Practice reading the Four Questions.
	Seder plate	Review the items on the seder plate.
	Four Children Matching	Review the Hebrew for the four children.
	Batya's Vert Skate Game 	Play game and review vocabulary.
Lesson 9 בְּרַכַּת הַמָּזוֹן Kitchen	Reading בְּרַכַּת הַמָּזוֹן	Practice reading.
	Holiday Bread Matching	Review when matzah and ḥallah are eaten.
	Food List Matching	Learn the Hebrew names of foods.
	Ping Pong Birkat Hamazon 	Play game and review vocabulary.
Lesson 10 שמע Batya's room	Reading שמע	Practice reading.
	Hebrew Word Search	Review new vocabulary.
	Feed the Fish Matching	Review new vocabulary.
	Batya's Vert Skate Game 	Play game and review vocabulary.
Review 1		Review vocabulary and prayer concepts in Lessons 1–3.
Review 2		Review vocabulary and prayer concepts in Lessons 4–6.
Review 3		Review vocabulary and prayer concepts in Lessons 7–10.