



## Kol Yisrael 1 Digital Activities

### How You Know The Activity Is Complete

Lesson & Prayer	Activity	How You Know Activity Is Complete
<b>Lesson 1 – Ben’s Room</b>  <i>Modeh Ani</i>	Practice Reading	After reading, click on the “X”—this will take you back to Ben’s room.
	Arrange Your Books	When you match all four pairs, the program will automatically take you back to Ben’s room.
	Feed Your Fish	When the fish food is poured into the fish bowl, the program will automatically take you back to Ben’s room.
	Clean Your Closet	First unlock your closet by entering the odd word out (see Page 7 in the text book). After you drag all 7 items of clothing to their correct spot in the closet, the program will automatically take you back to Ben’s room.
	Fish Tales	Play game until it says “Game Over.” You will then see a screen with all of the high scores. Click on “Go Back” and then click on the green arrow on the bottom left of the screen to return to Ben’s room.
<b>Lesson 2 – Kitchen</b>  <i>Brachot</i>	Practice Reading	After reading, click on the “X”—this will take you back to the Kitchen
	Unpack the Groceries	When you match all 5 food products and blessings, the program will automatically take you back to the Kitchen.
	Concentration	When you match all cards, the program will say “congratulations!” You can now click on the green arrow at the bottom left of the screen; this will take you back to the Kitchen.
	Skateboarding Game	When you get to the end of the game, the program will say “congratulations” and then take you to the high score page. Click on “go back” and then click on the green arrow at the bottom of the screen to go back to the Kitchen. If you run out of lives, your progress will count as completed.
<b>Lesson 3 – Study</b>  <i>Brachot Shel Mitzvah</i>	Practice Reading	After reading, click on the “X”—this will take you back to the Kitchen.
	Arrange the Books	When you match all four pairs, the program will automatically take you back to the Study.
	Tic Tac Toe	When the Tic Tac Toe game is over, the program will let you know who won (you or the computer). You can click on “Quit” or on the green arrow at the bottom left of the screen to take you back to the Study.
	Ping Pong	When there are no balls left, the program will say “Game Over.” Click on the green arrow at the top left of the screen to go back to the Study.
<b>Lesson 4 – Dining Room</b>  <i>Brachot Shel Shabbat</i>	Practice Reading	After reading click on the “X— this will take you back to the Dining Room.
	Candle Lighting	After lighting both candles, reading practice will appear. Click on the “X” when you have finished reading,;this will take you back to the Dining Room.
	Set the Table	When you click on all 6 foods, the program will show you your score and then take you back to the Dining Room.
	Hamotzi	Once the blessing is completed, the program will take you back to the Dining Room.

	<b>Vert Skate</b>	Complete <b>ALL 3 LEVELS</b> to finish this activity. The program will say "Game Over" and will automatically take you back to the Dining Room.
<b>Lesson 5 – Dining Room</b>  <i>Kiddush</i>	Practice Reading	After reading click on the "X"—this will take you back to the Kiddush Page.
	Kiddush Match	Once the activity is complete, the program will automatically take you back to the Kiddush Page.
	Kiddush Sling Game	When you finish <b>ALL 4 LEVELS</b> or if you lose all your lives, the activity is over. You can then click on the green arrow to go back to the Kiddush Page.
<b>Lesson 6 – Patio</b>  <i>Havdalah</i>	Practice Reading	Click on the "X— this will take you back to the Patio.
	More Reading Practice	Click on the "X—" this will take you back to the Patio.
	Puzzler	After you match all 6 pieces, the English translation will appear and the program will automatically take you back to the Patio.
	Tic Tac Toe	When the Tic Tac Toe game is over, the program will let you know who won. You can click on "Quit" or on the green arrow at the bottom left of the screen to take you back to the Patio.
	Ping Pong	When there are no balls left, the program will say "Game Over." Click on the green arrow at the top left of the screen to go back to the Patio.
<b>Lesson 7 – Family Room</b>  <i>Brachot Shel Yom Tov</i>	Practice Reading	There is a practice reading for all 5 holidays. After reading, click on the "X" in each one to go back to the Family Room.
	Holiday Word Search	Once you have found all 10 words, all words in the "Word Find" will be crossed out, and there will be fireworks. At this point, you can click on the green check on the bottom left of the screen to go back to the Family Room.
	Holiday Match	Once all the words are matched, the program will show you your score and automatically take you back to the Family Room.
	Holiday Sling Game	When the screen reads, "Level Completed!" or if you lose all your lives, you can click on the green check to go back to the Family Room.
<b>Lesson 8 – Dining Room</b>  <i>Mah Nishtana</i>	Practice Reading	After reading, click on the "X" to go back to the Dining Room.
	Seder Plate	Once all 6 items are on the Seder Plate, the program will automatically take you back to the Dining Room.
	4 Children Matching	Once completed, the program will automatically take you back to the Dining Room.
	Batya's Vert Skate	Finish all 3 levels to complete this activity. The program will say, "Game Over" and it will automatically take you back to the Dining Room.
<b>Lesson 9 – Kitchen</b>  <i>Birchot Hamazon</i>	Practice Reading	Click on the "X," this will take you back to the Kitchen.
	Bread Matching	After you drag all 3 items into the appropriate cabinet, the program automatically takes you back to the Kitchen.
	Food List	After you match all 8 foods, the program automatically takes you back to the Kitchen.
	Ping Pong	When there are no balls left, the program will say "Game Over." Click on the green arrow at the top left of the screen to go back to the Kitchen.
<b>Lesson 10 – Batya's Room</b>  <i>Shema</i>	Practice Reading	After reading, click on the "X— this takes you back to Batya's Room.
	Shema Word Find	Once you have found all 8 words, all the words in the "Word Find" crosses out and the fireworks go off! At this point, click on the green check on the bottom left of the screen to go back to the Family Room.
	Feed Your Fish	When the fish food pours into the fish bowl, the program takes you back to Batya's room.
	Batya's Vert Skate	Once <b>ALL 3 LEVELS</b> in this activity are complete, the program says, "Game Over" and it automatically takes you back to the Dining Room.