



Hello, my name is Gerdy.

# Letters alive™

Classroom curriculum  
for children learning to read



Featuring interactive virtual 3D animals  
all brought to life with "Augmented Reality" technology.



**LOGICAL CHOICE**  
TECHNOLOGIES

Grade levels: Pre-K to Kindergarten  
(RTI, ESL, ESOL, ELL & Special Ed for grades 1-5)



# Letters alive™

The most fun and engaging way  
for your class to learn to read.

Pioneered by Logical Choice Technologies, Letters alive™ is the first teaching and learning curriculum for the whole classroom using the ground-breaking new technology—Augmented Reality (AR). “Letters alive” brings a kingdom of 26 seemingly-alive digital 3D animals into your classroom with the ultimate goal of teaching your children to read at the kindergarten level. Each animal like Gerdy Giraffe represents one letter of the alphabet and takes a lead role in helping your students with their reading comprehension.

Through the magic of AR technology, these virtual characters come to life from 26 special AR-infused letter / animal cards and 94 sight word cards. Gerdy and friends are not ordinary animal videos or static images. The animals seem so real because they can interact with your students and respond to their actions. That 2-way interaction plus the sounds and motions of the animals are mesmerizing to children and just plain fun.

## FEATURING

26 AR-infused letter/animal cards

94 AR-infused Dolch word cards  
(also known as sight words)



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“G” card shown actual size.



## Gerdy Giraffe and 25 friends come to life through the magic of Augmented Reality.

*These animals are clever. They move, make sounds and do lots of cool stuff as they respond to your kids.*



When a child holds the letter "G" card under the document camera, that's when the magic of augmented reality truly begins. Immediately, the projected image of an adorable 3D animal, Gerdy Giraffe, will pop right up in the child's hands. Gerdy seems so real and very alive. Turn or tip any letter/animal card and view the living 3D image of that animal from any angle. Amazing, but there's so much more.



# Letters alive™

Aligns directly with  
**Common Core  
State Standards**  
for reading and language arts  
at the kindergarten level.

Learning to  
**recognize sight words  
& build sentences**

*Meet Frankie. Like his friends, this frog is quite intelligent. If you or your students build a proper 4-word sentence out of the letter "F" card and 3 sight word cards, Frankie will likely offer comment.*

For example, lay down the cards, "Can the frog swim?" Frankie will nod "yes" by shaking his head up and down. Then, he actually starts swimming! Next, have a child try "The frog can fly." And, Frankie will shake his head "No." Pretty smart, huh? Now, put down the cards "the frog is red." Well, Frankie is so embarrassed he will turn red to the delight of your class.

## Can the frog swim?



See what the buttons do on the letter cards.



**Animal Mode**

Makes the animal disappear and the letter pop up (switching from animal to letter mode).

**Letter Mode**

Makes the letter disappear and the animal pop up (switching from letter to animal mode).



**Animal Mode**  
Not applicable.

**Letter Mode**  
Makes the letter switch back and forth between upper and lower case.



**Animal Mode**

With the alphabet card only: Says what type of animal this is (e.g. giraffe).

With a complete sentence: Says the complete sentence (e.g. The giraffe can walk.)

**Letter Mode**  
Says the letter's name (e.g. "gee").



**Animal Mode**

The animal makes its natural sounds (e.g. moo).

**Letter Mode**  
Says the phonic sound the letter makes (e.g. "gaa").



**Animal Mode**

Says the animal's name (e.g. Gerdy).

**Letter Mode**  
Says the 2nd phonic sound the letter makes if any (e.g. "gi").

My name is  
Frankie Frog.



Go check out a short video clip of "Letters alive" in action!

[www.logicalchoice.com](http://www.logicalchoice.com)

# Applying today's best practices

for children learning to read

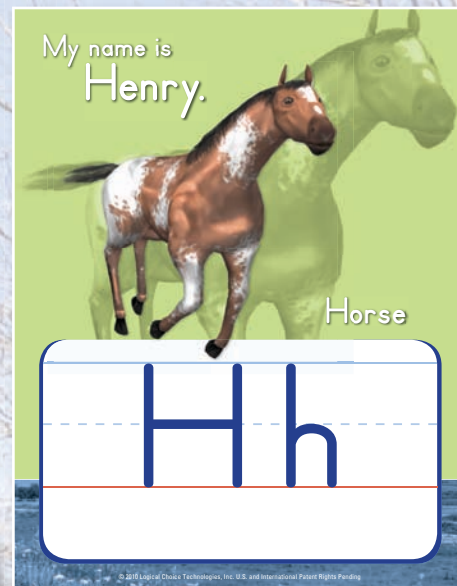
While "Letters alive" makes learning to read fun and exciting, the curriculum provides the critical learning tools children need to meet the major milestones for reading and language arts at the kindergarten level:

- Acquiring an awareness of the letters in the alphabet
- Learning the specific sounds that letters make
- Understanding that letters are the building blocks for words and words for sentences
- Recognizing all pre-k and kindergarten sight words in text

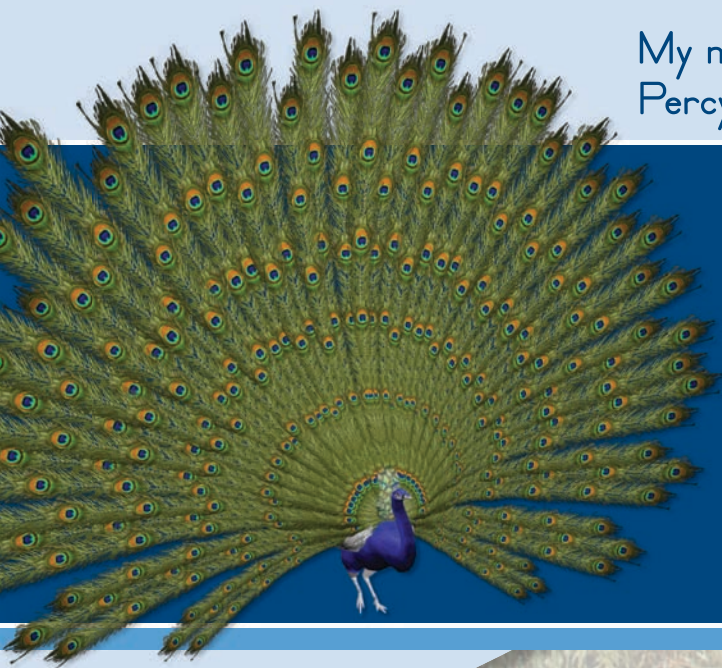
The instructional practices of the "Letters alive" curriculum include phonological and phonemic awareness, phonetics, sight word recognition, word building, sentence building, writing, fluency, vocabulary and comprehension.

Plus, a host of support materials are provided for whole class, small group and individual activities to keep your students active and involved in the learning process. The teacher's Curriculum Guide contains daily lesson plans for a full year of instruction. Most importantly, the curriculum is effective because it reaches children on so many sensory and emotional levels.

My name is  
Percy Peacock.



Alphabet Freeze Cards



For ordering information on Letters alive™  
and cost-saving Letters alive™ bundles  
**call 800.730.5644**  
or go to: [www.logicalchoicestore.com](http://www.logicalchoicestore.com)

# Supplemental Activities & Resources

## Student Activity Sheets

Seven different styles. 26 of each.  
One for each letter/animal. 182 total activities.

- Charming Children Stories (26)
- Story Comprehension Sheets (26)
- Handwriting Activity Sheets (26)
- Coloring Activity Sheets (26)
- Letter Sound Activity Sheets (26)
- Sight Word Activity Sheets (26)
- Word Family Activity Sheets (26)

Activity Sheets provided in PDF format.  
Printable and copyable on letter-size paper.

## Teacher Resources

Everything you need to know about how to  
set-up and teach with "Letters alive."

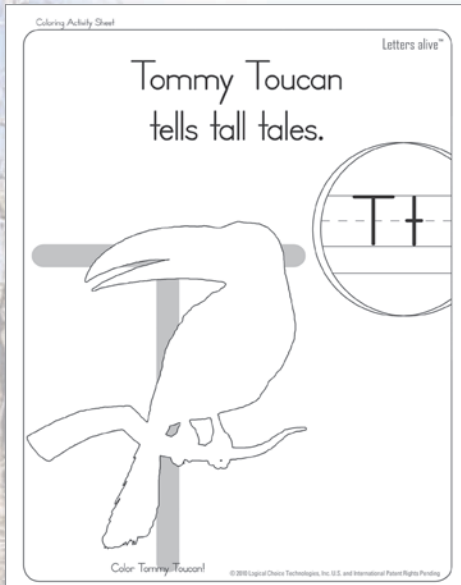
- Alphabet Freeze Cards (26)<sup>1</sup>
- Video Tutorial
- Quick Start Teacher's Guide<sup>1</sup>
- Reference Guide for Units<sup>1</sup>
- Full Daily Lesson Plans for Entire School Year<sup>2</sup>
- Curriculum Map to CCSS<sup>3</sup>

Footnotes:

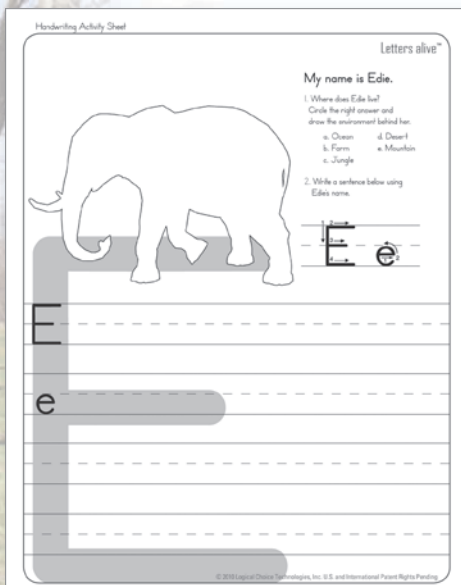
<sup>1</sup> Printed & PDF format.

<sup>2</sup> PDF format only.

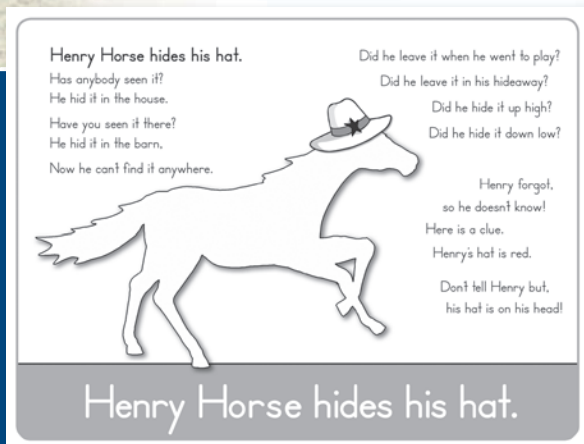
<sup>3</sup> Lesson alignment to Common Core State Standards.



Coloring Activity Sheet



Handwriting Activity Sheet



Children Stories by Janice Gero Sinclair

# Letters alive™

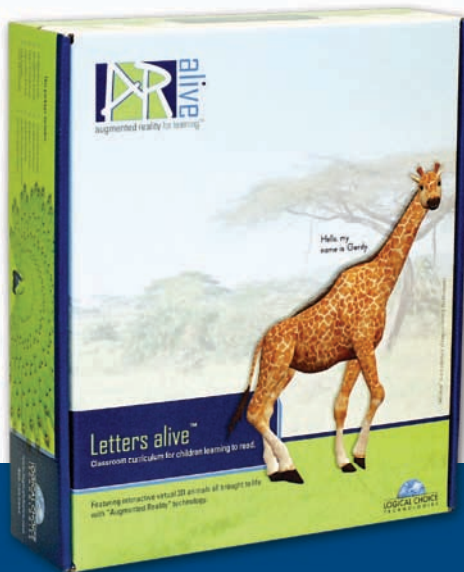
Classroom curriculum for children learning to read

## Required Technology Components

The “Letters alive” AR-infused teaching cards and software work in conjunction with four common classroom technologies:

- Teacher’s laptop (PC or Mac)
- Compatible USB document camera
- Classroom audio system
- Digital projector and screen or an interactive whiteboard

The digital projector does not need 3D capabilities and 3D glasses are not required. “Letters alive” is optimized for use with the 3Cam™ USB Autofocus Document Camera from Logical Choice Technologies. However, testing has demonstrated that some other USB document cameras are also compatible. A list of known compatible USB document cameras can be found in the “Letters alive” section of the Logical Choice website.



**LOGICAL CHOICE**  
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1045 Progress Circle, Lawrenceville, Georgia 30043

**800.730.5644**

[www.logicalchoice.com](http://www.logicalchoice.com)

## System Requirements

### PC Recommended Requirements:

Processor: Intel Dual Core or Core 2 Duo (2.4GHz) or AMD equivalent  
RAM: 2 GB  
Graphics Card: NVIDIA GTX 240+, ATI  
Video Ram: 512 MB  
Operating System: Win XP SP2 or higher, Win Vista, Win 7  
Direct X 9.0c

### Mac Recommended Requirements:

Processor: Intel Dual Core or Core 2 Duo (2.4GHz)  
RAM: 2 GB  
Graphics Card: NVIDIA, ATI  
Video Ram: 512 MB  
Operating System: OS 10.4, OS 10.5, OS 10.6  
PowerPC processors are not supported