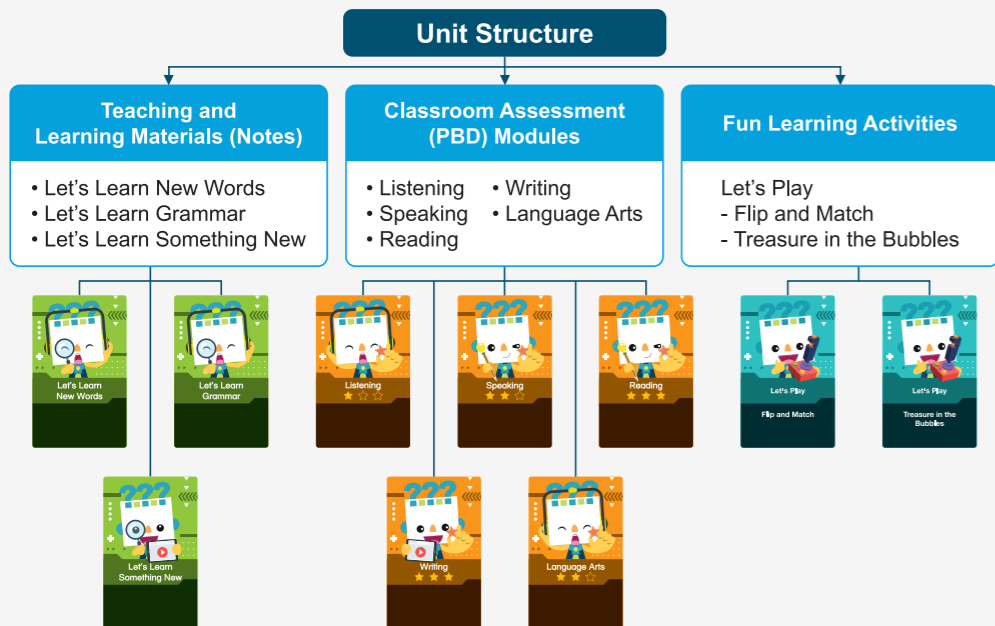




Unit Structure

- The teaching and assessment resources are designed based on the *Dokumen Standard Kurikulum dan Pentaksiran (DSKP)*, organised according to themes, and aligned with the textbook.
- Each theme consists of **Teaching and Learning Materials (Notes)**, **Classroom Assessment (Pentaksiran Bilik Darjah, PBD) Modules** and **Fun Learning Activities**.
- The practical, high-quality and easy-to-use materials can be launched with just **one click**, assisting teachers in reducing workload, increasing efficiency, and achieving better teaching experiences and outcomes.



Teaching and Learning Materials (Notes)

Teaching and learning materials are divided into three categories, which are:

- **Let's Learn New Words**
 - Introduction to new **vocabulary**
- **Let's Learn Grammar**
 - Introduction to new **sentence structures**
- **Let's Learn Something New**
 - **Cross-curricular** connections in accordance with the DSKP

Classroom Assessment (PBD) Modules

- PBD modules cover **Listening, Speaking, Reading, Writing, Language Arts, Grammar, and Vocabulary**. Teachers can use the materials provided as **Remedial and Reinforcement Exercises, Formative Assessments, and Summative Assessments**.
- Activities with multimedia elements such as **Audio** and **Video** are also provided to enhance the teaching and learning experience.
- Each activity is marked with star ratings according to its **difficulty level**. Teachers can use the materials provided based on the proficiency levels of the pupils.

Icons and Features

Difficulty Level of Activities		Activities with Multimedia Elements	
Easy	Moderate	With Audio	With Video
HOTS	Module with Higher Order Thinking Skills (HOTS) elements		Print activity
i-Think	Module with i-Think mind maps		For pupils to check answers
	Answers provided for teachers' reference		

Fun Learning Activities

Fun Learning Activities that integrate digital and multimedia in teaching and learning are aimed at boosting **engagement** and enhancing the effectiveness of the teaching and learning process.

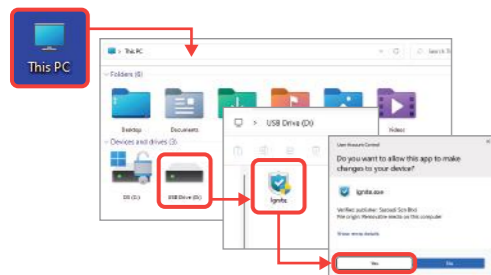
- **Let's Play - Flip and Match**
 - A matching game that challenges pupils' memorisation and tests the skills they have learnt.
- **Let's Play - Treasure in the Bubbles**
 - A game that helps pupils develop cognitive skills of identification and grouping.



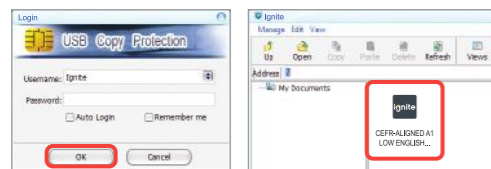


Launching Digital Materials via Pen Drive

1. Insert the **pen drive** into your computer.
2. Double-click on **This PC** or **My Computer** on your computer.
3. Double-click the **USB Drive** icon.
4. Double-click the **ignite** icon and select **Yes** to launch the digital materials on your computer.



5. Select **OK** on the **Login** window. (No password is required)
6. On the **ignite** window, click the **ignite subject** icon to access the activities home page.



Minimum System Requirements

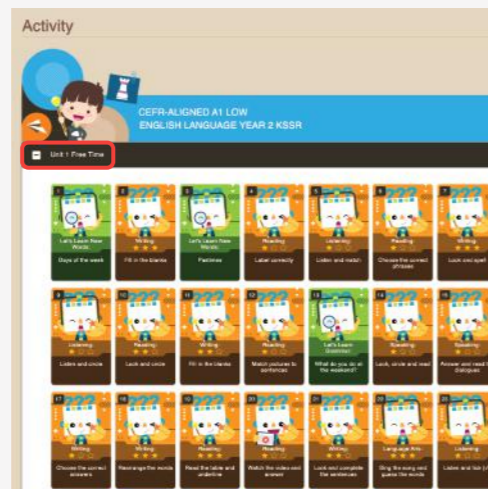
- **Operating System:** Microsoft Windows 10 and above
- **Processor:** 1 Gigahertz (GHz) or higher
- **RAM:** 1 Gigabyte (GB) or higher
- **Graphics Card:** Compatible with DirectX 9 or later with WDDM 1.0 driver

Displaying Module Content

1. On the **Activity** page, you can see the unit titles displayed.



2. Select and click on the chosen **Unit** to see the modules that have been prepared.



3. Click on the **Module** icon to view its contents.



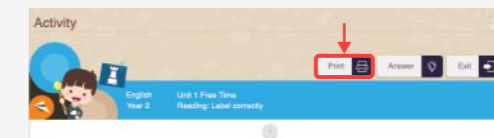
Checking Answers

You can see the answer to each question in the module by clicking the **Answer** button.

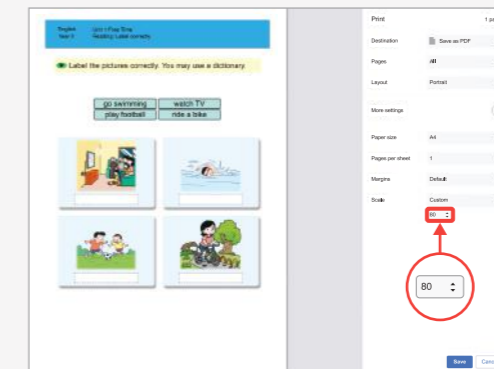


Printing Activities

1. You can print a selected activity by clicking the **Print** button.



2. Scale to the desired size and select **Save as PDF**.



3. Print the saved **PDF**.

Contents at a Glance

Ignite: Teaching and Learning Made Easy CEFR-ALIGNED A1 LOW ENGLISH LANGUAGE YEAR 2 KSSR Digital Teaching and Learning Resources is developed based on the *Dokumen Standard Kurikulum dan Pentaksiran (DSKP)* and the CEFR-aligned textbook. It covers four **Language Skills** (Listening, Speaking, Reading and Writing) as well as **Language Arts, Grammar and Vocabulary**. This resource package is designed to complement the content covered in the textbook and it can be used as **Teaching and Learning Materials, Classroom Assessment (PBD) Modules and Fun Learning Activities**.

