Professor Pup's Phoneme Farm™

Colvard
LEARNING

App
Overview

Introduction to Professor Pup's Phoneme Farm

Professor Pup's Phoneme Farm is a comprehensive phonemic awareness curriculum for pre-kinder children. Our program combines the best of traditional early education instructional methods with new technology to nurture the literacy skills that are critical to reading success. Phoneme Farm is comprised of teacher-facilitated lessons, scaffolded tablet-based activities, and hands-on projects. Taken together, the curriculum provides a rich context for students to build their phonemic awareness.

Set in a delightful farm setting, Professor Pup's Phoneme Farm includes whimsical activities to engage students as they practice their phonemic awareness skills. Our instructional guide, Professor Pup, provides friendly verbal prompting throughout each activity, offering students the feedback they need to build confidence and grow as learners.

The curriculum begins with phoneme discrimination activities that address initial vowel and consonant sounds. Once students have acquired these skills, they move on to working with more complex ending and medial sounds. Blending and segmenting are next in the instructional sequence, followed lastly by phoneme manipulation, which is the process of deletion and substitution of initial phonemes to create new words. In addition to these activities, Phoneme Farm includes a rhyming component that can be accessed at any time.

Instructional Framework

We at Colvard Learning have been diligent in developing a truly blended phonemic awareness curriculum. Our instructional framework always begins with the teacher as facilitator and concludes with collaborative projects for children, providing a meaningful learning experience that will prepare students for success in preschool, kindergarten, and beyond.

Introduce
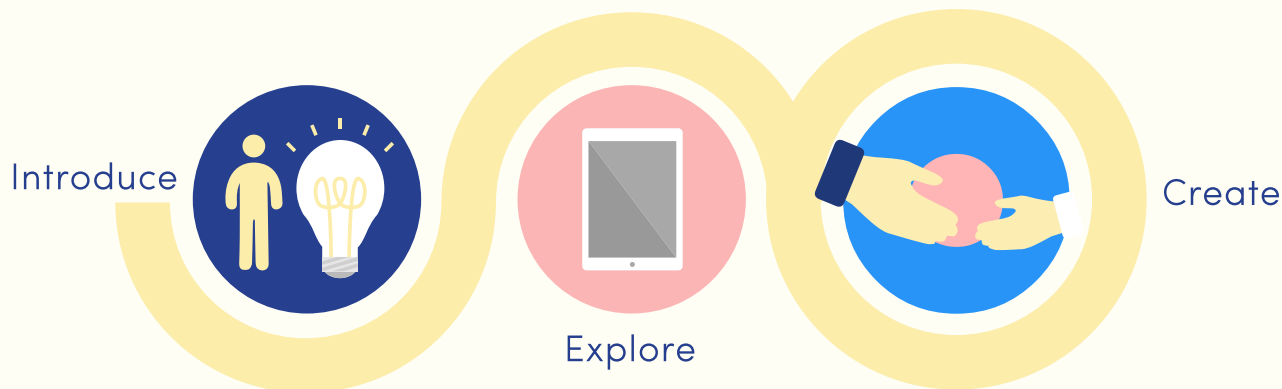
Explore

Create

Phoneme Farm is based on a dynamic instructional sequence: Introduce, Explore, and Create.

Introduce

"Introduce" is a brief 3–5 minute teacher-led lesson, offering a concise preview of the lesson's content. The activity relies heavily on modeling and guided repetition to teach the target skills.

Explore

"Explore" centers on student use of the Phoneme Farm app. Students listen to lively introductions and songs related to key skills, then practice the skills through a series of fun, thematic games. When the child answers a question correctly, the program offers encouragement and praise. Incorrect responses return instructional feedback and/or additional opportunities to respond.
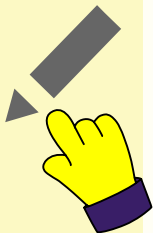
Create

"Create" uses collaborative student projects for further practice of target skills. Children work with teachers and their peers to create class books, art displays, musical numbers, etc., to apply skills that they have learned in Phoneme Farm. Recommended projects not only promote skill development, but also nurture critical thinkers who are equipped for success in kindergarten and beyond.

Teacher Web Portal Setup

Colvard
LEARNING

Email

Password

LOGIN

Forgot Password?

Step 1: Navigate to your web account at app.colvardlearning.com, and log in with the password provided by a member of the Colvard Learning team. You have the option to change your password on the login page by clicking "Forgot Password?", which sends a password reset message to your email account.

	NAME	SCHOOL	PRODUCT	STUDENTS	LICENSE EXPIRATION DATE	EDIT
🎓 **Classrooms**	PQ1 Kinder PM	Professor Pup's Academy	Pup's Quest for Phonics 1	3	12/05/2025	✏️
📦 Products	Professor Pup - PQ2	Professor Pup's Academy	Pup's Quest 2: Emerging Reader	4	05/25/2025	✏️
📊 Metrics	Pup Kinder AM	Professor Pup's Academy	Pup's Quest for Phonics 1	5	12/05/2025	✏️
📖 Supplemental Materials	Pup Pre-K Am	Professor Pup's Academy - Pre-K	Professor Pup's Phoneme Farm	5	06/25/2025	✏️

After logging in your teacher portal will open, displaying your classrooms. The classrooms will be set up by the Colvard Learning team with the requested number of open student seats. Click the pencil icon on the right to open your classroom. This is where you can add and edit your students. **Note: If you do not see the edit "pencil" icon, increase the width of your browser window.**

Add and Edit Students

Click the pencil icon at the right of your browser to open up the roster. Scroll down, type a student's name, and click "Save Student." The list of students will automatically be reordered alphabetically in the app. You may also delete students by clicking the red circle right of their name. Deleting a student will permanently delete all of their metric data.

Classroom Info

Name: Pup Pre-K Am

School: Professor Pup's Academy - Pre-K

Teacher: chaz@p.up
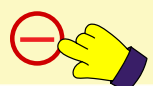
Product: Professor Pup's Phoneme Farm

Students: 4

Students

NAME	LESSON	ACTIVITY	
Celeste	3. Initial /i/	1. Intro	⊖
Connie	46. Blending	1. Blending	⊖
Mia	12. Initial /k/	4. Horse Shoe	⊖
Vincent	35. Final /l/	4. Popcorn	⊖
Student Name			CREATE STUDENT

Getting Started

After opening the app, the Welcome Screen displays the following choices:

"play" – opens single student play, one-on-one, or small group tablet play
"School Edition" – teacher and whole group mode
"Home Edition" - allows home user to unlock all lessons in the app for a "free play" experience.

Login with the password that was given to you by our team. This will grant you access to the teacher menu.

Teacher Menu Options

Lessons: Access all lessons for whole group instruction
Settings: Toggle various audio settings (pg. 4)
**Logout:** Log out of your account
Choose Classroom: Choose between AM/PM classes
Sync to Web: Sync classroom changes across devices
Class Progress: Change student progress (pg. 5)
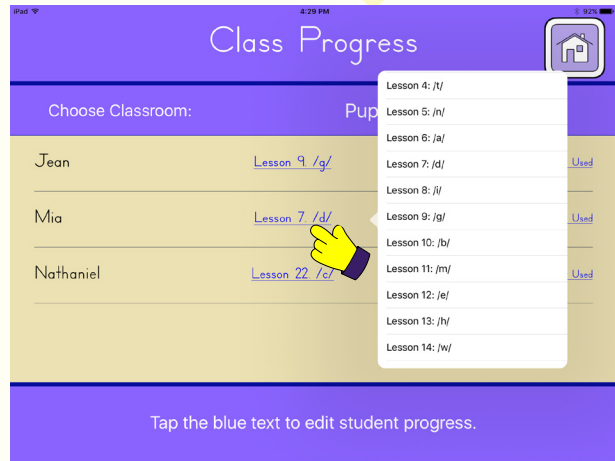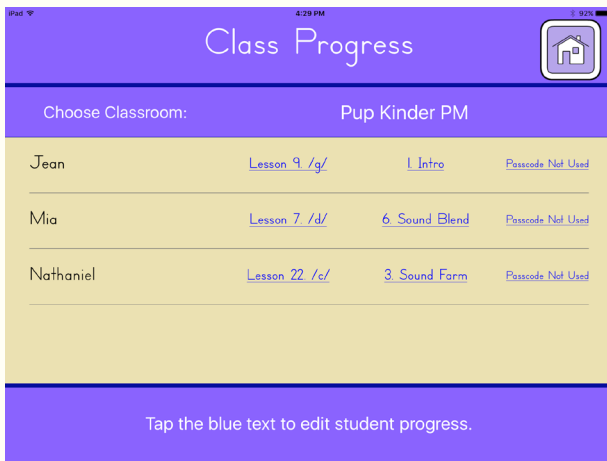
Lessons

Tap on "Lessons" to open the lessons page. Each day's lesson displays the sections from left to right and includes 2–5 activities depending on the phonemic awareness skill being addressed.
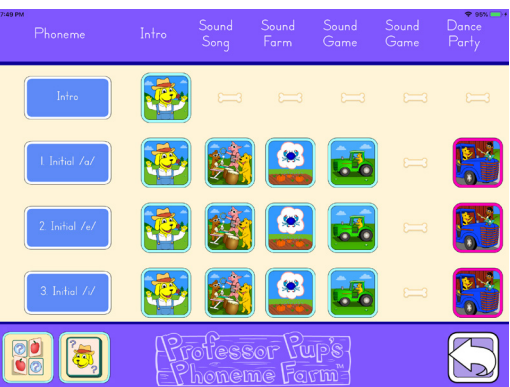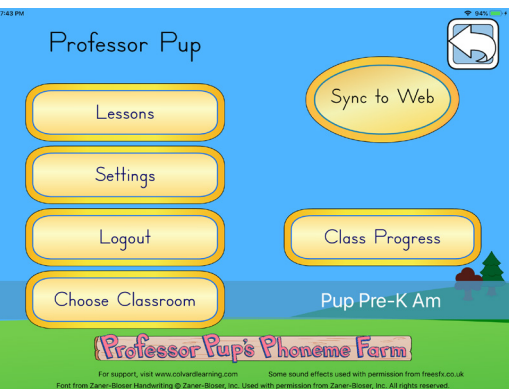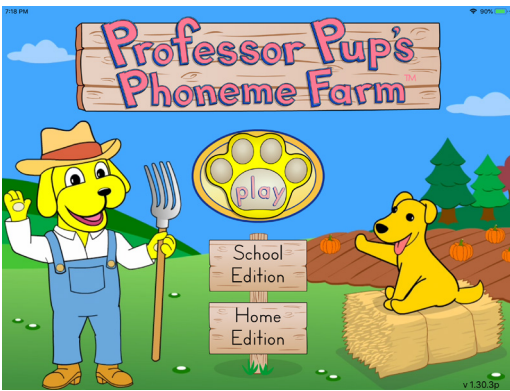
Edit Class Progress

The "Class Progress" tab allows the teacher to view their whole class and the progress of each individual student. Teachers can adjust a student's individual level and activity by tapping on the blue lesson or activity text and selecting the desired information.
This feature requires Wi-Fi to sync with other devices in a classroom setting.

iPad 🔋		4:29 PM		92% 🔋
	Class Progress		🏠	
Choose Classroom:		Pup Kinder PM		
Jean	Lesson 9. /g/	I. Intro	Passcode Not Used	
Mia	Lesson 7. /d/	6. Sound Blend	Passcode Not Used	
Nathaniel	Lesson 22. /c/	3. Sound Farm	Passcode Not Used	
	Tap the blue text to edit student progress.			

iPad 🔋		4:29 PM		92% 🔋
	Class Progress		🏠	
Choose Classroom:		Pup		
Jean	Lesson 9. /g/		Lesson 4: /t/	
			Lesson 5: /n/	
			Lesson 6: /a/	
			Lesson 7: /d/	Used
Mia	Lesson 7. /d/		Lesson 8: /i/	
			Lesson 9: /g/	
			Lesson 10: /b/	
Nathaniel	Lesson 22. /c/		Lesson 11: /m/	Used
			Lesson 12: /e/	
			Lesson 13: /h/	
			Lesson 14: /w/	
	Tap the blue text to edit student progress.			

Phoneme Farm Lesson Order

Initial Vowels –
Tractor Game
1. /a/ – initial/beginning
2. /e/ – initial/beginning
3. /i/ – initial/beginning
4. /o/ – initial/beginning
5. /u/ – initial/beginning

Initial Consonants –
Horse Game
6. /p/ – initial/beginning
7. /m/ – initial/beginning
8. /h/ – initial/beginning
9. /w/ – initial/beginning
10. /b/ – initial/beginning
11. /n/ – initial/beginning
12. /k/ – initial/beginning
13. /g/ – initial/beginning
14. /kw/ – initial/beginning

Initial Consonants –
Apple Game
15. /d/ – initial/beginning
16. /t/ – initial/beginning

17. /f/ – initial/beginning
18. /y/ – initial/beginning
19. /r/ – initial/beginning
20. /l/ – initial/beginning
21. /s/ – initial/beginning
22. /z/ – initial/beginning
23. /j/ – initial/beginning
24. /v/ – initial/beginning

Final Consonants –
Sheep Game
25. /p/ – final/ending
26. /m/ – final/ending
27. /b/ – final/ending
28. /n/ – final/ending
29. /k/ – final/ending
30. /g/ – final/ending
31. /d/ – final/ending
32. /t/ – final/ending

Final Consonants –
Popcorn Game
33. /f/ – final/ending
34. /r/ – final/ending

35. /l/ – final/ending
36. /s/ – final/ending
37. /z/ – final/ending
38. /j/ – final/ending
39. /v/ – final/ending
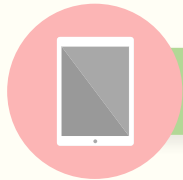40. /x/ – final/ending

Medial Vowels –
Egg/Hay Games
41. /a/ – medial/middle
42. /e/ – medial/middle
43. /i/ – medial/middle
44. /o/ – medial/middle
45. /u/ – medial/middle

46. Blending (Ant)
47. Segmenting (Peanuts)

48. Phoneme Manipulation –
Substitution (Dunk Tank)
49. Phoneme Manipulation –
Deletion (Bottle Toss)

Student Play Mode

Welcome Screen

Your students may tap the "play" paw button to get started. The first five lessons are available free after downloading the app. The other lessons are only available with a login or by purchasing the Unlock in "Home Edition."

Choose Your Character

When tapping "play!" on the main screen, your child may choose an avatar to go with their name. Their progress will be saved under their name and avatar. Your child may need assistance identifying their name if they cannot yet read their names.

Student Play Mode

Each lesson appears as a two-page spread of a picture book. On the right hand side of the page there are images of the 4–5 different activities the student can work through for each lesson. On the left hand side is an animation that relates to the specific lesson and a button that says the target phoneme/placement when tapped.
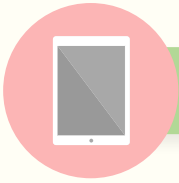
Lesson and Activity Descriptions

The first three activities in lessons 1–45 are as follows: Intro, Sound Song, and Sound Farm.
Each lesson concludes with a fun music video related to the theme of each section.
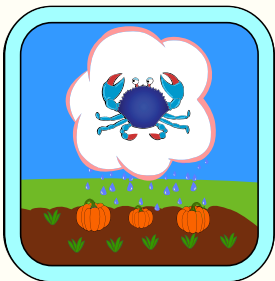
Intro

Each lesson begins with a listening exercise to promote phonemic awareness. Professor Pup introduces students to a target sound at the beginning, middle, or end of a word.

Sound Song

The target phoneme is highlighted in a fun song and animation that helps students make a visual connection between the target sound and the words in the song.

Sound Farm

From a pair of objects, the student identifes the image containing the target sound. The student is asked to select the correct image by tapping it. If the student taps the incorrect image, Professor Pup gives immediate corrective feedback.

Dance Party Celebration Video

As a final reward for successfully completing each lesson, students get to watch and listen to a dance party with the Phoneme Farm characters. Get students moving by using dance parties as a whole group music and movement activity!
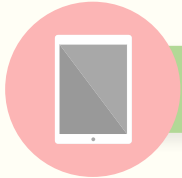
Lesson and Activity Descriptions

Thematic Sound Games

Each of the following sections will have a sound game which is grouped within each series of specific sound discrimination – Initial Vowels, Initial Consonants, Final Consonants, and Final Vowel Sounds. Each activity relates to preparing the characters to go to the county fair in the final chapter. The sound games are on the right page of the storybook.

Lessons 1–5: Initial Vowel Sounds

Tractor Game

In the tractor activity students are asked to select two images out of three choices that share the target initial vowel sound. If the student picks an image that does not have the target sound, Professor Pup gives immediate corrective feedback.

Lessons 6–24: Initial Consonant Sounds

Horseshoe Game

In the horseshoe activity, the student is asked to select two images out of three choices that share the target initial sound by tapping the images. If the student picks an image that does not have the target sound, Professor Pup will provide immediate corrective feedback.
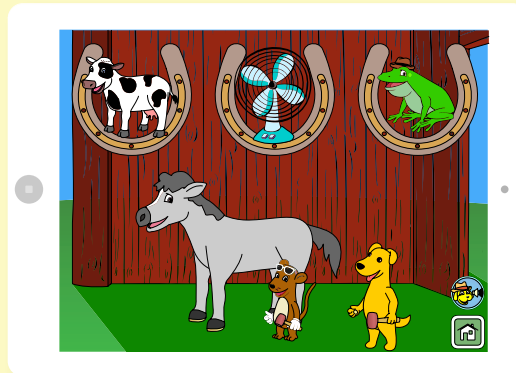
Apple Picking

In this activity, the student is asked to select the image that **does not** contain the target beginning sound. When the student correctly identifies the image without the target phoneme, an apple falls from the tree and is placed into Pup's basket. If the student taps an image that does have the target sound, Professor Pup will provide corrective feedback.
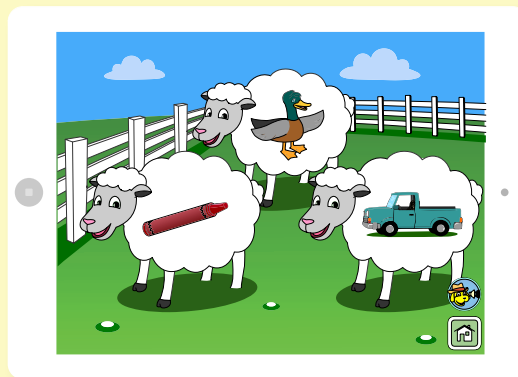
Professor Pup's Phoneme Farm™
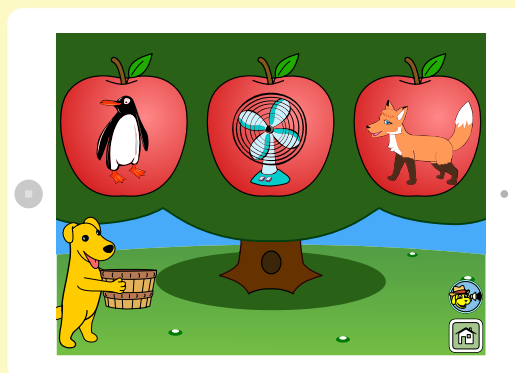
Lessons 25–40: Final Consonant Sounds

Collecting Wool

In the collecting wool activity students are asked to select two images out of three choices that share the target ending sound. If the student picks an image that does not have the target sound, Professor Pup gives immediate corrective feedback.

Popcorn Game

In this activity the student is asked to select the word that ***does not*** contain the target ending sound. When the student correctly identifies the image without the target phoneme, the two other corn kernels fall into Pup's pan. If the student taps an image that does have the target sound, Professor Pup will provide immediate corrective feedback.
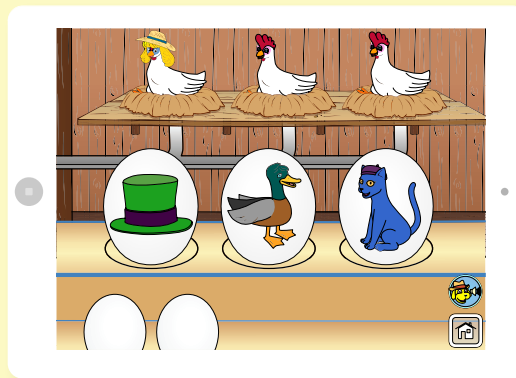
Lessons 40–45: Medial Vowel Sounds

Egg Drop

In the egg drop game students are asked to select two images out of three choices that share the target medial vowel sound. If the student picks an image that does not have the target sound, Professor Pup gives immediate corrective feedback.

Hay Ride

In this activity the student is asked to select the word that **does not** contain the target medial vowel sound. When the student correctly identifies the image without the target sound, the hay is tossed onto the trailer. If the student chooses an image that has the target medial sound, Professor Pup gives immediate corrective feedback.
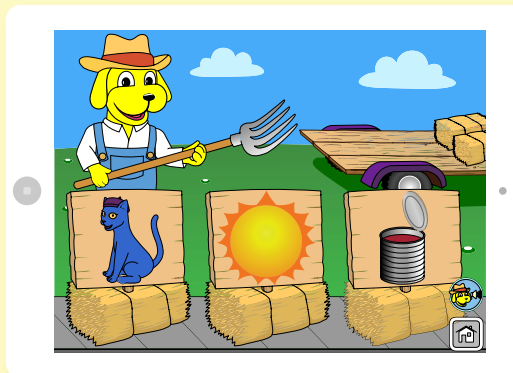
Lessons 46-47: Blending and Segmenting

Ant Farm: Blending

In this activity, students blend different sounds together to make new words. The student repeats each sound aloud and taps a part of the ant. After each sound has been tapped and said aloud, the student blends the sounds by swiping their finger across the ant and saying the whole word out loud. Once the word is blended, the ant will gather a peanut and place it into Pup's basket.
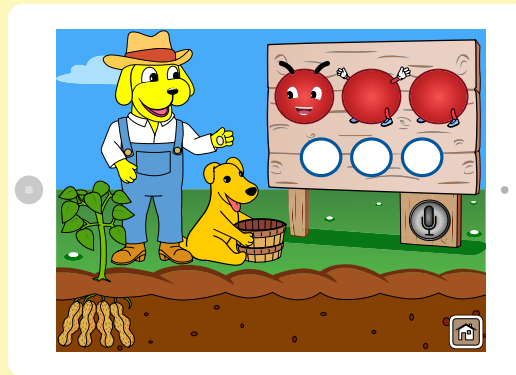
Growing Peanuts: Segmenting

In this activity, students segment words into sounds. The student taps each part of the peanut as they break down the word into specific sounds. After each part of the word has been segmented, the peanut is planted into the ground.

Lessons 48–49: Manipulation and Deletion

We've designed two activities for manipulation and deletion: Dunk Booth and Bottle Toss.

Dunk Booth: Manipulation

In this activity, the student is asked to identify the new word that's made when the first sound of a word is changed to a different sound. There are two images from which the student chooses. If the student selects the correct new word, Professor Pup gets closer to being dunked in a tank of water. If the student does not select the correct answer, then Professor Pup gives immediate corrective feedback.
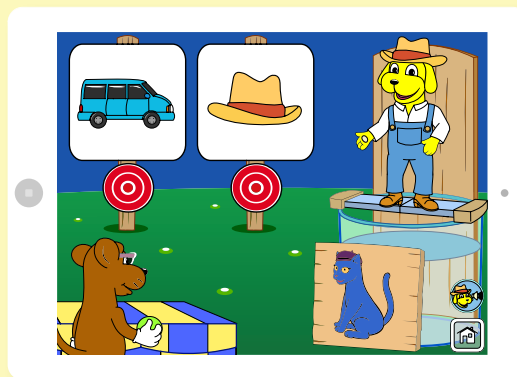

Bottle Toss: Deletion

For this activity, the student is presented with a word and must identify what new word is made when the first sound is deleted. If the student selects the correct new word from two choices, then Pup knocks down some bottles. If the student chooses wrongly, Professor Pup gives immediate corrective feedback.

Rhyme Time

Students can access Rhyme Time anytime throughout their use of Phoneme Farm. There are two rhyming activities to choose from: Concentration and Go Fish.
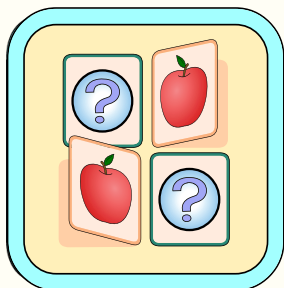

Concentration

In this activity, Professor Pup teaches the student about rhyming. The student must match three pairs of rhyming images. If the student selects two cards that do not match, Professor Pup gives immediate corrective feedback.
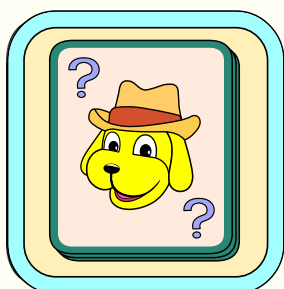

Go Fetch

For this activity, the student looks for rhyming pairs in a game of Go Fetch with Professor Pup. The students take turns with Professor Pup, asking to see if the other has a rhyming match. The students select if they think their pair is a match by tapping the thumbs up or thumbs down button. If the student matches incorrectly, Professor Pup gives immediate corrective feedback.
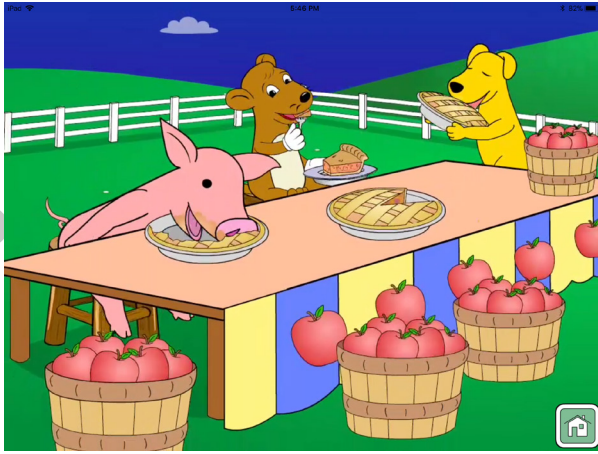
County Fair

When a student completes all activities and lessons in the app, they get to review all their hard work and watch the characters enjoy the County Fair in the final Celebration Video!
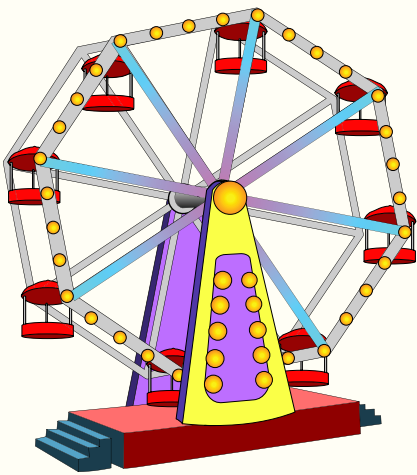
Start your free trial of Phoneme Farm today!

Contact info@colvardlearning.com for more

information on how to get started.