



Introduction to Pup's Quest for Phonics®

Pup's Quest for Phonics® is an interactive 40-lesson phonics curriculum aligned to the Common Core State Standards for tablets and mobile devices. Designed for beginning readers, Pup's Quest integrates animation, interactive stories, music, and games to provide a fun and developmentally appropriate educational experience. Every lesson offers engaging hands-on activities carefully crafted to guide each student from phonemic awareness to reading fluency. The follow-up program Pup's Quest 2: Emerging Reader is a 34 lesson continuation of the same curriculum, but covers more complex spellings including alternate vowels, double, and triple letter spellings.

Special features:

- speech and handwriting recognition technology
- immediate corrective feedback
- student progress monitoring for teachers
- supplemental materials including lesson plans and worksheets

Pup's Quest for Phonics® is academically flexible and can be used in a variety of instructional contexts. It is equally suitable for whole group classrooms with projectors/smartboards, small group settings, and one-to-one study on tablets. Pup's Quest adapts to each student's reading ability, so it is an effective tool for struggling readers, English Language Learners, special education students, and students in the general education classroom.

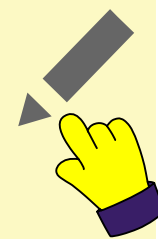
If there are any questions, comments, or concerns, please contact our staff at info@colvardlearning.com.

Teacher Web Portal Setup

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	

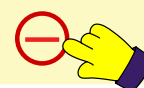
After logging in your teacher portal will open, displaying your classrooms. The classrooms will be set up by the Colvard Learning team with the requested number of open student seats. Click the pencil icon on the right to open your classroom. This is where you can add and edit your students. **Note: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

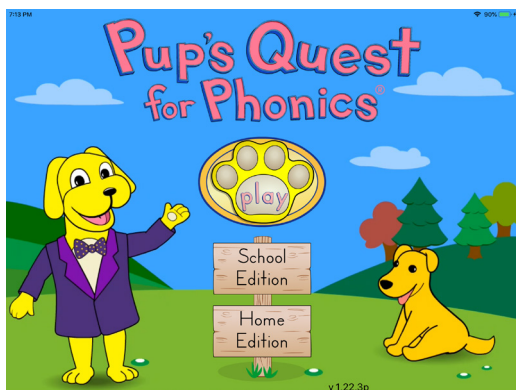


NAME	TEACHER	Classroom Info		
Pup Kinder AM	char@p	Name	Pup Pre-K Am	
Pup Kinder PM	char@p	School	Professor Pup's Academy - Pre-K	
Pup Pre-K Am	char@p	Teacher	char@p.up	
Pup Pre-K PM	char@p	Product	Professor Pup's Phoneme Farm	
Pup's Quest 2 test	char@p	Students	4	
Students				
NAME	LESSON	ACTIVITY		
Celeste	3. Initial /l/	1. Intro		
Connie	46. Blending	1. Blending		
Mia	12. Initial /l/	4. Horse Shoe		
Vincent	35. Final /l/	4. Popcorn		
Student Name		<input type="text"/> <input type="button" value="CREATE STUDENT"/>		

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.

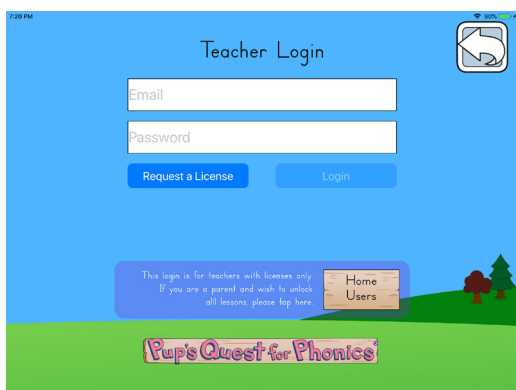




Getting Started

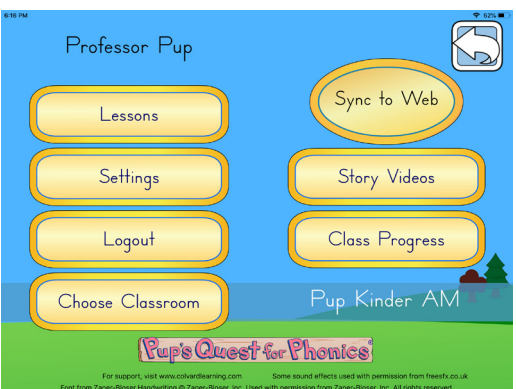
After opening the Pup's Quest app, the Welcome Screen displays the following choices:

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



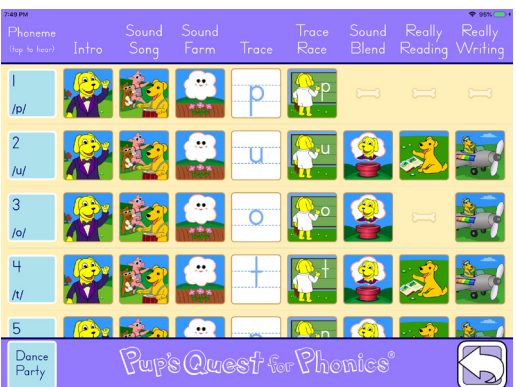
Login

Login with the credentials that were given to you by our team. This will open up your access to the teacher menu. You can log out later in the teacher menu by tapping "Logout."



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 multiple classrooms (i.e. AM/PM). This will change classes on all devices logged into your account.
- Sync to Web:** Sync classroom changes across devices
- Story Videos:** Access all Really Reading story videos
- Class Progress:** Change student progress (pg. 5)



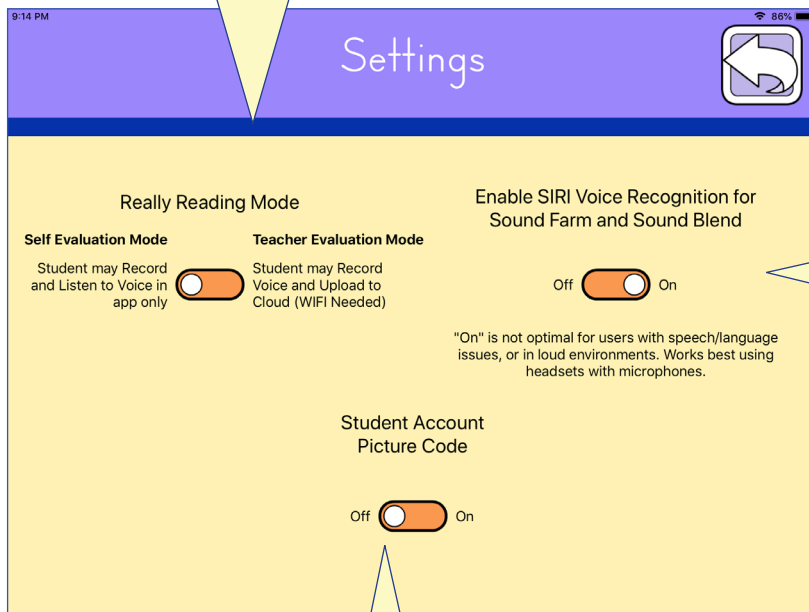
Lessons

Tap on "Lessons" to open the teacher lesson page. Each lesson is numbered and laid out in a grid for easy access, with features like pause and skip buttons. This access point is ideal for whole group instruction. You can tap on the blue square at left to play the audio file of the lesson's target phoneme.

Settings

Really Reading Mode

Really Reading has two modes: Self-Evaluation Mode (the default setting) and Teacher Evaluation Mode (requires Wi-Fi). In both modes, the student may record their voice and listen for self-evaluation. Teacher Evaluation Mode allows the student to upload their recording, and send it via Wi-Fi to the teacher's account for evaluation.



Enable Speech Recognition

This toggle controls the speech recognition software. The default setting is off, and it requires Wi-Fi. This software is most effective with a microphone headset. There are some situations where this feature is potentially not ideal, such as noisy classrooms, ELL classes, or classes for students with special language needs. Enabling this will make Mr. Microphone appear in certain activities (see below).

Student Account Picture Code

This toggle controls the Student Account Picture Code. The default setting is off. This function was incorporated to keep students from entering other students' accounts. If a student forgets their Picture Code, a teacher may retrieve it in "Class Progress" page in the settings.

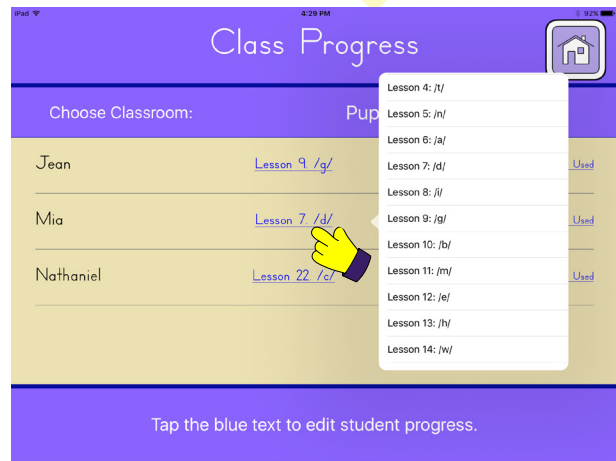
Mister Microphone!

When activating Speech recognition, the Sound Farm and Sound Blend activities will feature Mr. Microphone. When he pops out of his pipe and his "ears" light up, Voice Recognition is activated and listening for the student's response.



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.

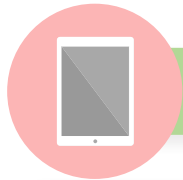


Phoneme Lesson Order - Pup's Quest for Phonics 1

- | | | | |
|---------|---------------------|--------------------|--------------------|
| 1. /p/ | 13. /h/ | 25. /x/ | 35. /ī/ - long i |
| 2. /u/ | 14. /w/ | 26. /y/ | 36. /ī/ - |
| 3. /o/ | 15. /r/ | 27. /sh/ | "i-e" as in "bike" |
| 4. /t / | 16. /j/ | 28. /kw/ "qu" | 37. /ō/ - long o |
| 5. /n/ | 17. /s/ | 29. /ch/ | 38. /ō/ - |
| 6. /a/ | 18. /v/ | 30. /wh/ | "o-e" as in "mole" |
| 7. /d/ | 19. /l/ | 31. /ā/- long a | 39. /ū/ - long u |
| 8. /i/ | 20. /z/ | 32. /ā/- | 40. /ū/ - |
| 9. /g/ | 21. /f/ | "a-e" as in "cake" | "u-e" as in "mule" |
| 10. /b/ | 22. /k/ spelled "c" | 33. /ē/ - long e | |
| 11. /m/ | 23. /th/ | 34. /ē/ - | |
| 12. /e/ | 24. /k/ spelled "k" | "e-e" as in "eve" | |

Phoneme Lesson Order - Pup's Quest 2: Emerging Reader

- | | | | |
|-----------------------|------------------|------------------|------------------|
| 41. /ng/ | 49. /j/ - ge | 59. /ē/ - ey | 67. /ae/ - a |
| 42. /nk/ | 50. /s/ - se | 60. /er/ - er | 68. Long ī Intro |
| 43. /ooz/ - | 51. /s/ - ce | 61. /u/ - | 69. /ie/ - i |
| "short oo" as in cook | 52. /oo/ - ew | "o" as in dozen | 70. /ie/ - y |
| 44. /oo/ - | 53. /oo/ - ue | 62. /o/ - aw | 71. Long o Intro |
| "long oo" as in pool | 54. /oo/- u-e | 63. /a/ - | 72. /oe/ - o |
| 45. /ch/ - tch | 55. Long ē intro | "o" as in water | 73. /oe/ - oa |
| 46. /r/ - wr | 56. /ē/ - ee | 64. Long ā Intro | 74. /oe/ - ow |
| 47. /n/ - kn | 57. /ē/ - ea | 65. /ae/ - ai | |
| 48. /j/ - dge | 58. /ē/ - y | 66. /ae/ - ay | |

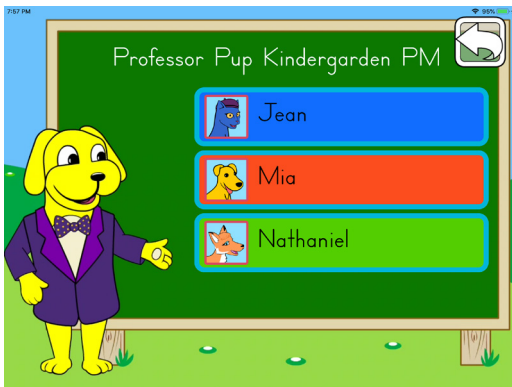


Student Play Mode



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 student may choose an avatar to go with their name. Their progress will be saved under their name and avatar. Your student may need assistance identifying their name if they cannot yet read their names.

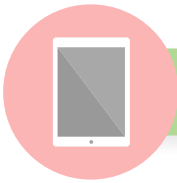


Student Play Mode

In Student Play Mode, the student progresses through the lessons in a digital storybook layout. Each activity of a new lesson is played in succession, while completed lessons may be revisited and replayed for review and practice. The order of a lesson is as follows: Intro, Sound Song, Sound Blend, Trace, Trace Race, Sound Blend, Really Reading, and finally Really Writing.



In the upper left-hand corner of the storybook is a "lock" or "play" button. When a student finishes a lesson, they unlock this feature that allows them to re-watch the lesson's Really Reading story for fun or review.



Lesson and Activity Descriptions



Intro

Each lesson begins with a listening exercise in which Professor Pup introduces students to a new phoneme, providing examples of words with the target sound.



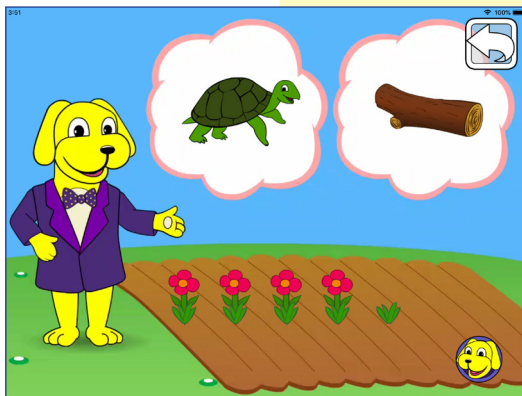
Sound Song

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.

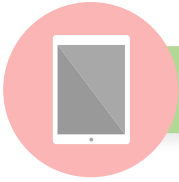


Sound Farm

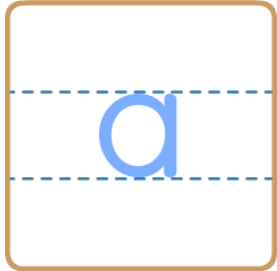
From a pair of objects, students identify the image containing the target sound. With Speech Recognition on, the student must wait for Mr. Microphone to pop out and light up, and then say the name of the correct image aloud. If the student says the incorrect image, Professor Pup gives immediate corrective feedback.



Info Repeat Button - This button repeats the prompts in an activity. If Mr. Microphone ever gets "stuck," press it to reset the Speech Recognition. This button is also found in Sound Blend, Really Reading, and Really Writing.

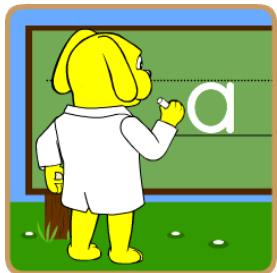
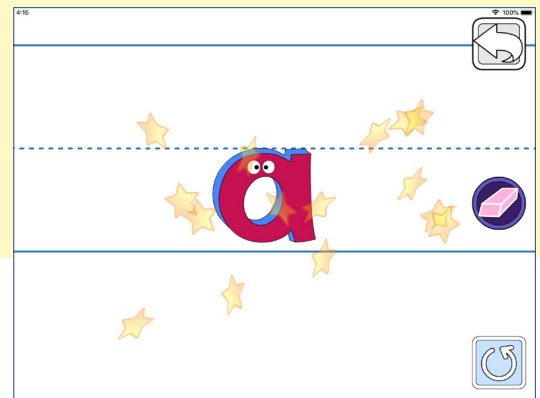
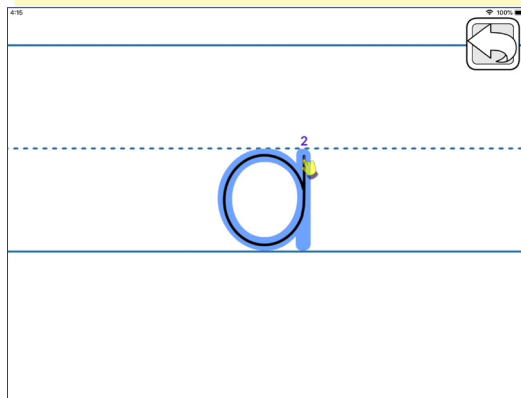


Lesson and Activity Descriptions



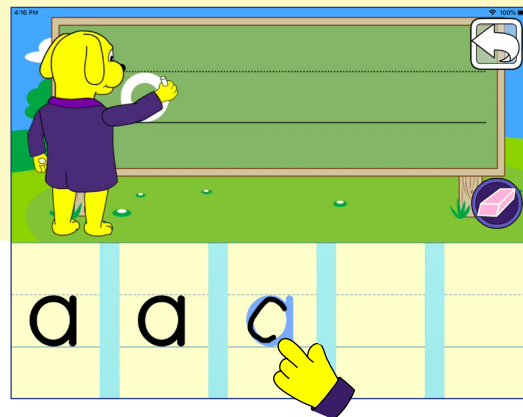
Trace

Pup's Quest for Phonics® uses handwriting recognition software to engage students' visual and kinesthetic memory. By first watching a demonstration of a hand performing the stroke order and direction, students learn how to write the letter (grapheme) representing the new phoneme. The letter then springs to life as a "Sound Buddy," which will help guide them later in the lesson.



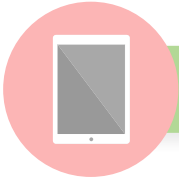
Trace Race

In a race against Professor Pup, students practice writing that lesson's letter. In round one, letter formation is guided with a hint, as the student traces the letter several times in a row. In round two, the student practices writing the letter without a hint.



Erase Button - Student may press the Erase button to remove incorrect marks, or reset the handwriting recognition.

Replay Button - Allows student to re-watch Trace video.

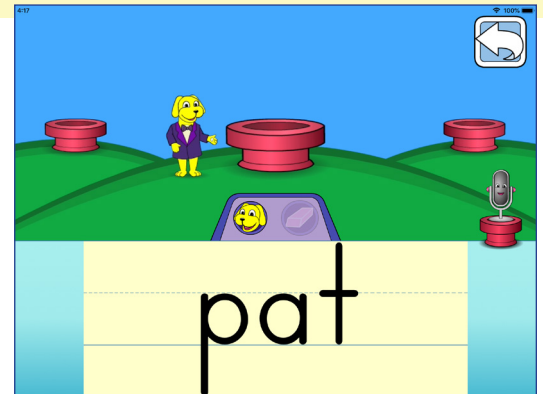


Lesson and Activity Descriptions

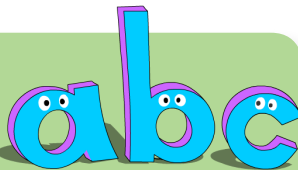


Sound Blend

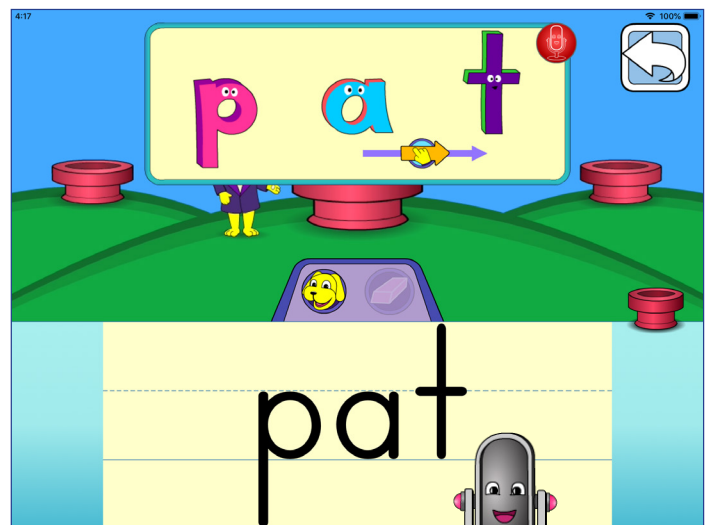
Sound Blend teaches students to blend phonemes and written letters to create full words. Professor Pup prompts the student to repeat a phoneme and write the corresponding letters. Then the student must verbally blend the phonemes together, decoding the new word. The student then must clearly say the word when Mr. Microphone pops up. If a mistake is made, the Sound Buddies appear,



Sound Buddies



Sound Buddies are a patented technology of Colvard Learning. This feature allows the student to expand a word into its individual phonemes, decoding each word by tapping the letters. The student can tap each individual letter to hear its sound, or swipe horizontally to blend certain sounds together when there is a "swipe" icon with purple arrow beneath a sound cluster (below).



a.





7. Really Reading

In this activity, the student practices reading full sentences in animated narratives about our cast of characters. If the student does not know or struggles with a particular word, they can tap it to activate the Sound Buddies box.

The student makes a recording of their reading and can listen to it for self-evaluation, then send the file to the teacher's web account for scoring. The steps for this are below at right (1.-3.)

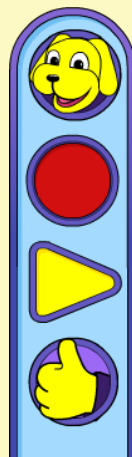
Teacher Evaluation Mode

Because there is no substitution for teacher evaluation of a student's reading ability, we've created this mode so students can send their recordings directly to their teacher. The image to the right displays the buttons for recording, playback, and sending files to the teacher.

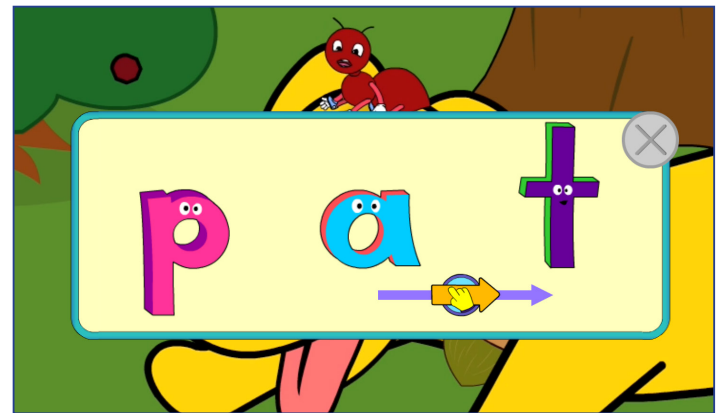
Self-Evaluation Mode

If the student is working alone or at home, they click the "thumbs up" icon, shown at right, to move on to the next activity.

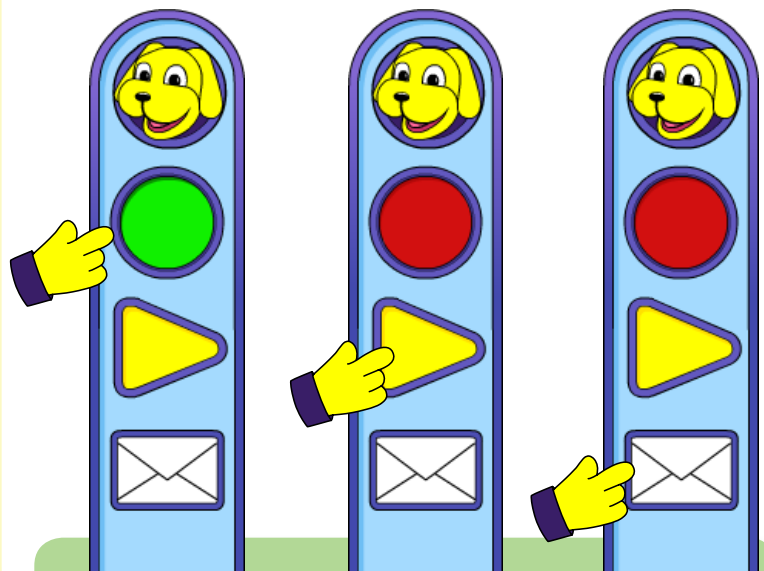
See page 4 (Teacher Settings) for more info about this how to switch between these modes.



Ant, pat Pup.



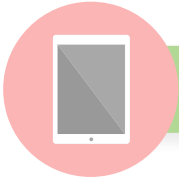
Every word in Really Reading may be tapped to open Sound Buddies, which play individual sounds words and contain blendable sound clusters.



1. Record.

2. Listen.

3. Send!

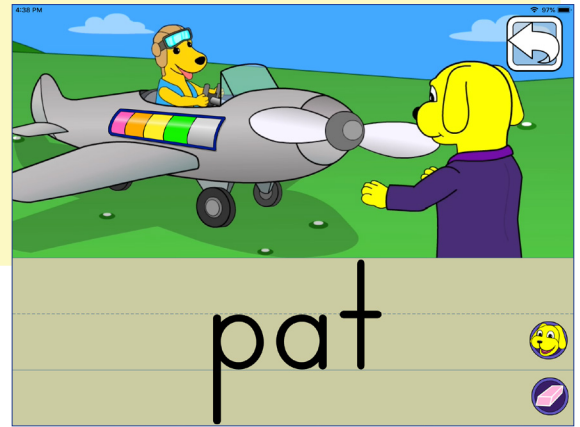
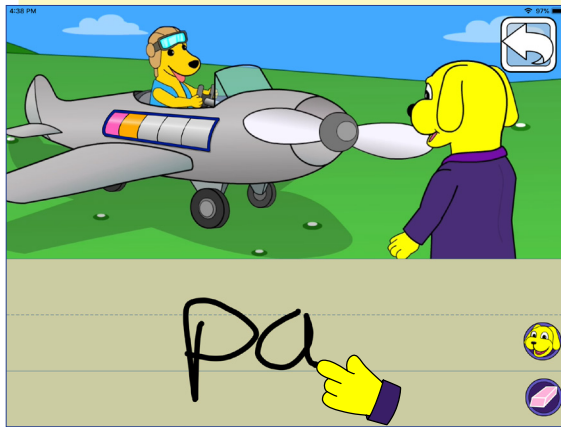


Lesson and Activity Descriptions



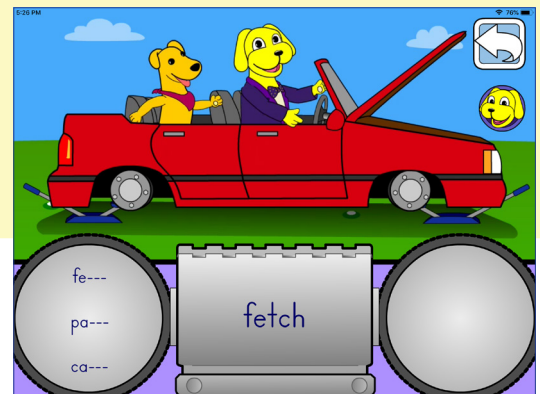
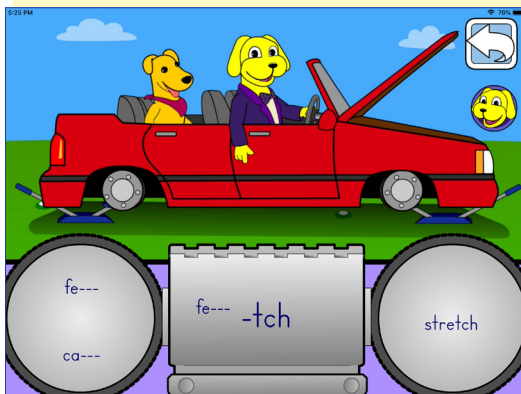
Really Writing

In this final activity, the student practices writing the word without any visual aids. This instills confidence and helps the student transition towards reading and writing without guidance. If the student cannot complete the word within three tries, the word will appear in light gray as a hint, to guide the student.



Word Builder (PQ2)

Word Builder is featured only in Pup's Quest 2: Emerging Reader after lesson 45. It comes after the Intro in lessons with alternate spellings. This activity is a reinforcement of combining different parts of words based on phonetic decoding.






Dance Celebration

A reward for successfully completing a lesson is a dance party music video featuring Professor Pup and his friends! There are three which play at random.



Supplemental Materials




- Classrooms
- Products
- Metrics
- Supplemental Materials**

Supplemental Materials

Pup's Quest for Phonics 1

- [Pup's Quest Lesson Plan 2017.pdf](#)
- [Pup's Quest Pt. 1 Blacklines.pdf](#)
- [Pup's Quest Sound Cards.pdf](#)
- [Pup's Quest App Overview 8-19.pdf](#)



The Supplemental Materials section of the teacher portal is where you may download reinforcement materials and other useful documents. Lesson Plans, Blacklines, Sound Cards are stored here as PDF's for our licensed users to download and print.

Note: Trial users will not have access to this feature.

Student Progress Metrics

Metrics Color Key █ Mastery █ Emerging █ Limited

Pup Kinder AM Pup's Quest for Phonics 1
Date of License: - 07/31/2017

Pup Kinder PM Pup's Quest for Phonics 1
Date of License: - 07/31/2017

Name	Current Lesson/Activity	Overall Average	Overview
Nathaniel ✕	5. /n/, 6. Sound Blend	88 % █	NOTES OVERVIEW
Jean ✕	6. /a/, 3. Sound Farm	98 % █	NOTES OVERVIEW

You may monitor your students' progress in the "Metrics" Section of the teacher web portal. This dashboard allows you to view your students' average scores, review color graded scores from each lesson, and take notes. If "Teacher Evaluation Mode" setting is on, you may click "Listen" to hear and score recordings of your students reading sentences from the Really Reading activity.

Metrics - Liam NOTES DOWNLOAD Color Key █ Mastery █ Emerging █ Limited Back to Classroom

LESSON	SOUND FARM	TRACE RACE	SOUND BLEND	REALLY WRITING	REALLY READING
1. /p/	5/5 █	1st █ 2nd █			
2. /u/	5/5 █	2nd █ 1st █	5/5 █ 2/2 █	3/3 █	LISTEN
3. /o/	4/5 █	1st █ 1st █	3/3 █ 3/3 █	3/3 █	
4. /t/	4/5 █	1st █ 1st █	6/6 █ 2/2 █	3/3 █	LISTEN
5. /n/	5/5 █	1st █ 1st █	8/8 █ 3/3 █	3/3 █	LISTEN
6. /a/	5/5 █	1st █ 1st █	9/9 █ 3/3 █	3/3 █	LISTEN

The fully expanded student metrics appear when you click on a student's name. This section records student performance for each activity in each lesson. You may download the data as an excel spreadsheet file by clicking the "Download" button at the top of page.

Student Progress Metrics

	Sound Farm	Trace Race		Sound Blend		Really Writing	Really Reading
Activity Focus:	Phoneme Recognition	Col. 1: Letter Formation with hint	Col 2: Letter Formation without hint	Col. 1: Phonics (words chosen at random so #'s will vary)	Col. 2: Decoding (Speech recogniton setting must be on)	Encoding	Reading Sentences (Teacher Evaluation mode only)
Explanation of Metrics:	# of correctly recognized target sounds (out of 5)	# of tries to write target sound 5 times within time limit		# of target letters formed correctly in 3 words	# of words read correctly (out of 3)	# of full words written correctly (out of 3)	Audio scored by teacher



Metric data is based on the info in the spreadsheet above. This info can be accessed in the metric dashboard by clicking the purple "info" circle, which will open a drop-down menu.

LESSON	SOUND FARM	TRACE RACE	SOUND BLEND	REALLY WRITING	REALLY READING
1. /p/	5/5	1st 2nd			
2. /u/	5/5	2nd 1st	5/5 2/2	3/3	LISTEN

You can access the recorded audio files in the individual student metrics page by clicking the gray "Listen" button, which expands a drawer with the audio files, in the order in which they appear in the story. There is a toggle for each recording, with which you can score audio as "Pass," "Needs Work," or "Incorrect Audio." The percentage will populate in the student metrics based on the teachers score. ("Incorrect Audio" will not affect the student's score.)

- Classrooms
- Products
- Metrics
- Supplemental Materials

Professor Pup
chaz@p.up

Metrics - Liam ios **NOTES**

LESSON	SOUND FARM
1. /p/	5/5
2. /u/	5/5
3. /o/	5/5
4. /t/	5/5
5. /n/	5/5
6. /a/	5/5
7. /d/	5/5
8. /i/	5/5
9. /g/	5/5

Really Reading Audio Score
Student: Liam ios **80%**

Lesson 6. /a/

3. Ant and a nut on Pup.

Pass
 Need Work
 Incorrect Audio

4. Ant, pat Pup.

Pass
 Need Work
 Incorrect Audio

5. Ant, nap on Pup.

Pass
 Need Work
 Incorrect Audio

SAVE GRADES



Re-recording Metrics - In the event where a students' metrics reflect that they did not achieve adequate mastery of a lesson, a teacher may send the student back for review by re-starting their lesson in the "Class Progress" section in the teacher menu (pg. 5).

Note: The metrics will only be re-recorded when the student begins the lesson at "Intro".

Start your free trial of Pup's Quest for Phonics today!

Contact info@colvardlearning.com for more
information on how to get started.

