

GOOD PRACTICE EXAMPLE · GRADE 1 · BULGARIAN LANGUAGE & LITERATURE

Sound and Letter „Щ“

Puppet theatre, AI, and Storky's Adventures

Ivana Chiflidjanova · 81st Secondary School “Victor Hugo”, Sofia, Bulgaria

Mentor: Elena Nalbantova · AI Navigators Project, Syndicate Education Podkrepa



About the Lesson

Teacher, school, subject, grade and duration



Learning Objectives

What students should be able to do afterward



Lesson Flow

Five phases - from puppet theatre to self-assessment



AI in Action

The Canva and Base44 tools and the real products from the lesson



Results & Reflection

What the lesson showed and why it was selected

About the Lesson



TEACHER

Ivana Chiflidjanova



SCHOOL

81st Secondary School “Victor Hugo”,
Sofia, Bulgaria



SUBJECT & TOPIC

Bulgarian Language (alphabet stage) —
“Sound and Letter “Щ”



GRADE

1st grade



DURATION

30–35 minutes



CURRICULUM LINK

Identifying letter “Щ”, reading, sound
analysis, dictation

What Students Achieve

1

Recognize the graphic form of the letter “Щ” (upper- and lowercase) and distinguish it from “Ш”.

2

Build a sound model of words containing “Щ”, identifying the letter's position - at the beginning, in the middle, or at the end.

3

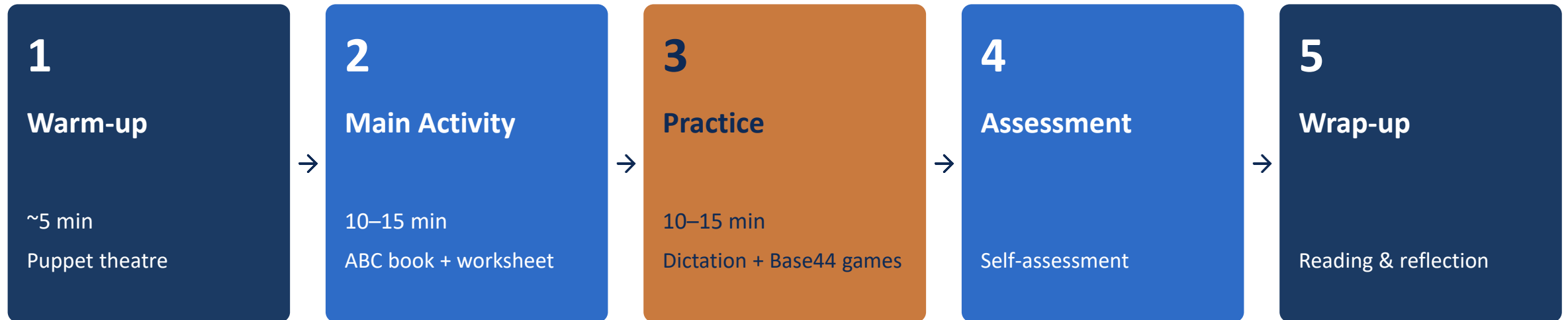
Read words and a short text with the new letter fluently (“Stork at School”).

4

Correctly write short words and sentences during an audio dictation.

SECTION 3 · LESSON STRUCTURE

Lesson Flow - Five Phases



Only 2 of the 5 phases use AI directly with students - but they create the lesson's strongest visible products.



TWO AI TOOLS · ONE 40-MINUTE LESSON

From live puppetry to an AI-built website

What follows: how each of the five phases actually unfolded in Ivana Chiflidjanova's classroom.

Puppet Theatre with Stork Shtilyan

No AI



The teacher acts out a live scene with puppets (muppets). The main character is Stork Shtilyan, who is sad - he wrote a letter to his friends, but they laughed at him because he mixed up the letters “Ш” and “Щ”.

The teacher calls on the children to help Shtilyan learn the new letter so he doesn't make the mistake again.

Why show this honestly

In the lesson plan, the teacher correctly notes that this warm-up activity does not use AI - it relies on live, emotional contact with the children. Being transparent about when AI is used, and when it isn't, is part of the project's good practice.

The ABC Book and the Worksheet

Work with the ABC book (p. 92): reading words (pin, house, candle) and the text “Stork at School”; discussing why Shtilyan went back to school.

Task 2 - “Letter “Щ” Detective”: students circle only “Щ” and “щ” to tell them apart from “Ш”.

Task 3 - “Where is the letter “Щ”?”: counting letters and coloring the position of “Щ” in words.

2. 🔍 Детектив на буква Щ

Помогни на Щърко да намери своята буква. Внимавай — не я бъркай с Ш! Огради само Щ и щ:

Щ ш Ш щ Ц Щ п щ И Щ т щ Ш Щ л щ В Щ
ц щ П щ Ш Щ Ч ч П М Ц Щ щ Ш Ш ц щ ш Щ

3. 🧩 Къде се намира буква Щ?

Преброй буквите и оцвети квадратчето, където се намира буква Щ (в началото, в средата или в края):

ЩИПКА → □□□□□	ЩАСТИЕ → □□□□□
ПОЩА → □□□□	ЩЕПСЕЛ → □□□□□
ГУЩЕР → □□□□□	ЩРАУС → □□□□□
СВЕЩ → □□□□	ГОРЕЩ → □□□□□

An Original Worksheet, Made with Canva

Tool: Canva



Работен лист: Приключенията на Щърко

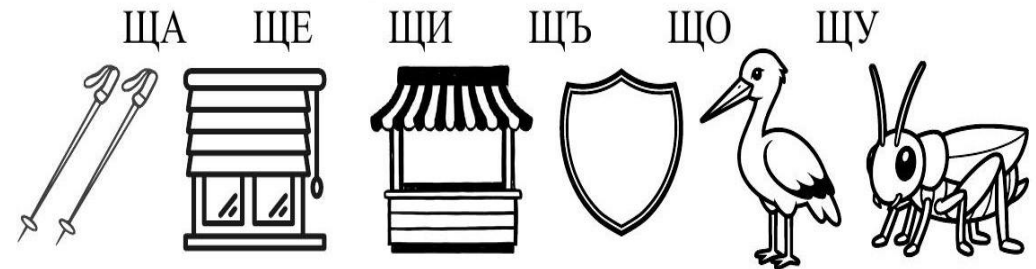
Име: _____ Клас: 1. _ Дата: _____

Purpose of using AI: to create an original, visually appealing worksheet - "Storky's Adventures" - and interactive educational games, instead of a ready-made textbook sheet.

Result: 5 varied tasks (letter detective, position counting, syllable-picture matching, coloring, a creative drawing) plus a self-assessment scale - all in one consistent, child-friendly visual style.

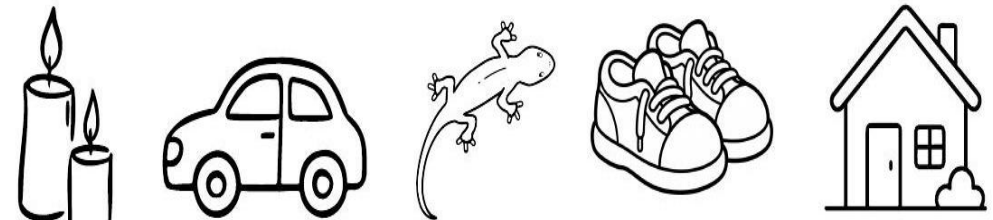
4. Пощата на Щърко

Свържи всяка сричка с картинката, която започва с нея:



5. Помогни на щъркела

Оцвети само предметите, в чието име има буква Щ. Щърко ще „трака“ радостно за всеки верен отговор!

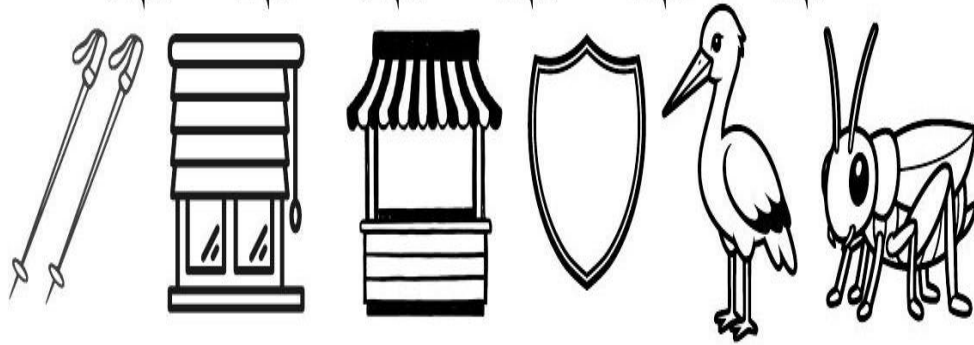


The Real Worksheet Used in Class

4. 🗑️ Пощата на Щърко

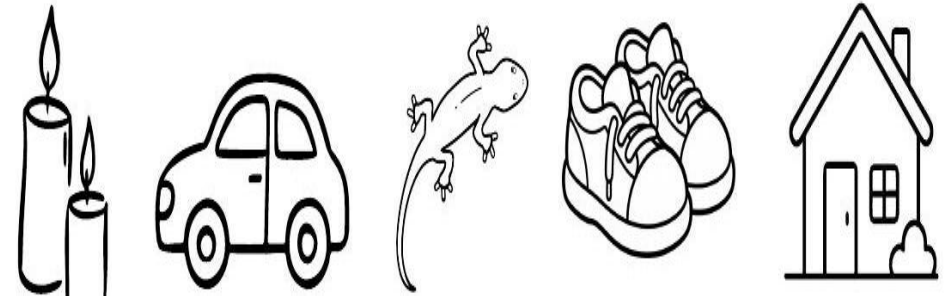
Свържи всяка сричка с картинката, която започва с нея:

ЩА ЩЕ ЩИ ЩЪ ЩО ЩУ



5. 🎨 Помогни на щъркела

Оцвети само предметите, в чието име има буква Щ. Щърко ще „трака“ радостно за всеки верен отговор!



The Creative Task - Building Storky's Nest

Students who finish the dictation and games early move on to this creative task - drawing a nest on the chimney and a mailbag for the stork.

Творческа задача

Щърко строи своето гнездо върху един комин. Нарисувай го там и му добави голяма пощенска чанта, пълна с писма!



 Самооценка: Как се справи днес?

An Interactive Learning Website

Tool: Base44 + AI

The teacher used AI to design an entire interactive website with reading-practice games from scratch - based on textbook photos she uploaded herself.

” *You are an expert in web design and interactive learning. Your task is to create a detailed technical specification for an interactive educational website based on the learning material from the uploaded photos. **Design four interactive exercises:** reading comprehension, word search, sentence ordering, and a creative task - each with clear instructions and assessment criteria.*

Excerpt from the real prompt used by the teacher (translated) · shchilyan-smart-learn.base44.app

Dictation, Games and Differentiation



Audio Dictation “Forest News”

The teacher dictates short words and a sentence from the textbook (“It is night. The cricket is chirping.”), and the children write them on the worksheet.



Interactive Games on Base44

Students play the AI-built games to practice reading technique with words like night, help, oven, candle.



Differentiation: Creative Task

Students who finish early draw the stork's nest and mailbag (see the product on the previous slide).



Students Assess Their Own Progress

Checking completion: the audio dictation and the worksheet tasks.

Self-assessment: children color in the scale at the end of the worksheet according to how they did.

Evidence of learning: correctly matched syllables and pictures, correctly circled letters “Щ”, error-free dictation words.

 Летя от щастие!  Справих се добре.  Трябва ми
още помощ.

The self-assessment scale from the worksheet

Щ

What Remains After the Lesson



Generated with AI

- Original worksheet (Canva) - canva.link/dwilkuqx7rwekym
- Educational games website (Base44) - shchilyan-smart-learn.base44.app



Traditional materials

- “Prosveta” ABC book (pp. 92–93)
- Muppets (theatre puppets)
- Colored pencils, printed worksheets
- Interactive screen for the Base44 games

How the Lesson Ends

The teacher reads “The Cricket and the Ant” (p. 93) expressively and leads a short discussion about the moral - how the ant behaved, and why.

Stork Shtilyan (the puppet) thanks the children for teaching him the letter Ц — closing the emotional loop opened at the start of the lesson.

Homework: finishing the creative task (if not completed in class) and reading the ABC book texts to their parents.

TEACHER REFLECTION

”

The lesson successfully combines traditional puppetry with modern digital technology - the interactive games on Base44 and the original visual design from Canva. This shift from puppet to screen keeps first-graders' attention and motivation very high throughout the lesson.

The self-assessment scale, together with the digital results from the Base44 games, gives the teacher immediate, clear feedback on how well the material has been mastered in real time.

— Ivana Chiflidjanova

Why We Chose This Lesson



The Youngest Age Group in the Selection

An example from 1st grade among the seven chosen lessons - showing that AI works even with the youngest learners.



A Real, Verifiable Product

A working original website (Base44) and a finished worksheet (Canva) - not just an idea, but something students actually used.



A Balance of Human Touch and Technology

The puppet theatre stays in place - AI steps in where it adds value, not everywhere.



Thank you for your attention!

Lesson: Sound and Letter “Щ” · Ivana Chiflidjanova, 81st Secondary School “Victor Hugo”, Bulgaria

AI NAVIGATORS: Empowering teachers for the AI era · 2024-1-MK01-KA220-SCH-000253777