

Ukraine Teachers' Game Manual



Can't Wait to Learn

**CAN'T
WAIT TO
LEARN**



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INTRODUCTION TO THE CWTL AUTONOMOUS LEARNING PROGRAMME

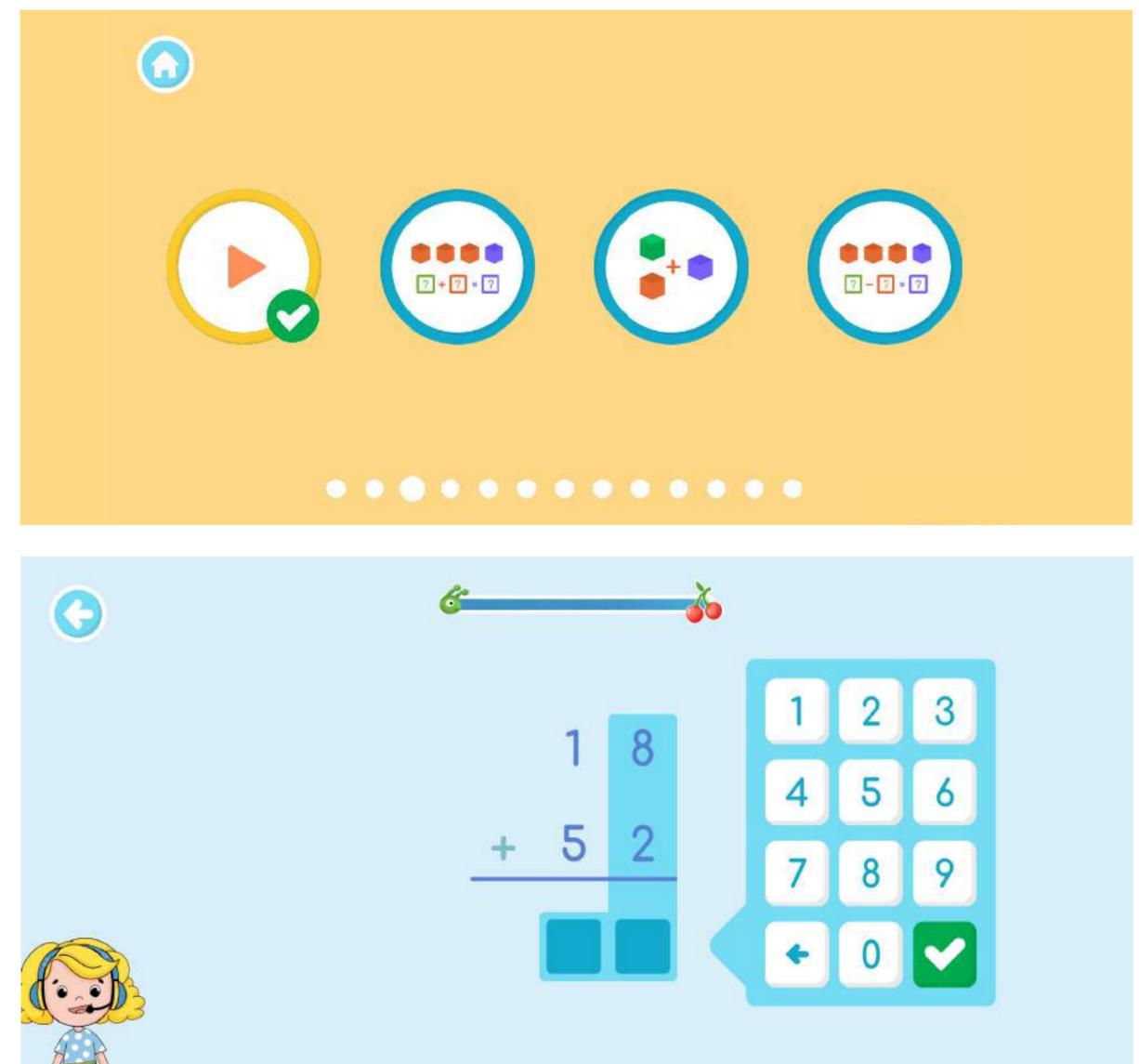
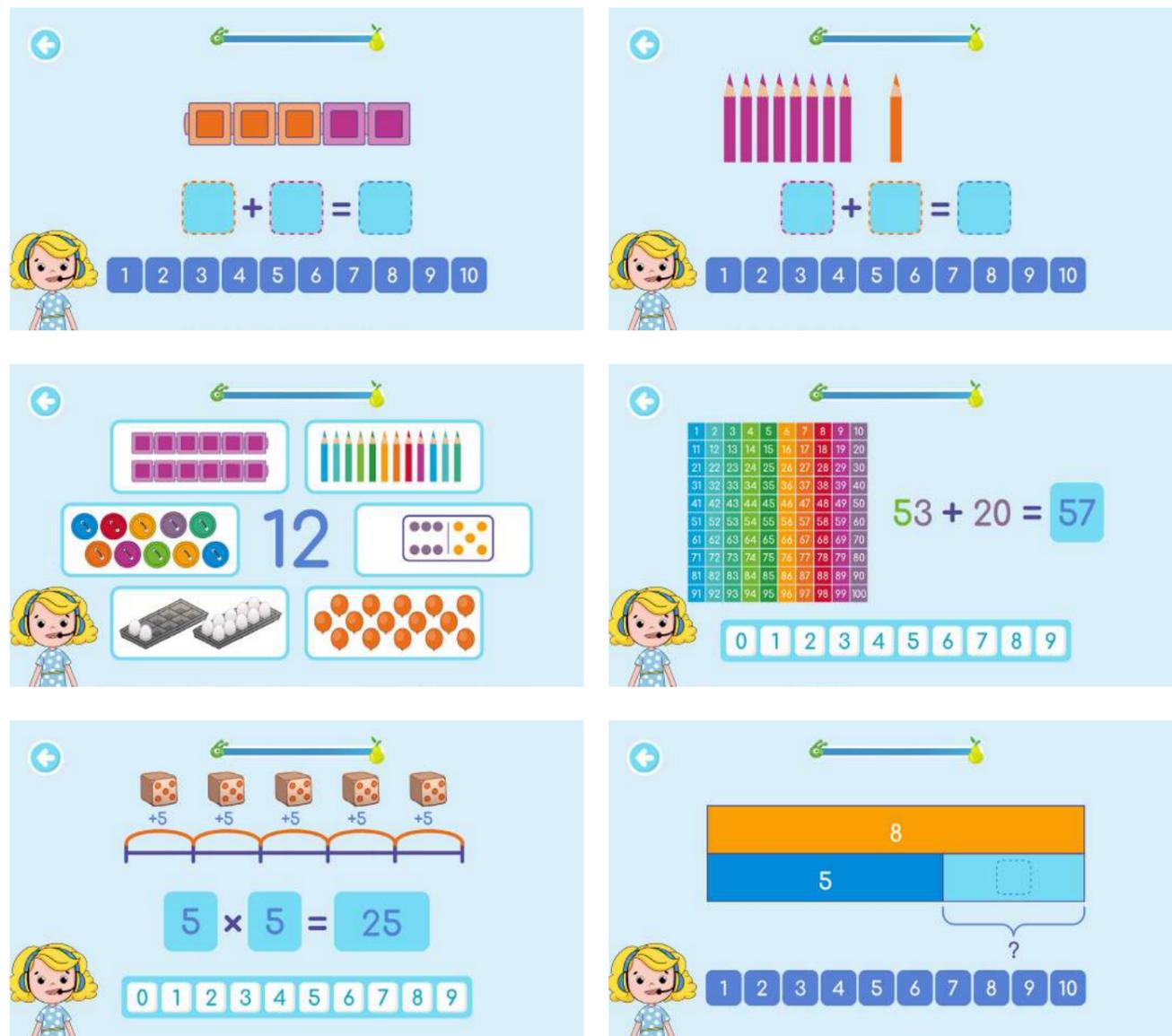
Can't Wait to Learn is a digital learning application, where learners play in a contextualised game world.

The game world is co-created with children to be relatable to the child and to be culturally appropriate. From the game world, learners access sequenced MESU approved and aligned educational activities that are presented in a pattern of video followed by a set of gamified exercises (mini games) for each level. The mini games also function as mini-tests and learners have to show a level of proficiency in order to continue to the next stage of the game. Playing mini games lets children progress in the game world and game narrative. CWTL provides feedback to the children and allows for self-paced learning.

ACCESSING & DOWNLOADING THE GAME

The Can't Wait to Learn app can be downloaded from the Apple App Store or from Google Play.

The game can be used on tablets and smart phones, using iOS (version 14 or newer) or Android (version 7 or newer) operating systems. Simply go to your application store and download the app, it's completely free of charge. Once you have downloaded it, follow the instructions under "Getting Started & Getting An Account".



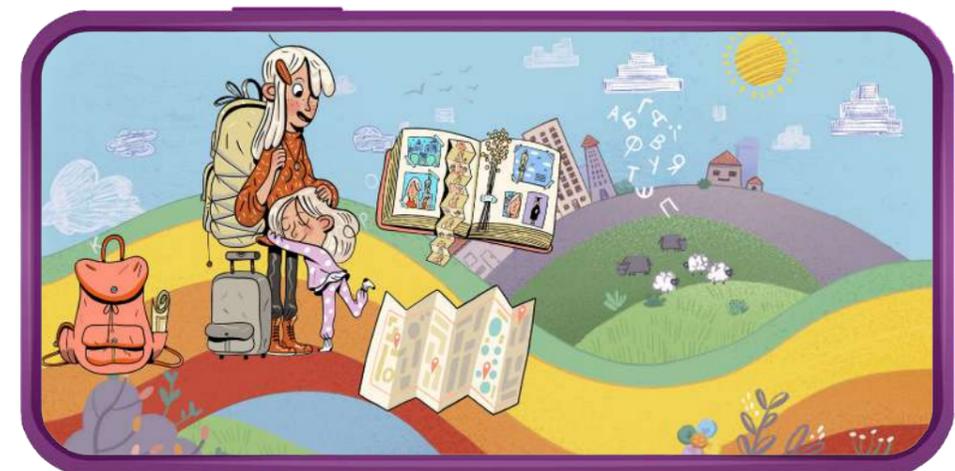
GET STARTED AND GET AN ACCOUNT



First, you will need to download the App from Apple or Google Play. The game app icon has a blue background and white numbers. Once it is downloaded, click on the app icon to begin.

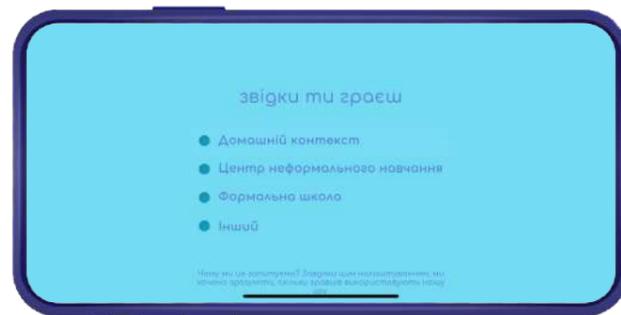


You will be welcomed by a screen with the War Child logo followed by the "splash screen," which shows two of the game characters presenting the game.

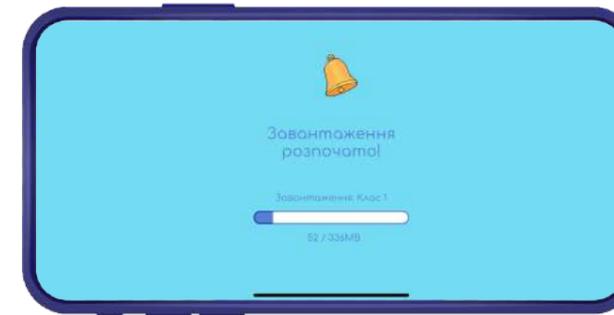




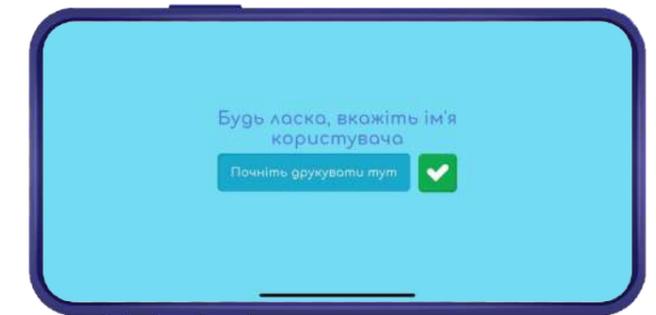
Now you will see the “caregiver area” screen. You must enter an adult caregiver’s year of birth, not the child’s. You will then be able to create 1 or more children’s account.



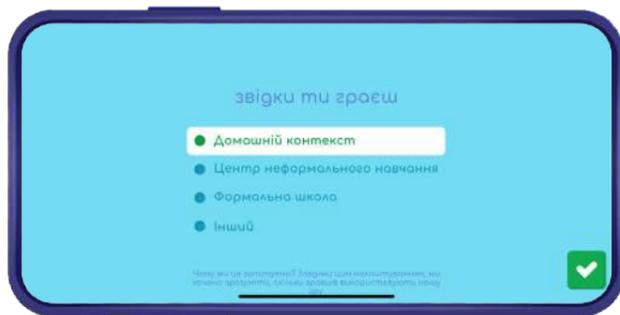
Here you should select in which context the child will be playing the game. Select whether the child will be playing at home, in a non-formal Digital Learning Center, or in a formal school. This helps us get a better picture of where children are using the application.



Now the educational content will be downloaded. This may take a little while depending on your connectivity. Make sure your device has enough memory; in this case 336MB.



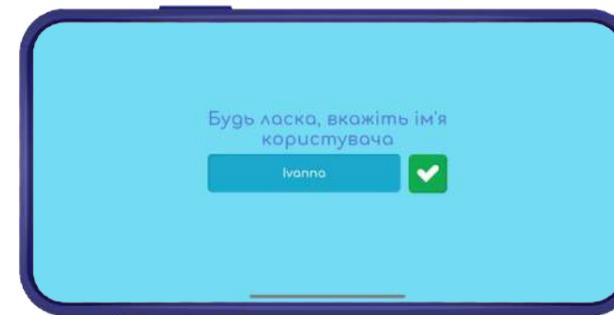
Write the child’s username (first name). This name will not be sent to an external server and is only used on the device to keep track of the different accounts.



Select the option that is most applicable to the child’s situation and click confirm.



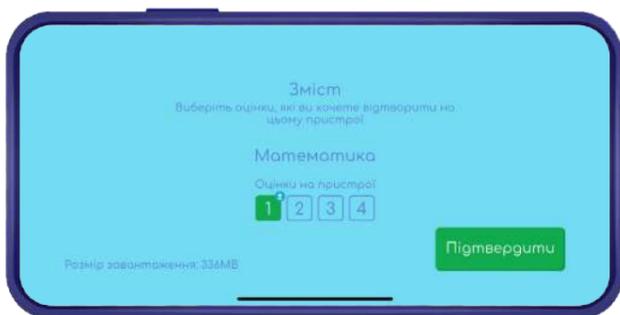
Here you should select which grade your child will be playing in. The game will only download the educational content for that particular grade. Once your child moves to the next grade, you can download the content for that grade as well.



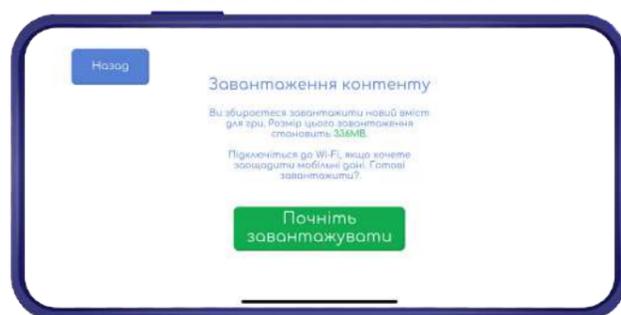
We will use the name Ivanna in the following example. Press the green tick when you are done.



This screen asks if you give permission to collect anonymous data (gender and birth year) from the child. We are not collecting any personal data. You are able to change your mind at any time in the caregiver area. In this example we will enable and allow the collection of anonymous data.



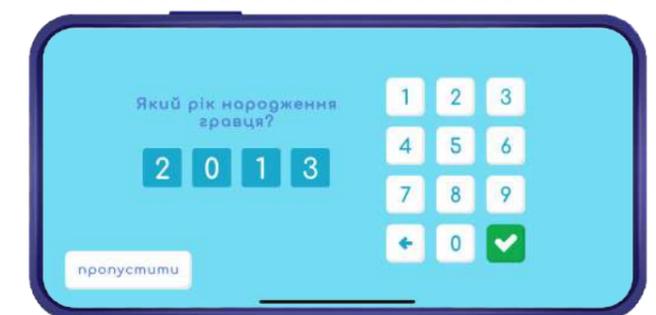
Are several children going to play on the same device but in different grades? That’s no problem! You can select a different grade per child and download the respective educational content accordingly. You will get the option to do this when you create each of their accounts.



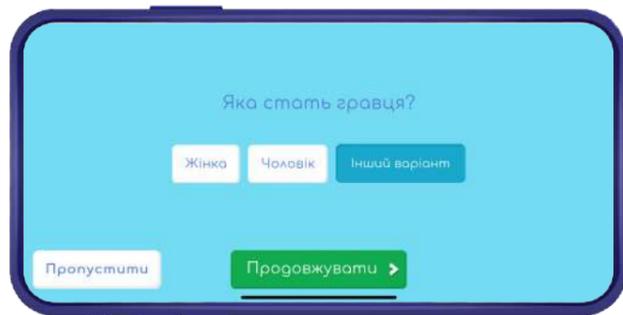
Confirm that you would like to download the content by clicking the green button or go back by clicking the blue button in the top left corner.



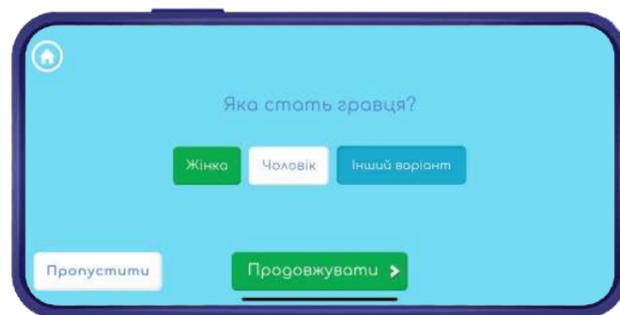
Now you will be asked to enter the child’s year of birth.



We will use 2013 for this example.



Next you will be asked to enter the child's gender.



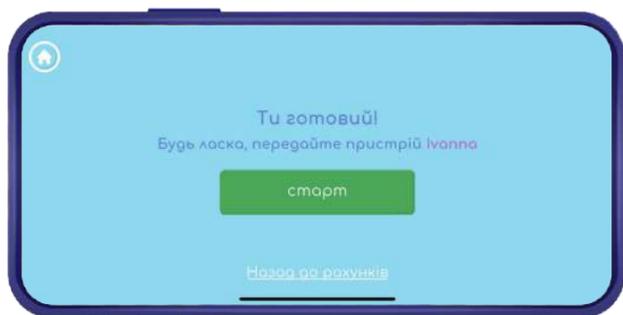
For this example, we will select female.



You can also decide to see which other user accounts are on the device by clicking on the "switch accounts button"



We can see that there is just one account on this device, as we have only created an account for Ivanna. If more accounts had been created, you would see them here. Click on "Ivanna" to return to her account on the map.



Now you will be given the option to either create another child account or start playing on the account you have just created.



First you will watch a video of children talking about maths in everyday life.



Now you are back on the map, where you can also decide to enter the caregiver area by clicking on the three lines in the dark blue rectangle.



You will again be asked to enter an adult's year of birth.



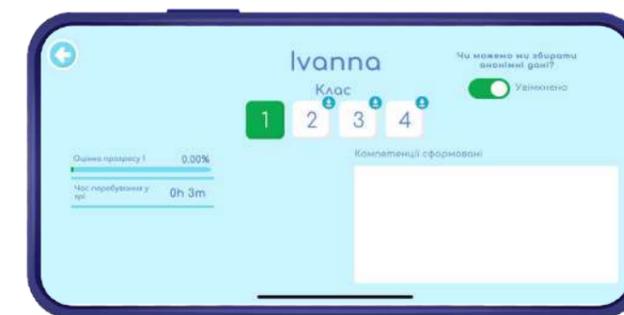
Click on Sofia the game guide to enter the map.



This is the map area. We are currently logged in as Ivana. You can decide to start playing by clicking on the house.



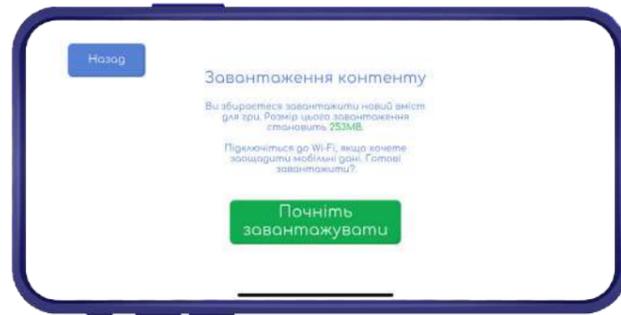
This is what the caregiver area looks like when there is an account on the device. Here you can add another user, delete a user, edit a user or change your setting for the collection of anonymised data as well as find a link to our privacy policy (top blue button). Let's start with editing Ivanna's profile.



Now you can see more details about Ivanna. You can see which grade she's in as well as how far in the game she has progressed. In this case it's 0% of grade 1 because she hasn't played at all. You can also see how much time she has spent playing the game.



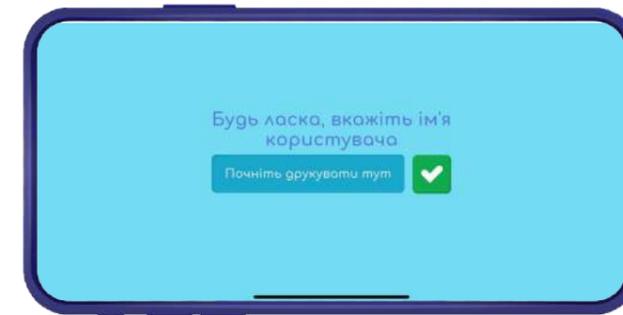
If you have placed Ivanna in the wrong grade, simply click on the grade you want to move her to. In this case, we will move her to grade 2 by clicking that number.



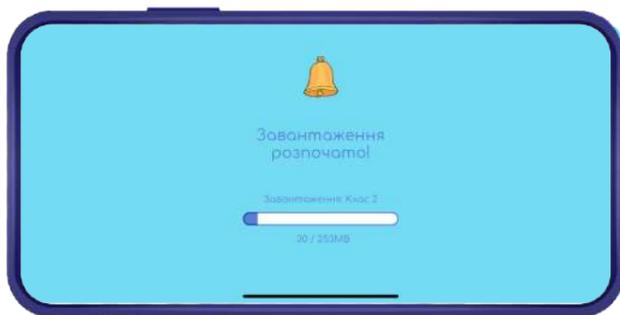
Then the screen will ask you to confirm whether you want to download the educational content for grade 2 and place Ivanna in that grade.



This time, click on the add user button.



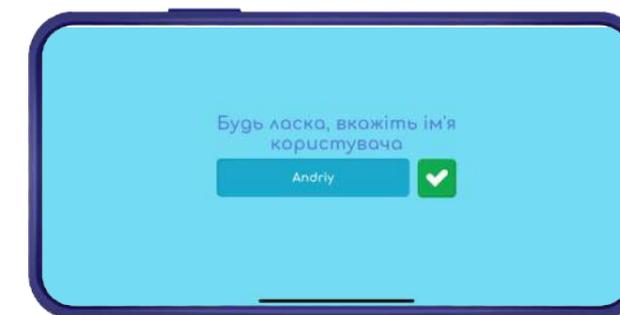
You will then be asked to provide a new user name for the second account. In this case we will select Andriy as you will see on the next screen.



Then the screen will ask you to confirm whether you want to download the educational content for grade 2 and place Ivanna in that grade



Now you are back on the map and you can see the background has changed; Ivanna is now in the grade 2 game world!



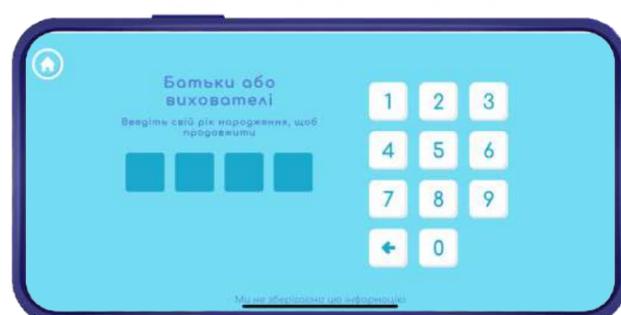
You will once again be asked whether we are allowed to collect anonymised data (gender and year of birth). This time we will disable this function, so this data will not be collected. You will therefore go straight to the next screen.



Again, you can choose to enable or disable anonymised data collection.



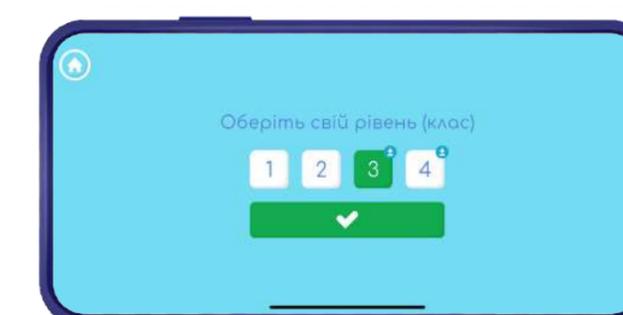
Try to enter the parental gate again by clicking on the button with the three arrows like you did previously.



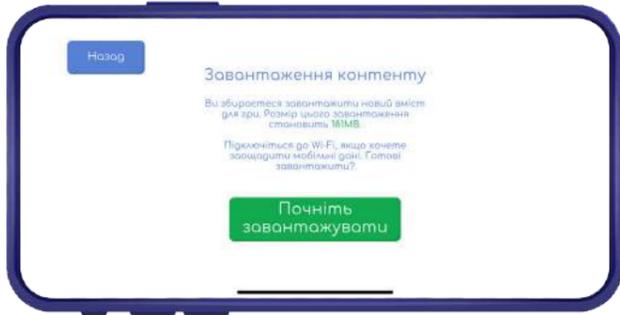
Enter the adult's year of birth again.



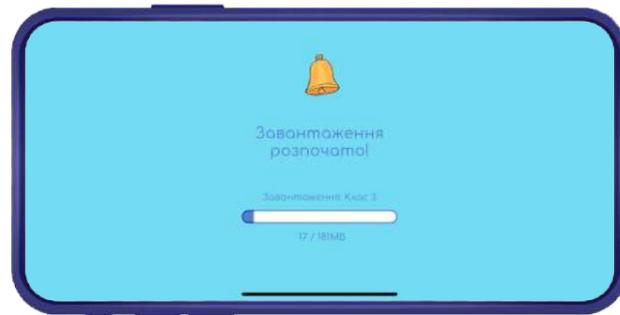
Now you can see that the content for Grade 1 and 2 are already downloaded to your device, but the content for grade 3 still needs to be downloaded in order for Andriy to start playing.



Click on the 3rd grade and then the confirm button to download the content.



You will see that the content package for grade 3 is currently 181MB. Click on the green button to start the download.



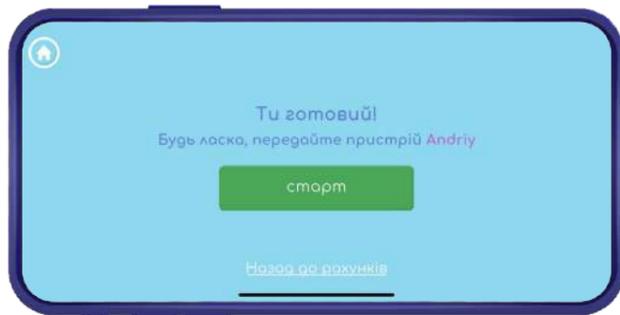
Now the content is downloading. This may take a little while depending on your connection.



Once again, enter an adults year of birth in order to enter the caregiver area.



Let's try the option of deleting an account. Click the "delete account" icon.



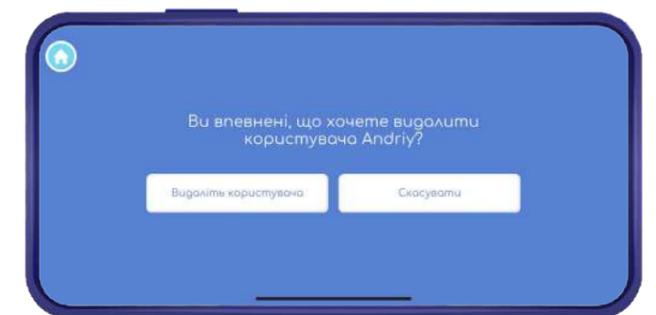
Again, you will be given the option to either create another child account or start playing on the account you have just created.



Click on Sofia the game guide to enter the map.



Now you will see red buttons with an x appearing on each of the accounts. Click on the red button with the x on the account you want to delete.



You will get a message asking if you are sure you want to delete the account. Click delete and you will then return to the caregiver area.



Now you can see that we have placed Andriy in grade 3, it's the beautiful underwater world!



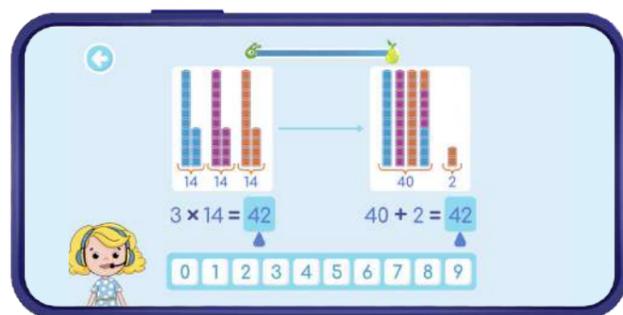
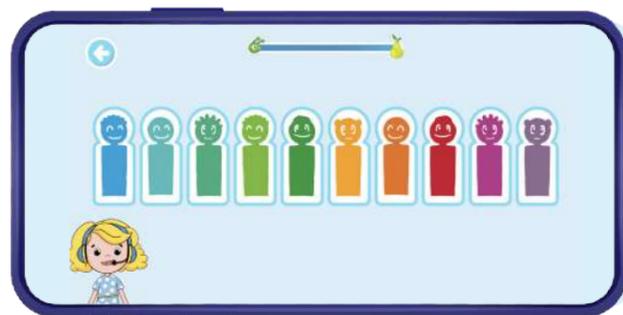
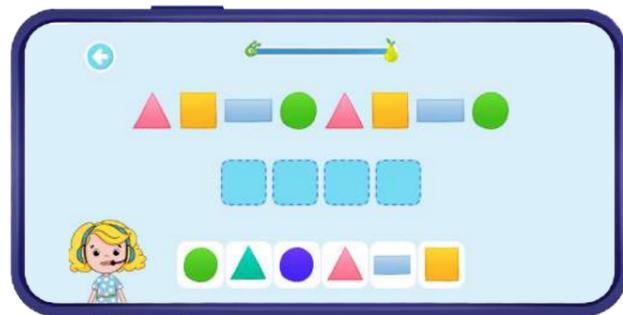
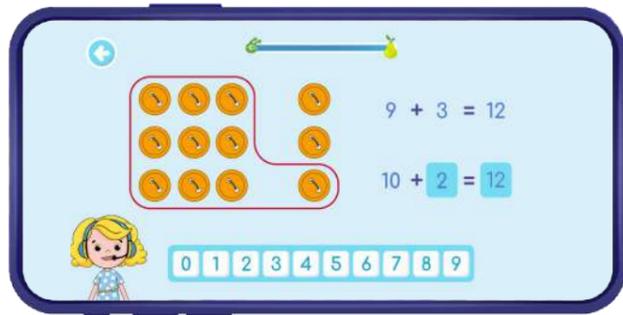
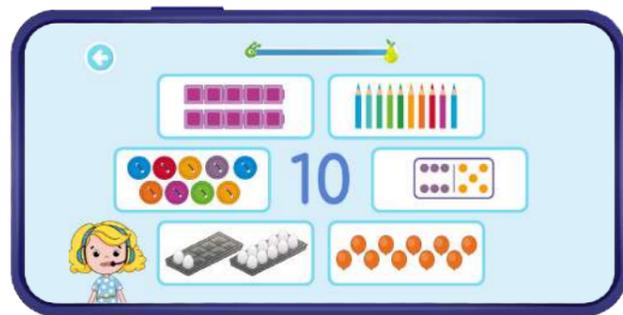
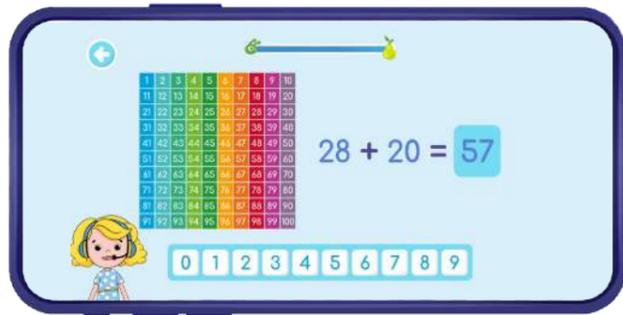
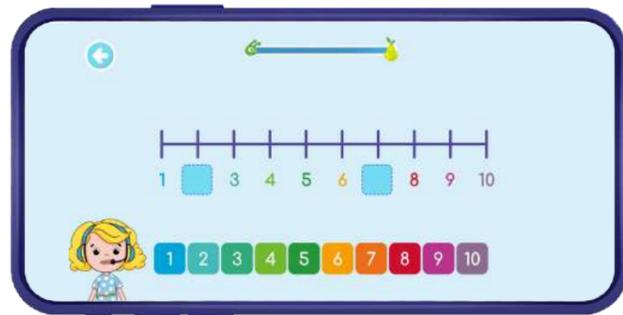
Tap on Andriy's account name to get the option to go to the caregiver area or switch user. In this case, we will go back to the caregiver area.



Now you can see that Andriy's account is gone! If you click on the house in the top left corner you will return to the map.



Now it's time to enjoy the game and start learning!



HOW THE ICONS AND NAVIGATION IN THE GAME WORLD WORK

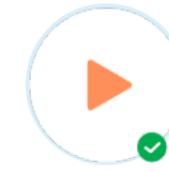
Game icons



Sofia the Game Guide



This icon appears to tell you when you need you to tap the screen



Lesson video



Mini game



An exercise is still locked



Return to the previous screen



User account



Go to the map



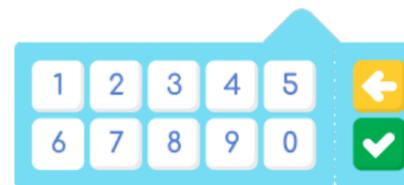
Back Space



Confirm buttons



Delete user



Input buttons



Input buttons



Drag and drop

Progress bar in the mini games



These icons show your rewards

Setup icons



Disable



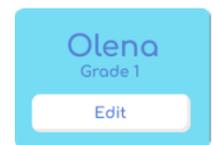
Enable



Change users

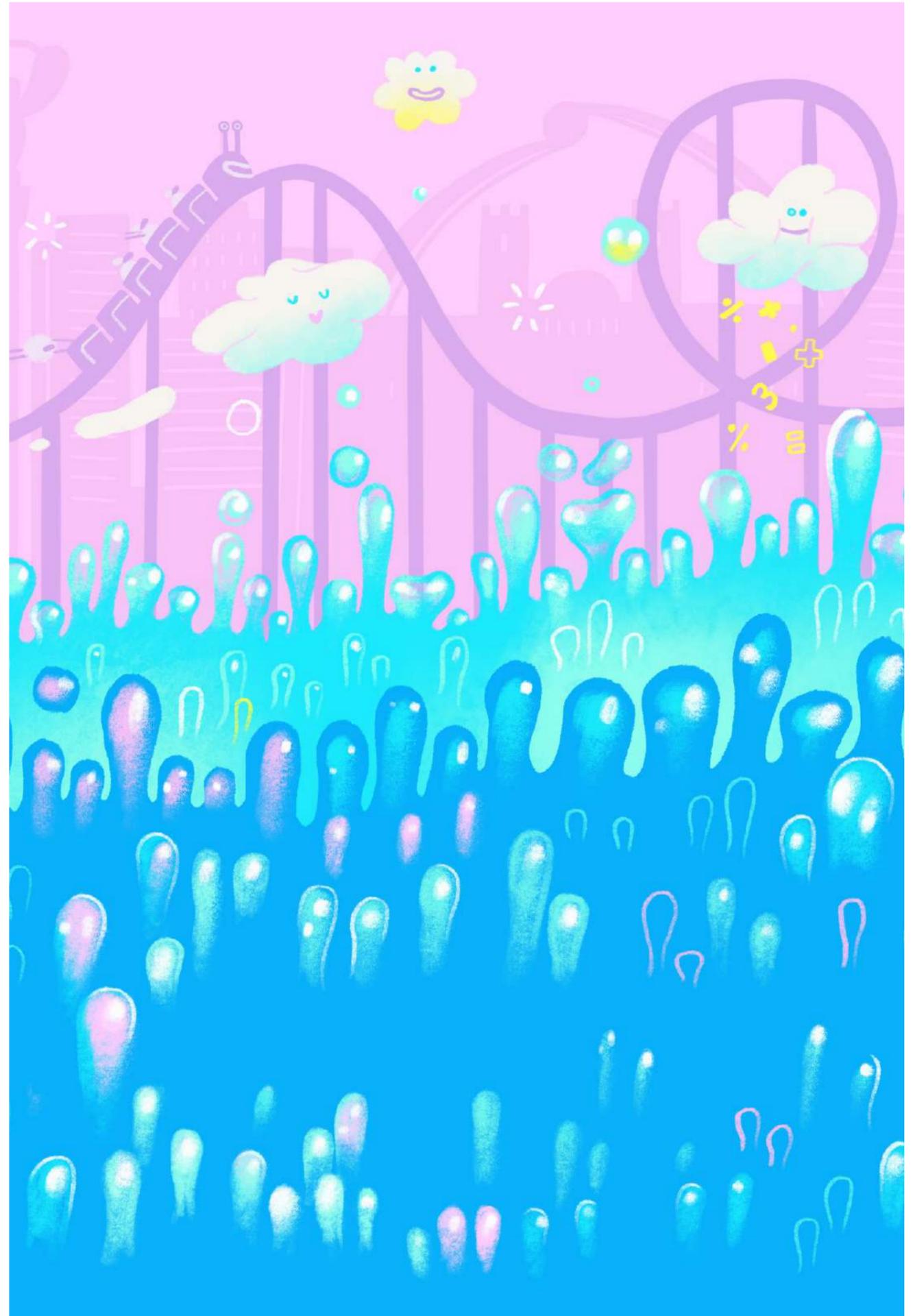


The caregiver area



Children's account

CAN'T WAIT TO LEARN
A CLOSER LOOK AT THE MATHS GAME



THIS IS SOFIA THE VLOGGER

Her job is to guide you around the game and give you all the information you will need to know to play and learn successfully.

You will also meet 10 other characters and their pets as you help them build and improve their homes.



Olena the policewoman
Khvostyk the dog



Stefania the musician
Solka the frog



Yevgen the chef
Tsukryk the rabbit



Yaroslava the scientist
Alfa the fox



Bogdan the artist
Penzlyk the hedgehog



Max the programmer
Nulyk the pig



Myroslav the President
Krapka the owl



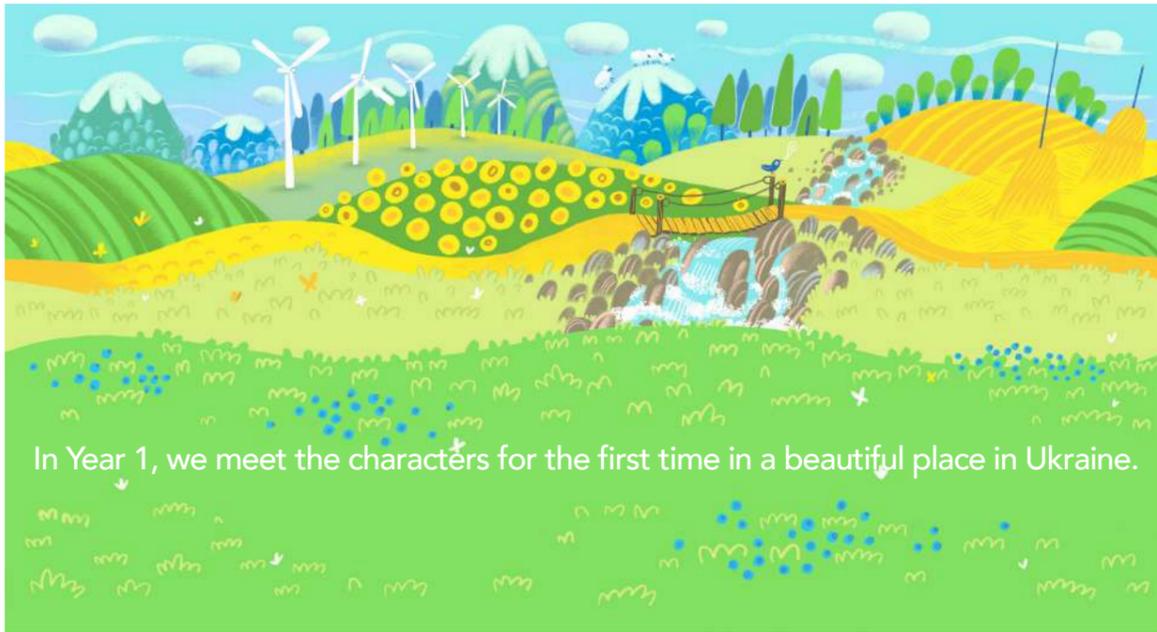
Oleg the vet
Myrchik the cat



Svetlana the sportswoman
Pidkovka the horse



Ostap the fireman
Khvyl'ka the dragon



In Year 1, we meet the characters for the first time in a beautiful place in Ukraine.

WHERE DO THE CHARACTERS LIVE

The same characters appear in Grades 1-4 but they live in different worlds and houses in each year.

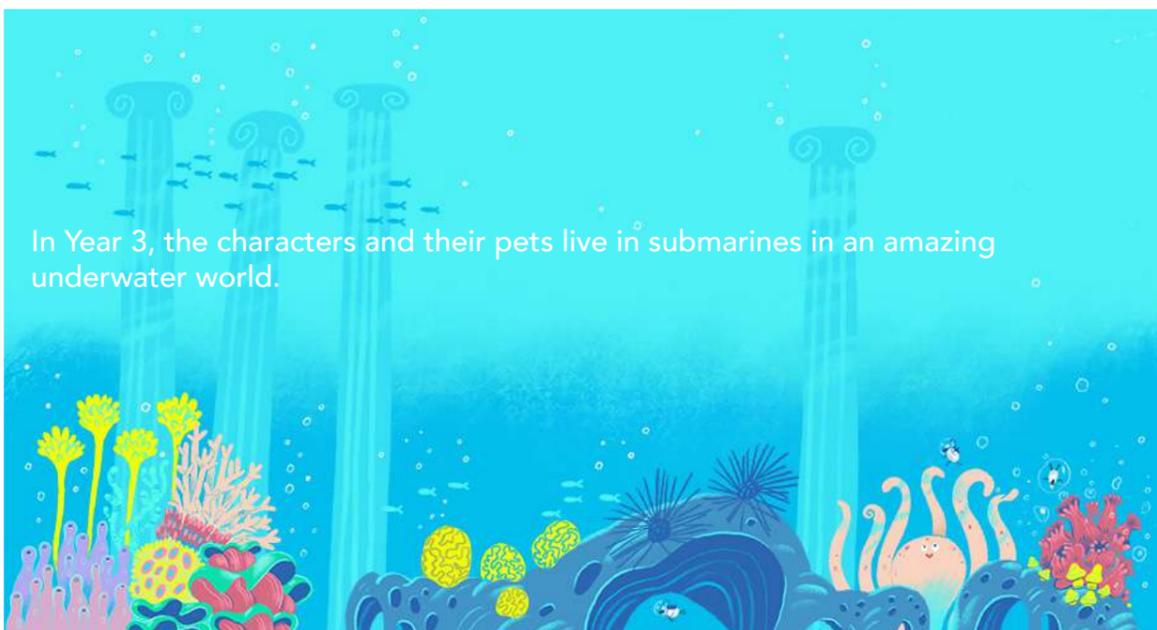
The game worlds' characters and stories were co-created and designed by illustrators and children in Ukraine so the users see themselves and their lives reflected back as they progress.



In Year 2, the characters find themselves in a fantasy world where a computer has transformed into a strange new world.



Finally, in Year 4 they all travel to space and discover their own planets to live on. Strange things happen in these new worlds like tennis rackets turning into trees on the tennis ball planet.



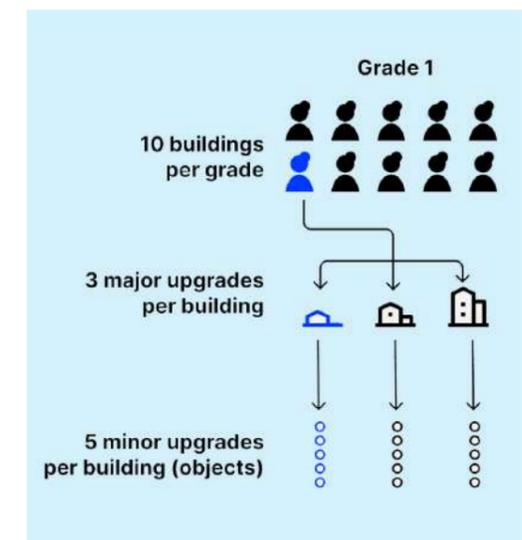
In Year 3, the characters and their pets live in submarines in an amazing underwater world.

STRUCTURE OF THE GAME WORLD

As you progress through the game, the rewards you earn upgrade the buildings for each character.

There are ten buildings per grade and each building gets 3 upgrades, so 30 per grade in total.

To go through each upgrade, the player needs 5 minor upgrades (rewards), which are extra objects they can choose to place in each characters' house.



Each grade's first character upgrade is shown over the next 4 pages of this manual.

Character 1 Oleg the vet



YEAR 1 - THE THREE UPGRADES FOR BUILDING 1 FOR OLEG



THEN THE PROCESS CONTINUES FOR CHARACTERS 2-10

Character 1 Oleg the vet



YEAR 2 - THE THREE UPGRADES FOR BUILDING 1 FOR OLEG

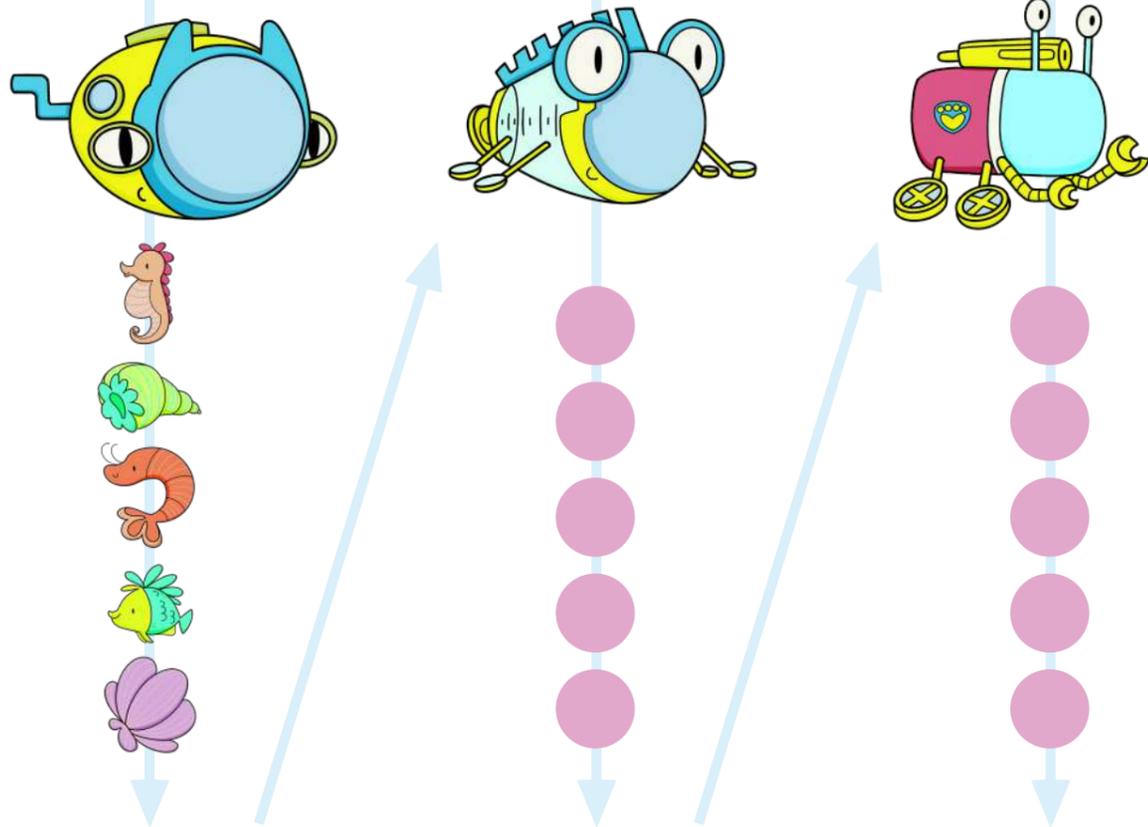


THEN THE PROCESS CONTINUES FOR CHARACTERS 2-10

Character 1 Oleg the vet



YEAR 3 - THE THREE UPGRADES FOR BUILDING 1 FOR OLEG

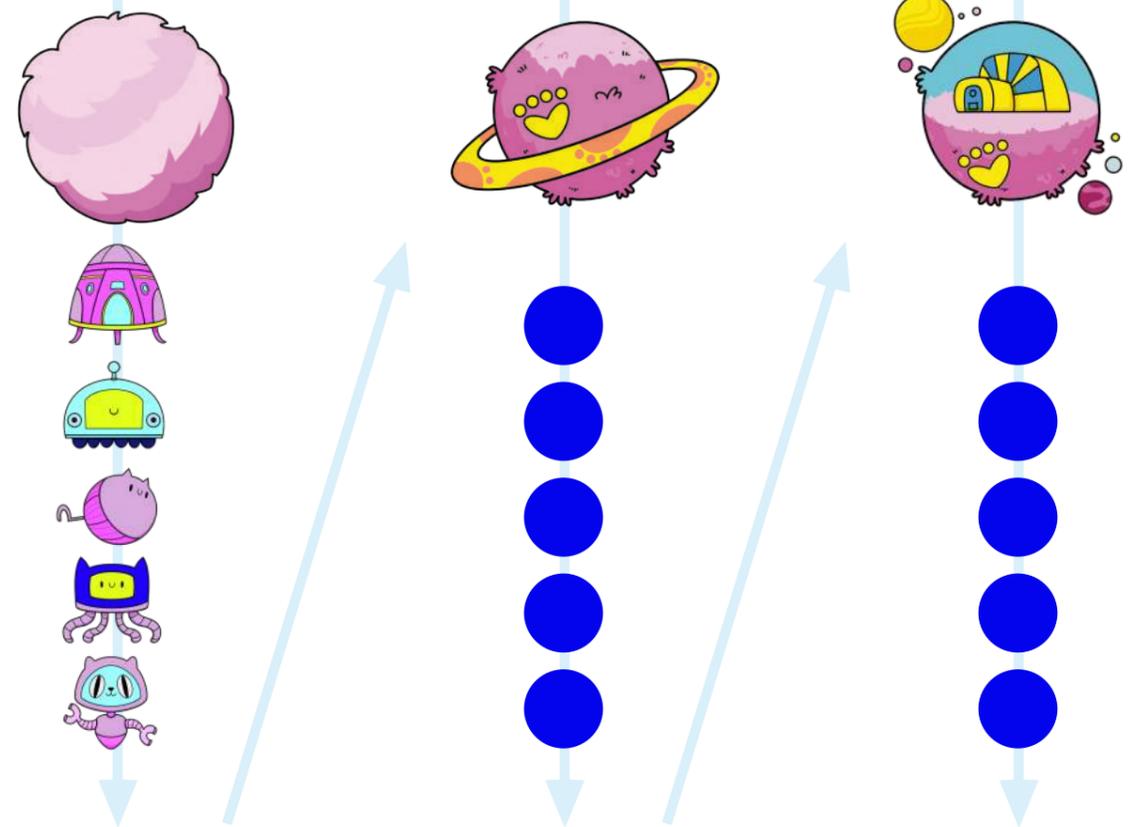


THEN THE PROCESS CONTINUES FOR CHARACTERS 2-10

Character 1 Oleg the vet

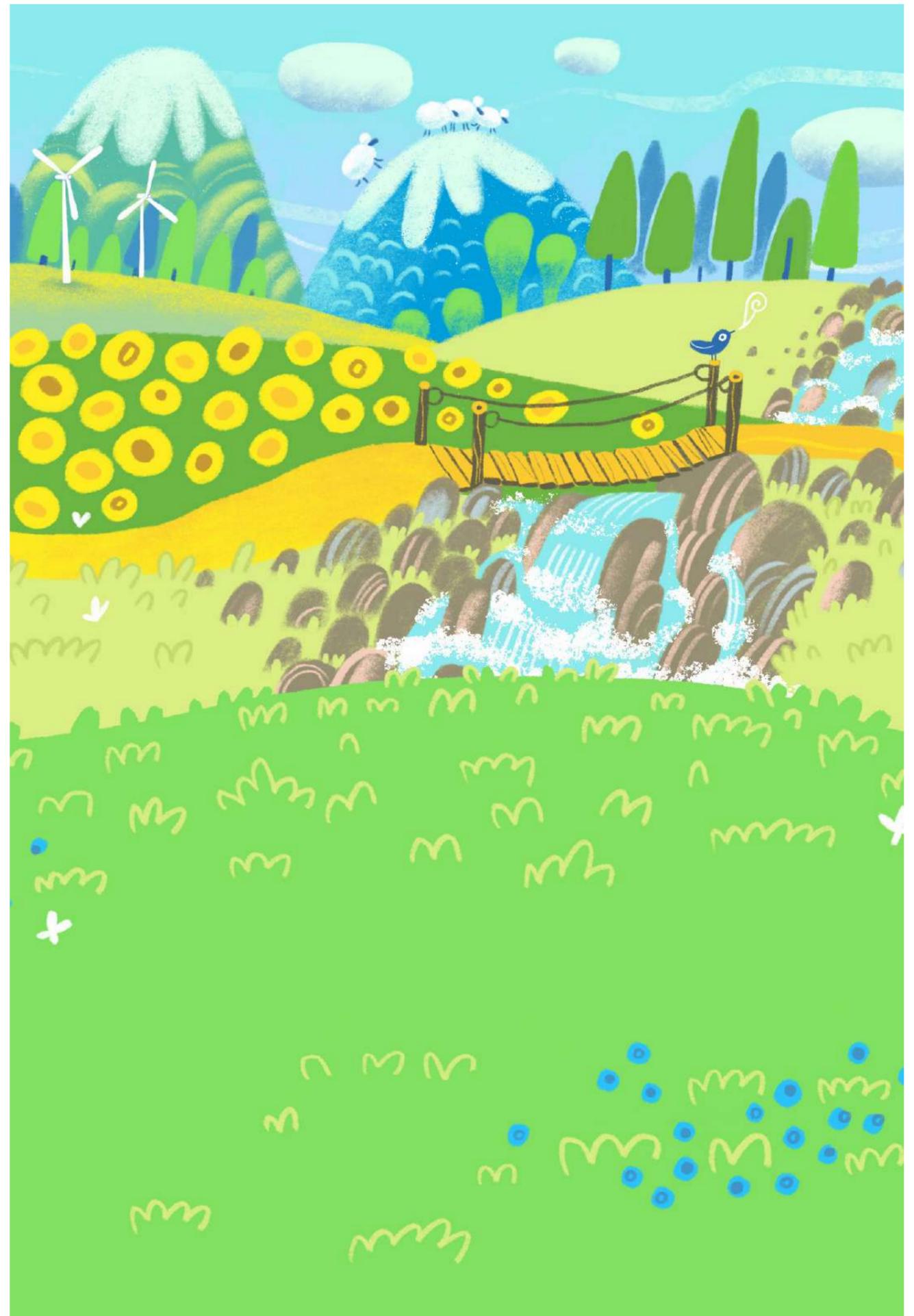


YEAR 4 - THE THREE UPGRADES FOR BUILDING 1 FOR OLEG



THEN THE PROCESS CONTINUES FOR CHARACTERS 2-10

CAN'T WAIT TO LEARN
A CLOSER LOOK AT LEARNING



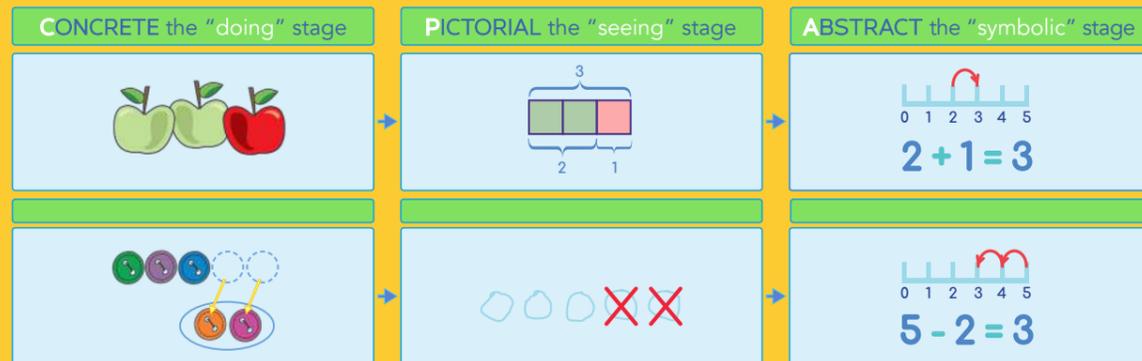
CAN'T WAIT TO LEARN AND THE CPA APPROACH

One of the most fundamental learning theories to be implemented within any mastery programme is the three-step 'CPA' (Concrete, Pictorial, and Abstract) approach. The goal of CPA is to break concepts/topics down into smaller progressive steps where concepts are addressed from a number of directions that challenge learners to understand and think mathematically rather than just having them memorise the mechanics of problem solving. It draws on visuals, manipulatives and a variety of examples so the learner has the best chance of understanding the topic. Developing an understanding of how and why maths works is crucial to mastery. Concrete materials, a variety of contexts, drawings, diagrams and equations all play a role.

Using CPA is an effective approach for developing learners' ability to transfer understanding between resource and action, representation, symbol, language, real life experience and application that characterises mastery of learning. The CPA approach requires carefully structured activities that are planned in small steps that provide the necessary scaffold for all to achieve, and the necessary detail and rigour of all aspects of the maths to facilitate deep thinking. Another important component of CPA mastery is teaching and using precise mathematical language which supports learner's ability to think mathematically, as knowing and using appropriate topic related language empowers a learner's ability to think more deeply about the concept.

The CPA approach also identifies the memorising and repetition of key facts such as number bonds and times tables as a very important aspect of learning maths. Cognitive science research suggests that learning key facts so they can be automatically recalled 'frees up' working memory to focus on more complex problem solving, rather than reaching cognitive overload trying to calculate simple operations.

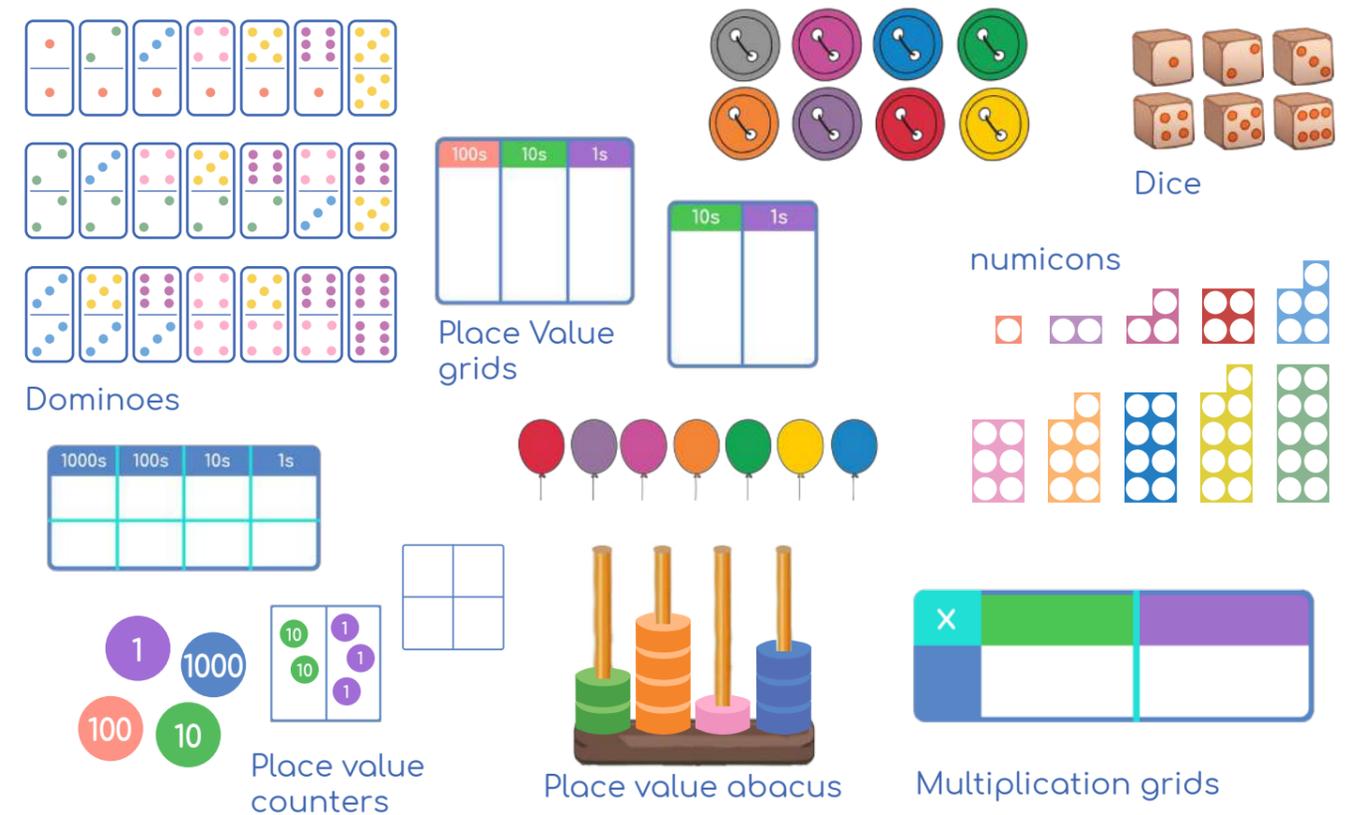
Helping learners develop confidence and security when working with the abstract representations is the ultimate goal of the CPA approach, so making the correlation between concrete and pictorial and how symbols can provide a shorter and more efficient way to represent numerical operations is key to the approach.



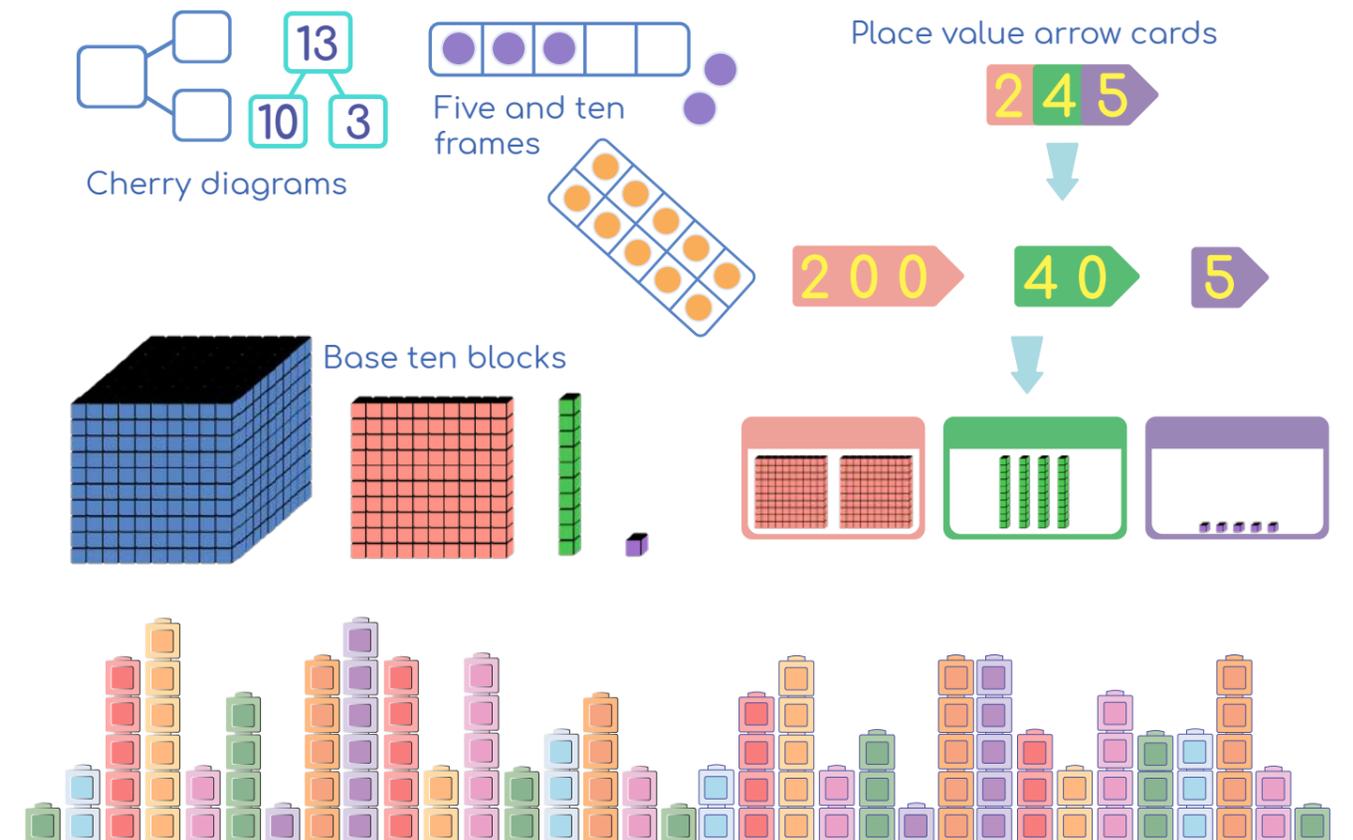
WHY DOES CWTL FAVOUR THE CPA APPROACH TO TEACHING AND LEARNING?

The concrete, pictorial, abstract approach spends time building the foundations of maths. Having the concrete and pictorial stages opens up many opportunities to create technology-based games that allow child to explore and play when they may not have a teacher available who would normally demonstrate and guide them through that process. It gives that valuable additional scaffolding and resources to help them actually solve problems, which will help direct learners to a deeper understanding of concepts and provide greater opportunities to make connections between different representations and strands of mathematics.

The CPA approach builds learners' mathematical fluency and teaches them strategies that help them think mathematically. It provides the clearest, most sequential and visual way to guide learners through a scaffolded pathway to success. It was deemed the best way of translating a curriculum from a written document (that would normally be delivered in a classroom by creative teachers using many varied methods and strategies) to a fixed-information, technology-based learning tool. It provides the greatest opportunities to succinctly explain concepts and to then provide engaging, interactive games that are not just like a set of questions in a maths textbook.



SOME OF THE MANIPULATIVES USED TO HELP EXPLAIN CONCEPTS AND CREATE CAN'T WAIT TO LEARN "MINI GAMES"



HOW ARE LESSONS STRUCTURED?

The content of this game has been designed by the Ministry of Education and Science of Ukraine (MESU), Osvitoria and War Child Holland's Can't Wait To Learn EdTech programme.

The structure of the game is designed to give children as much scaffolding as possible to be able play the games successfully on their own or with a minimum of adult input.

Урок 2. Частина 1. **4 клас**

Узагальнюємо прийоми додавання і віднімання в межах 1000

вивчаю не чекаю

$720 - 480 = (600 - 400) + (120 - 80) = 200 + 40 = 240$

The game begins with clear lesson objectives followed by an animation or short lesson presented by teachers, just as you would do in a normal classroom lesson.

The children then get a series of "Mini games" which are small application games where they can consolidate the learning from the lesson animations or video; they are like the work book activities children would do in class.

They break down the ideas from the lesson into smaller parts and most mini games come with their own animation instruction video to help children who may require a bit more scaffolding for learning.

SOME OF THE MINI GAMES WITH THEIR INSTRUCTION ANIMATION

6

2

$6 - 2 = 4$

$5 \times 4 = 20$

$+4 \quad +4 \quad +4 \quad +4 \quad +4$

$4 + 4 + 4 + 4 = 20$

$9 - 7 = \square$

0 1 2 3 4 5 6 7 8 9 10

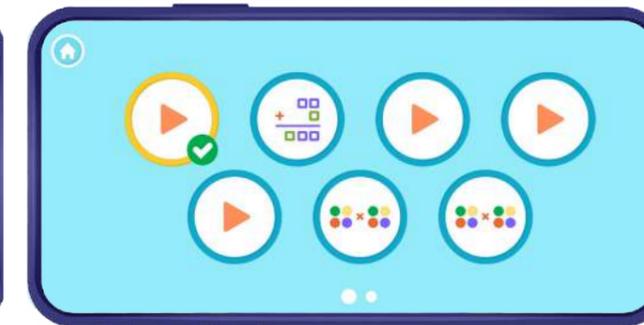
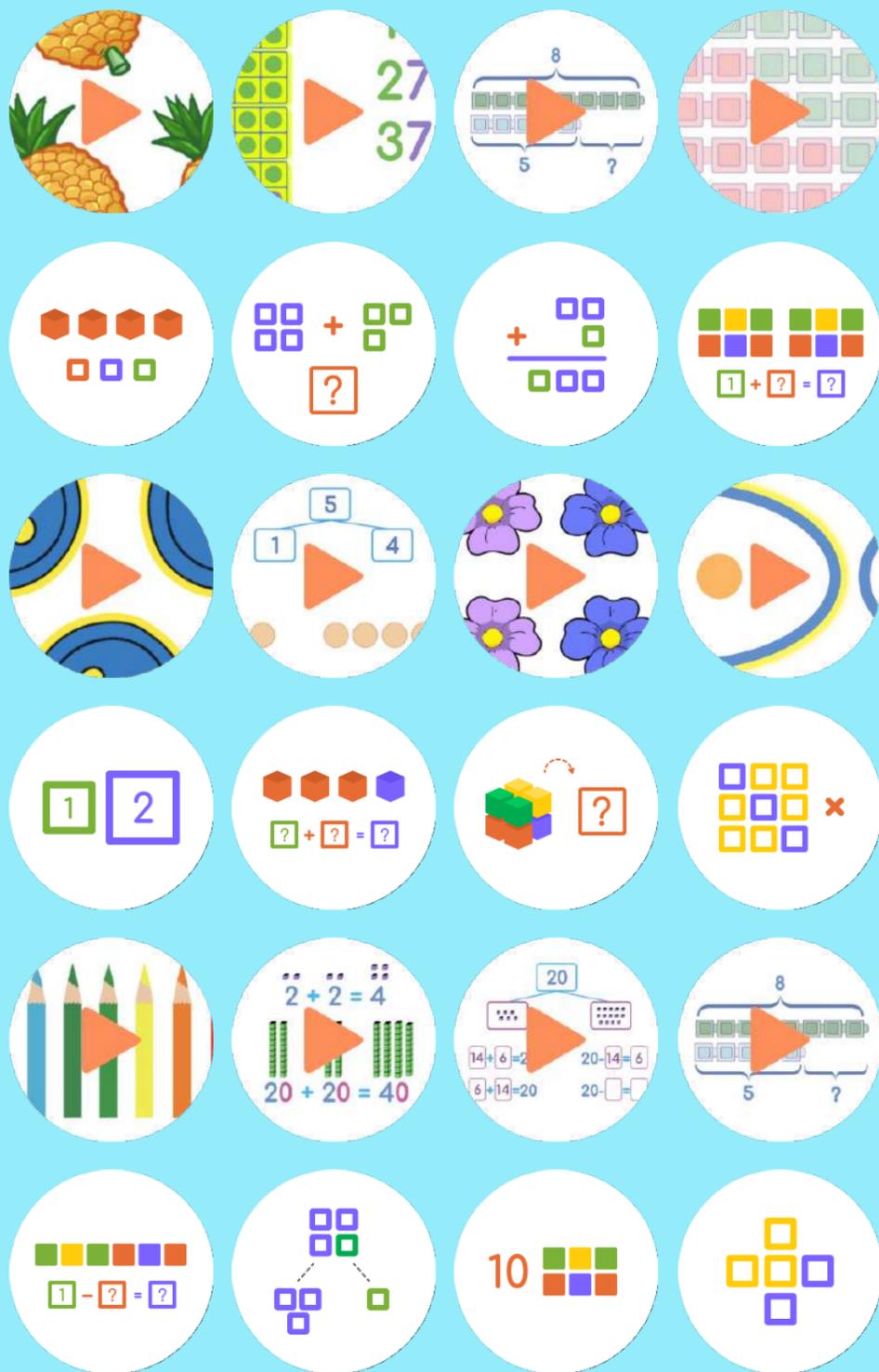
$11 + 11 + 11 + 11 + 11 = 55$

$5 \times 11 = 55$

0 1 2 3 4 5 6 7 8 9

The grid contains 12 mini-game screens, each with a math problem and a solution path:

- Screen 1: $720 - 480 = \square$. Solution: $720 - 300 - 180 = 240$.
- Screen 2: $370 + 480 = \square$. Solution: $(300 + 70) + (400 + 80) = 770$.
- Screen 3: $500 + 164 = 336$ and $500 - 12 - 164 = 324$.
- Screen 4: $320 - 170 = \square$. Solution: $320 - 120 - 50 = 150$.
- Screen 5: 231 and $200 + 30 = 230$.
- Screen 6: $370 + 480 = \square$. Solution: $(300 + 70) + (400 + 80) = 770$.
- Screen 7: $9 - 7 = \square$.
- Screen 8: $5 \times 11 = 55$.
- Screen 9: 231 and $200 + 30 = 230$.
- Screen 10: $370 + 480 = \square$. Solution: $(300 + 70) + (400 + 80) = 770$.



WHAT IS IN A "LESSON"?

All games begin in the game world (above left). Then you move into the lesson area (above right).

The orange triangle is a video or animation.

It fills yellow around the circle and a tick appears in its bottom right side when the film has been watched. The lesson video must always be watched first and then the other circles will "unlock."

The other circles that have symbols on them are the mini games. The symbols indicate they type of game they area.

 3D shapes mean it is a "concrete" game.

 Coloured 2D shapes mean it is a "pictorial" game.

 Outlined 2D shapes mean it is an "abstract" game, mainly with numerals.



There are also numerals and symbols that give further information about the type of game it is, for example:



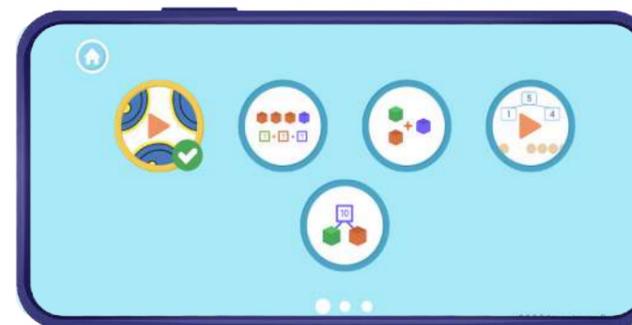
Addition



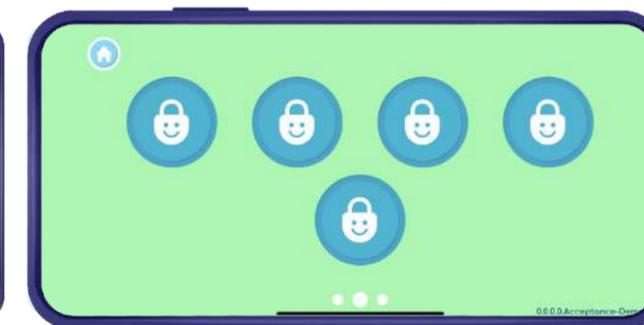
Multiplication



subtraction



After the first lesson video is watched the games and animations are unlocked and can be played in any order. As their circles fill and get ticked, you will receive rewards for playing that can be used to upgrade the characters' buildings in the game world. When you have completed all mini games in a lesson (below left), it is time to scroll forward and start a new lesson. You can scroll back and play any games or videos in the previous lessons whenever you want.



1 + 1 = 2

12

53 + 20 = 57

5 × 5 = 25

8

5

73

95 × 100 =

54

352 - 20 = 332

4 × 23 =

37 - 13 = 24

52 - 7 =

52 - - =

7 × 8 =

8 × 7 =

122 + 3 = 125

345 + 7 = 352

345 + 5 + 2 = 352

55 - 34 = 21

50 5 - 30 4

50 5 - 30 4

50 5 - 30 4

20 + 1 = 21

10 + 2 = 12

2 + 3 = 5

5 - 4 =

3 + 3 + 3 + 3 = 12

4 × 3 = 12

40 × 3 = 120

400 × 3 = 1200

31 + 3 = 34

22 + 15 = 37

26 + 27

20 + 6

20 + 7

40 + 13 = 53

6 7

+ 1 7

8 4

2 × 6 = 12

6 × 2 = 12

3 × 4 = 12

905

95 723 815

7 - 4 =

9 - 4 = 5

3 9 - 4 = 3 5

66 - 24 = 41

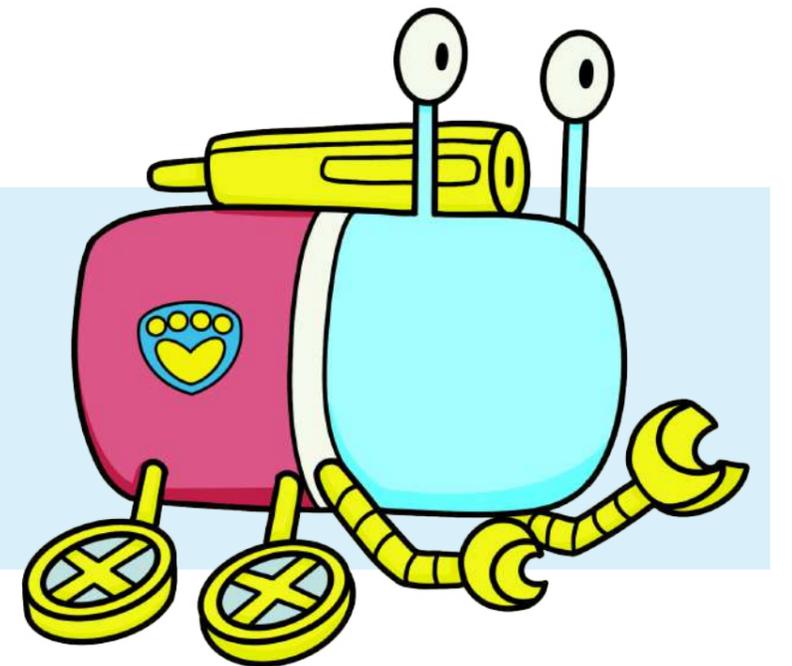
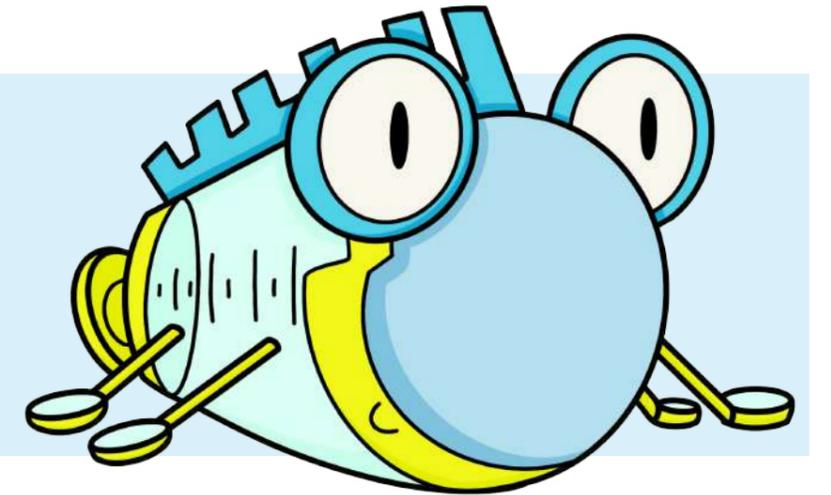
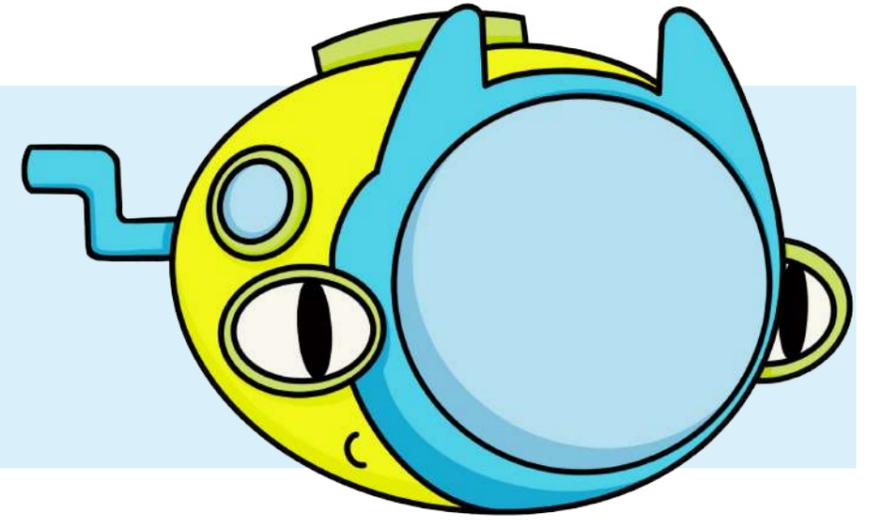
13 × 8 = 104

13 - 8 = 5

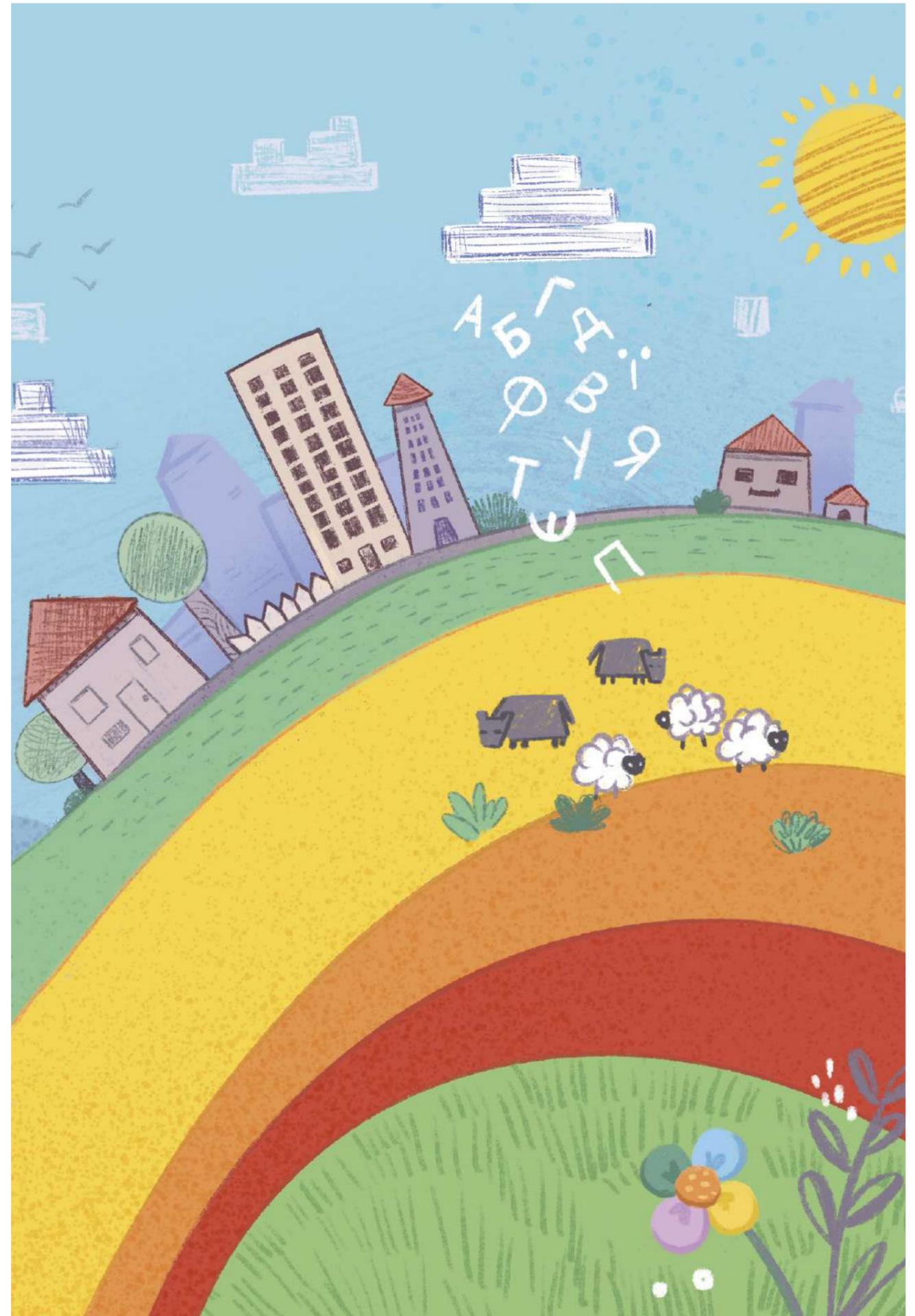
12

12 - 3 = 9

12



CAN'T WAIT TO LEARN
A CLOSER LOOK AT THE READING GAME



CAN'T WAIT TO LEARN UKRAINE HOW THE GAME ADDRESSES PHONICS AND READING

1. PHONEMIC AWARENESS

- Introduced in the instruction videos and practised in several of the mini games.

2. THE ALPHABETIC CODE: PHONICS AND DECODING

- Demonstrated in the videos, practised throughout many of the mini games and reinforced within the phonics readers.

3. FLUENT, AUTOMATIC READING OF TEXT

- There are many stories and many opportunities for learners to listen to and practise their reading throughout these stories (with audio) and several of the mini games.

4. VOCABULARY

- Videos, games and books introduce thematic and new vocabulary throughout.

5. TEXT COMPREHENSION

- Selected texts and books for enjoyment contain comprehension questions.

6. WRITTEN EXPRESSION

- Opportunities to write letters, write freely in the 'personal space' and with a keyboard in advanced levels.

7. SPELLING AND HANDWRITING

- Opportunities provided for learners to practise letter formation and see/practise spelling in both the instruction videos and mini games.

8. MOTIVATING CHILDREN TO READ AND DEVELOPING THEIR LITERACY

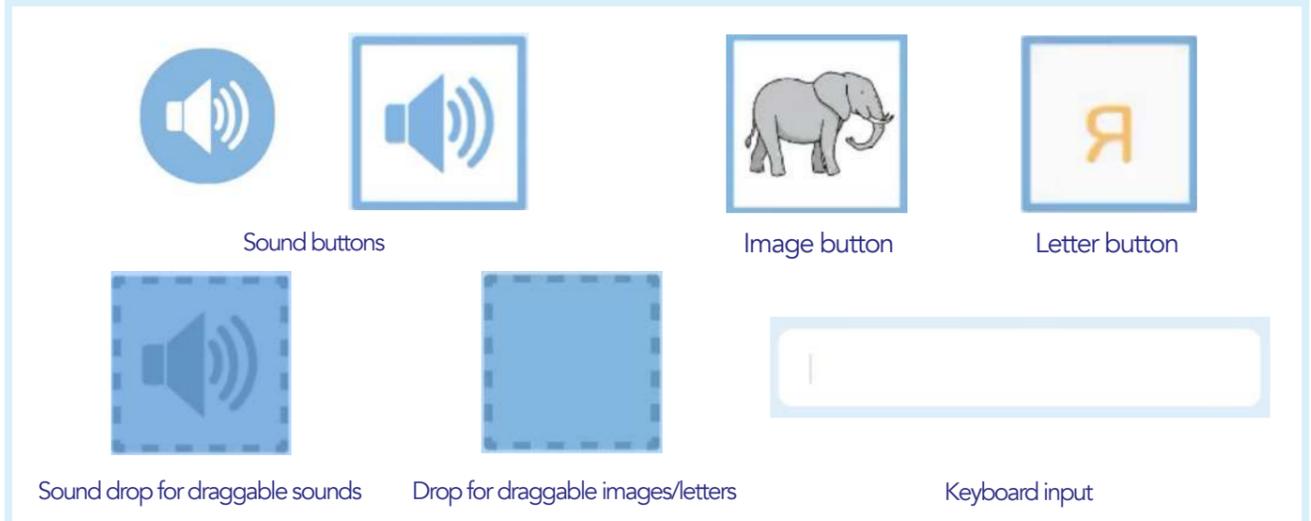
- Songs and all stories have been written/chosen to engage learners and expose them to many new texts. The phonics games have been developed for the learners to work at their own pace and gradually build on their phonic knowledge to motivate them to continue and succeed.

9. SCREENING & CONTINUOUS ASSESSMENT TO INFORM INSTRUCTION

- The game was designed in alignment and collaboration with the Ministry of Science and Education's curriculum and provides assessment opportunities to track learners individual progress and send them back to instruction and practise of topics they may be finding challenging.



Additional reading game icons



WHAT DOES EACH GRADE LEARN?

In Year 1, the programme is essentially a phonics reading programme that teaches children how to blend and segment for spelling and reading and introduces them to punctuation and grammar. There are songs and books for children to read and listen to with opportunities for them to practise their comprehension skills.

Year 2 to Year 4 focus on vocabulary, grammar and punctuation; the essential tools in helping children to fluently read and to write sentences and texts that make sense and flow well. They will then begin learning the elements of different types of writing, like letters, poems, diaries, descriptive, narrative, persuasive, biographies and fables. All instruction lessons have been prepared and written by some of Ukraine's best methodologists and teachers.

Children work from the basic to the more complex tools of vocabulary, grammar and punctuation and how to use and apply them in order to both better comprehend what they read and begin to gain greater control over what they write.

Learners are introduced to focus vocab, grammar or punctuation rules by seeing them in context to better understand their purpose and relevance. They will see words being identified, sorted and used in context. Grammar is learned naturally through reading and interactions with other speakers, however, explicit grammar and punctuation knowledge is very important, as it gives learners a greater control and choice in understanding and using language.

In Year 2 children will learn things such as soft and hard sounds, unstressed vowels, the difference between language and speech, how to write creatively, composing riddles, the difference between the literal and figurative meaning of words, homonyms, synonyms and antonyms, verbs and be introduced to different genres and the difference between fact and fiction.

In Years 3 and 4 they will move on to learn more complex things like preposition or prefix? Apostrophes after prefixes, parts of speech, kinds of adjectives, themes and ideas of a piece of writing, elements of the plot, conjunctions and homogeneous clauses and formation of comparative forms of adjectives.



HOW ARE LESSONS STRUCTURED?

Both Maths and Reading share the same general structure of the game worlds with small variations. The Maths game world has buildings that the player can upgrade as they progress, improving the buildings and adding objects on and around them. The Reading game world has characters and each character has 3 major and 15 minor objects associated with their story. The lessons are structured in the same way as the maths game (see below) where children must watch the lesson video before it unlocks the games, books, songs and further possible videos. You can scroll back and read, play or watch anything you have done before.

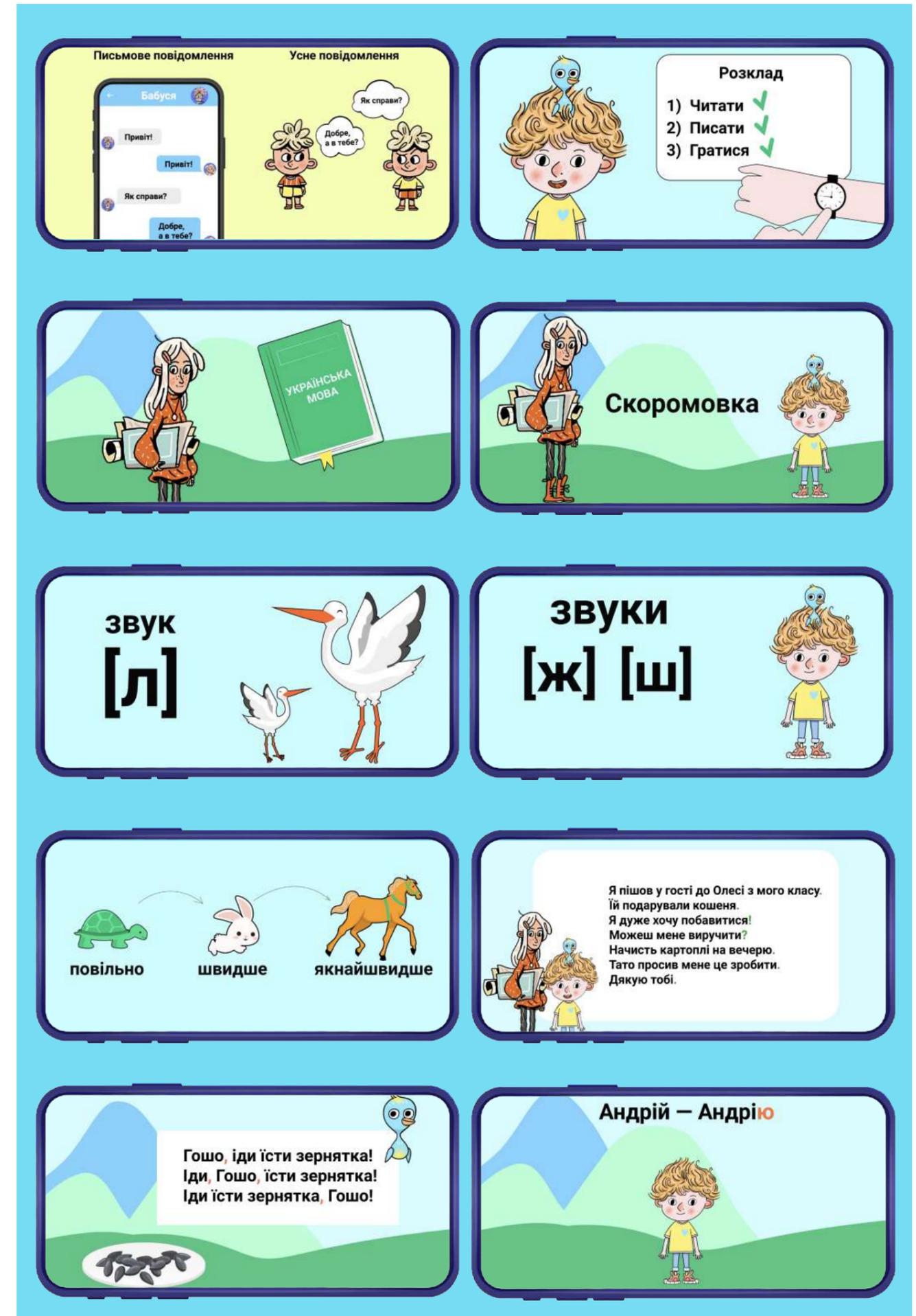
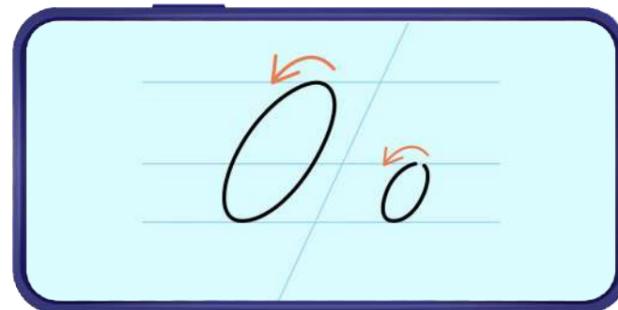
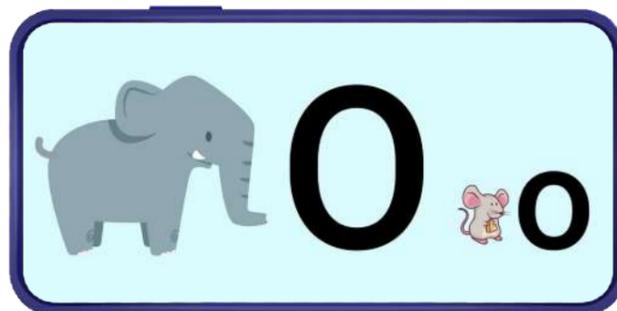


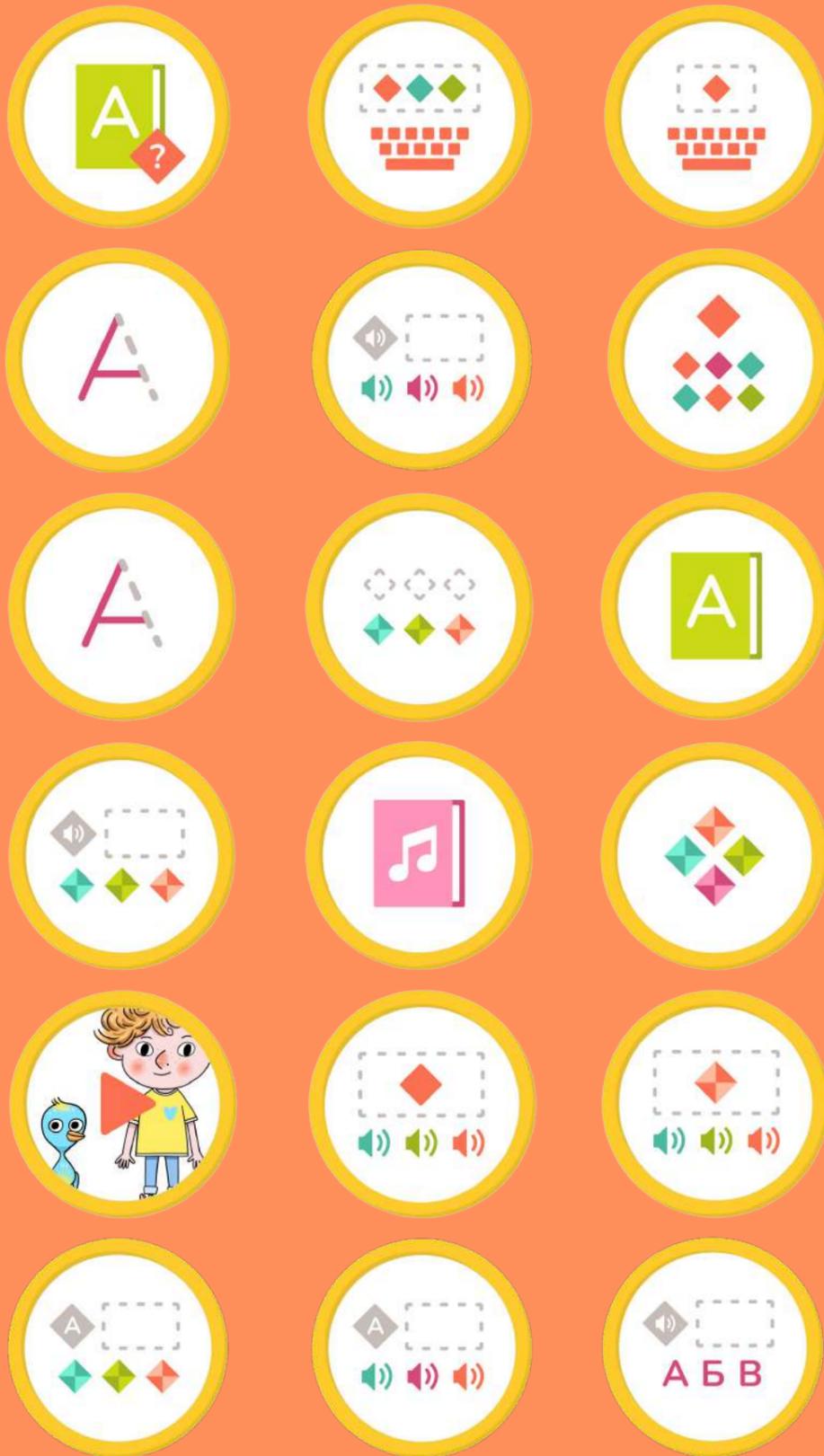
As with maths, the reading game begins with clear lesson objectives followed by an animation or short lesson presented by teachers.

The children then play a series of 'Mini games' to apply and consolidate the learning from the lesson.

There are books and stories that contain comprehension questions and focus on spelling, punctuation and grammar as well as phonics.

SOME OF THE INSTRUCTION ANIMATIONS





WHAT IS IN A 'LESSON'?

All games begin in the game world (above left). Then you move into the lesson area (above right).

The orange triangle is still a video or animation like the maths game.

It still fills yellow around the circle and a tick appears in its bottom right side when the film has been watched. The lesson video must always be watched first and then the other circles will "unlock."



The other circles that have symbols on them are the mini games. The symbols indicate they type of game they are.



Speakers mean it is a "sound" game.

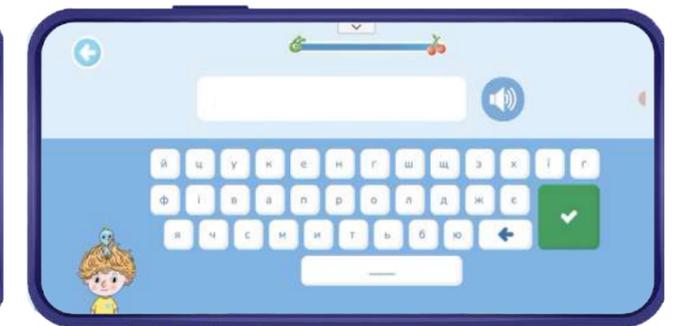


Coloured 2D shapes mean it is a game using letters and words.



Diamond 2D shapes mean it is a game using mainly images.

The symbols below show you the books and songs, and games that have keyboards for typing show the red icon below:



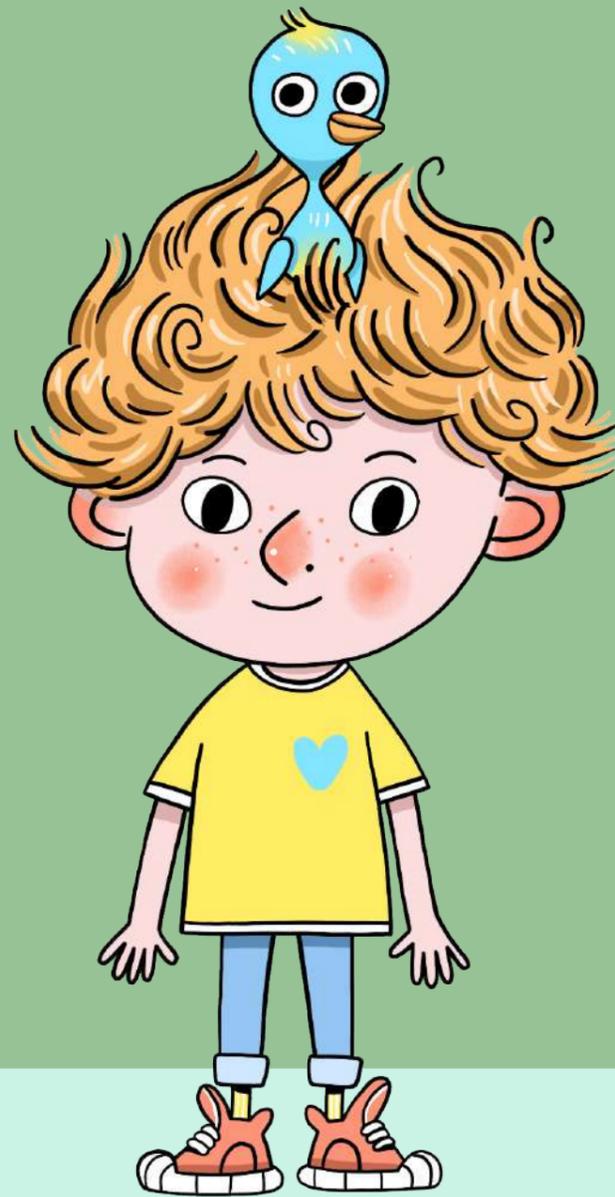
After the first lesson video is watched the games and animations are unlocked and can be played in any order. As their circles fill and get ticked, you will receive rewards for playing that are used to add details to the characters' stories in the game world. When you have completed all mini games in a lesson, it is time to scroll forward and start a new lesson. You can scroll back and play any games or videos and re-read any of the books in the previous lessons whenever you want.



THIS IS ANDRIY THE GAME GUIDE WITH HIS STORYTELLING BIRD GOSHA

His job is to guide you around the game and give you all the information you will need to know to play and learn successfully.

You will also meet 11 other characters as you progress and hear new parts of their stories.



Mum Anna



Dad Danylo



Older sister Maryana



Younger sister Lesya



Older brother Artem



Granny Maria



Grandpa Pavlo



Godfather Volodymyr



Godmother Vera



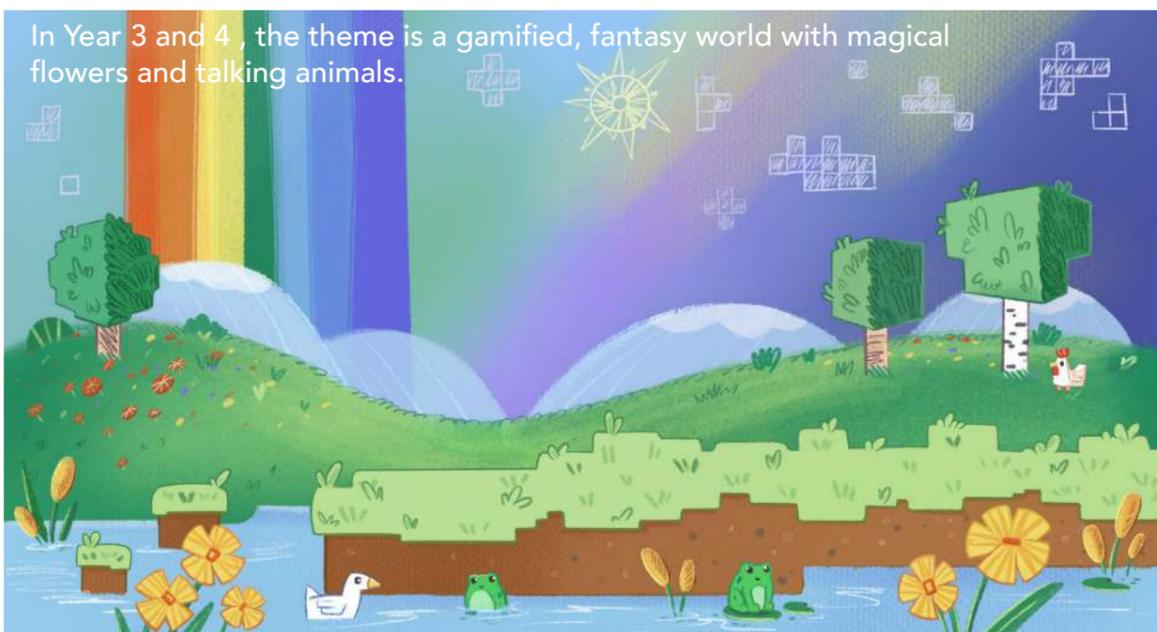
Twins Yarema and Viktor



In Year 1, the theme is the Ukrainian countryside view with a village in the back.



In Year 2, the theme is a magical rainbow road that repairs Ukraine. Inspired by children's drawings.



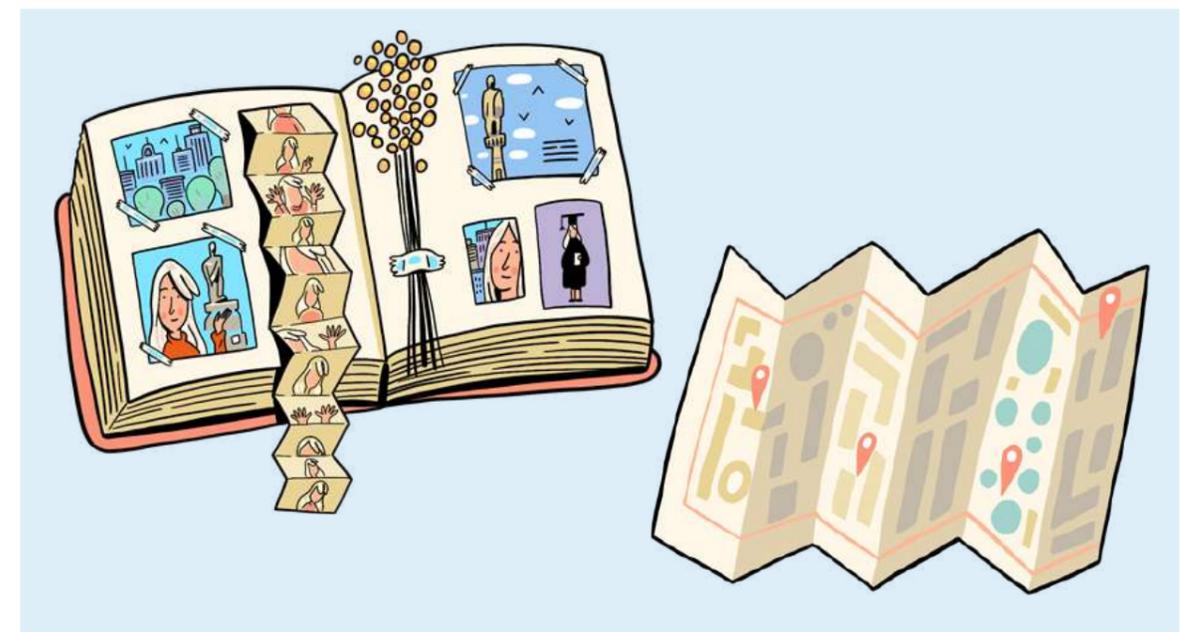
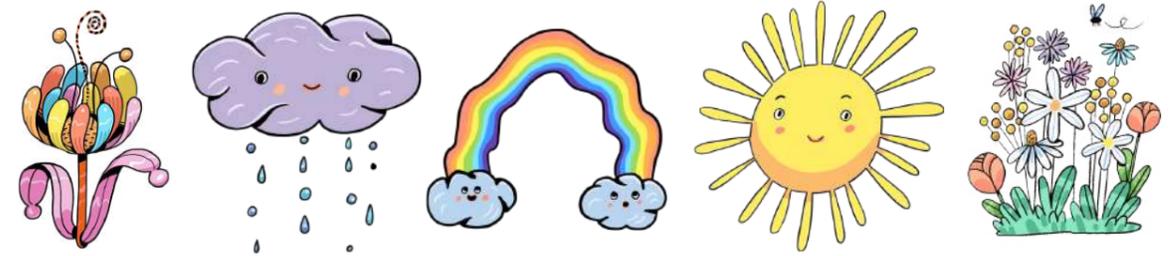
In Year 3 and 4, the theme is a gamified, fantasy world with magical flowers and talking animals.

WHERE DO THE CHARACTERS LIVE

The Reading programme contains 4 grades that take place in 3 themed settings: The same characters appear in all 4 grades but they live in different worlds in Years 1 and 2 and in Years 3 and 4 they share the same world.

In Reading, instead of buildings there are characters and their stories. Each story has 3 main objects that can be unlocked (equivalent to the building major upgrades of Maths) and each main object has 5 minor objects that appear on cards (equivalent to the building minor upgrades of Maths).

Like the maths game, the reading game worlds' characters and stories were co-created and designed by illustrators and children in a second workshop in Lviv after the maths co-creation workshop in Uzhorrod.

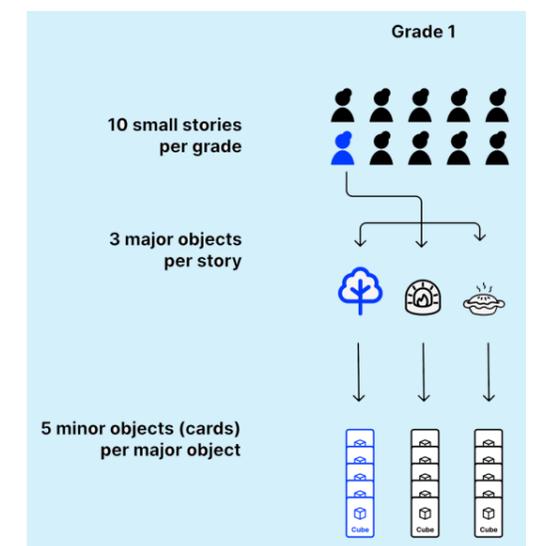


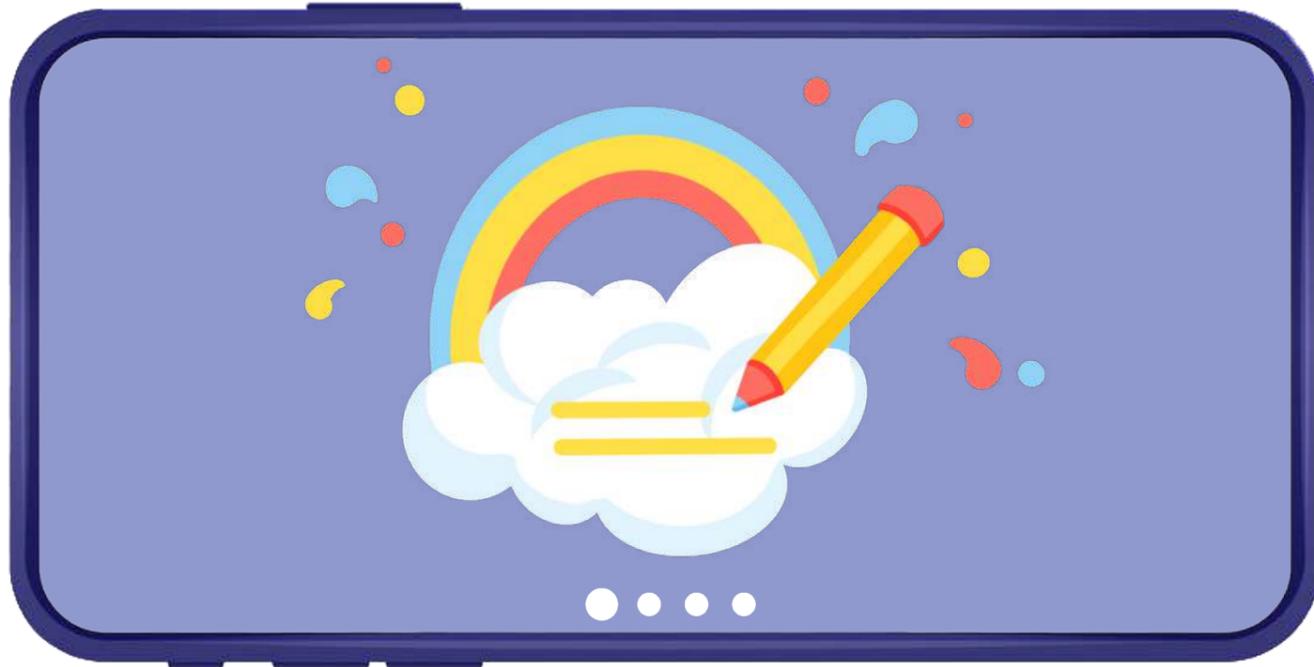
STRUCTURE OF THE GAME WORLD

As you progress through the game, the rewards you earn help you learn more about the characters.

- There are 3 different worlds / backgrounds
- 11 unique characters
- 90 stories involving the game characters
- 90 main objects to collect during game play
- 450 smaller objects to collect during game play

Some of each grade's objects and stories shown over the next 4 pages of this manual.





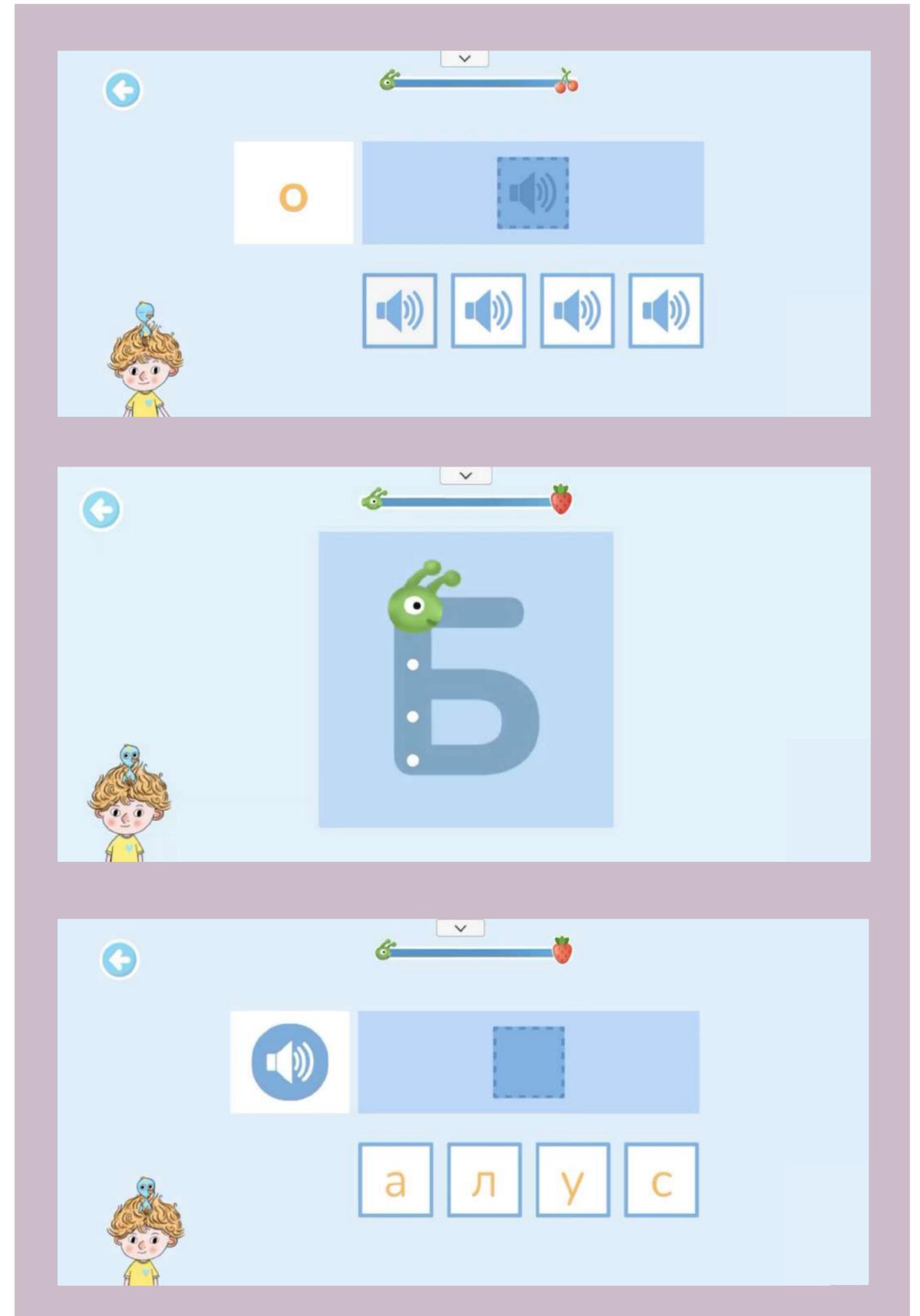
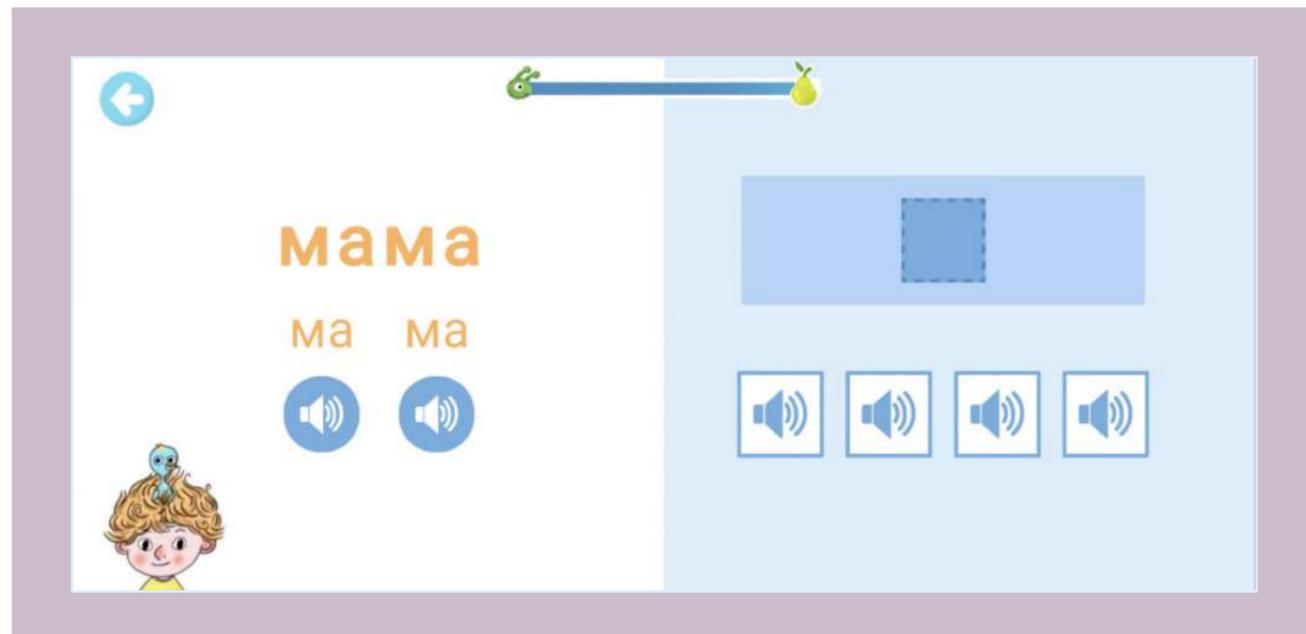
HOW IS LEARNING ASSESSED?

Both Maths and Reading share the same general structure including inbuilt assessments.

The games are designed to be played with no fail, meaning children can use the different lesson mini games as opportunities to practise and consolidate what they have learnt in the videos without fear of failure. To guarantee they are progressing and achieving, every 2 or 3 lessons you will scroll to the assessment screen shown above.

Here the children will be assessed with a mini test of the games they have been practising in the previous 2 or 3 lessons. If children do well in the assessment, they simply move onto the next lesson in the game, however, if they don't pass the assessment, the game takes them back to practise the particular concept/s again with the option to also watch an instruction video associated with the competency.

Children are also able to skip forward to the next assessment from where they are in the game if they are finding a particular series of lessons easy.





CHARACTER SCENES AND STORIES IN THE GAME WORLD

These examples show how the character stories appear in the game.

The 3 main rewards the children earn appear as images around the main characters, like the examples you can see on these two pages.

The 3 lots of 5 minor rewards appear as labelled cards like the examples below. Here they are shown in the full screen view, if you tap the screen they collect on stacked on top of each other on the top right of the screen.

