Breaking Free

Handbook for Children with Special Needs

INTRODUCTION

Education is an experience that brings out the ability in a person. No individual is disabled save those who do not identify themselves. Every child, irrespective of ability or socio-economic status, has the right to education. For a child born special, there is a need for added care in educating them as well as making them independent. Alternative approach to traditional teaching like use of technology is of ample benefit to children with special needs. 'Insight' founded a centre for children with special needs with a vision to utilize the resources of Information and Communication Technology (ICT) to educate them and thus pave a way for self-reliance. Insight makes use of various educational software package to provide ICT based training, a supplement to formal special education, to special children. Among the software used at Insight, GCompris with its simple user interface and pleasant graphics stands out.

GCompris is a high quality educational software suite which contains a wide range of activities for children. It is a free software, that means one can adapt it to one's own needs, improve it and, most importantly, share it with others. This was launched as an alternative to expensive proprietary educational software that disallows a user to modify it or share it. GCompris offers various educational activities that refers to a variety of fields such as functioning of a computer, using a mouse and keyboard, learning language and arithmetic, as well as fun activities like memory and logic games, puzzles and analytical games. The purpose of GCompris is to provide a development platform for educational activities.

The aim of bringing out "Breaking Free", a teaching module on GCompris, is to serve parents, special educators and other end users of the software to acquire a better know-how on its methods and applications. The role of a parent or a teacher is crucial in the development of a child, and is paramount when the child has special needs. Insight has received positive feedback from parents of our students. They were happy to note that educational packages like GCompris are effective in improving the academic and functional flair of an intellectually challenged child. This teaching module addresses the needs of parents as well as individuals and organizations working for special children. We believe that this book will assist them in understanding GCompris so that they can make use of it for educating the children by seeing and experiencing knowledge.

Insight Team

FOREWORD

To children, parents and teachers of the world.

I started the GCompris project 10 years ago in the hope to provide a good Free Educational Software for children.

Well to tell you the truth at first my goal was just to help my own children, but as soon as I saw the high demand I could not stop improving GCompris

Now GCompris is used by several million children in the world, it is translated in more than 50 languages. Thanks to the Free Software approach I received a great amount of valuable contributions in terms of code, graphics, pedagogical guidance and translation. If we should keep a single point on the virtue of Free Software, it has allowed people to adapt GCompris to cultural minorities to provide education in the language of your choice.

This is a great accomplishment for me to see what your organisation is doing with GCompris. It goes well beyond my deepest dreams.

I would like to thank my wife and my children for their continuous support and patience.

Bruno Coudoin [*]

[*] Founder & Current maintainer of 'GCompris'

CONTENTS

PRE-SCHOOL MODULE

Pre-school module in
GCompris Educational Suite is
composed of various fun activities
as well as games for children
between the ages of 3 and 6.

Module 1-a

The first module in the pre-school section has seven stages with each stage divided into seven sub-stages.

Activity

A child has to move the mouse to uncover the picture of an animal, which is hidden beneath a layer of rectangles. As the mouse is moved over one rectangle, a part of the picture is revealed and this is repeated until the whole image is visible.

Objective

This activity trains a child to manipulate the mouse and identify pictures of different animals.

Advantage

This improves eye-hand co-ordination of a child.

Duration
4 Minutes

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Module 1-b

The module has six stages and each stage has seven sub-stages.

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Duration
4 Minutes

Activity

This module is similar to the previous one but here the hidden picture is revealed only when the mouse is clicked on the rectangles in the outer layer.

Objective

A child learns to click the left mouse button and also identify pictures of animals.

Advantage

The activity improves fine motor skills and eye-hand co-ordination of a child. It also reinforces a child's ability to recall names of animals.

Module 1-c

This module has three stages. Each stage has three or four sub-stages.

Activity

The activity in this module includes drawing a picture by clicking on each blue point in a sequence.

Objective

This activity helps a child to click the mouse on specific points.

Advantage

The activity reinforces a child's ability to recognize colours. It also improves fine motor skills of a child and enhances his concentration power.

Duration
4 Minutes

PRE-SCHOOL MODULE

Module 1-d

There are six stages and several sub-stages in this module.

P R E - S C H O O L   M O D U L E

Duration
6 Minutes

Activity

In this activity, a child has to click the left mouse button on the moving fishes before they leave the fish tank. As the game proceeds to higher stages, the player needs to double click on each fish.

Objective

This activity teaches a child mouse manipulation by clicking the left mouse button on a fast moving object.

Advantage

This improves attention span, eye-hand co-ordination and fine motor skills of a child.

Module 1-e

This module is composed of nine stages.

Activity

A child needs to press two shift keys on the keyboard at the same time to make a ball go in a straight line to Tux, a penguin. Each time a child successfully passes the ball to Tux, the game moves to the next stage and encourages the child to play once again.

Objective

This activity helps develop eye-hand co-ordination of a child and increases their attention span.

Advantage

This will enhance the confidence level of a child and help him develop game spirit.

Duration
3 to 4 Minutes

P R E - S C H O O L   M O D U L E

13

Modules 1-f & 1-g

These modules consist of audio memory games.
Each module has nine stages.

P R E - S C H O O L   M O D U L E

Activity
A set of pictures are given. Each picture has an associated sound and each sound has a twin exactly the same. When a child clicks on an image in the set, a sound is played. The child has to match the twins. Only two images are active at a time, so the player has to remember the image attached to the sound, while listening to its twin. When the twins are turned over one after another, both disappear.

Objective
A child learns to identify, recognize and match different sounds produced by common objects that we use in daily life. The activity trains the audio memory of a child.

Advantage
This activity sharpens a child's memory and listening power.

Duration
4 to 8 Minutes

14

Modules 1-h & 1-i

These two modules comprise memory games with pictures. Both modules have nine stages.

Activity
A set of blank cards is shown. Each card has a picture on the other side and each picture has a twin exactly the same. Click on a card to see its hidden picture and try to match the twins. A player can turn over only two cards at a time, so they should remember where a picture is, while looking for its twin.

Objective
A child learns to identify and recognize numbers and pictures of animals.

Advantage
This activity helps a child learn numbers and names of animals and nourishes his memory power.

Duration
4 to 6 Minutes

P R E - S C H O O L   M O D U L E

Modules 1-j & 1-k *(1st Level)*

These modules contain colour-based activities.

P R E - S C H O O L M O D U L E

Activity   In the first module, a child listens to the colour called out by the computer and click on the duck wearing that colour. In module 1-k, a child is asked to rebuild a mosaic image made of various colours to the right area of the screen after matching the colours given on the left side.

Objective   A child learns to identify, recognize and match different colours.

Advantage   This activity enhances memory skills of a child and helps them identify colours.

Duration
4 to 6 Minutes

Modules 1-l & 1-m

These modules comprise maze activities.
Only the first two levels of these modules are included in the group.

Activity

A child uses the arrow keys on the keyboard to solve a puzzle. A fish is trapped in a maze and the player needs to help the fish find a way out of it.

Objective

This activity helps develop spatial awareness of a child.

Advantage

This is a self-help game that encourages a child to be independent. The activity can give a child and awareness of space and direction.

Duration
3 to 4 Minutes

P R E - S C H O O L   M O D U L E

PRE-PRIMARY MODULE

Pre-primary module in the
GCompris Educational Suite
consists of activities and games for
children between the
ages of 7 and 10.

Fun Activity-1

This activity has six levels.

Activity

A child has to arrange puzzles and make a meaningful picture.

Objective

Arranging the puzzle in the correct order helps develop cognitive ability of a child.

Advantage

This activity improves sequential memory and attention span of a child.

Duration 10 Minutes

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Fun Activity-2

The activity has three levels and each level has three sub-levels.

P R E P R I M A R Y M O D U L E

Duration
10 Minutes

Activity

This is a memory game based on accurate arrangement of images. Here a child observes a sequence of images that will be displayed on the screen for some time. A similar sequence has to be arranged in the work area, recollecting the image from the child's memory.

Objective

This activity helps improve reasoning skills and cognitive ability of a child.

Advantage

The sequential memory and attention span of a child can be improved with the help of this memory game.

Fun Activity-3

Activity

A child has to find strawberries by clicking on the blue fields. The field turns red as the game progresses.

Objective

This activity helps a child acquire reasoning ability and reinforces their concept of colours.

Advantage

It boosts the attention span of a child.

Duration
5 Minutes

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Fun Activity-4

PREPRIMARY MODULE

Activity
A child is asked to take a boat through a canal lock.

Objective
This activity helps a child acquire reasoning ability.

Advantage
The activity will increase the attention span of a child.

Duration
5 Minutes

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Number Activity-1

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The number activity module has three levels. Level 1 deals with numbers from 1 to 19. Level 2 deals with numbers from 20 to 40. Level 3 deals with numbers from 41 to 80.

Activity

A child learns to draw pictures by following the numbers in a sequence.

Objective

This activity helps a child identify and learn numbers.

Advantage

The number activity can help improve sequential memory, retention ability and attention span of a child.

Duration
10 Minutes

PRE PRIMARY MODULE

Number Activity-2

The activity module has two levels. Both levels deal with numbers from 1 to 10.

P R E P R I M A R Y   M O D U L E

Activity

A child moves a helicopter using the arrow keys on the keyboard in order to catch the clouds in the sky in the ascending order of numbers.

Objective

This activity helps a child learn numbers in sequence.

Advantage

It helps improve the sequential memory, retention ability and attention span of a child.

Duration
8 Minutes

Number Activity-3

This module has nine levels. As the player moves to higher levels, the complexity of the game increases.

Activity

A set of images are given. A child has to pick similar images and place them in a box and then count those images and write down its value.

Objective

This number activity helps a child count and add numbers.

Advantage

This activity helps a child learn the value of numbers and the relationship between numbers.

Duration
10 Minutes

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Number Activity-4

This number activity has four levels. As the level increases, the game becomes more demanding. At the pre-primary stage, a child needs to attempt only the first two levels.

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Activity

A child is asked to guess a number and help Tux, a penguin, escape the cave.

Objective

This activity helps a child recognize numbers. In level 1, a child identifies numbers till 10 and in level 2, they identify numbers till 50.

Duration
10 Minutes

Advantage

This activity prepares a child for basic arithmetic operations.

Number Activity-5

This number activity has nine levels.

Activity

A child has to count the number of dots on a dice before they reach the ground and then type the correct number key on the keyboard to eliminate that dice.

Objective

The activity teaches a child to add numbers within 10.

Advantage

The concept of addition is introduced to a child.

Duration
10 Minutes

PRE PRIMARY MODULE

Language Activity-1

The first language module has five levels.
Each level has three sub-levels.

P R E P R I M A R Y   M O D U L E

Activity

A letter of the alphabet is randomly called out. A child has to type the appropriate letter key on the keyboard.

Objective

A child is introduced to the English alphabet.

Advantage

This activity improves the attention span of a child. The child also recognizes letters of the alphabet and their sounds.

Duration
7 Minutes

Language *Activity-2*

This language module has six levels.

Activity

Letters of the alphabet will be seen falling down one after another. A child needs to type the appropriate letter key to catch a letter before it reaches the ground.

Objective

This activity helps a child recognize the position of letters in the keyboard. It also helps them differentiate between upper-case and lower-case letters.

Advantage

This will improve the attention span of a child as well as help him recognize lower-case and upper-case letters.

Duration
7 Minutes

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Language Activity-3

This language activity module has six levels.

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Activity

A set of shapes and their moulds are given. A child has to drag and drop the shapes into their respective moulds.

Objective

This activity helps a child recognize the shapes of common objects and learn the names of various shapes.

Advantage

The activity enhances the attention span and communicative ability of a child.

Duration
7 Minutes

Language Activity-4

This language activity module has seven levels.

Activity

Two sets of pictures are given. A child has to match a picture in one set to its related picture in the second set.

Objective

This activity educates a child to recognize and match things that are similar and differentiate those that are dissimilar.

Advantage

It improves the attention span and communicative skills of a child.

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P R E P R I M A R Y   M O D U L E

Duration
7 Minutes

PRIMARY - 1

The Primary 1 module of
GCompris Educational Suite is
composed of educational and
fun activities for children between
the ages of 11 and 14.

Fun Activity-1

This level comprises only the third, fourth and fifth exercises in the module.

Activity

A child has to use the arrow keys to find a way out of the maze.

Objective

This activity helps a child develop spatial awareness.

Advantage

This is a self-help game that will make a child independent.

Duration
3 to 4 Minutes

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Fun Activity-2

This module has only one level.

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Activity

A definite sequence of images is given. A child needs to closely follow the pattern and arrange the images according to that pattern on the work area of the screen.

Objective

This activity helps a child understand the relationship between various objects that are used in day-to-day life.

Advantage

It improves the reasoning power of a child.

Duration
3 to 4 Minutes

34

Fun Activity-3

This module comprises six levels. As the game moves towards higher levels, the activity becomes more challenging.

Activity

A child has to build a tower on the left side of the screen similar to the one given on the right side.

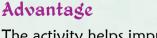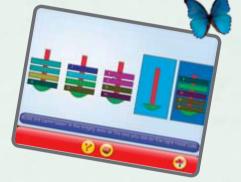## Objective

This fun activity reinforces the learning ability of a child and helps him learn alphabet and colours.

Advantage

The activity helps improve attention span and observation power of a child.

Duration
3 to 4 Minutes

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Fun Activity-4

This module comprises only two levels.

Activity   A child has to build a tower by moving the entire stack from a peg on the left side of the screen to a peg on the right side by making use of a peg in the centre. The player will be allowed to move only one disc at a time and place the discs only in descending order.

Objective

This activity improves the learning ability of a child and helps them recognize the physical magnitude of objects.

Duration
3 to 4 Minutes

Advantage   It improves the attention span and observation skill of a child. It also helps develop analytical reasoning skills.

Fun Activity-5

This module consists of six levels.

Activity

An image is given on the right side of the screen. A child has to copy this model on the work area with the help of a crane.

Objective

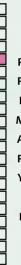The spatial awareness of a child can be developed with the help of this activity.

Advantage

This activity helps improve attention span and observation power of a child.

Duration
3 to 4 Minutes

P R I M A R Y   I

Language Activity-1

This activity module comprises four levels and each level has three exercises.
This module teaches children one of the 3 R s of basic skill-oriented education, reading;
the other R s being, writing and arithmetic.

P R I M A R Y   I

Activity   In this activity, a child is asked to identify an image displayed on the screen and name the object. A choice of three words will be given and the child has to select the correct word corresponding to the image.

Objective   This helps a child recognize and name commonly used objects. The activity uses whole-word approach in reading, a method to teach reading by introducing words to children as whole units. It reinforces a child's reading ability.

Advantage   This activity prepares a child to become an independent reader.

Duration
3 to 4 Minutes

Language Activity-2

This module comprises four levels with three exercises in each level. It teaches a child writing skill, one of the 3 R s of basic skill-oriented education.

Activity   A picture of an object is displayed and below the picture, the name of the object is given but with one letter of the word missing. The child has to complete the word by selecting the missing letter from a choice of three letters.

Objective   This activity helps a child identify as well as read the names of various objects. It also strengthens a child's knowledge of alphabet and sound of letters.

Advantage   This activity prepares a child to become an independent reader.

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Duration
3 to 4 Minutes

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Language Activity-3

This module comprises six levels.

Activity   A box on the left side of the screen has pictures of various objects. On the work area, names of these objects are given. The child has to drag each image from the box and match it to the correct name.

Objective   This activity helps a child identify and read the names of common objects. It also helps them learn new words, thus nourishing their vocabulary.

Advantage   This activity prepares a child to become an independent reader and instils in him the confidence to read.

Duration
3 to 4 Minutes

Language Activity-4

This module comprises six levels and each level consists of one exercise. As the game moves to higher levels, the complexity of words increases.

Activity On the screen, some words will be seen falling down. The child has to 'catch' the word by reading it and typing the complete word using the keyboard before the word reaches the ground.

Objective This activity teaches a child to read and write words. They will also learn to manipulate a computer keyboard.
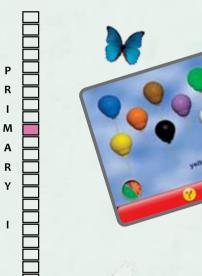
Advantage The activity prepares a child to become an independent reader as it enhances his vocabulary. He will become confident to read, spell and write. It will also help him express their thoughts in words with the help of a computer keyboard.

Duration
3 to 4 Minutes

PRIMARY I

Language Activity-5

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Activity

A child has to read names of colours and then click on the matching colour.

Objective

This activity not only encourages a child to read but also makes him acquainted with colours.

Advantage

The activity prepares a child to become an independent reader. It helps him recognize colours and name them.
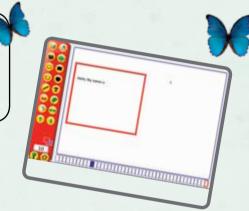
Duration
3 to 4 Minutes

Language Activity-6

This module is a creative session that will prompt a child to use his or her imagination to draw and write.

Activity In this activity, a child can draw objects with the help of basic shapes like circle, triangle, ellipse, etc. He can also make use of the screen to write words or even simple sentences or can describe the image he has drawn.

Objective This activity enhances the creativity of a child and also improves his language skills. It teaches him to express their thoughts with the help of a visual clue.

Advantage The activity helps a child build visual clues that can help him arrange his thoughts and express them. This in turn improves a child's communicative ability.

Duration
7 to 10 Minutes

P R I M A R Y I

Language Activity-7

This module is meant for advanced learners. It consists of a simple word processor (a computer application to write and save text) using which a child can write, edit and save text.

P R I M A R Y   I

Activity

A child can type their own text or copy one given by the teacher.

Objective

This activity teaches a child to enter, edit and save text in a computer using a word processor. It also helps the child learn to write and express his thoughts in written words.

Advantage

This activity can prepare a child to use popular word processors in computers like LibreOffice and MS Word.

Duration
3 to 4 Minutes

Number Activity-1

This module consists of activities with numbers. It has nine levels with one exercise in each level. The activity deals with addition of numbers which is one of the four basic mathematical operations.

Activity In this activity, a child has to count two sets of objects and then add the number of objects in both sets to find the sum. The addition process becomes more complex as the player moves to higher levels.

Objective

A child learns to count and add numbers.

Advantage

The activity makes use of visual clues to teach counting and addition to a child.

Duration
5 Minutes

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Number Activity-2

This activity module has nine levels with one exercise in each level. It deals with subtraction of numbers which is the second of the four basic mathematical operations.

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Activity

Two sets of objects are given. A child has to count the number of objects in both sets and then solve the difference between them. The subtraction process becomes more complex as the player moves to higher levels.

Objective

A child learns to count and subtract numbers.

Advantage

This activity makes use of visual clues to teach counting and subtraction.

Duration
5 Minutes

Number Activity-3

This activity module has nine levels and each level consists of several simple additions. This activity introduces the concept of simple inline addition to a child.

Activity
A child is asked to find the sum of two numbers in a given time.

Objective
This activity helps a child strengthen his concept of addition and builds up accuracy in calculation.

Advantage
It makes a child confident to count and add numbers with accuracy in real life situations. This activity also teaches finger counting to a child.

Duration
5 Minutes

PRIMARY I

Number Activity-4

The activity has nine levels. Each level consists of a number of subtraction problems.

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Activity

A child is asked to find the difference between two numbers in a given time.

Objective

This activity teaches a child the concept of 'take away' in subtraction.

Advantage

It reinforces the concept of subtraction and finger counting in a child. It also gives them the confidence to deal with numbers in real life situations.

Duration
5 Minutes

Number Activity-5

The activity module has nine levels, with each level consisting of a single exercise. This is a memory game played using numbers.
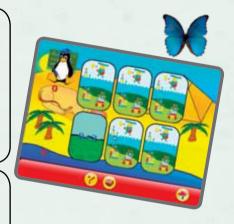
Activity   A set of cards is given. Two parts of an addition sum, the adding-up sum and the solution sum, are hidden in two different cards. A child has to click on a card to see what it is hiding. Only two cards can be turned over at a time. Hence, as the player turns over the cards one after another, he has to remember what each card is hiding. A child has to find the two parts of a sum and bring them together. When the matching cards are found, they disappear.

Objective   In this module, a children learn adding up as they count on their fingers. They are encouraged to count out loud while working on the sums so that the solutions are marked in their mind.

Advantage   It helps a child practise adding up and improves his memory power. As he can turn over only two cards in one go, he needs to remember where the other part of the addition sum is.

PRIMARY

I

Duration
5 Minutes

49

Number Activity-5a

The activity module has nine levels with one exercise in each level. This module is similar to Number Activity 5. The difference between the two modules is that in 5a, a child has to play the game against Tux, a penguin, who encourages him to compete and win the game.

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Activity Two parts of an addition sum are hidden in two different cards. A child needs to find both parts of the sum and bring them together. He needs to click on each card to see what it is hiding and then find the other card that goes with it to make up a whole sum.

Objective
Adding up of numbers is taught to a child using a competitive memory game.

Advantage
Alongside reinforcing the concept of finger counting and addition, this activity helps develop game spirit in a child.

Duration
5 Minutes

Number Activity-6

The activity module has nine levels with one exercise in each level.

Activity Two sets of cards are given. The two parts of a subtraction problem are hidden in two different cards. Each card is hiding either a subtraction problem or its solution. A child has to find both parts of the problem and bring them together. He needs to click on each card to see what it is hiding and remember the part on the cards as they move on. When he knows which two cards hold the two parts of the same problem, he has to click on both the cards.

Objective The child learns to find the difference between two numbers using the method of finger counting. He should be encouraged to count out loud while working on the problems so that he will learn the solutions of simple problems by heart.

Advantage It helps a child practise 'take away or less than' concept in subtraction and improves his memory power.

PRIMARY I

Duration
5 Minutes
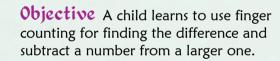
51

Number Activity-6a

This module consists of nine levels with one exercise in each level. This module is similar to the previous one. Here a child has to play against Tux, the penguin, who encourages him to win the game.

Activity Two parts of a subtraction problem are hidden in two different cards. Each card is hiding a subtraction problem or its answer. A child needs to find both the parts and bring them together. He has to click on a card to see what number it is hiding, then find the other card that goes with it to complete the solution.

Objective A child learns to use finger counting for finding the difference and subtract a number from a larger one.

Advantage It helps the child to practise subtraction and also improves his memory power. The activity develops game spirit in a child.

Duration
5 Minutes

Number Activity-7

This module has five levels with one exercise in each level. Here, each level deals with one specific number. For instance, level one deals with number 6.

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Activity Given is a table of adding-up sums. A child has to find which among those adding-up sums equal the given solution sum. When the player finds that the answer to a particular item in the table is equal to the solution sum, he should press the space bar in the key board to 'eat' that item. The player has to use arrow keys to move through the table and also avoid Troggles while navigating.

Objective This activity deals with addition of numbers. It helps a child understand the different ways to get a solution sum. This module refers to numbers 6, 7, 8, 9 and 10 only.

Advantage

It refines their concept of addition.

PRIMARY I

Duration
5 Minutes

Number Activity-8

The activity module has six levels. Each level comprises several exercises. In Primary I section, a child needs to learn only the first two levels.

P R I M A R Y   I

Activity The activity deals with the concept of time. A child has to set the hour and minute hands of a clock on the work area, according to the time shown in a box. The hands of the clock have to be clicked and dragged using the mouse to make them move up and down.

Objective
A child learns to read time looking at the clock.

Advantage This activity will help a child learn to read time thus making it possible for him to understand the concept. He can also be taught the importance of time in his life with the help of this activity.

Duration
5 Minutes

PRIMARY - II

Primary II module of GCompris
Educational Suite comprises fun activities
and number activities for
children between 11 and 14 years of age.

Fun Activity 1

The first fun activity in the module includes building 25 different shapes of Tangram, which is a Chinese puzzle.

P R I M A R Y II

Activity

A child needs to build a given figure or a shape using the seven pieces of the Tangram. The seven pieces known as tans are geometric shapes out of which five pieces are triangles and the other two are a square and a parallelogram. There are a number of clues to help a child arrange the Tangram.

Objective

The activity helps a child develop higher order logical thinking.

Duration
3-4 Minutes

Advantage

The clues provided to complete the Tangram stimulate critical thinking ability in a child.

Fun Activity 2

This module is a sliding-block puzzle that has 13 levels.
There are five exercises in each level.

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Activity

A red car has to be removed from the parking lot through the gate on the right. A child needs to move the other cars in the parking lot to make way for the red car.

Objective
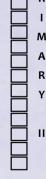This puzzle influences higher order logical thinking in a child.

Advantage

The activity prompts logical thinking in a child.

P R I M A R Y II

Duration
3-4 Minutes

Fun Activity 3

This module is a sliding-block puzzle game. It has 13 levels with five exercises in each level.

P R I M A R Y   II

Activity This is a puzzle activity, in which each cell of the grid has to be filled with a symbol or number from 1 through 9. Each row, column and region can have only one instance of the symbol or the number. At the start of the game, some of the cells in the grid are occupied with symbols or numbers. In the lower levels of the game, a child is asked to select a symbol and click on its target position. For the higher levels, a child has to click on an empty square and then enter a possible letter or number.

Objective The activity helps develop higher order logical thinking in a child.

Duration
3-4 Minutes

Advantage It improves the attention span, perseverance and reasoning ability of a child.

Fun Activity 4

This activity module has six levels.

Activity

This activity requires arrangement of numbers from 1 to 15 in ascending order. A child needs to click on any number that has a free block beside it, so as to swap it with the empty block.

Objective
The activity helps develop higher order logical thinking in a child.

Advantage
It improves the attention span, perseverance and logical thinking ability of a child.

P
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II

Duration
3-4 Minutes

59

Fun Activity 5

This activity module consists of ten levels.

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II

Activity A child is asked to switch off all the lights so that Tux the penguin can go to sleep. A click on a button toggles the state of that button as well as its immediate neighbours. A click on Tux gives clue to the solution.

Objective The activity helps develop higher order logical thinking in a child.

Advantage The activity improves the attention span, perseverance and logical thinking ability of a child.

Duration
3-4 Minutes

Number Activity 1

The first number activity in primary II module comprises nine levels.

Activity

A child has to find the product of two numbers in a given time. The player can use left and right arrow keys to modify the answer and press the enter key to check the answer.

Objective The activity helps a child practise multiplication, which is one of the four basic operations in arithmetic.

Advantage It helps a child learn and revise multiplication table.

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II

Duration
3-4 Minutes

Number Activity 2

This module includes only four levels.

P
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II

Activity A child has to select the right combination of numbers and arithmetic operators to match a given result.

Objective The activity helps develop higher order logical thinking in a child.

Advantage A child is encouraged to think in a logical fashion by working with the clues provided to find the solution.
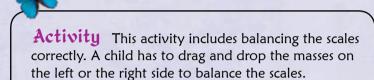
Duration
3-4 Minutes

Number Activity 3

This module includes three levels with five exercises in each level.

Activity This activity includes balancing the scales correctly. A child has to drag and drop the masses on the left or the right side to balance the scales. The masses can be arranged in any order.

Objective This activity comes across as a virtual purchasing experience to a child. It also lends a visual image of weighing scales and its operations to a player. The activity enhances a child's ability to do mental calculation.

Advantage The act of buying that the players experience through this activity will help them in real life situations.

P R I M A R Y II

Duration
3-4 Minutes

Number Activity 4

This module consists of nine levels. It is a memory game played using the concept of multiplication.

Activity   Two sets of cards are given. The two parts of a multiplication problem are hidden in two different cards. Each card is hiding either a multiplication problem or its solution. A child has to find both parts of the problem and bring them together. They need to click on each card to see what it is hiding and remember the part on the cards as they move on. When they know which two cards hold the two parts of the same problem, they have to click on both the cards.

Objective   The activity helps to emphasize the concept of multiplication in a child. It also improves the memory power of a child.

Advantage   The activity imparts confidence to a child in applying maths to real world problems.

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Duration
3-4 Minutes

Number Activity 4a

This module has nine levels. As a player moves to higher levels, the complexity of the module also increases.

Activity   This activity is similar to the multiplication memory game. Here the activity deals with finding two parts of a division problem instead of multiplication.

Objective   The activity helps to emphasize the concept of division and sharpens the memory of a child.

Advantage   The activity imparts confidence to a child in applying maths to real world problems.

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Duration
3-4 Minutes

Number Activity 4b

This module includes nine levels. The complexity of the game steps up as the player moves to higher levels.

P R I M A R Y II

Activity   This is an all operations memory game so a child needs to know addition, subtraction, multiplication and division to take part in the activity. This activity is also a number based memory game using cards. Two parts of an operation are hidden in two different cards. A child needs to find both parts of the operation and bring them together. They need to click on each card to see what it is hiding and then find the other card that goes with it to make up a whole operation.

Objective   The activity helps to reinforce the four basic arithmetic operations in a child. It also helps develop the memory power of a child.

Advantage The activity builds confidence in a child to apply maths operations to real life problems.

Duration
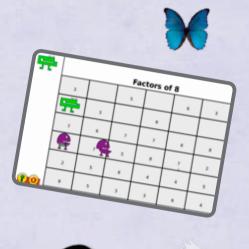3-4 Minutes

Number Activity 5

This activity consists of seven levels.

Activity This is a number muncher game in which a player has to help the number muncher 'eat a number' to reach a solution. A child has to guide the number muncher to eat all the factors of a given number. The arrow keys can be used to navigate through the board and to avoid Troggles. Use the space bar to eat a number.

Objective This activity teaches a child about factors and multiples. The intricate principles about factors and multiples can be easily explained as a child explores the activity.

Advantage The activity will help a child think logically and prepare them to do higher mathematical operations.

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Duration
3-4 Minutes

Number Activity 6

This activity consists of seven levels.

Activity   This is a number muncher game in which a child is asked to guide the number muncher to eat all the prime numbers of a given number. The arrow keys are used to navigate through the board and to avoid Troggles. The space bar is used to eat a number.

Objective The activity directs a child to learn about prime numbers.

Advantage This activity will encourage a child to think logically and prepare them for higher mathematical operations.

Duration
3-4 Minutes

Language *Activity 1*

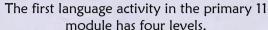The first language activity in the primary 11 module has four levels.

Activity

In this activity, a child has to sort the picture cards into the order that tells a story.

Objective

Rebuilding a story with the help of visual clues will help a child become aware of their immediate environment.

Advantage
The activity makes use of visual tools to retell a story in a sequential order. This will help enhance the language skills of a child. Moreover, it is an exercise to encourage creative thinking in a child.

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Duration
3-4 Minutes

Language *Activity 2*

This module consists of nine levels.

Please, check if the word *sick* is being displayed

Activity

A word is shown at the top right of the work area. A vertical list of words will appear and disappear on the left side. A child has to read and check if the given word appears in the list.

Objective

This is a reading activity, which requires a child to read a vertical list of words in a given time. This improves their reading skills and prepares them to read long sentences.

Advantage

It helps a child become an independent reader.

Duration
3-4 Minutes

Language *Activity 3*

This module comprises nine levels.

Activity A word is shown at the top right of the work area. A horizontal list of words will appear and disappear on the left side. A child has to read and check if the given word appears in the list.

Objective This is a reading activity, which requires a child to read a horizontal list of words in a given time. This improves their reading skills and prepares them to read long sentences.

Advantage The activity helps a child become an independent reader.

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Duration
3-4 Minutes