

READ ME FIRST

Three Cheers for Pre-K Games



About Javi's Whirly World

There are five game environments and hundreds of opportunities to practice skills and play within Javi's Whirly World. Each game will take children between 30 seconds and 2 minutes to complete.

Queen Bee's Letter Train

Letter Recognition

Children will:

- Distinguish between what is and is not a letter
- Recognize letters by name
- Distinguish between similar-looking letters (e.g. *p* and *b*)

Flora's Number Farm

Math Numbers, Counting, and Shapes

Children will:

- Understand that objects, or parts of an object, can be counted
 - Count 1-10 items, with one count per item
 - Demonstrate that the order of the counting sequence is always the same, regardless of what is counted
 - Count up to 10 items and demonstrate that the last count indicates how many items were counted
 - Demonstrate understanding that when counting, the items can be chosen in any order
- Recognize one-digit numerals, 0-9
- Recognize 2- and 3-dimensional shapes
- Recognize and compare heights or lengths of people or objects
- Sort objects that are the same and different into groups
- Recognize and create patterns
- Separate up to 10 items into equal groups



Bella's Super Sounds

Letter-Sound Knowledge

Note: This game is set to practice lowercase letters in random order. However, you can customize the practice if you would like. You can choose what groups of letters you want children to work on and what you want those letters to look like.

Children will:

- Produce at least 24 distinct letter sound correspondences

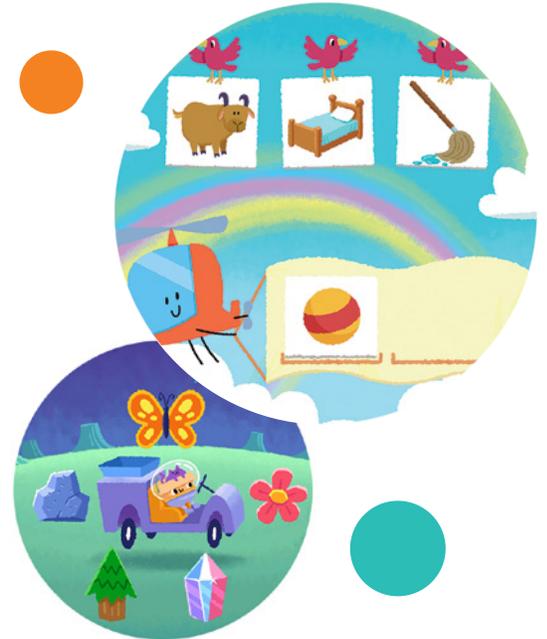


Javi's Make and Takeaway Words

Phonological Awareness

Children will:

- Blend onset and rime to form familiar one-syllable words with pictorial support
- Recognize rhyming words
- Identify a word that begins with the same sound as a given word
- Distinguish between syllables
- Create and separate compound words with pictorial support



Box and Purr Explore Word Planets

Language and Vocabulary

Children will:

- Use a wide variety of words to label and describe people, places, things, and actions
- Demonstrate use of location words, such as *over*, *under*, and *beside*.
- Show understanding by following two- and three-step oral directions

Data and Reporting

You must assign the games in order to collect data. Teachers who assign games to children for use either in class or at home will have access to the following information:

- How well a child has met the outcome(s) in a particular level
- Percentage of correct answers for the round played at that level
- Target answers and child's responses
- Time spent playing

A new score will be generated each time a child completes a 'session.' As an example, if a student plays Flora's Number Farm three different times, a score for each 'session' will appear on the report. Teachers can access the report at any time.

Mastery takes place at the skill level.

- In order to complete a skill level, a child must get a score of 70% or higher.
- If a child doesn't score 70% or higher on a skill, the level will need to be repeated.
- Reporting is at the game-level and is not based on mastery of a skill. Data will persist in the event of a power outage or lost Internet connection, allowing children to replay or restart where they left off.

Rewards System ★

Each game has a different number of stars the child can collect.

- Letter Recognition: **3 stars**
- Math: **14 stars**
- Letter-Sound Knowledge: **1 star**
- Phonological Awareness: **3 stars**
- Language and Vocabulary: **3 stars**

A child will receive a star for each skill level completed in a game.

Children can see how many stars they have earned upon exiting and then reentering a game.

Children who jump around from level to level can still accumulate stars if they return to a level and finish it with a passing score.