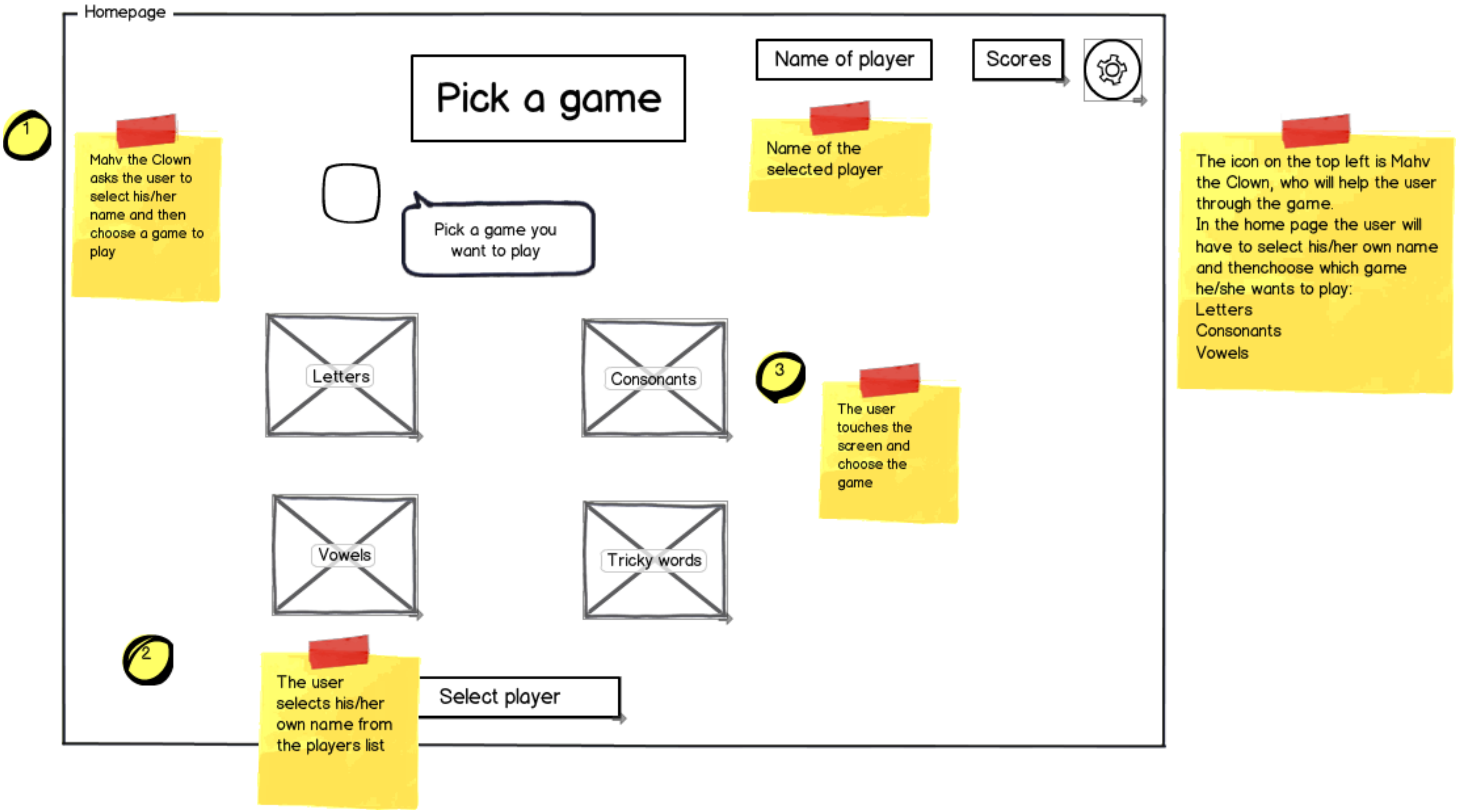

Homepage
Pick a game
Name of player
Scores
Pick a game you want to play
Letters
Consonants
Vowels
Tricky words
Select player
1
2
3

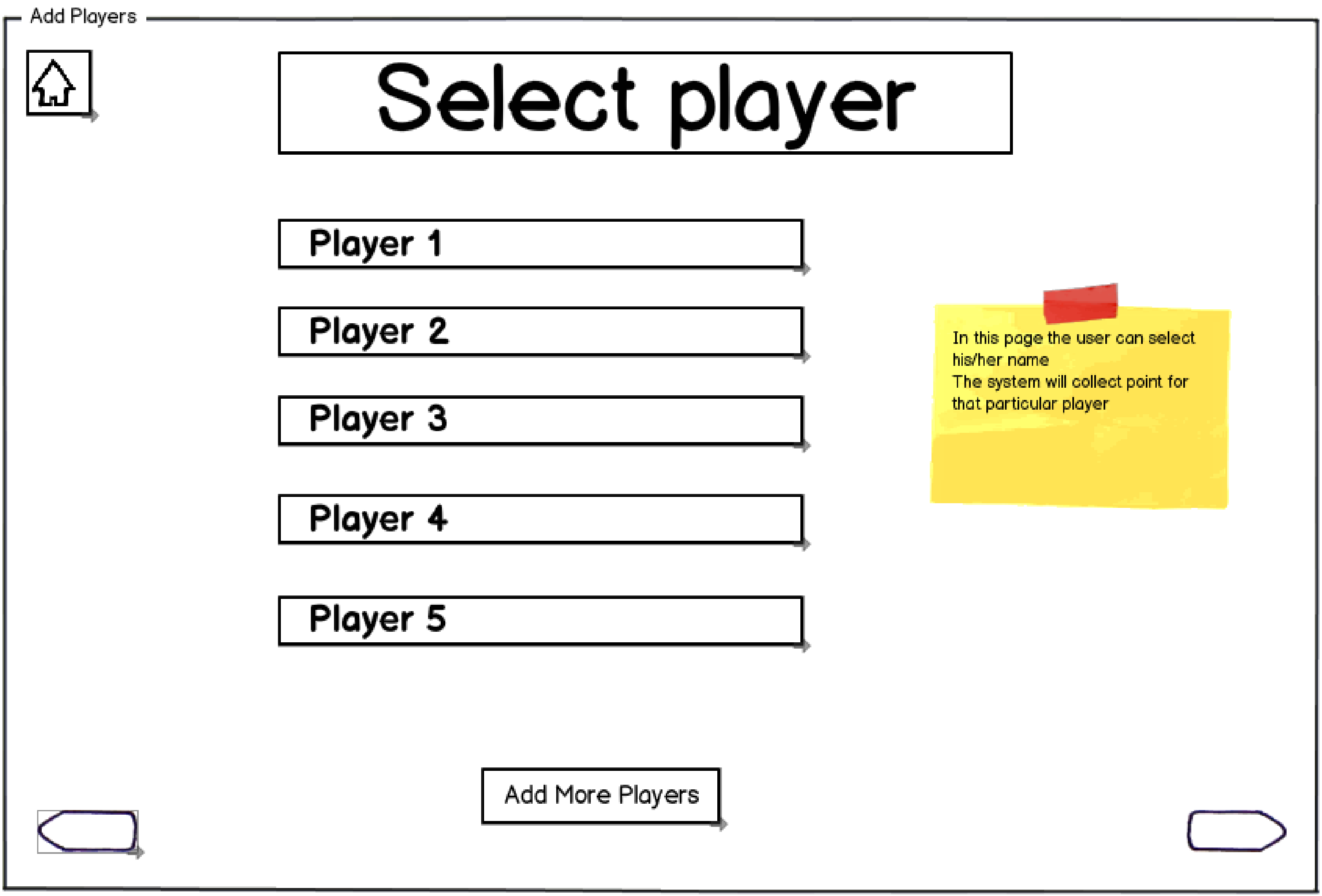
1 Mahv the Clown asks the user to select his/her name and then choose a game to play

Name of the selected player

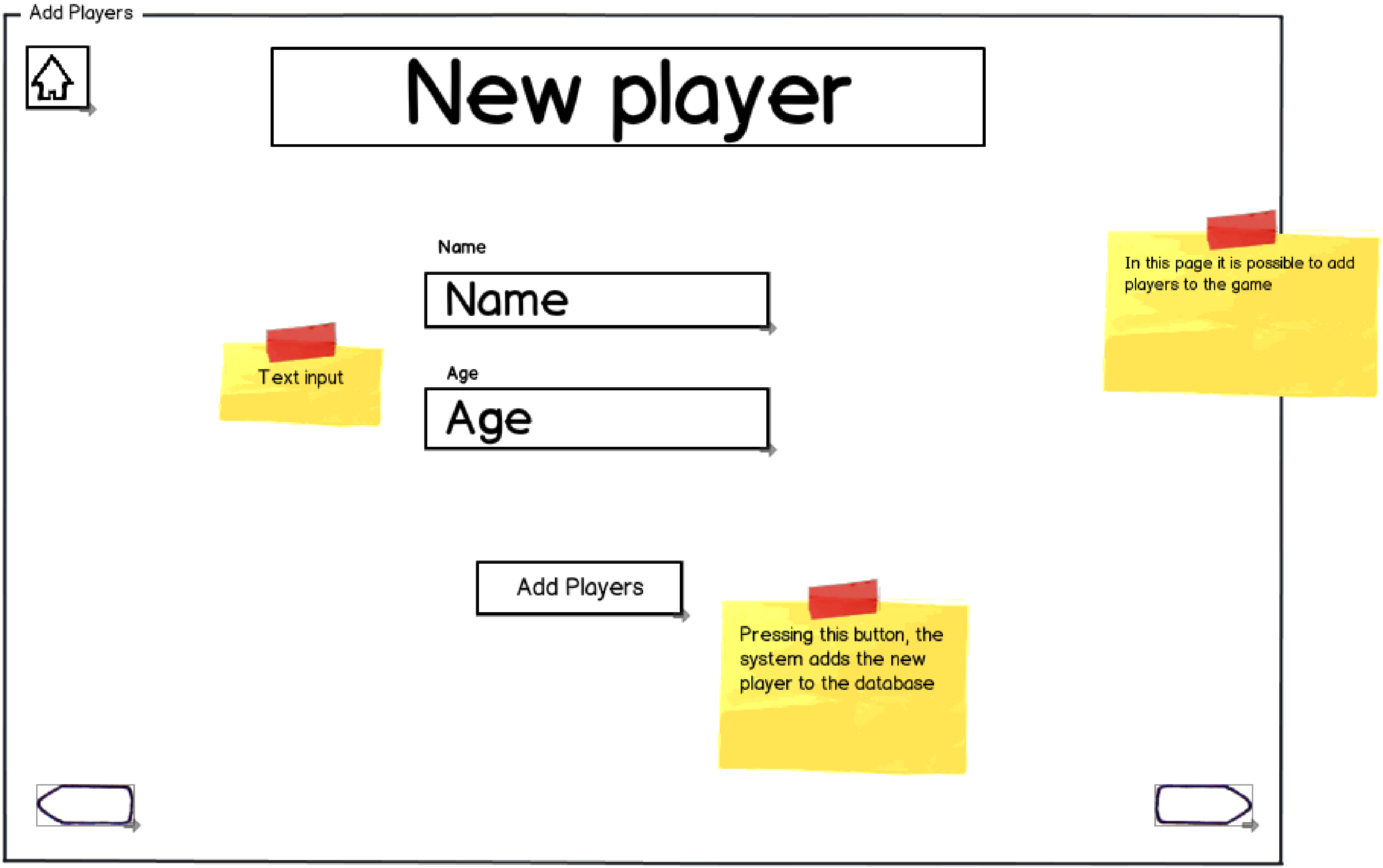
2 The user selects his/her own name from the players list

3 The user touches the screen and choose the game

The icon on the top left is Mahv the Clown, who will help the user through the game.
In the home page the user will have to select his/her own name and thenchoose which game he/she wants to play:
Letters
Consonants
Vowels


Add Players
Select player
Player 1
Player 2
Player 3
Player 4
Player 5
Add More Players

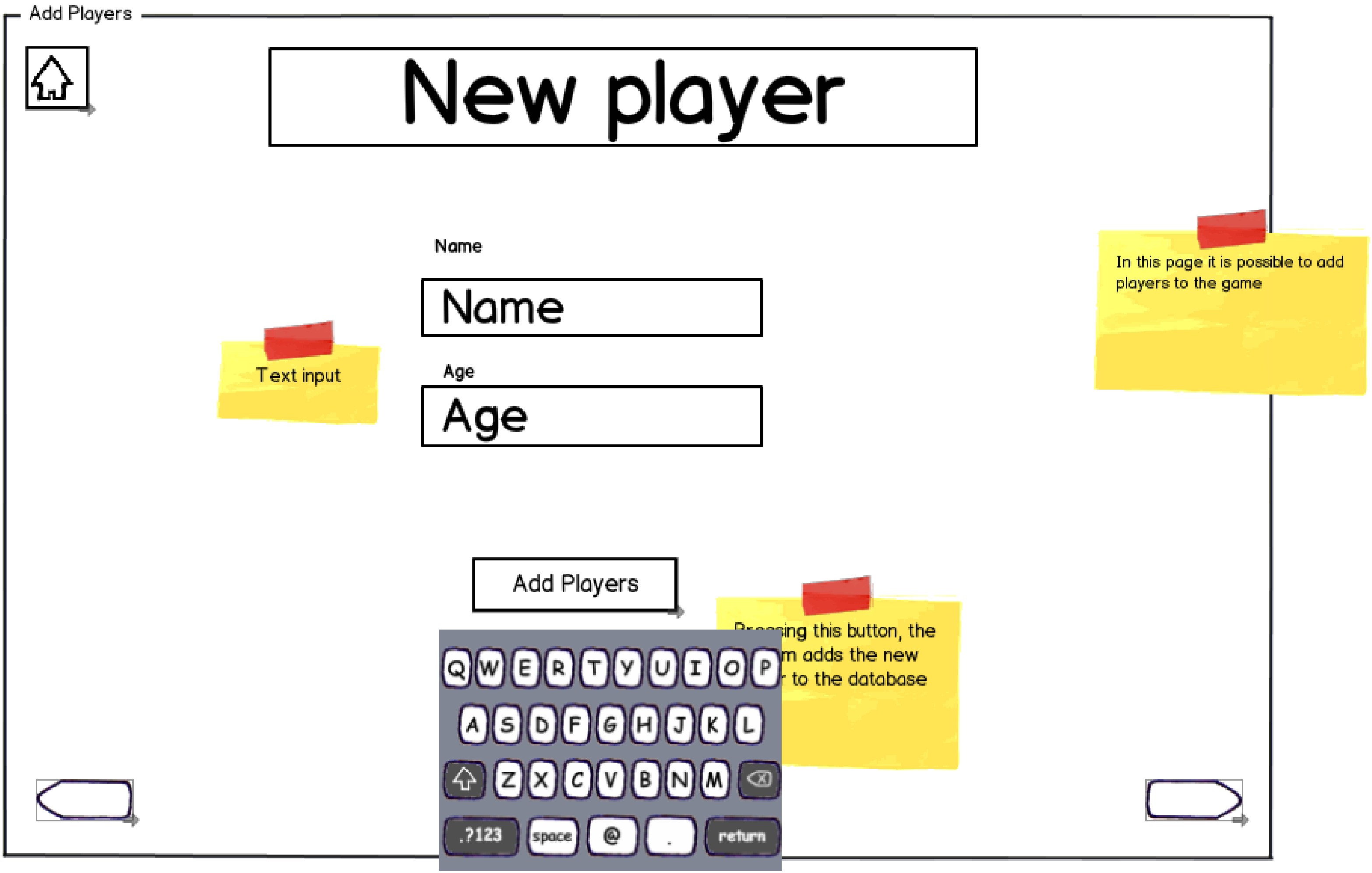
In this page the user can select his/her name
The system will collect point for that particular player


Add Players
New player
Name
Name
Age
Age
Add Players

Text input

In this page it is possible to add players to the game

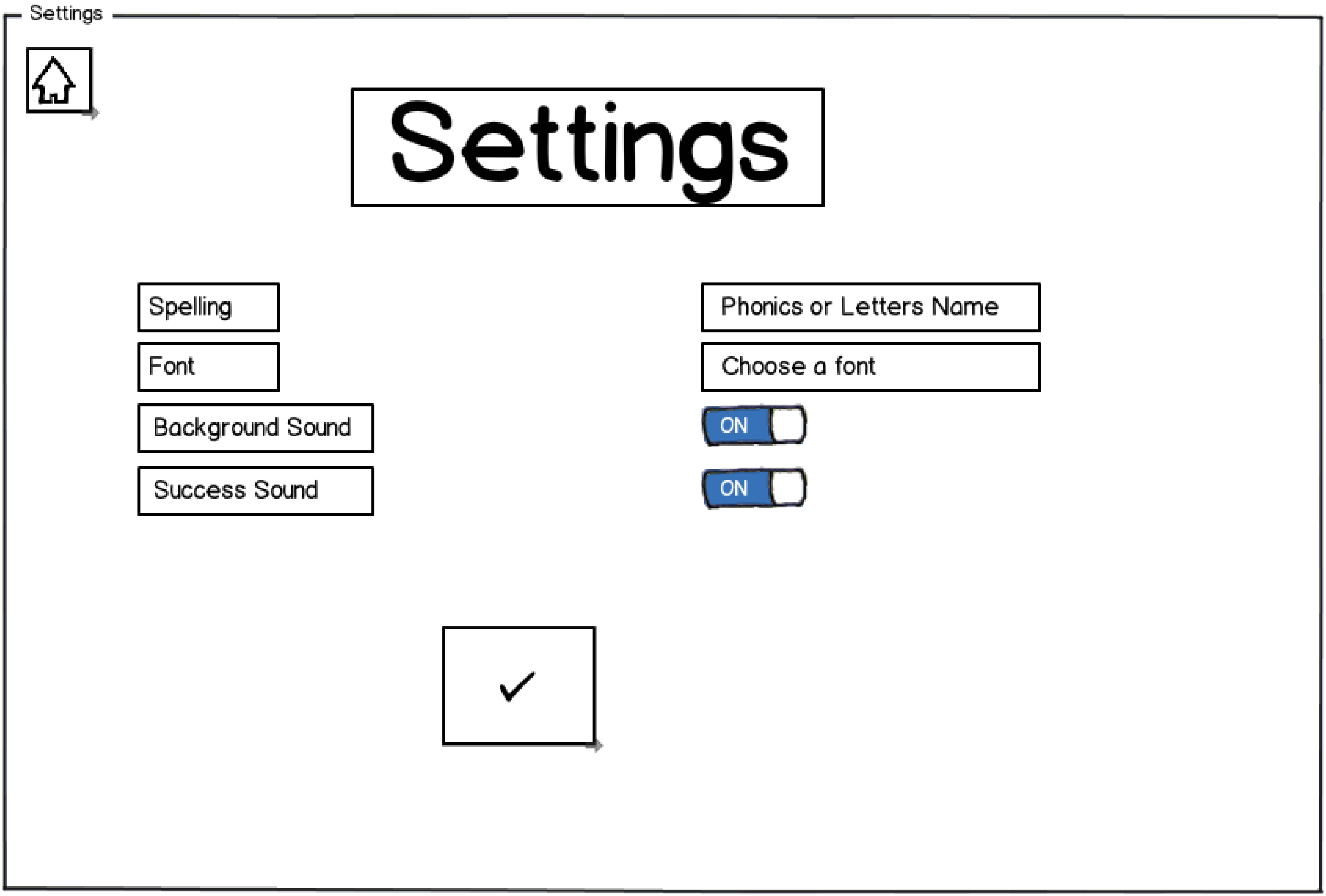
Pressing this button, the system adds the new player to the database


Add Players
New player
Name
Name
Age
Age
Add Players
Q W E R T Y U I O P
A S D F G H J K L
Z X C V B N M
.?123
space
@
.
return

Text input

In this page it is possible to add players to the game

Pressing this button, the
m adds the new
r to the database

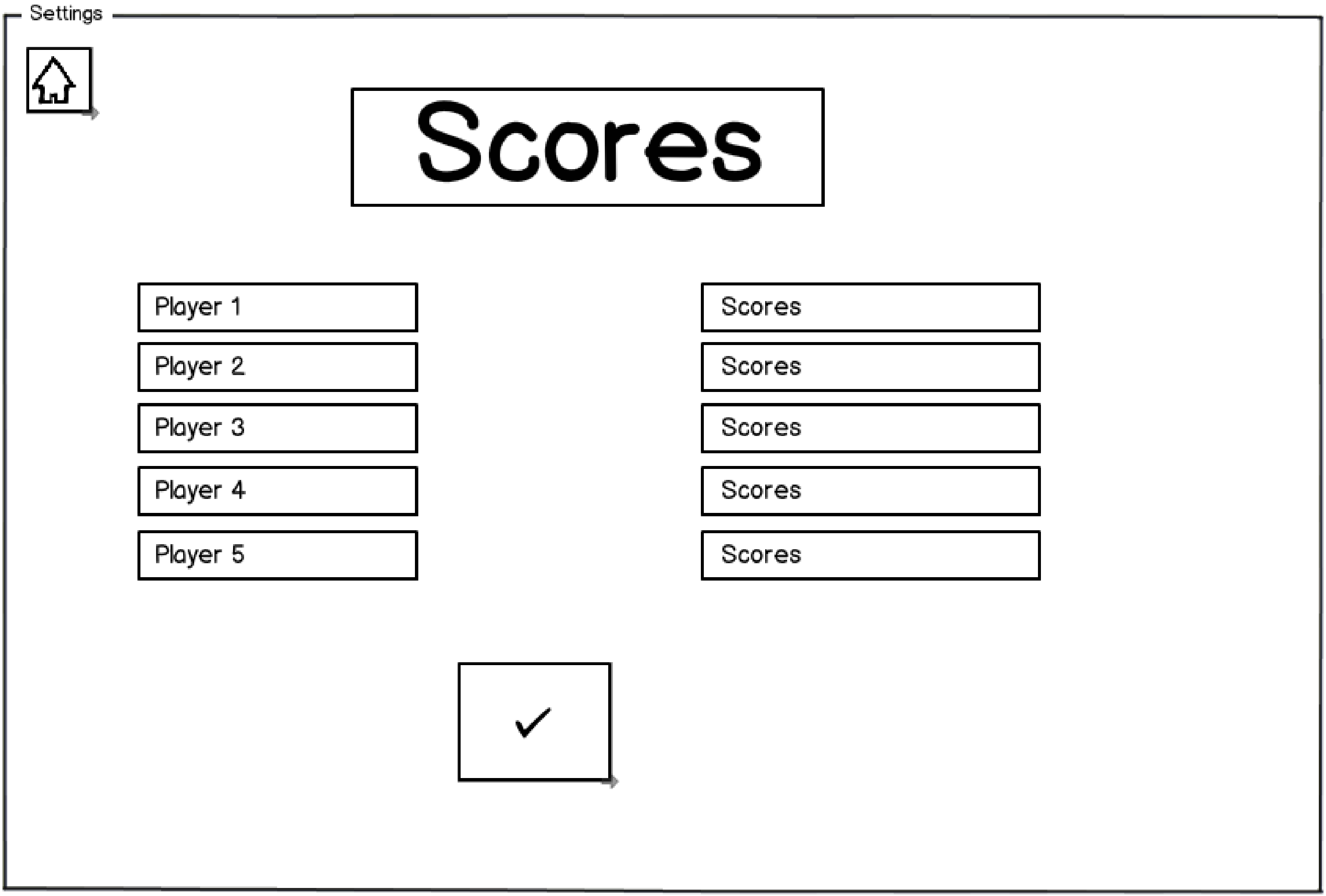


Settings

Settings

Spelling	Phonics or Letters Name
Font	Choose a font
Background Sound	ON
Success Sound	ON

✓

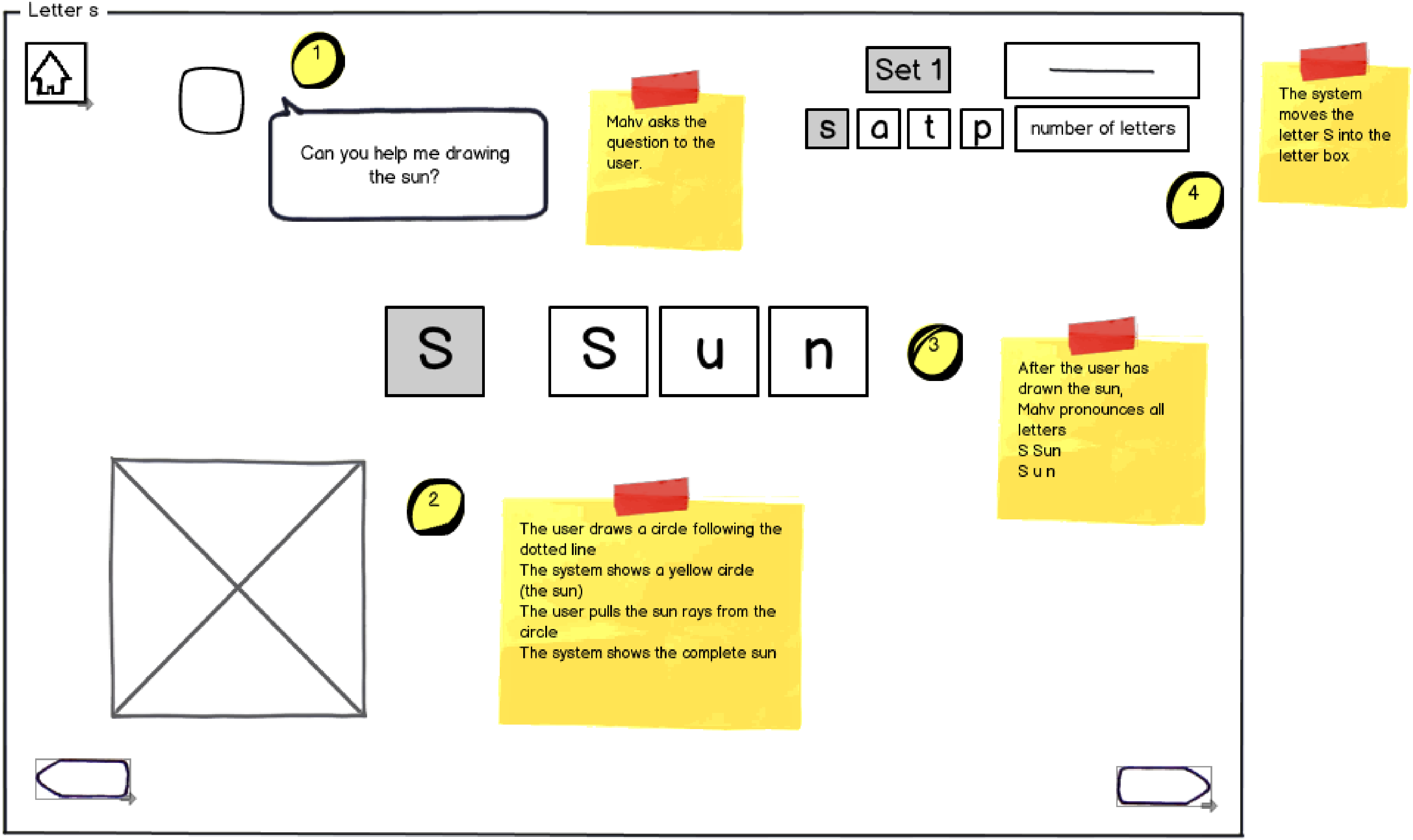


Settings

Scores

Player 1	Scores
Player 2	Scores
Player 3	Scores
Player 4	Scores
Player 5	Scores

✓

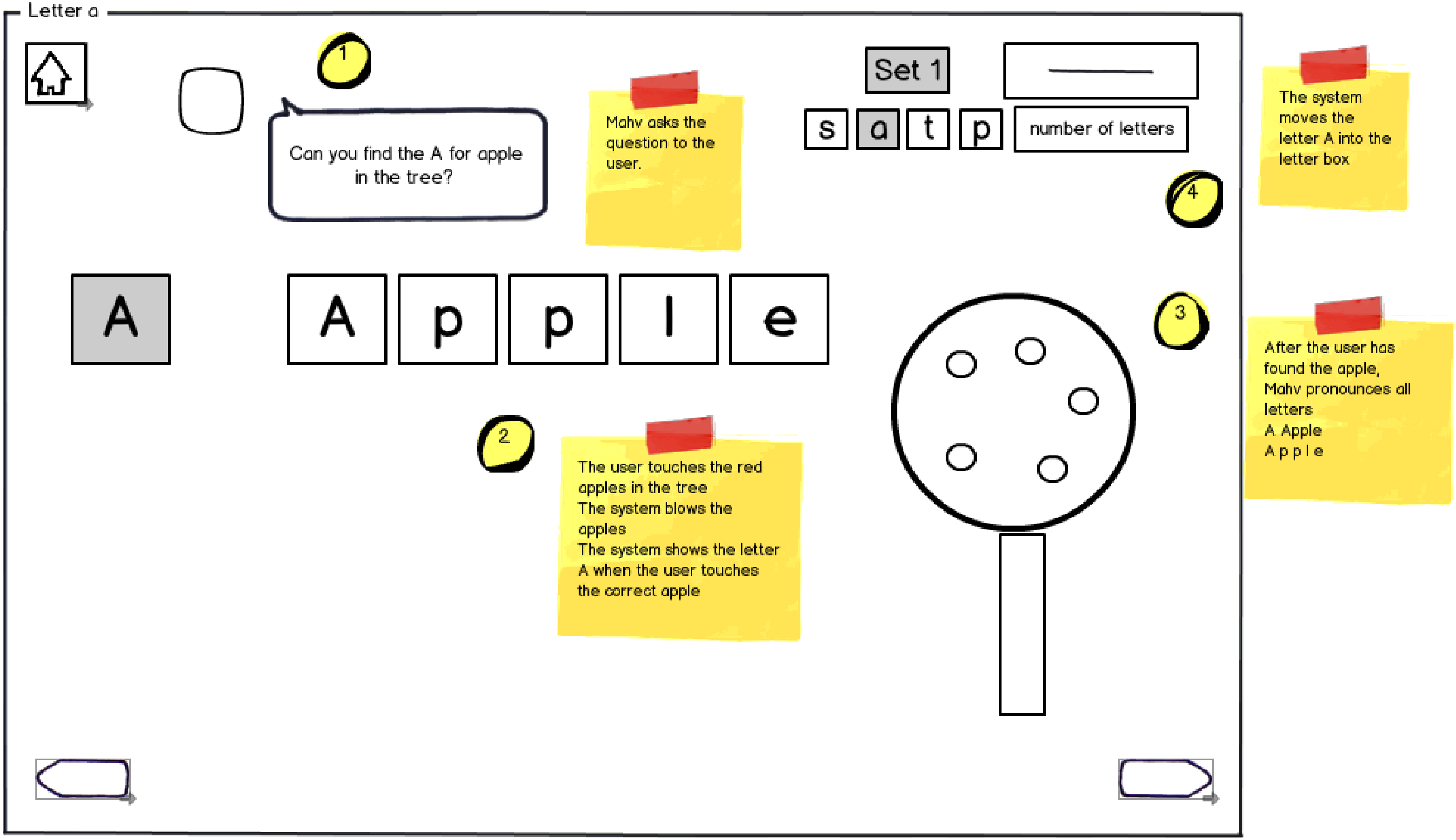

Letter s
1
Can you help me drawing the sun?
Set 1
s
a
t
p
number of letters
4
S
S
u
n
3
2

1. Mahv asks the question to the user.

2. The user draws a circle following the dotted line
The system shows a yellow circle (the sun)
The user pulls the sun rays from the circle
The system shows the complete sun

3. After the user has drawn the sun,
Mahv pronounces all letters
S Sun
S u n

4. The system moves the letter S into the letter box


Letter a
Set 1
s
a
t
p
number of letters
A
A
p
p
l
e
1
2
3
4

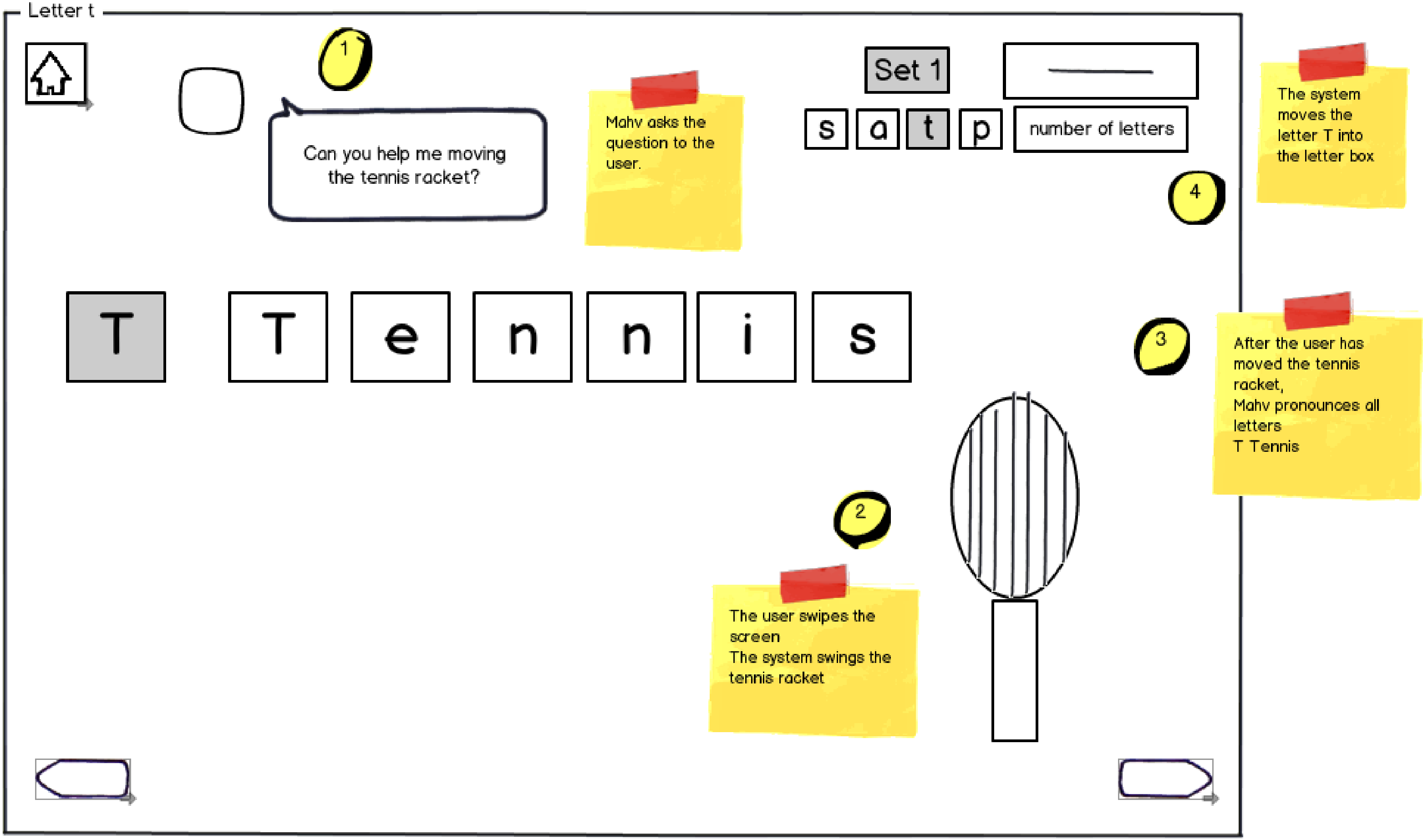
Can you find the A for apple in the tree?

1. Mahv asks the question to the user.

2. The user touches the red apples in the tree
The system blows the apples
The system shows the letter A when the user touches the correct apple

3. After the user has found the apple, Mahv pronounces all letters
A Apple
A p p l e

4. The system moves the letter A into the letter box


Letter t
1
Set 1
s
a
t
p
number of letters
4
T
T
e
n
n
i
s
3
2

Can you help me moving the tennis racket?

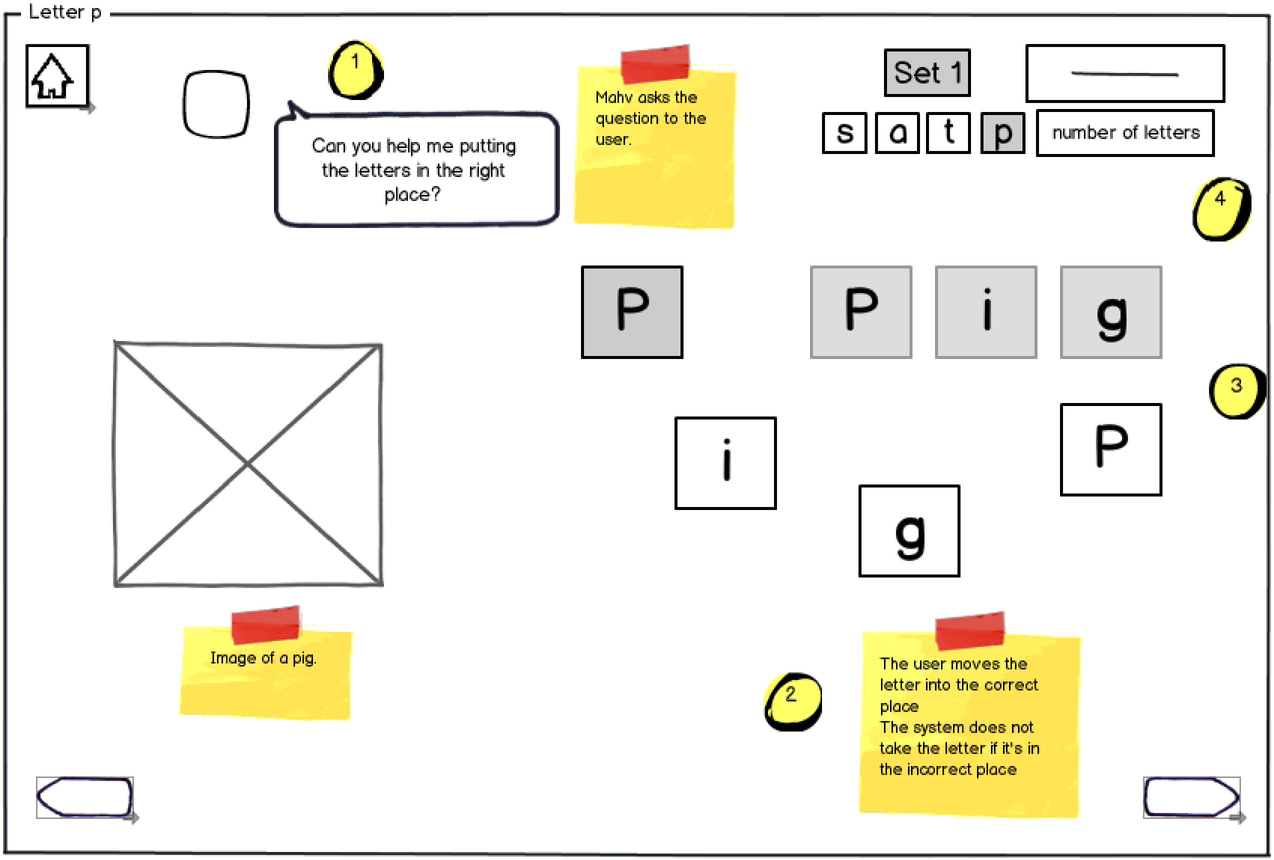
Mahv asks the question to the user.

The system moves the letter T into the letter box

After the user has moved the tennis racket,
Mahv pronounces all letters
T Tennis

The user swipes the screen
The system swings the tennis racket

Letter p



1
Can you help me putting the letters in the right place?
Set 1
s
a
t
p
number of letters
4
P
P
i
g
i
g
P
3
2

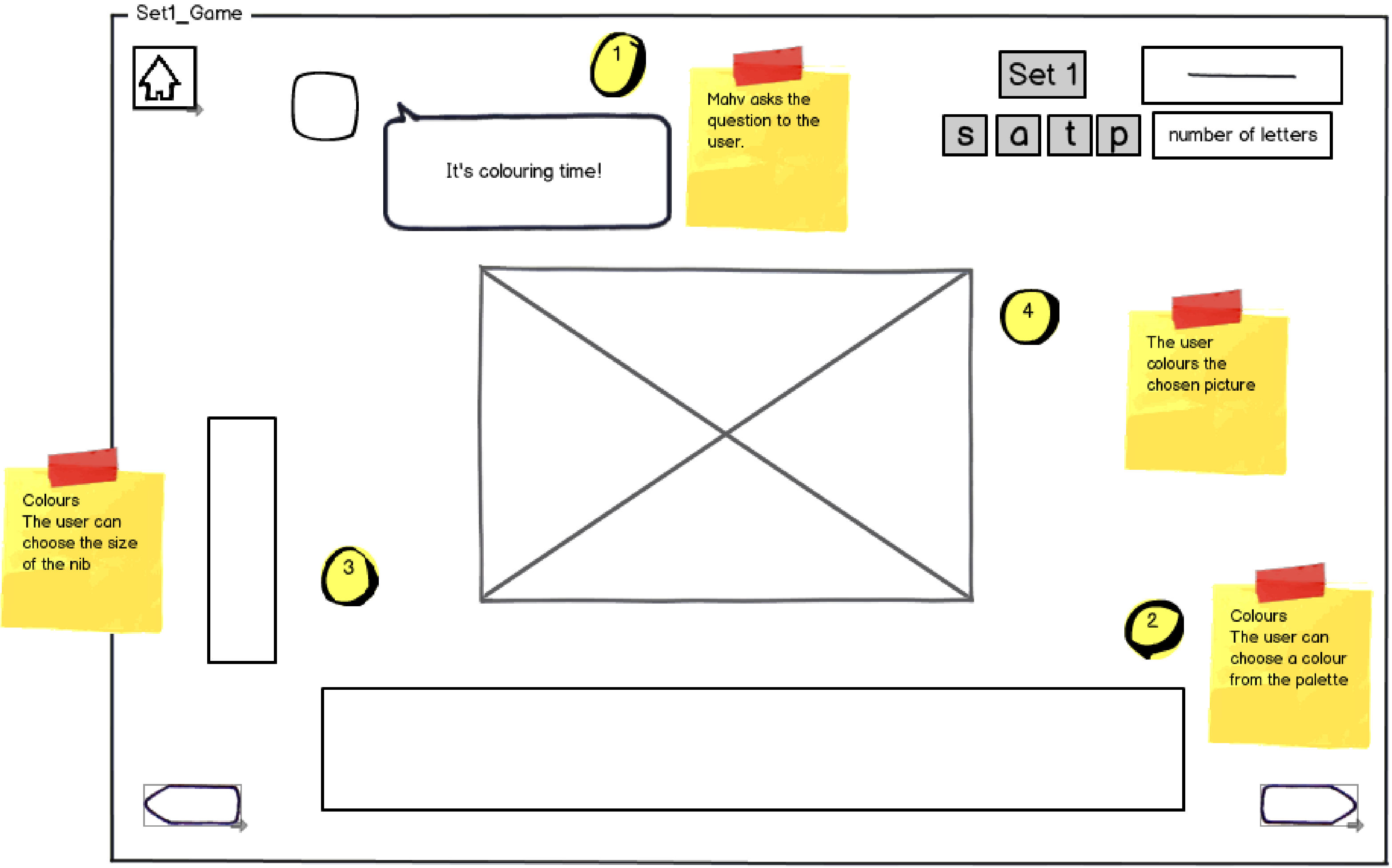
Mahv asks the question to the user.

The system moves the letter P into the letter box

After the user has positioned all letters in the correct place, the system plays the pig grunting and Mahv pronounces all letters
P Pig
P i g

Image of a pig.

The user moves the letter into the correct place
The system does not take the letter if it's in the incorrect place



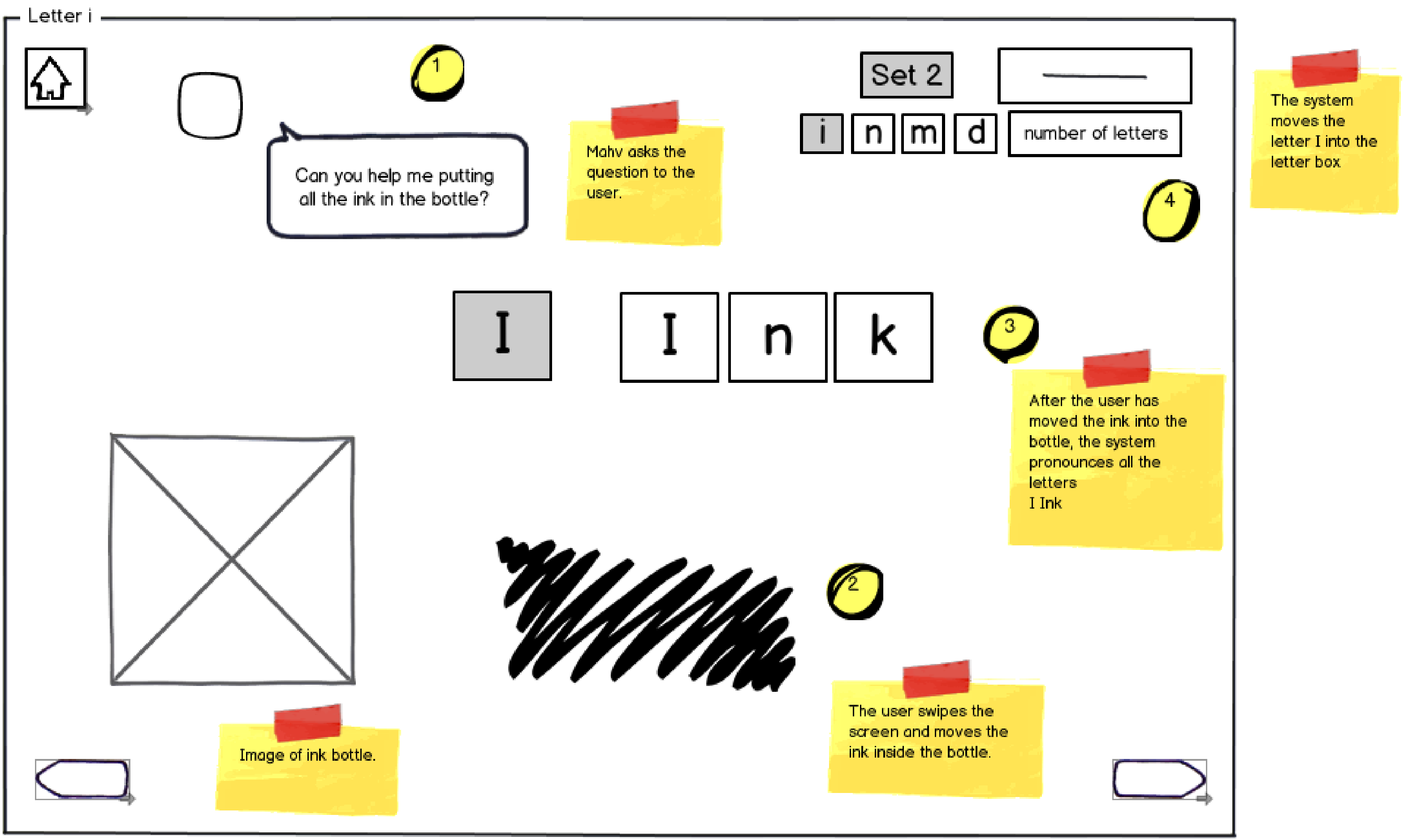
Set1_Game
1
It's colouring time!
Set 1
s
a
t
p
number of letters
4
3
2

Mahv asks the question to the user.

The user colours the chosen picture

Colours
The user can choose the size of the nib

Colours
The user can choose a colour from the palette



Letter i

Can you help me putting all the ink in the bottle?

1

Mahv asks the question to the user.

Set 2

i n m d

number of letters

The system moves the letter I into the letter box

4

I

I n k

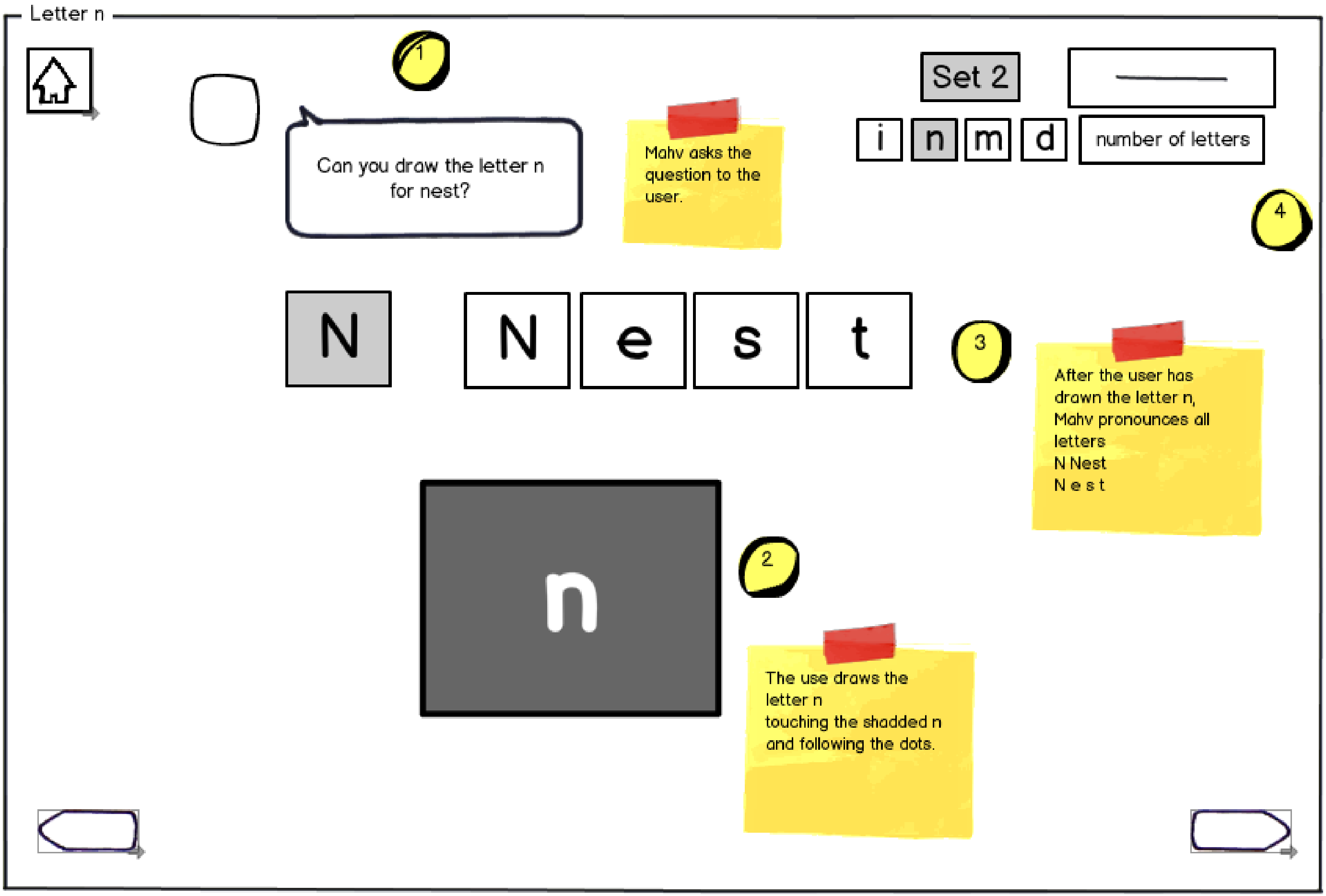
3

After the user has moved the ink into the bottle, the system pronounces all the letters
I Ink

2

Image of ink bottle.

The user swipes the screen and moves the ink inside the bottle.

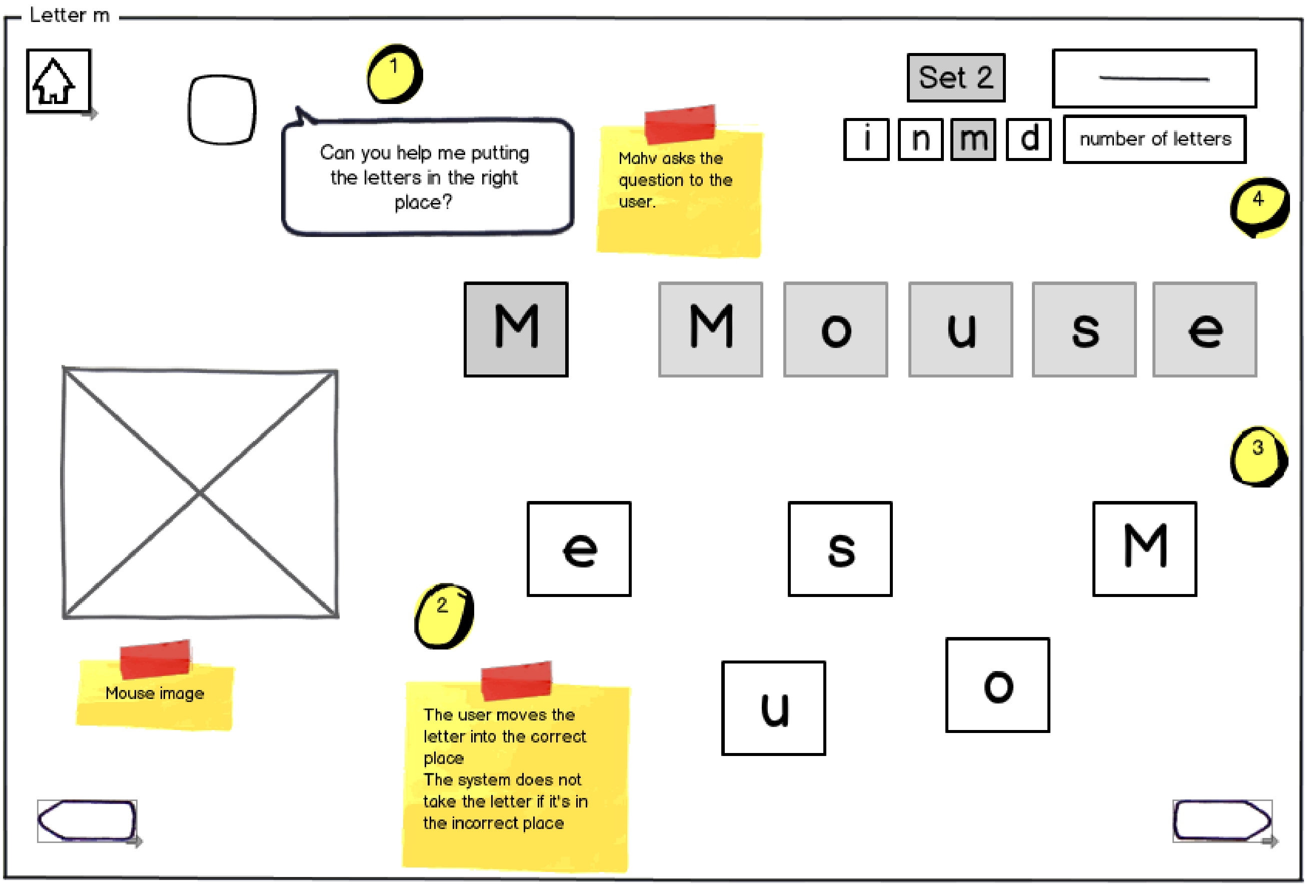

Letter n
1
Can you draw the letter n for nest?
Set 2
i
n
m
d
number of letters
4
N
N
e
s
t
3
n
2

1 Mahv asks the question to the user.

2 The use draws the letter n
touching the shadded n
and following the dots.

3 After the user has drawn the letter n, Mahv pronounces all letters
N Nest
N e s t

4 The system moves the letter N into the letter box


Letter m
1
Set 2
i
n
m
d
number of letters
4
M
M
o
u
s
e
3
e
s
M
2
u
o

Can you help me putting the letters in the right place?

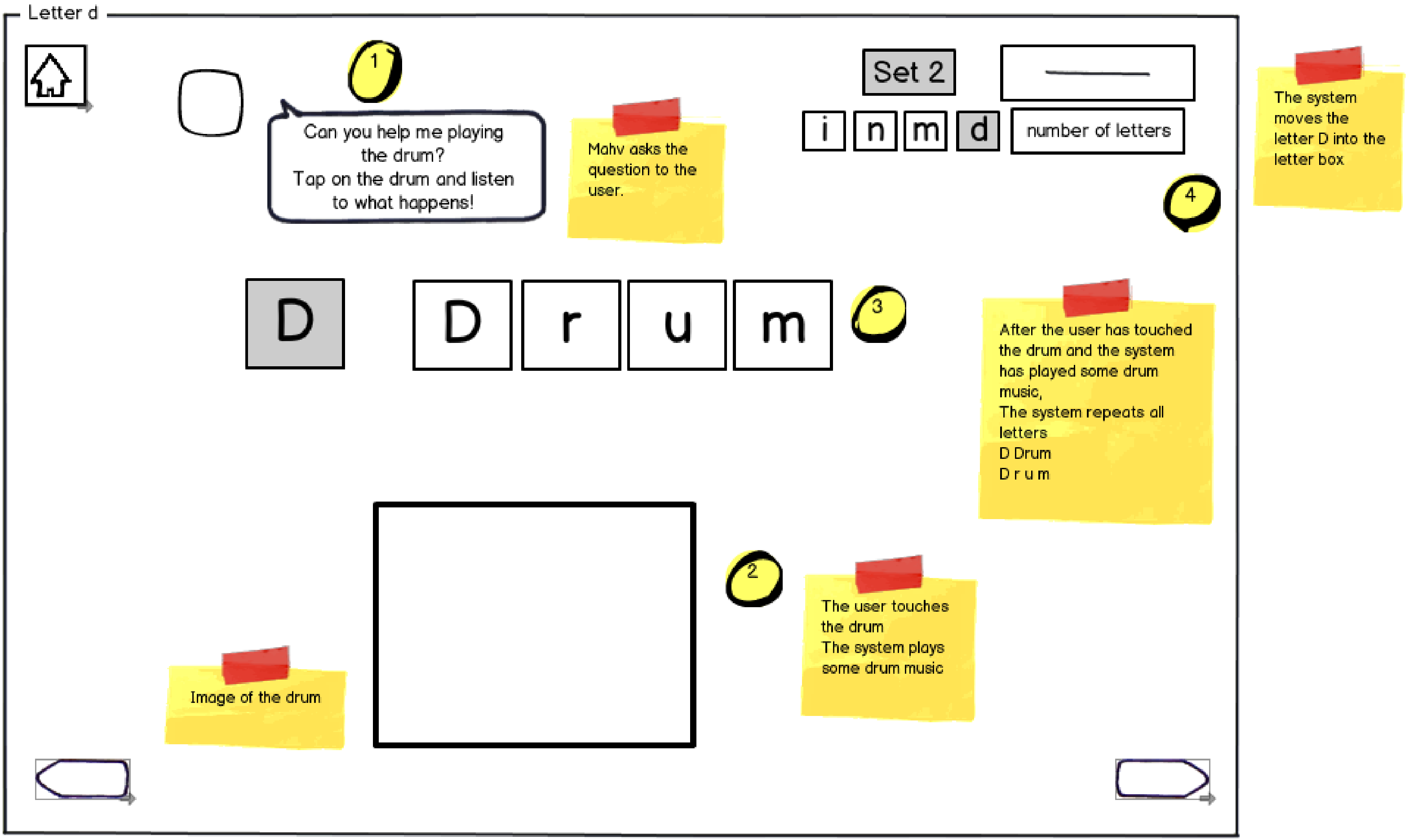
Mahv asks the question to the user.

Mouse image

The user moves the letter into the correct place
The system does not take the letter if it's in the incorrect place

The system moves the letter M into the letter box

After the user has position all letters in the correct place, the system pronounces all letters
M Mouse



Letter d

Can you help me playing the drum?
Tap on the drum and listen to what happens!

Mahv asks the question to the user.

Set 2

i n m d

number of letters

The system moves the letter D into the letter box

D

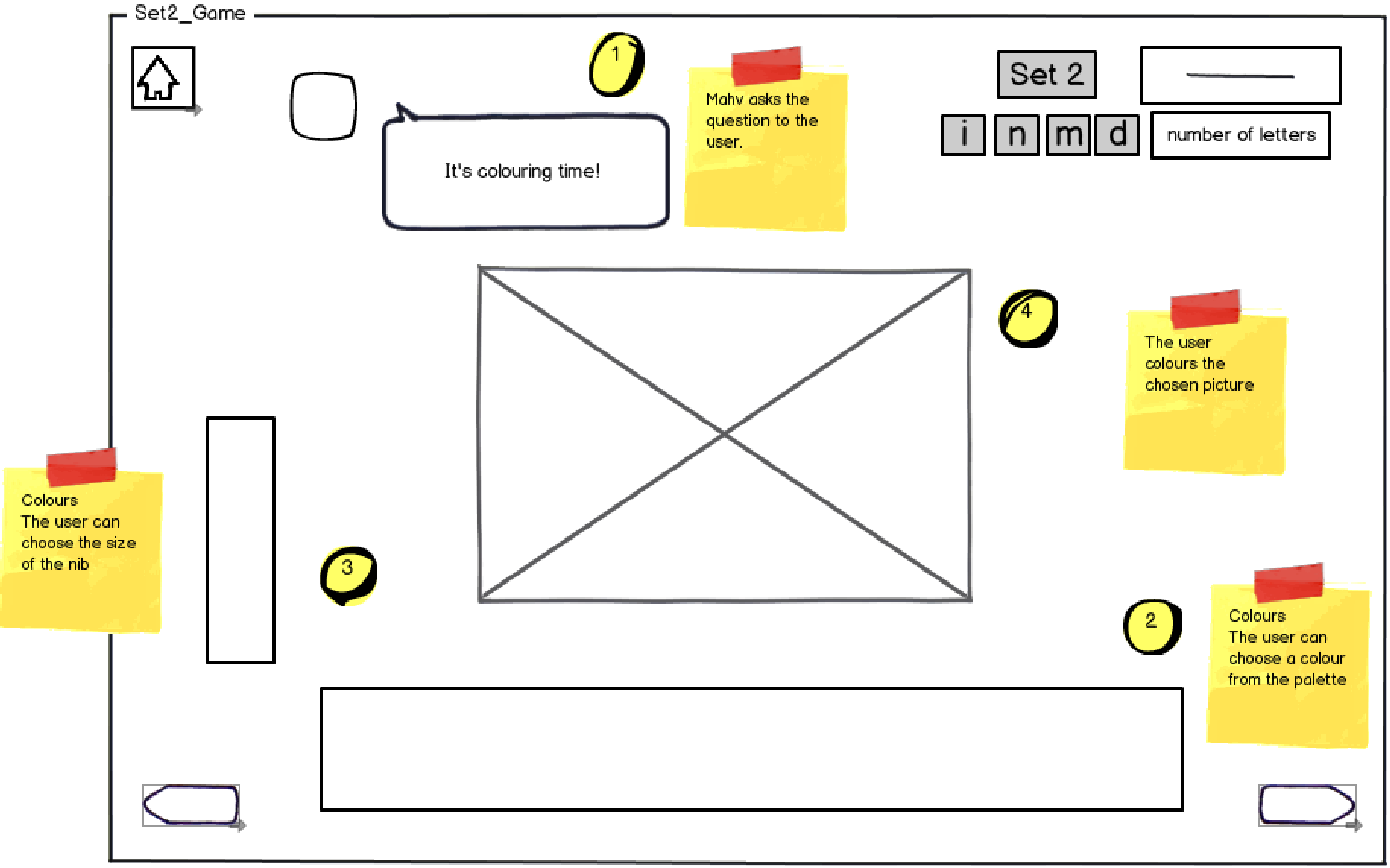
D r u m

After the user has touched the drum and the system has played some drum music,
The system repeats all letters
D Drum
D r u m

Image of the drum

The user touches the drum
The system plays some drum music

Set2_Game

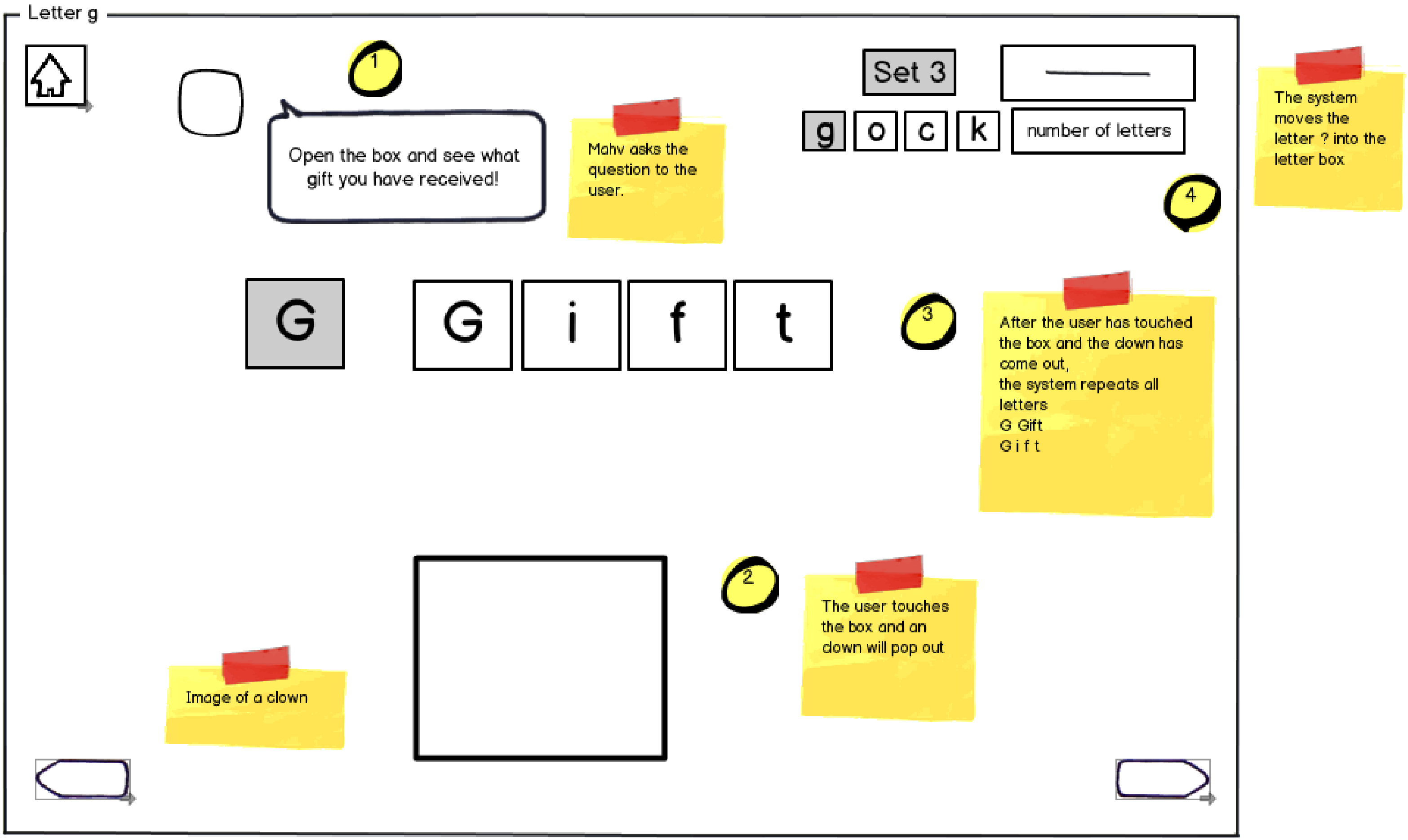

It's colouring time!
Set 2
i
n
m
d
number of letters
1
2
3
4

Mahv asks the question to the user.

Colours
The user can choose a colour from the palette

Colours
The user can choose the size of the nib

The user colours the chosen picture


Letter g
Set 3
g
o
c
k
number of letters
G
G
i
f
t
1
2
3
4

Open the box and see what gift you have received!

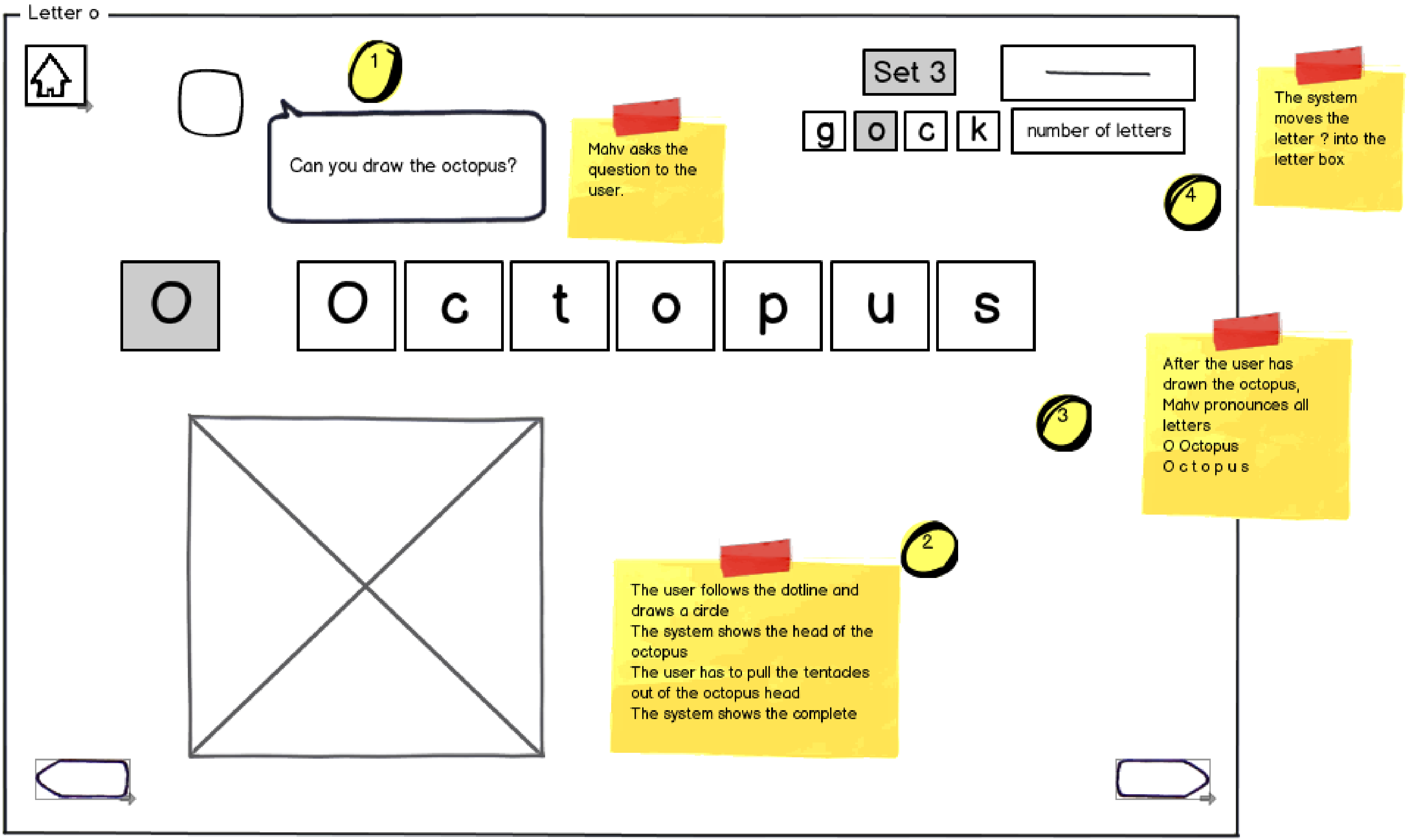
Mahv asks the question to the user.

The user touches the box and an clown will pop out

After the user has touched the box and the clown has come out,
the system repeats all letters
G Gift
G i f t

The system moves the letter ? into the letter box

Image of a clown


Letter o
1
Set 3
g o c k
number of letters
4
O
O c t o p u s
3
2

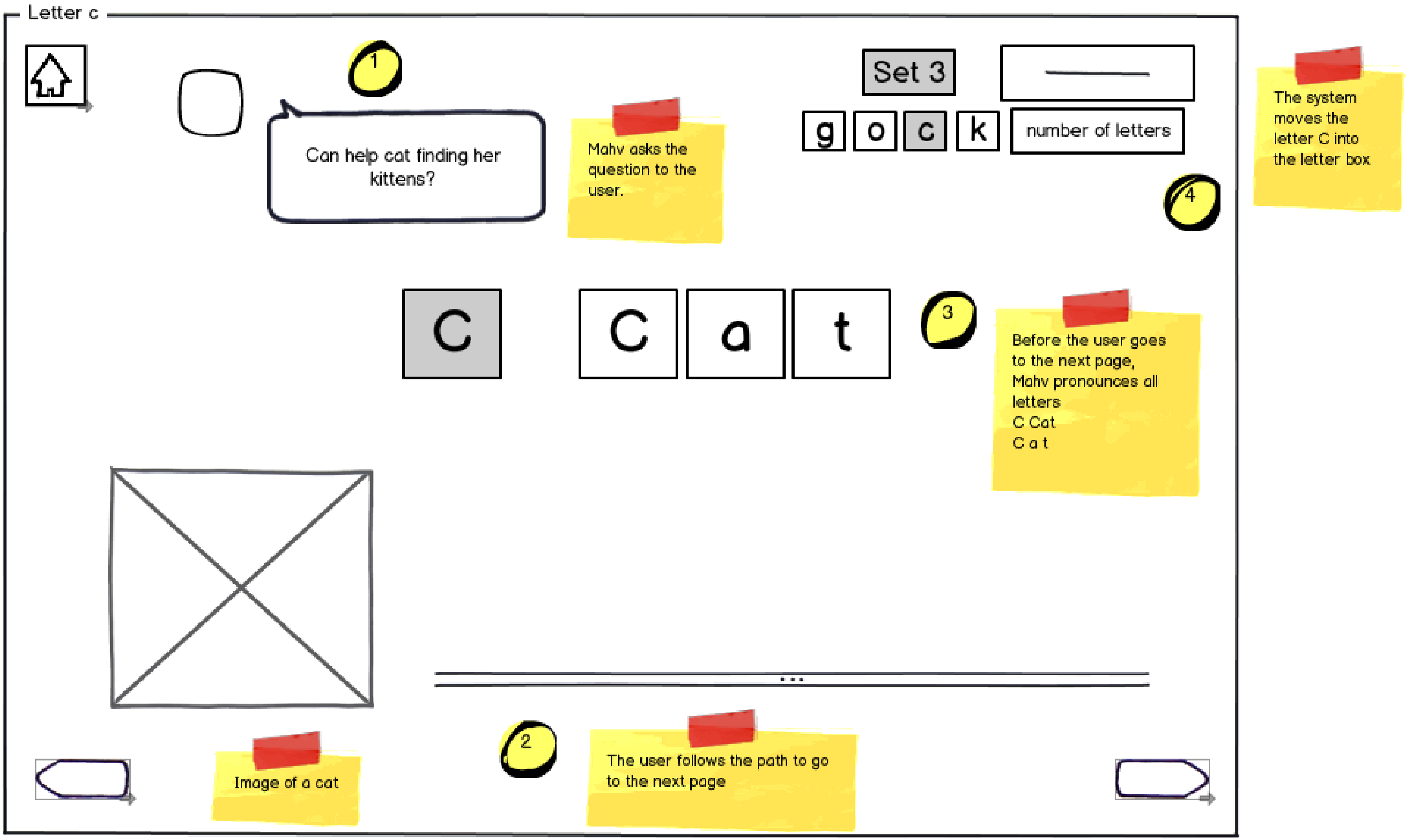
Can you draw the octopus?

Mahv asks the question to the user.

The system moves the letter ? into the letter box

After the user has drawn the octopus, Mahv pronounces all letters
O Octopus
O c t o p u s

The user follows the dotline and draws a circle
The system shows the head of the octopus
The user has to pull the tentacles out of the octopus head
The system shows the complete


Letter c
Set 3
g
o
c
k
number of letters
C
C
a
t
1
2
3
4

Can help cat finding her kittens?

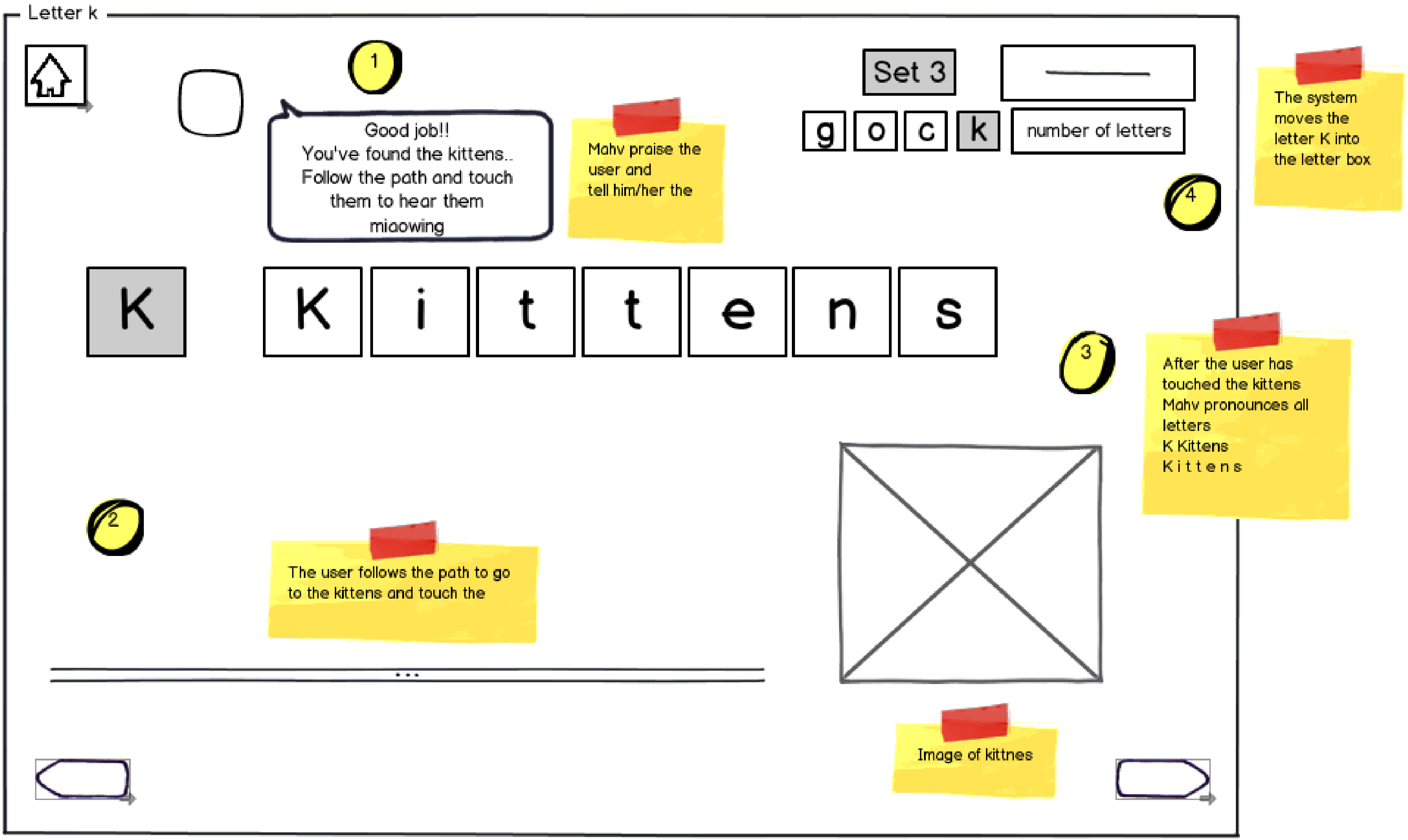
Mahv asks the question to the user.

The system moves the letter C into the letter box

Before the user goes to the next page, Mahv pronounces all letters
C Cat
C a t

Image of a cat

The user follows the path to go to the next page


Letter k
1
2
3
4
Set 3
g
o
c
k
number of letters
K
K
i
t
t
e
n
s

Good job!!
You've found the kittens..
Follow the path and touch
them to hear them
miaowing

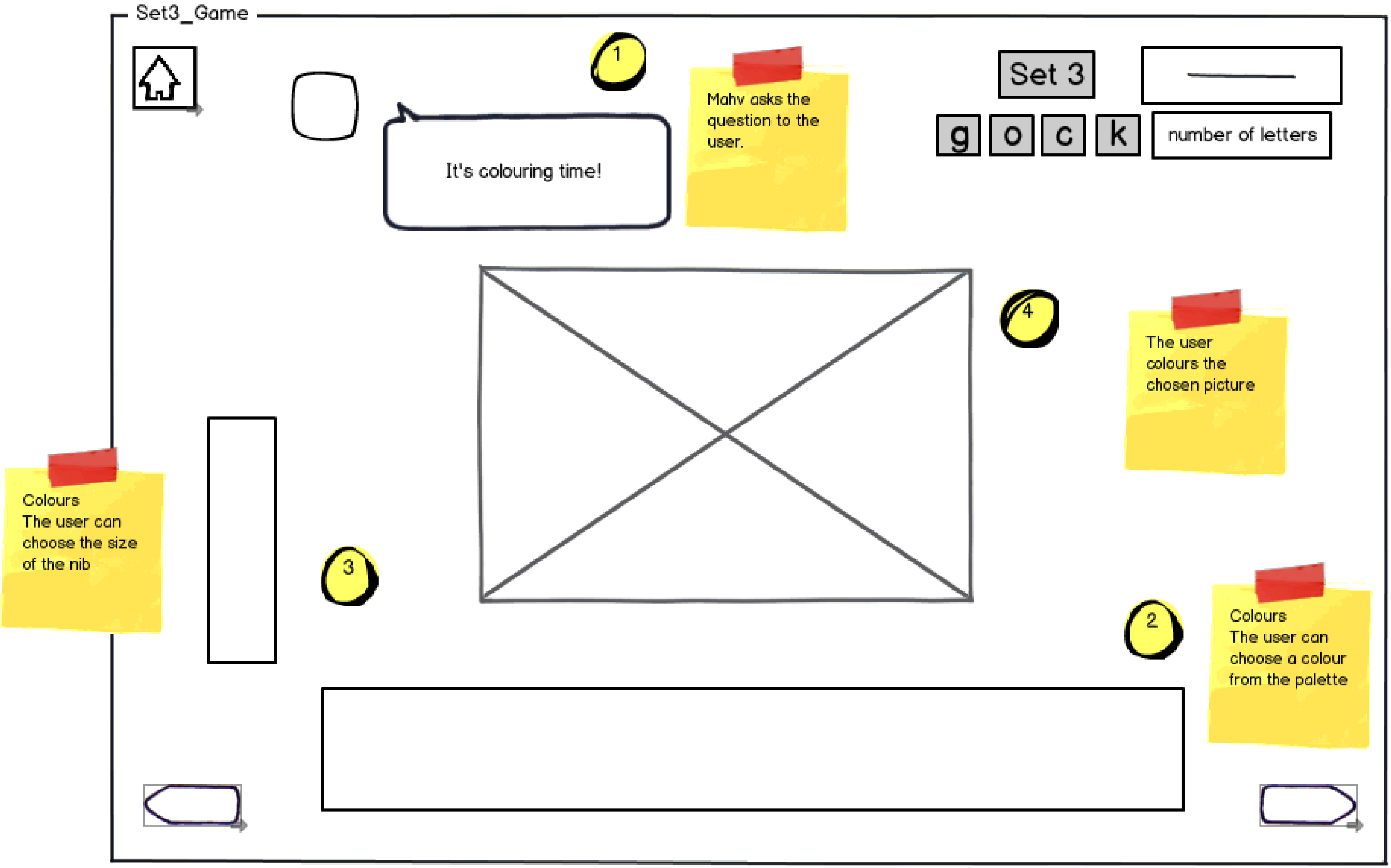
Mahv praise the
user and
tell him/her the

The user follows the path to go
to the kittens and touch the

After the user has
touched the kittens
Mahv pronounces all
letters
K Kittens
K i t t e n s

The system
moves the
letter K into
the letter box

Image of kittnes

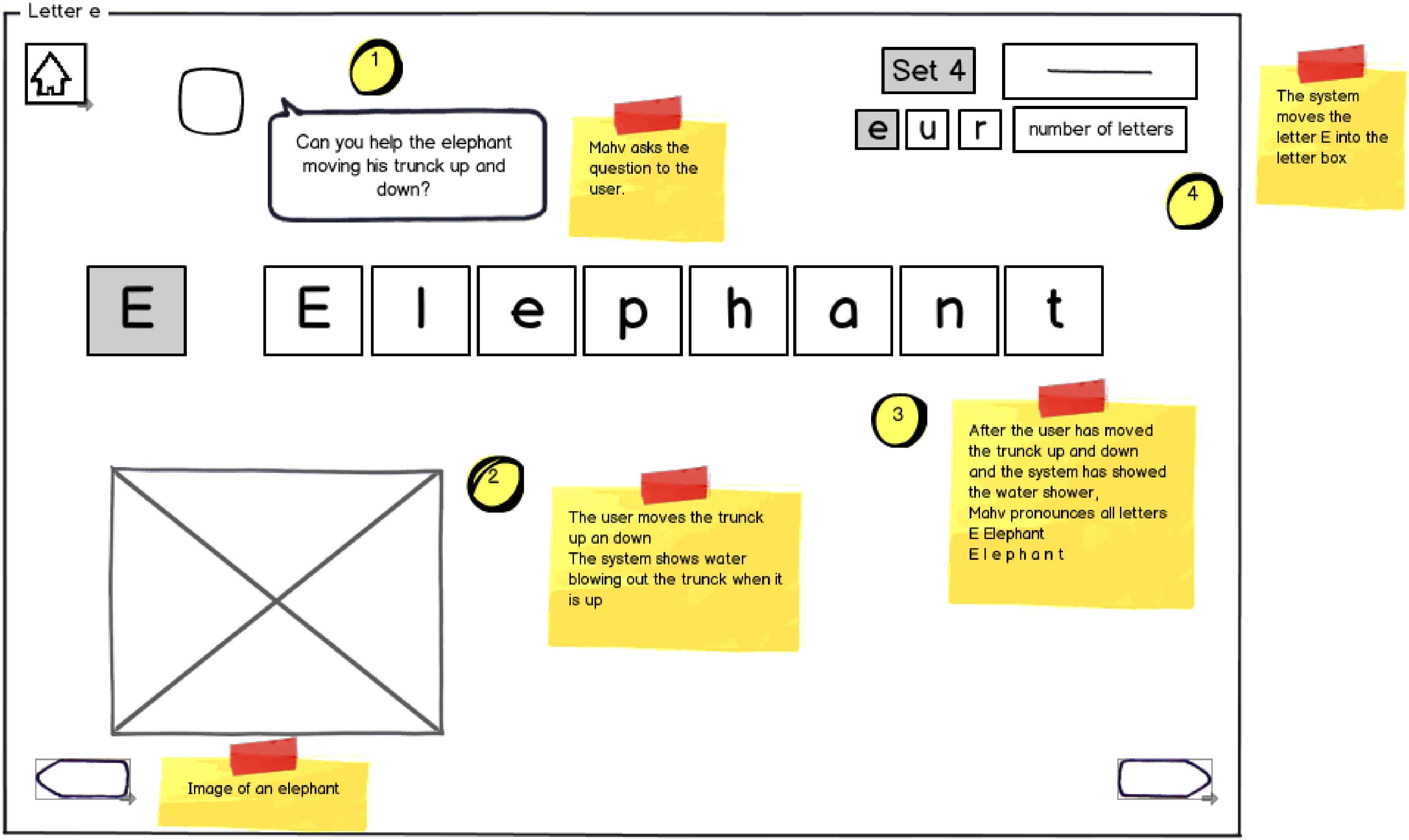

Set3_Game
It's colouring time!
Set 3
g
o
c
k
number of letters

1 Mahv asks the question to the user.

2 Colours
The user can choose a colour from the palette

3 Colours
The user can choose the size of the nib

4 The user colours the chosen picture


Letter e
1
Can you help the elephant moving his trunck up and down?
Set 4
e
u
r
number of letters
4
E
E
l
e
p
h
a
n
t
3
2

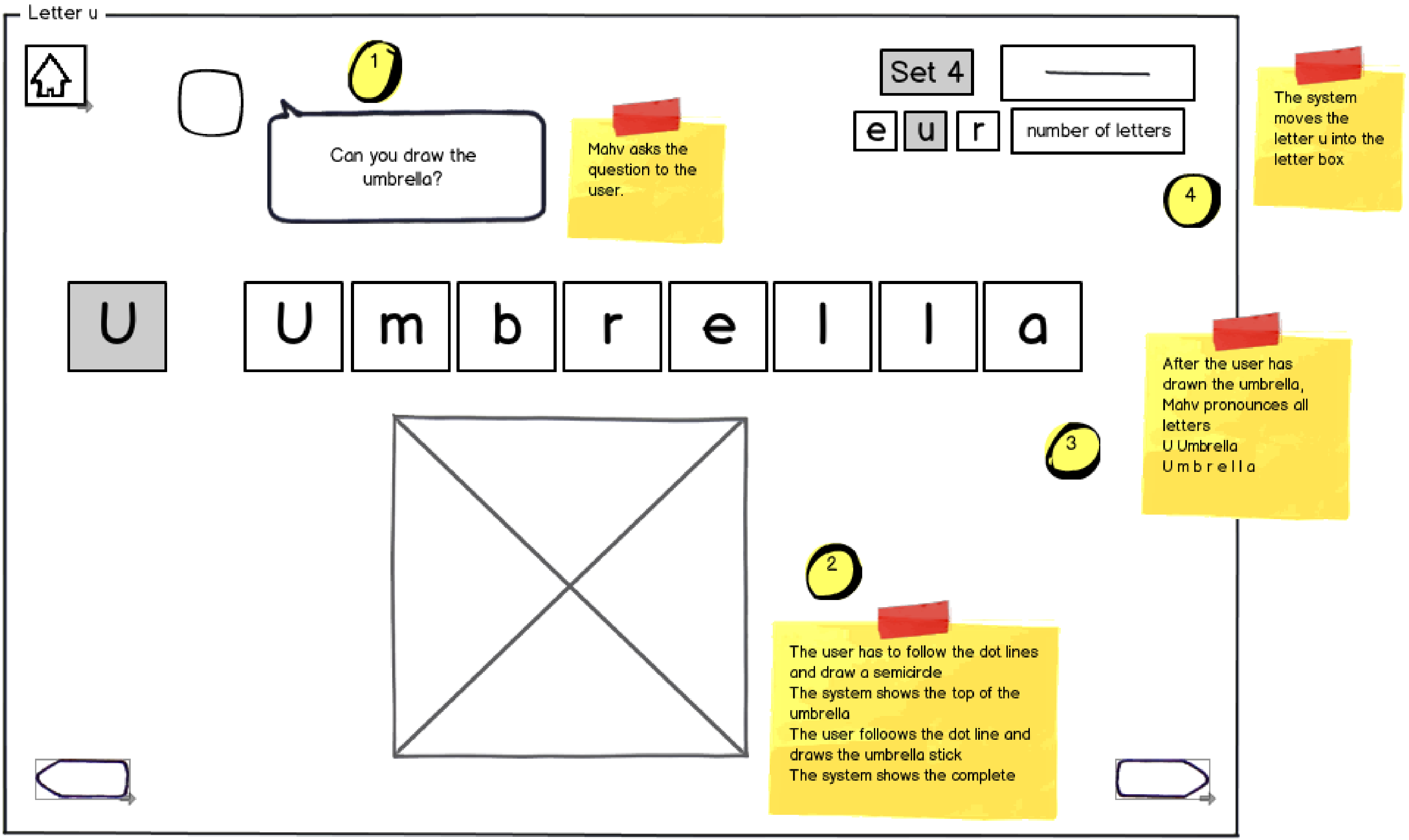
Mahv asks the question to the user.

The system moves the letter E into the letter box

The user moves the trunck up an down
The system shows water blowing out the trunck when it is up

After the user has moved the trunck up and down and the system has showed the water shower,
Mahv pronounces all letters
E Elephant
E l e p h a n t

Image of an elephant


Letter u
Set 4
e
u
r
number of letters
U
U
m
b
r
e
l
l
a
1
2
3
4

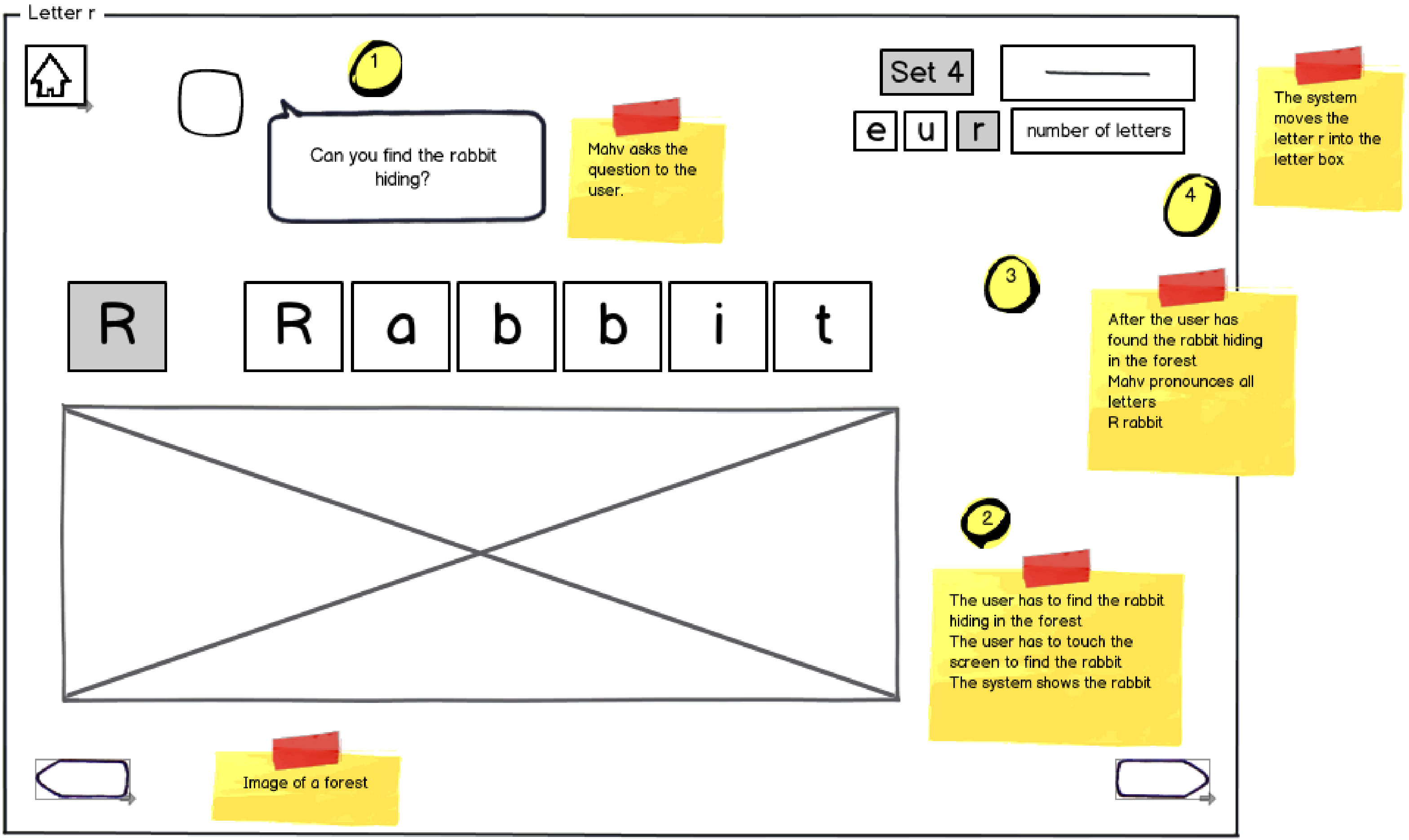
Can you draw the umbrella?

Mahv asks the question to the user.

The user has to follow the dot lines and draw a semicircle
The system shows the top of the umbrella
The user folloows the dot line and draws the umbrella stick
The system shows the complete

After the user has drawn the umbrella, Mahv pronounces all letters
U Umbrella
U m b r e l l a

The system moves the letter u into the letter box


Letter r
Set 4
e
u
r
number of letters
Can you find the rabbit hiding?
1
R
R
a
b
b
i
t
3
4
2

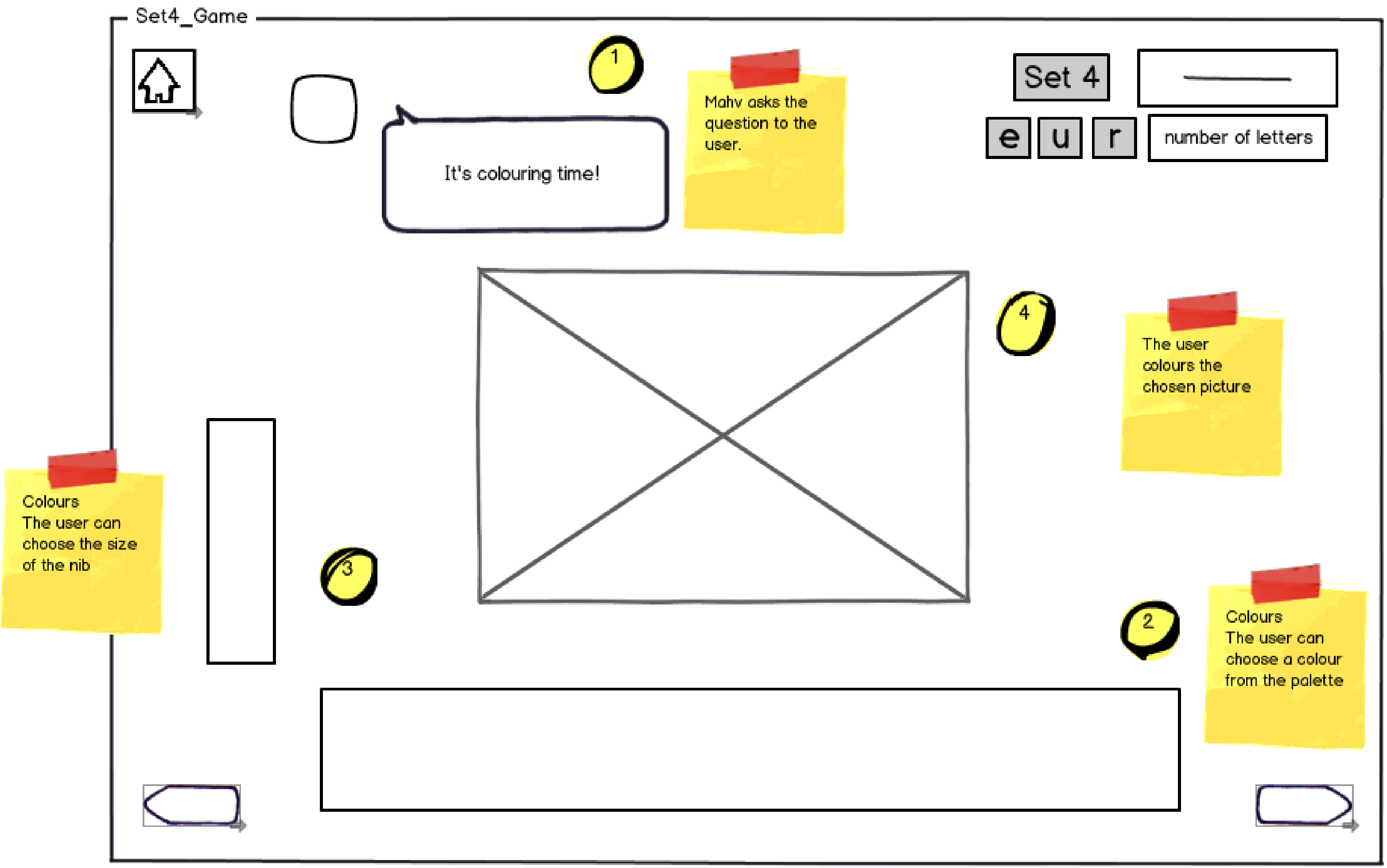
Mahv asks the question to the user.

The user has to find the rabbit hiding in the forest
The user has to touch the screen to find the rabbit
The system shows the rabbit

After the user has found the rabbit hiding in the forest
Mahv pronounces all letters
R rabbit

The system moves the letter r into the letter box

Image of a forest

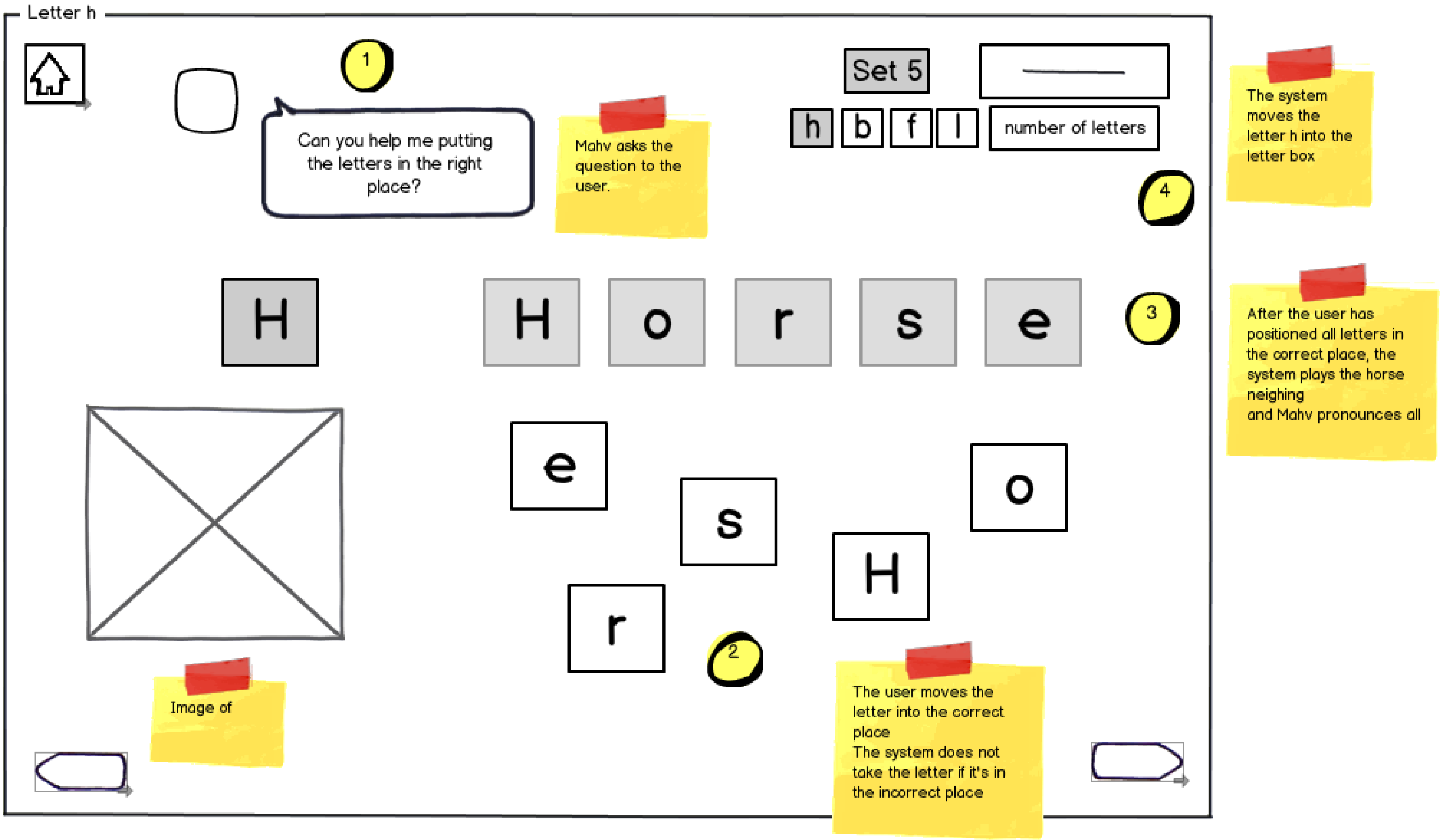

Set4_Game
It's colouring time!
Set 4
e
u
r
number of letters
1
2
3
4

Mahv asks the question to the user.

The user colours the chosen picture

Colours
The user can choose the size of the nib

Colours
The user can choose a colour from the palette


Letter h
Set 5
h
b
f
l
number of letters
1
2
3
4
H
H
o
r
s
e
e
s
o
H
r

Can you help me putting the letters in the right place?

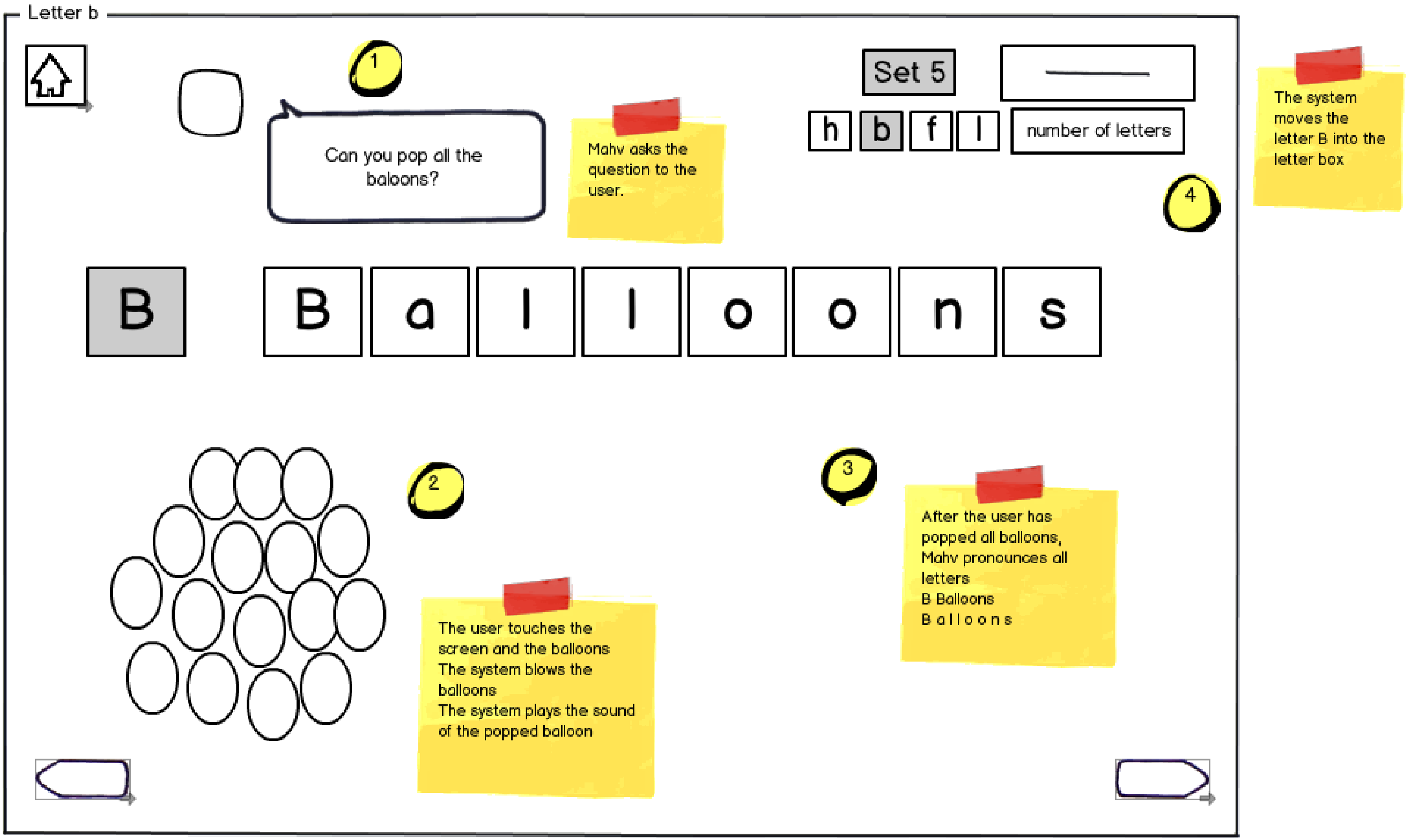
Mahv asks the question to the user.

The system moves the letter h into the letter box

After the user has positioned all letters in the correct place, the system plays the horse neighing
and Mahv pronounces all

Image of

The user moves the letter into the correct place
The system does not take the letter if it's in the incorrect place

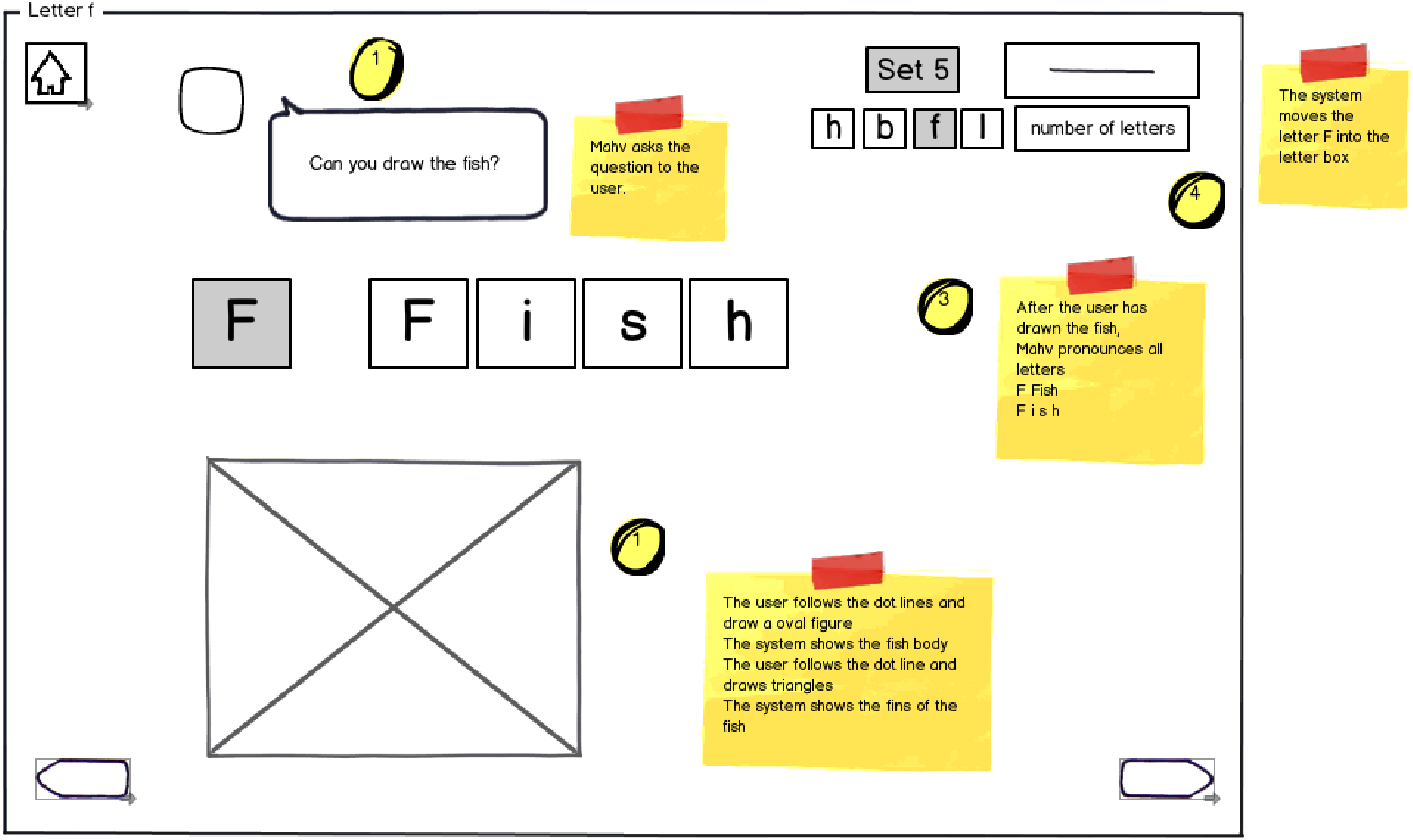

Letter b
1
Can you pop all the baloons?
Set 5
h
b
f
l
number of letters
4
B
B
a
l
l
o
o
n
s
2
3

Mahv asks the question to the user.

The system moves the letter B into the letter box

The user touches the screen and the balloons
The system blows the balloons
The system plays the sound of the popped balloon

After the user has popped all balloons, Mahv pronounces all letters
B Balloons
B a l l o o n s

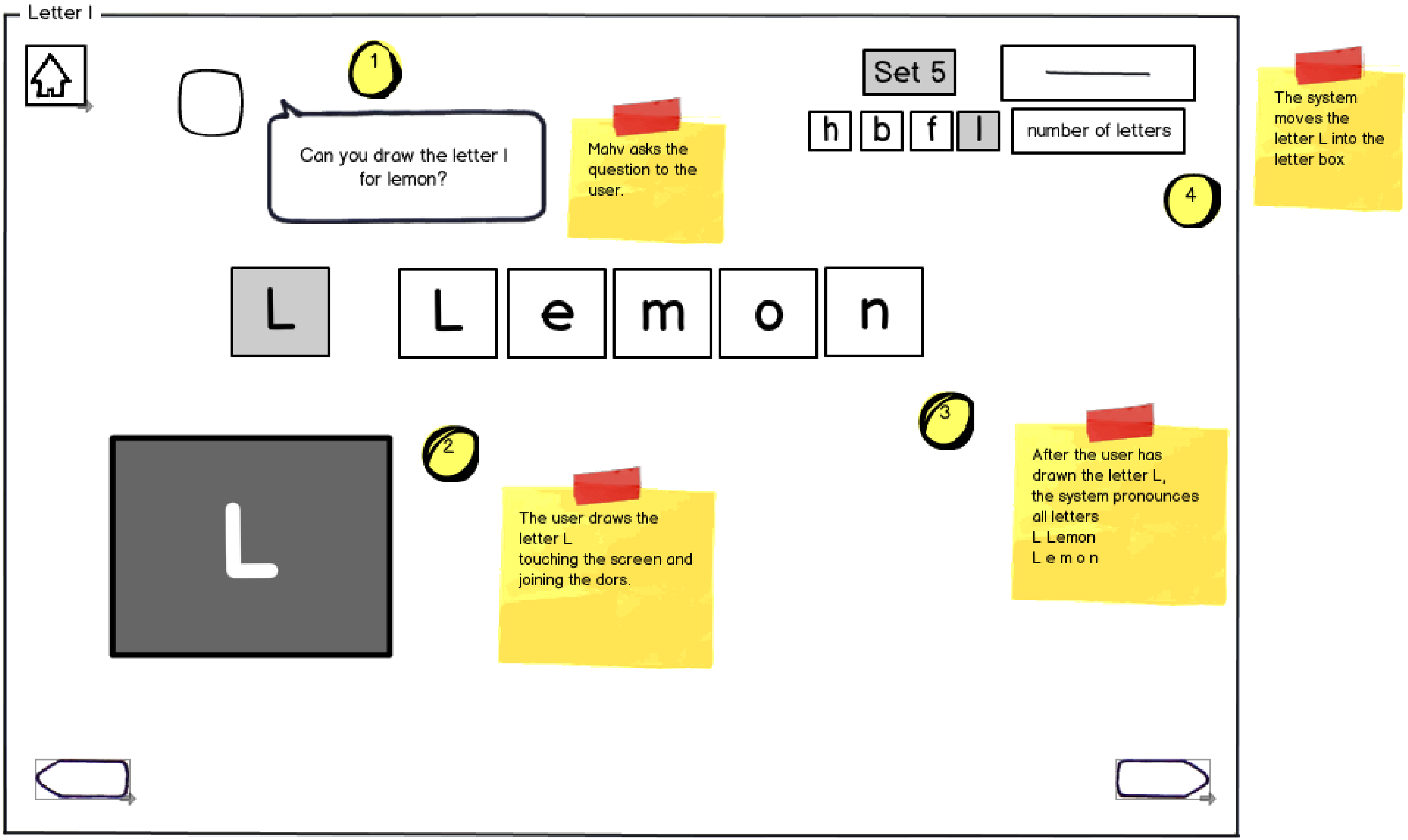

Letter f
1
Can you draw the fish?
Set 5
h
b
f
l
number of letters
4
F
F
i
s
h
3
1

Mahv asks the question to the user.

The system moves the letter F into the letter box

After the user has drawn the fish,
Mahv pronounces all letters
F Fish
F i s h

The user follows the dot lines and draw a oval figure
The system shows the fish body
The user follows the dot line and draws triangles
The system shows the fins of the fish


Letter l
Set 5
h
b
f
l
number of letters
L
L
e
m
o
n
L
1
2
3
4

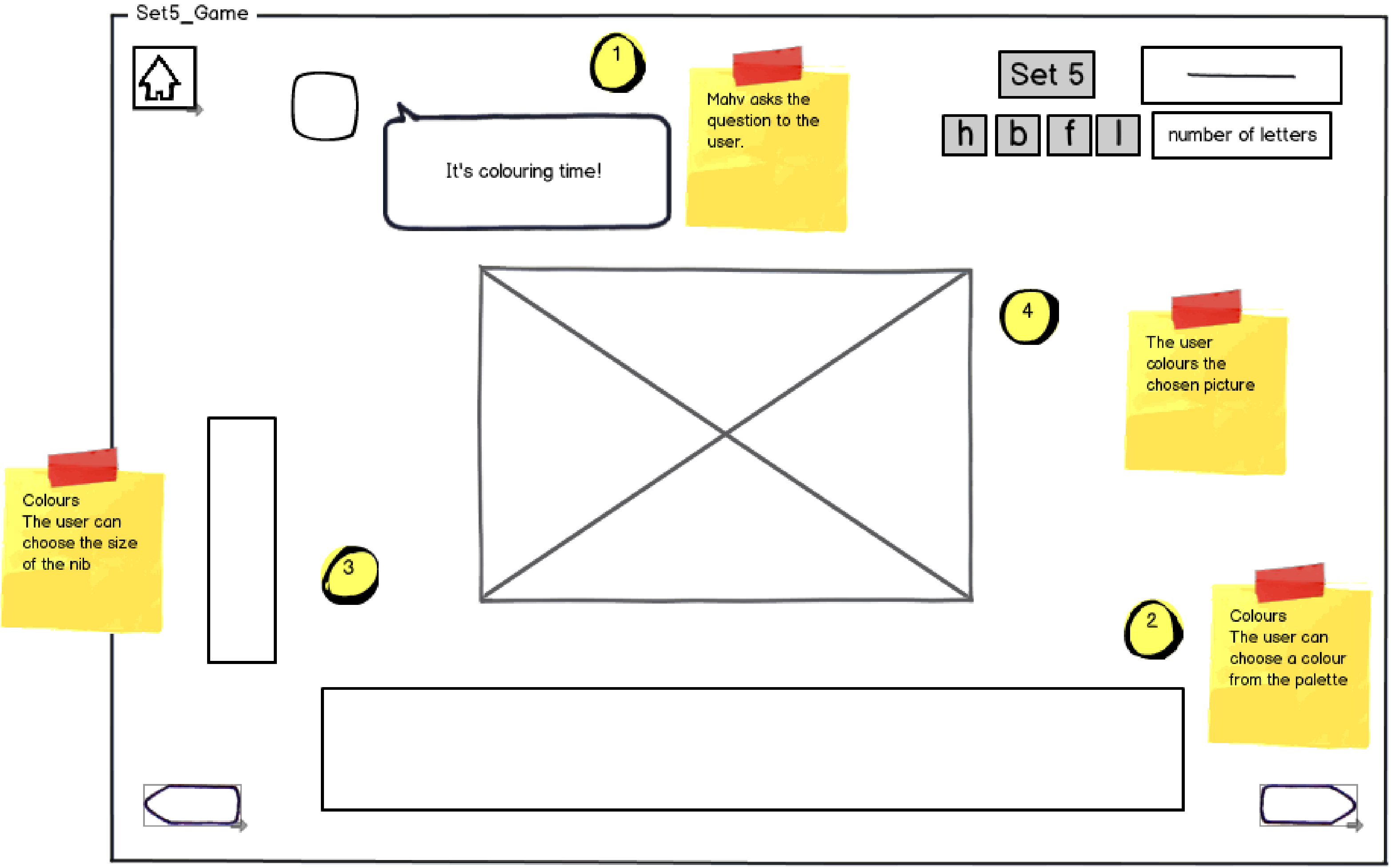
Can you draw the letter l for lemon?

Mahv asks the question to the user.

The user draws the letter L touching the screen and joining the dors.

After the user has drawn the letter L, the system pronounces all letters
L Lemon
L e m o n

The system moves the letter L into the letter box

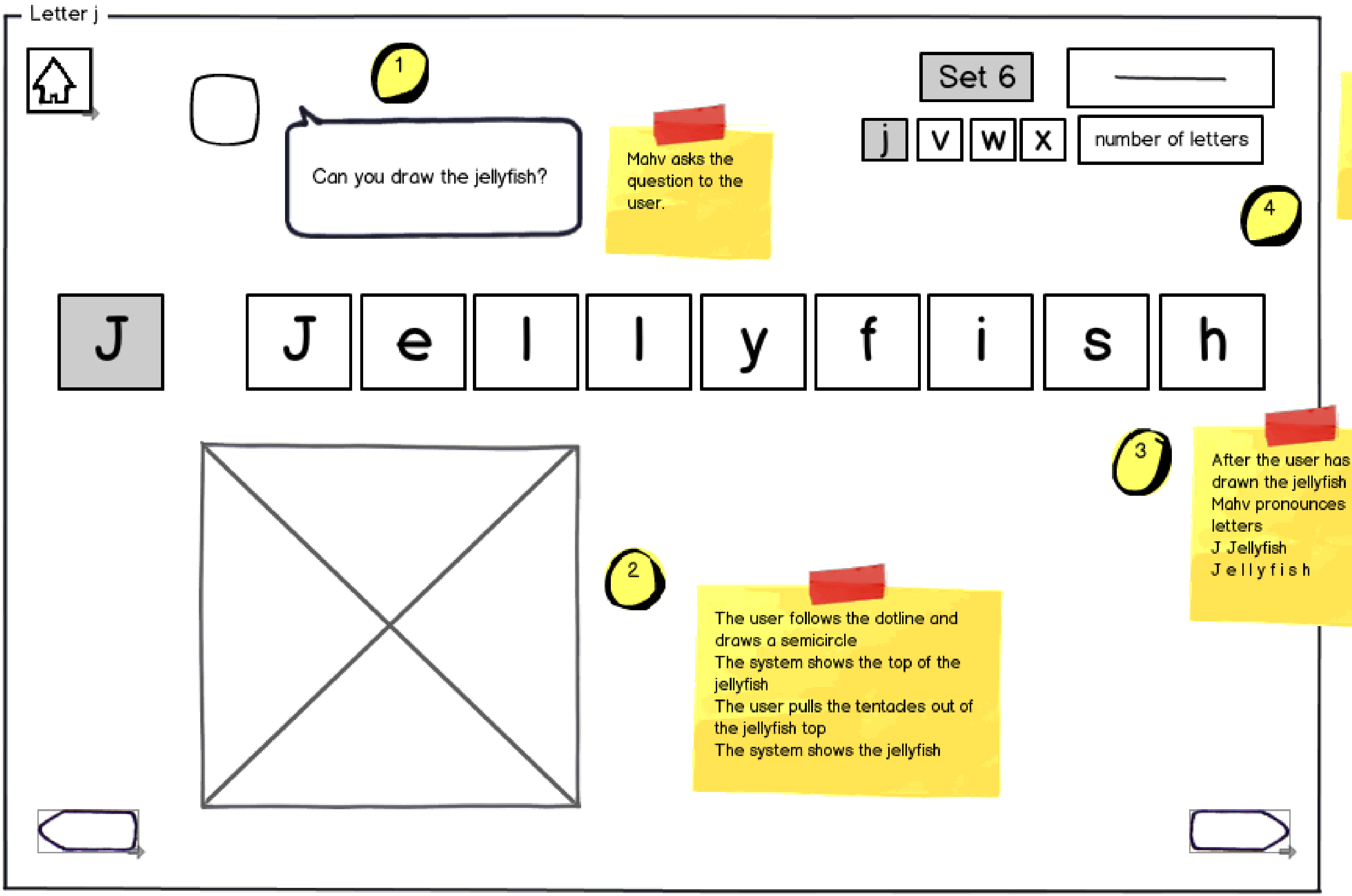

Set5_Game
It's colouring time!
Set 5
h
b
f
l
number of letters
1
2
3
4

1 Mahv asks the question to the user.

2 Colours
The user can choose a colour from the palette

3 Colours
The user can choose the size of the nib

4 The user colours the chosen picture


Letter j
Set 6
j
v
w
x
number of letters
J
J
e
l
l
y
f
i
s
h

Can you draw the jellyfish?

1

Mahv asks the question to the user.

2

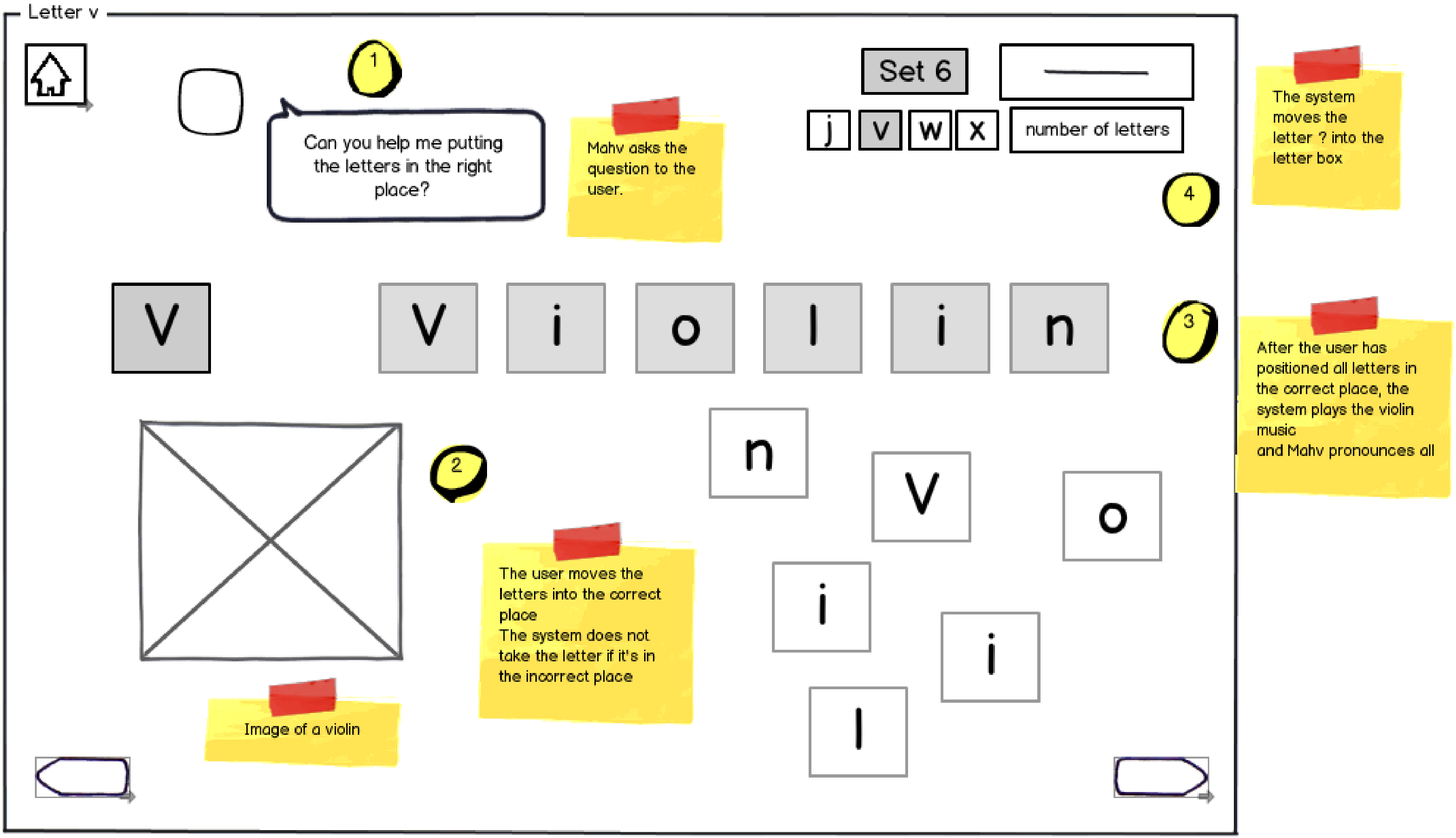
The user follows the dotline and draws a semicircle
The system shows the top of the jellyfish
The user pulls the tentacles out of the jellyfish top
The system shows the jellyfish

3

After the user has drawn the jellyfish Mahv pronounces all letters
J Jellyfish
J e l l y f i s h

4

The system moves the letter J into the letter box


Letter v
1
Set 6
j
v
w
x
number of letters
4
v
v
i
o
l
i
n
3
2
n
v
o
i
i
l

Can you help me putting the letters in the right place?

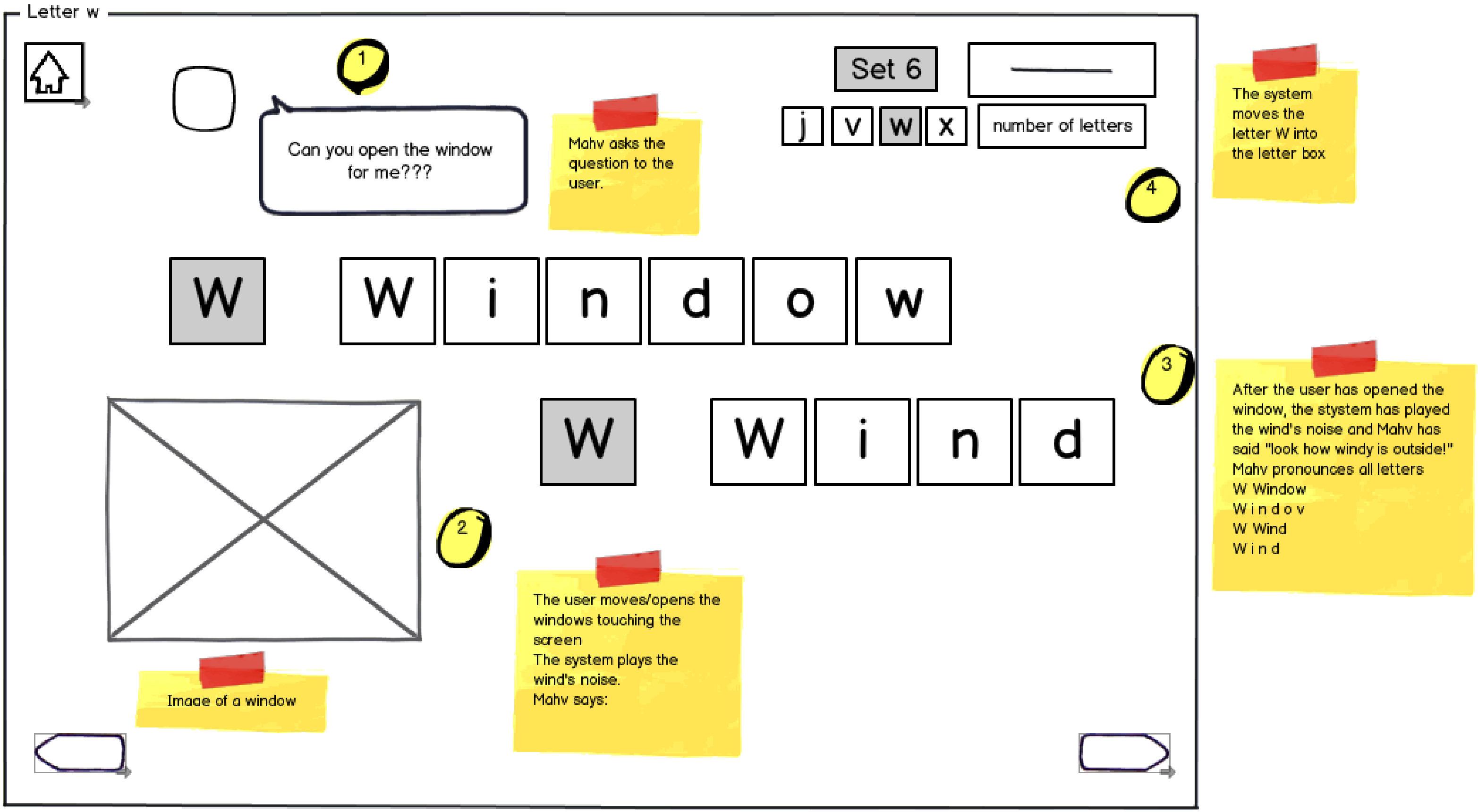
Mahv asks the question to the user.

The system moves the letter ? into the letter box

After the user has positioned all letters in the correct place, the system plays the violin music
and Mahv pronounces all

The user moves the letters into the correct place
The system does not take the letter if it's in the incorrect place

Image of a violin


Letter w
1
Set 6
j
v
w
x
number of letters
4
W
W
i
n
d
o
w
3
W
W
i
n
d
2

Can you open the window for me???

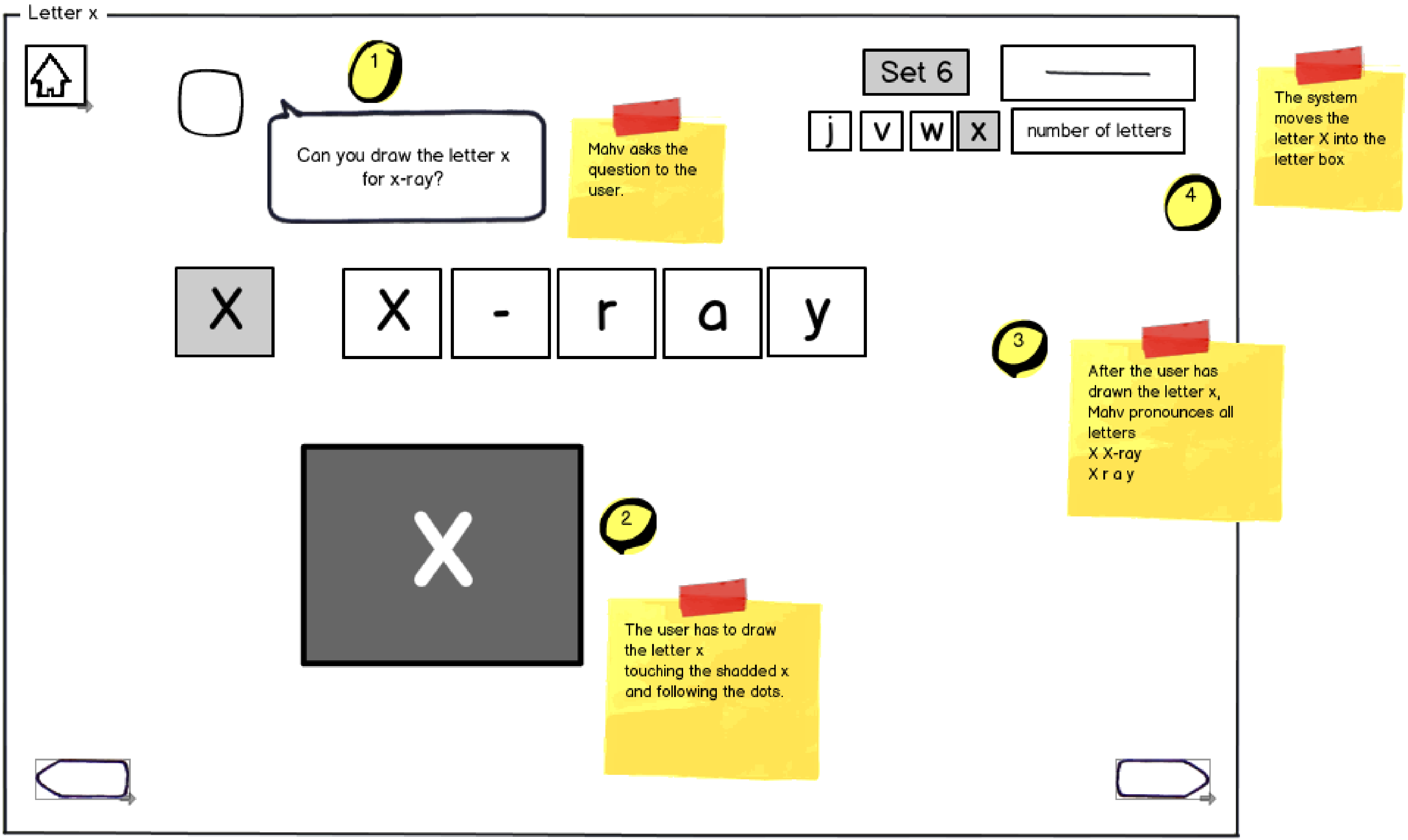
Mahv asks the question to the user.

The system moves the letter W into the letter box

After the user has opened the window, the stystem has played the wind's noise and Mahv has said "look how windy is outside!"
Mahv pronounces all letters
W Window
W i n d o v
W Wind
W i n d

Image of a window

The user moves/opens the windows touching the screen
The system plays the wind's noise.
Mahv says:

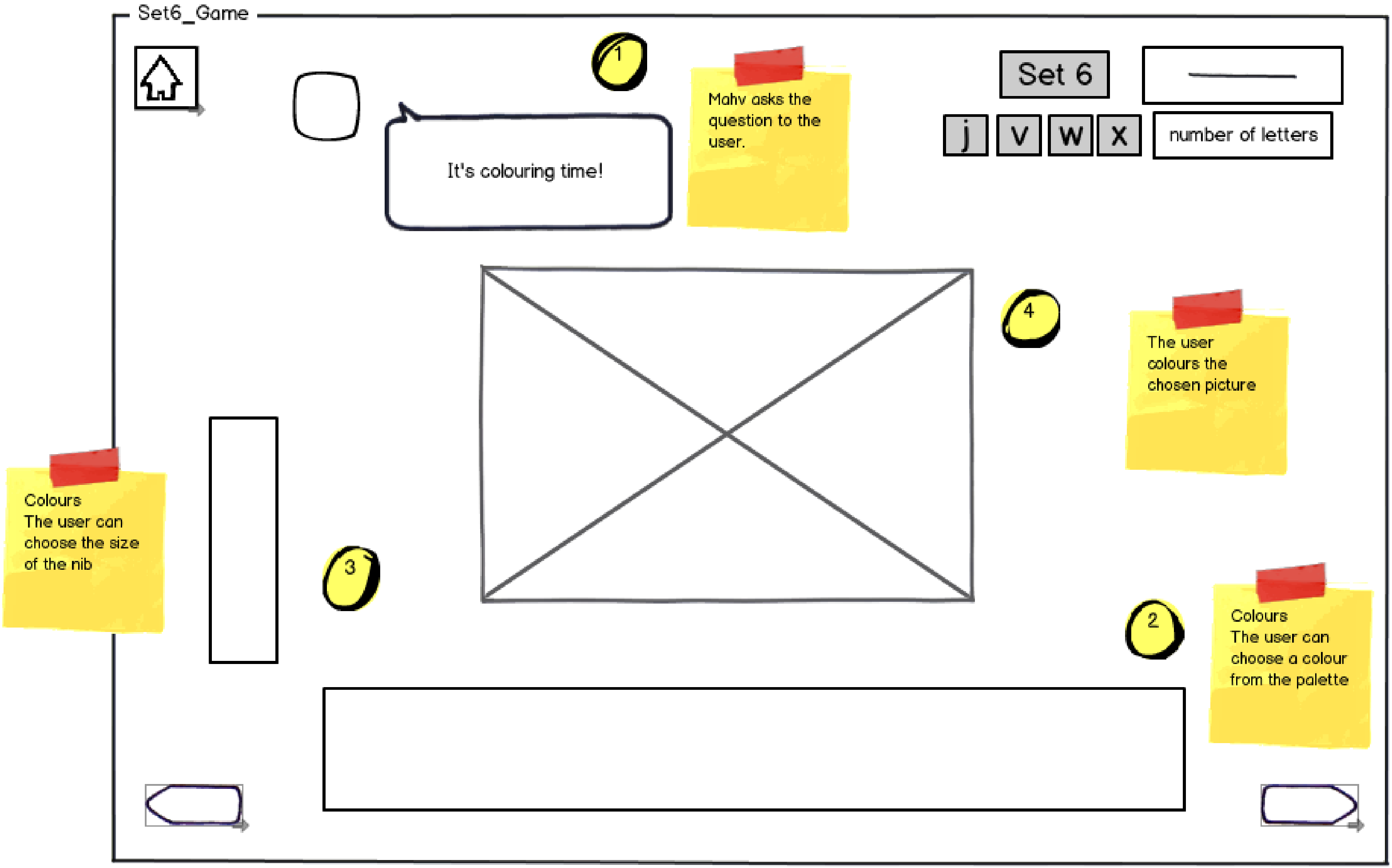

Letter x
1
Can you draw the letter x for x-ray?
Set 6
j
v
w
x
number of letters
4
x
x
-
r
a
y
3
x
2

Mahv asks the question to the user.

The user has to draw the letter x touching the shadded x and following the dots.

After the user has drawn the letter x, Mahv pronounces all letters
X X-ray
X r a y

The system moves the letter X into the letter box


Set6_Game
It's colouring time!
Set 6
j
v
w
x
number of letters

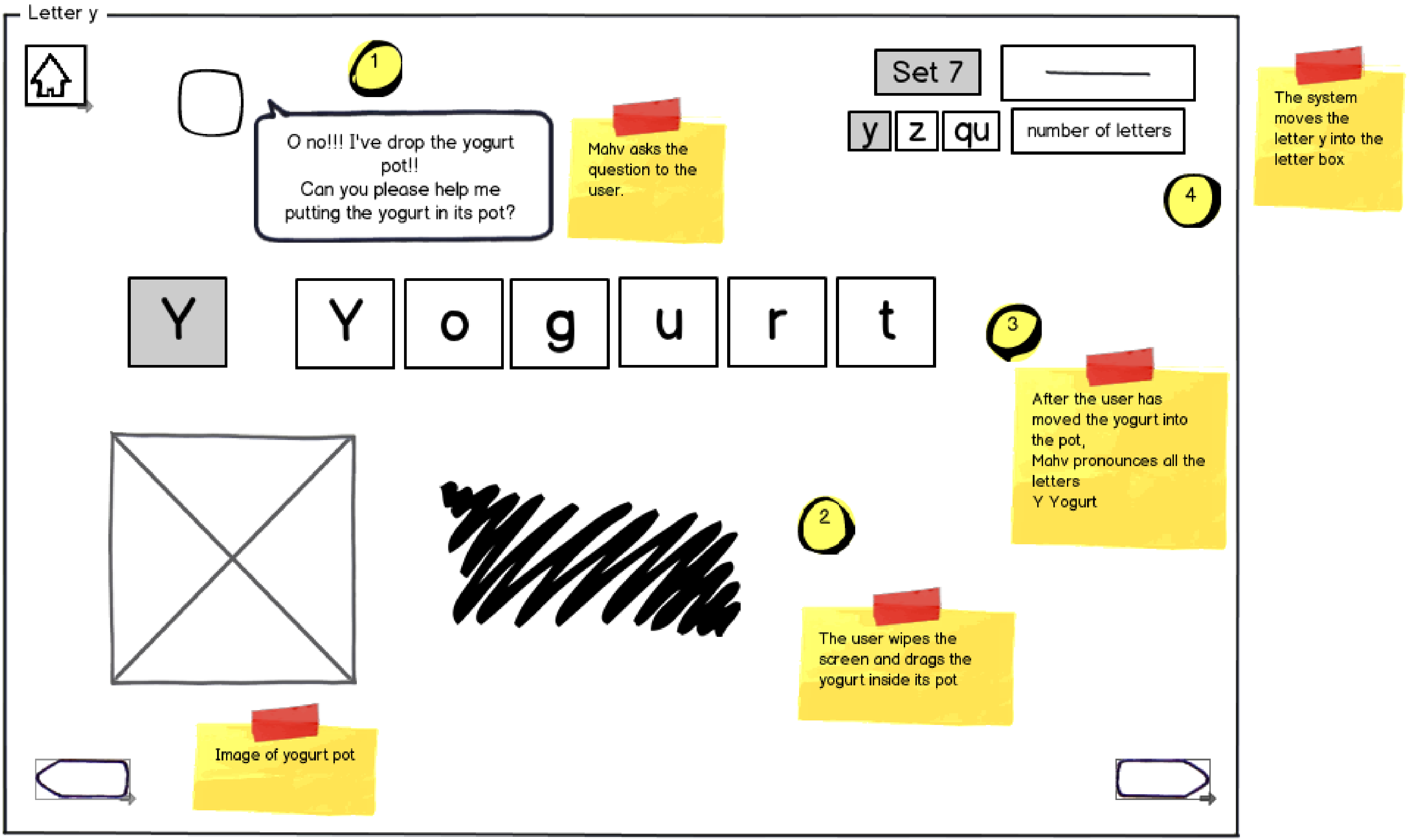
① Mahv asks the question to the user.

④ The user colours the chosen picture

③ Colours
The user can choose the size of the nib

② Colours
The user can choose a colour from the palette

Letter y



Set 7
y
z
qu
number of letters
Y
Y
o
g
u
r
t
1
2
3
4

O no!!! I've drop the yogurt pot!!
Can you please help me putting the yogurt in its pot?

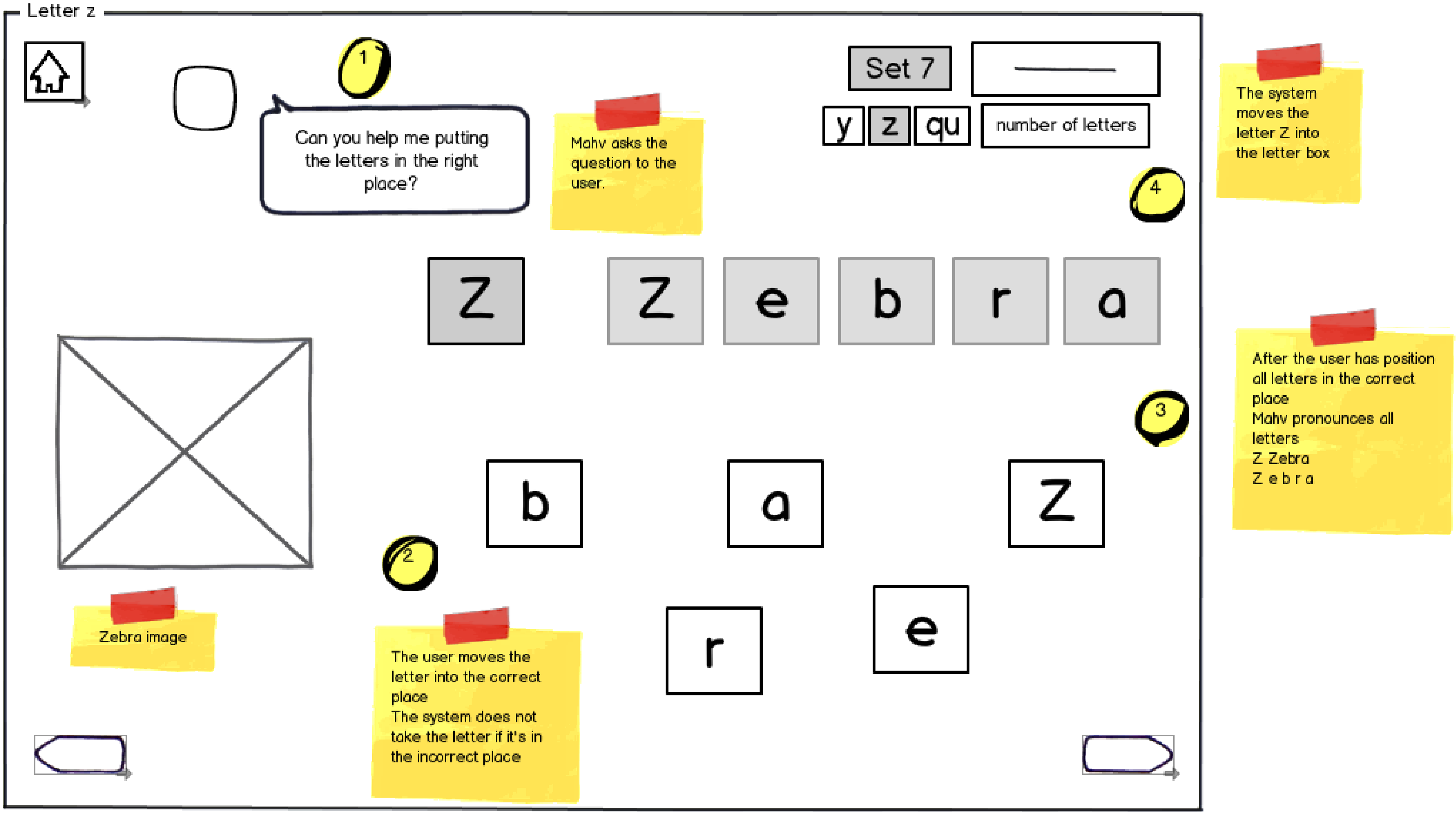
Mahv asks the question to the user.

The system moves the letter y into the letter box

After the user has moved the yogurt into the pot,
Mahv pronounces all the letters
Y Yogurt

The user wipes the screen and drags the yogurt inside its pot

Image of yogurt pot


Letter z
1
Can you help me putting the letters in the right place?
Set 7
y
z
qu
number of letters
4
Z
Z
e
b
r
a
3
b
a
Z
2
r
e

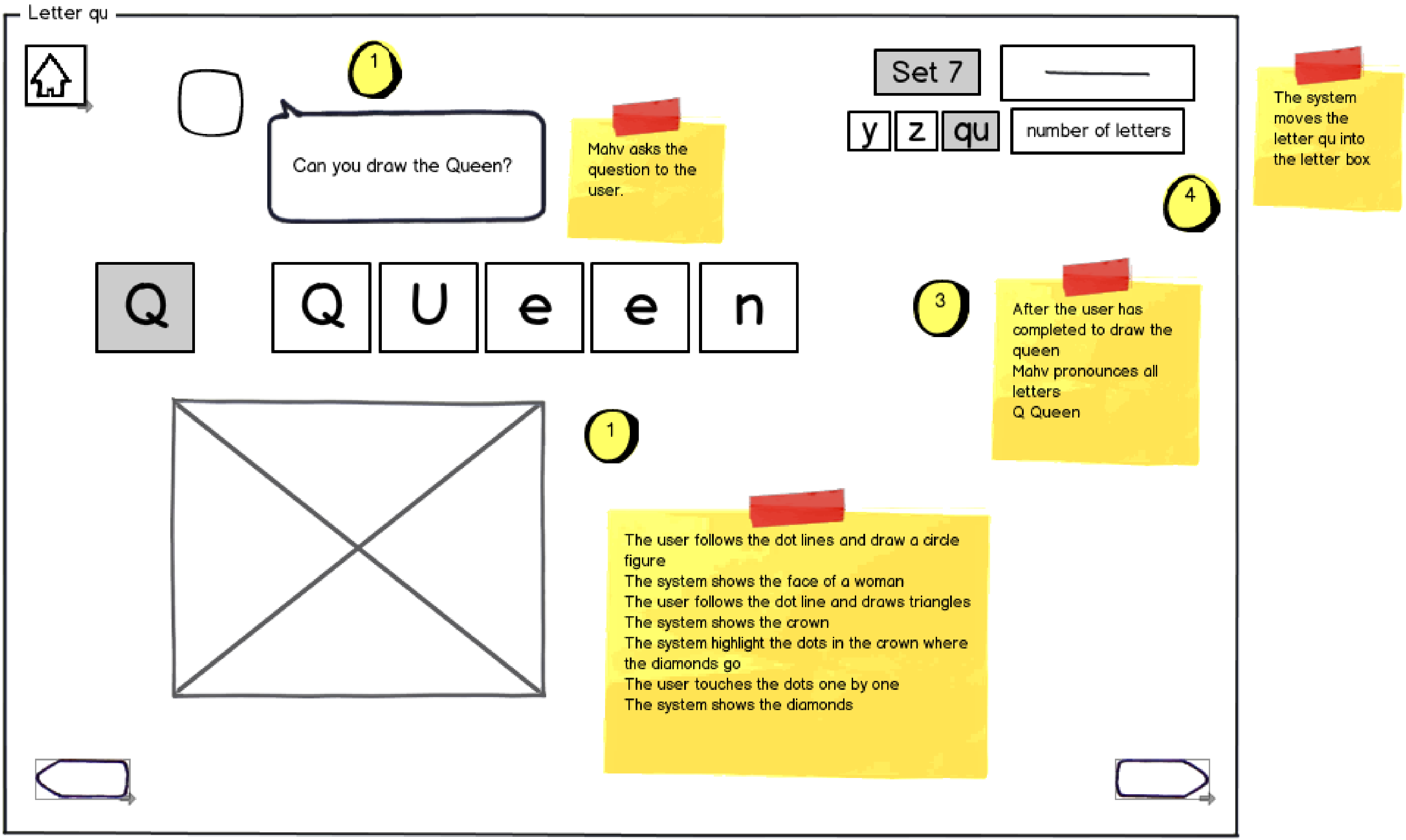
Mahv asks the question to the user.

The system moves the letter Z into the letter box

After the user has position all letters in the correct place
Mahv pronounces all letters
Z Zebra
Z e b r a

Zebra image

The user moves the letter into the correct place
The system does not take the letter if it's in the incorrect place

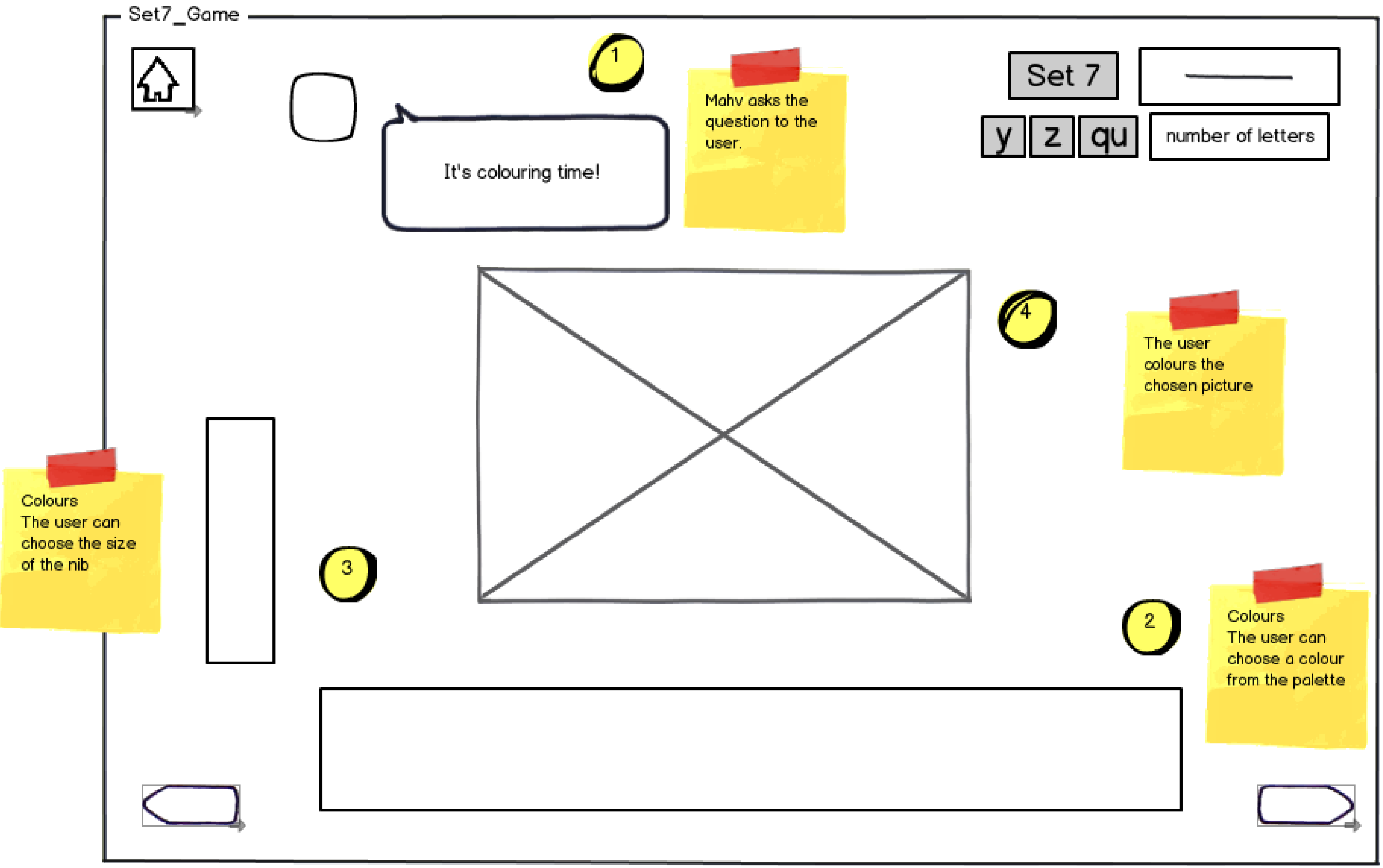

Letter qu
1
Can you draw the Queen?
Set 7
y
z
qu
number of letters
4
Q
Q
U
e
e
n
3
1

Mahv asks the question to the user.

The system moves the letter qu into the letter box

After the user has completed to draw the queen
Mahv pronounces all letters
Q Queen

The user follows the dot lines and draw a circle figure
The system shows the face of a woman
The user follows the dot line and draws triangles
The system shows the crown
The system highlight the dots in the crown where the diamonds go
The user touches the dots one by one
The system shows the diamonds

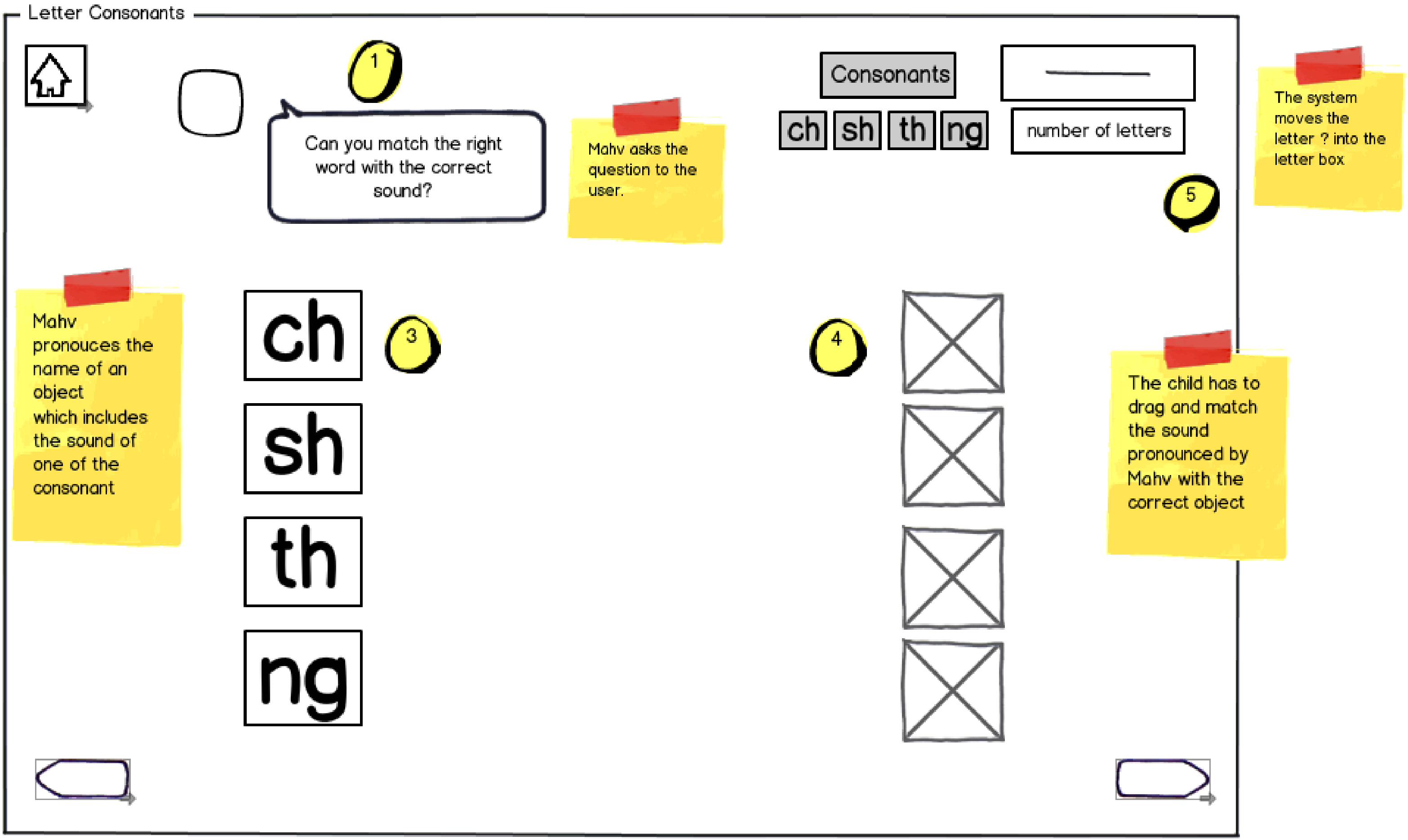

Set7_Game
It's colouring time!
Set 7
y
z
qu
number of letters
1
2
3
4

Mahv asks the question to the user.

The user colours the chosen picture

Colours
The user can choose the size of the nib

Colours
The user can choose a colour from the palette



Letter Consonants
1
Consonants
ch
sh
th
ng
number of letters
5
3
4
ch
sh
th
ng

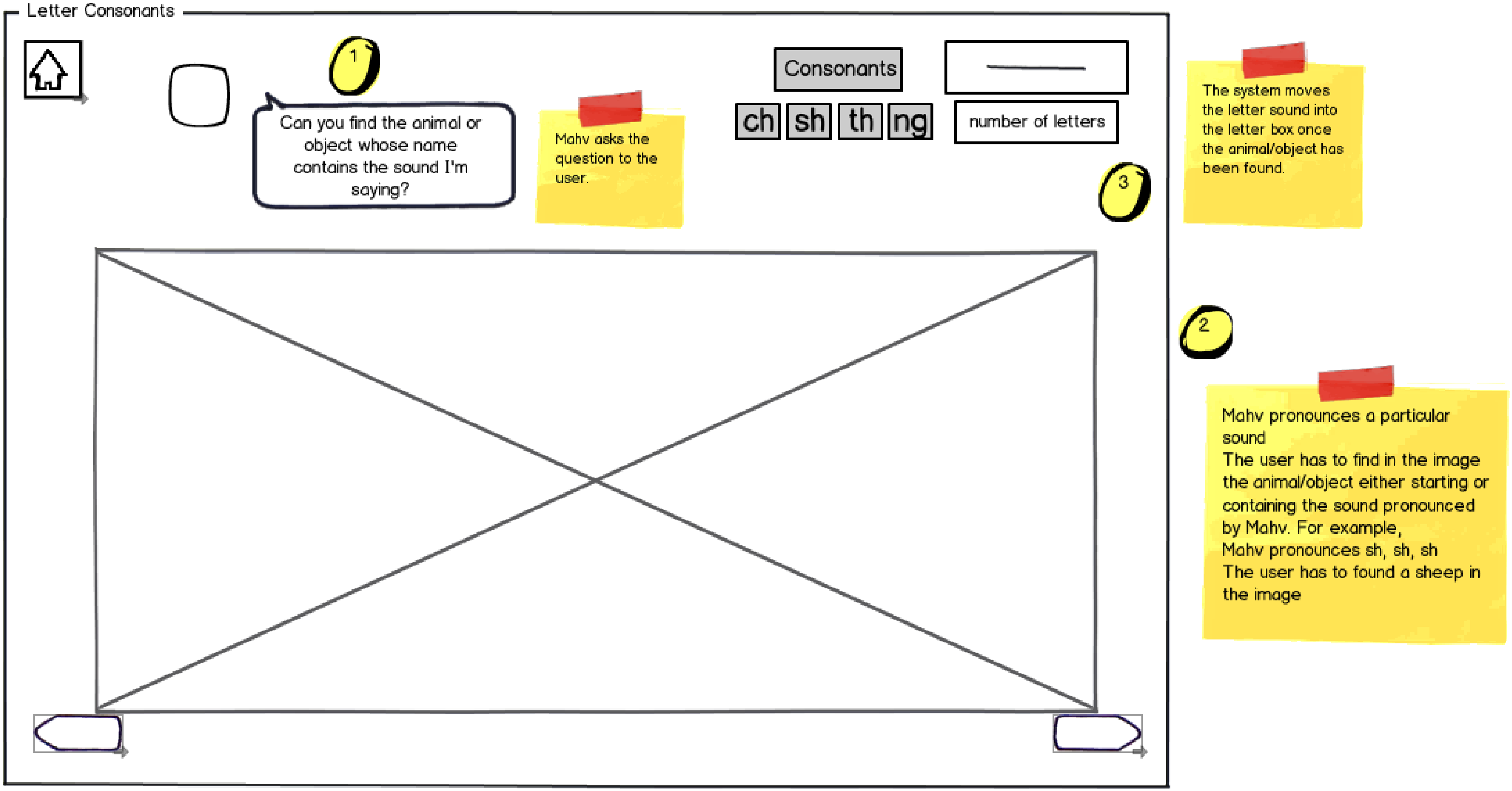
Can you match the right word with the correct sound?

Mahv asks the question to the user.

The system moves the letter ? into the letter box

Mahv pronouces the name of an object which includes the sound of one of the consonant

The child has to drag and match the sound pronounced by Mahv with the correct object



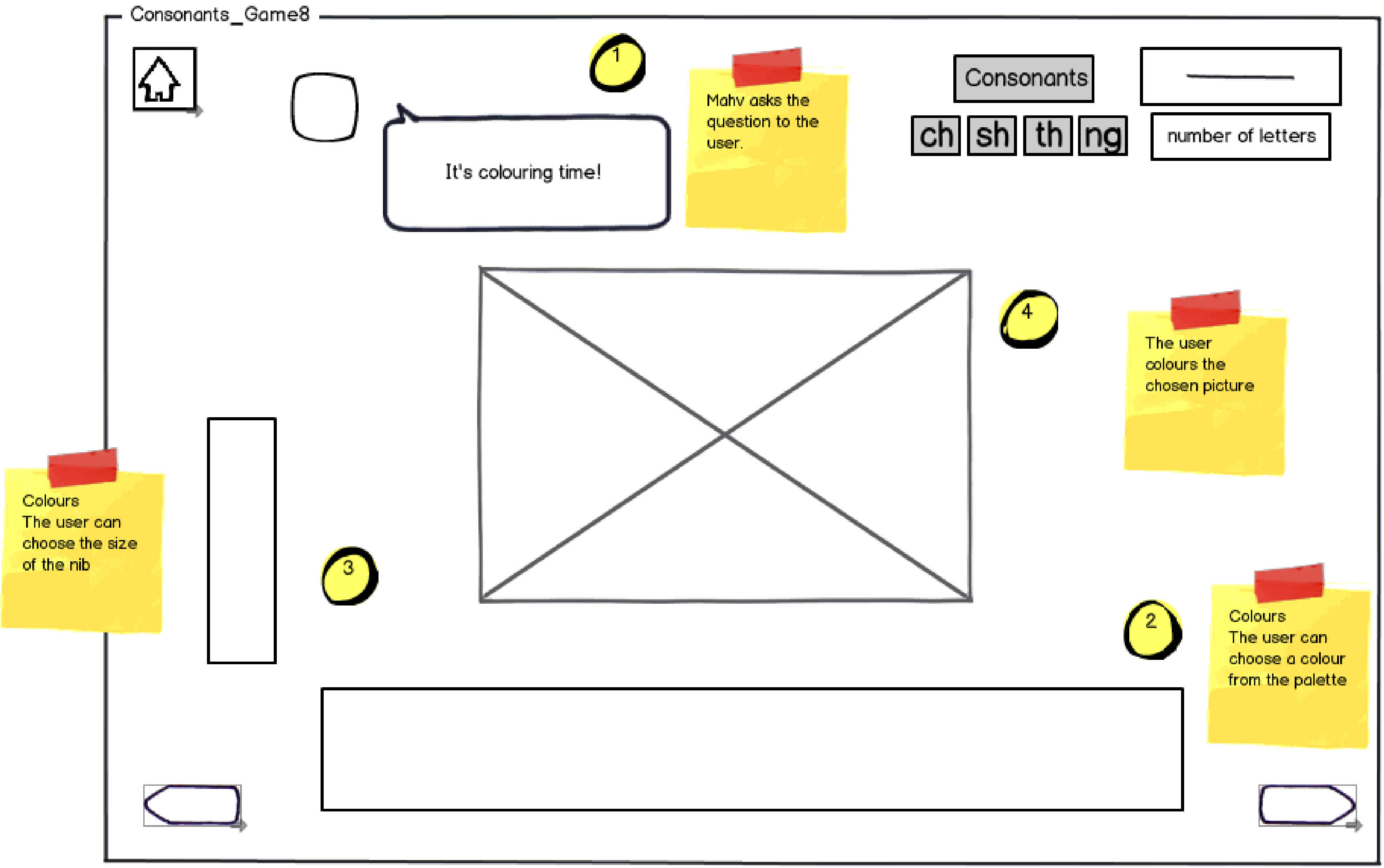
Letter Consonants

Can you find the animal or object whose name contains the sound I'm saying?

Mahv asks the question to the user.

The system moves the letter sound into the letter box once the animal/object has been found.

Mahv pronounces a particular sound
The user has to find in the image the animal/object either starting or containing the sound pronounced by Mahv. For example,
Mahv pronounces sh, sh, sh
The user has to found a sheep in the image

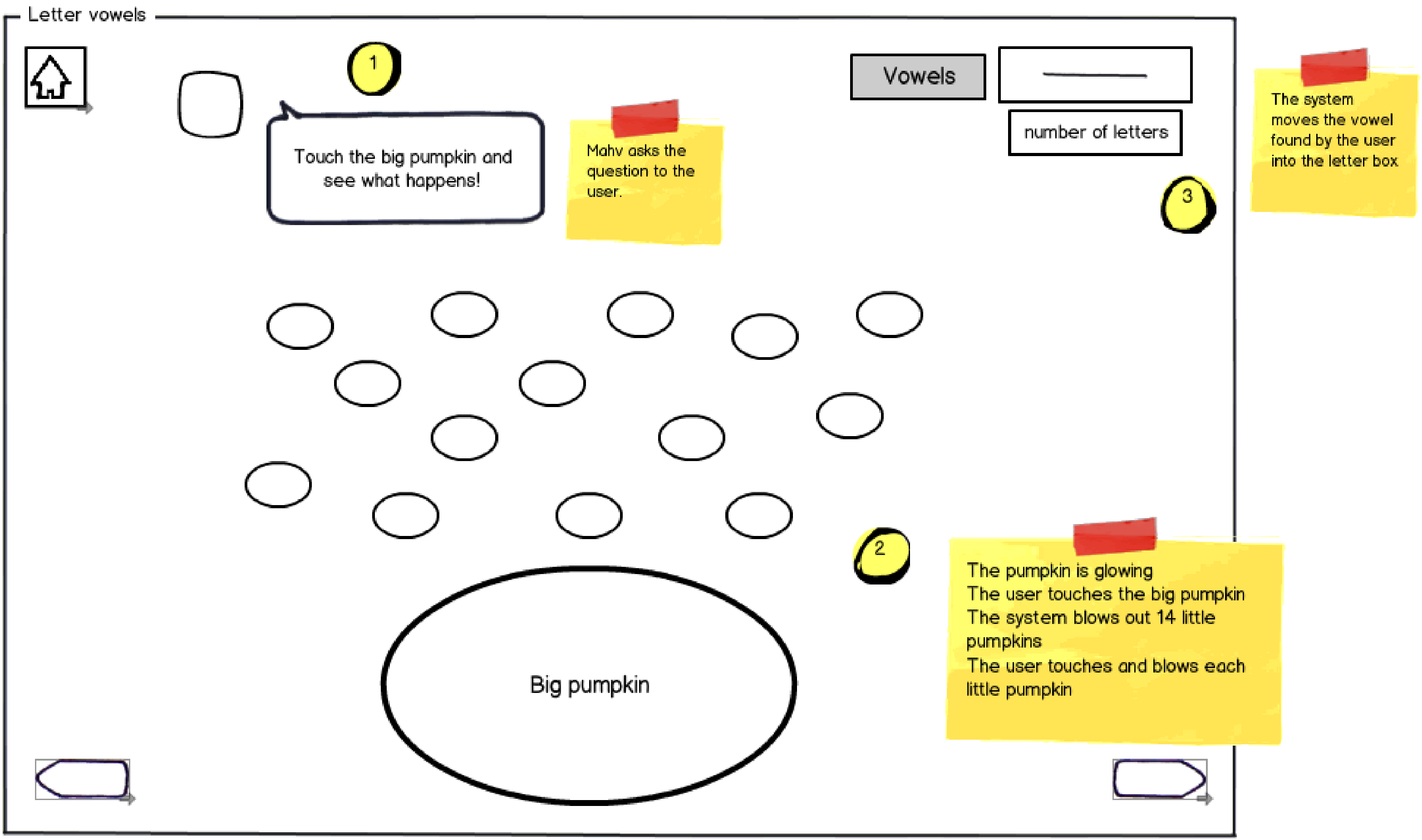

Consonants_Game8
It's colouring time!
Consonants
ch
sh
th
ng
number of letters
1
2
3
4

1 Mahv asks the question to the user.

2 Colours
The user can choose a colour from the palette

3 Colours
The user can choose the size of the nib

4 The user colours the chosen picture

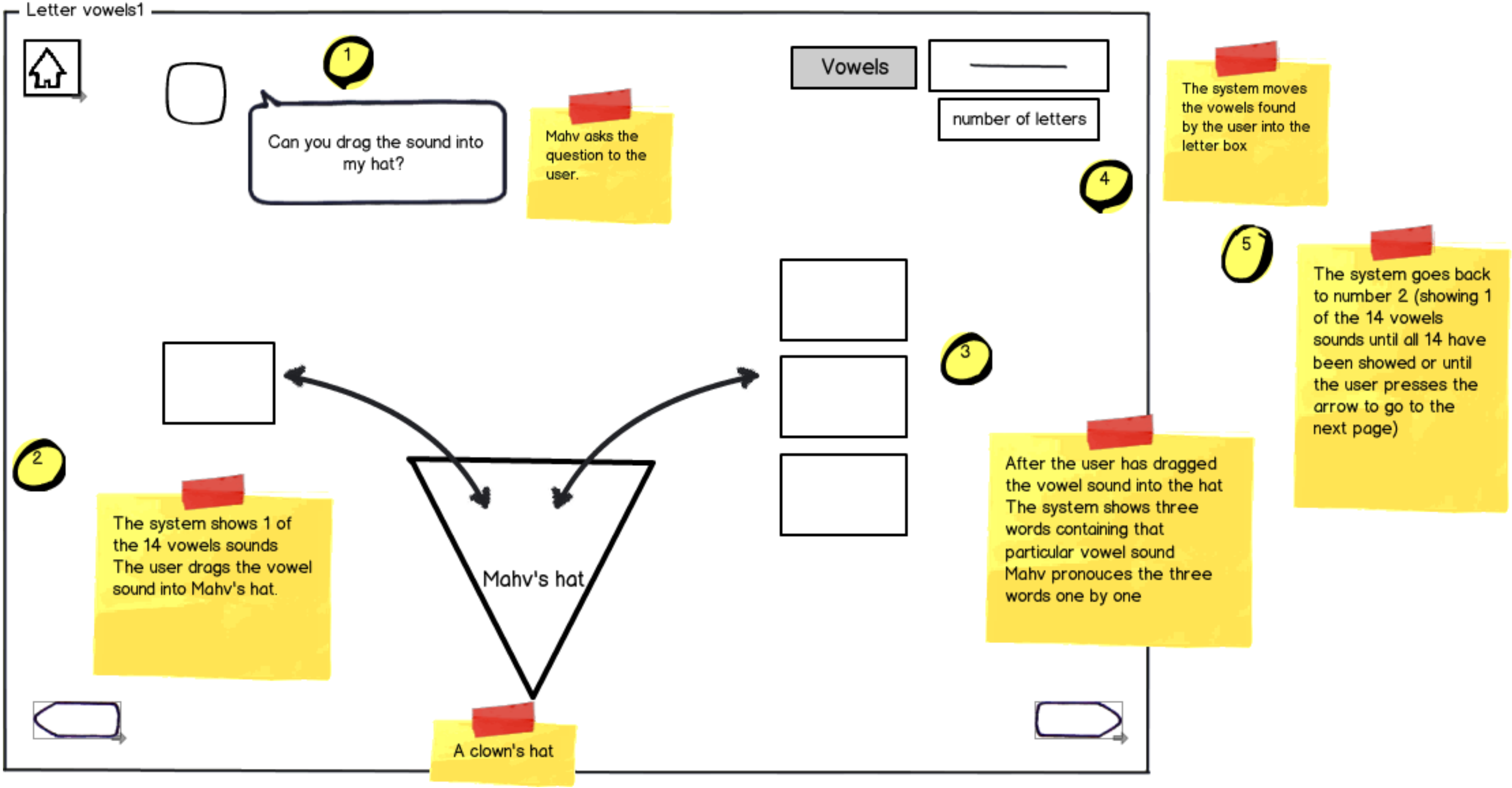

Letter vowels
1
Vowels
number of letters
3
2
Big pumpkin

Touch the big pumpkin and see what happens!

Mahv asks the question to the user.

The system moves the vowel found by the user into the letter box

The pumpkin is glowing
The user touches the big pumpkin
The system blows out 14 little pumpkins
The user touches and blows each little pumpkin


Letter vowels1
1
Can you drag the sound into my hat?
Vowels
number of letters
4
5
3
2
Mahv's hat

Mahv asks the question to the user.

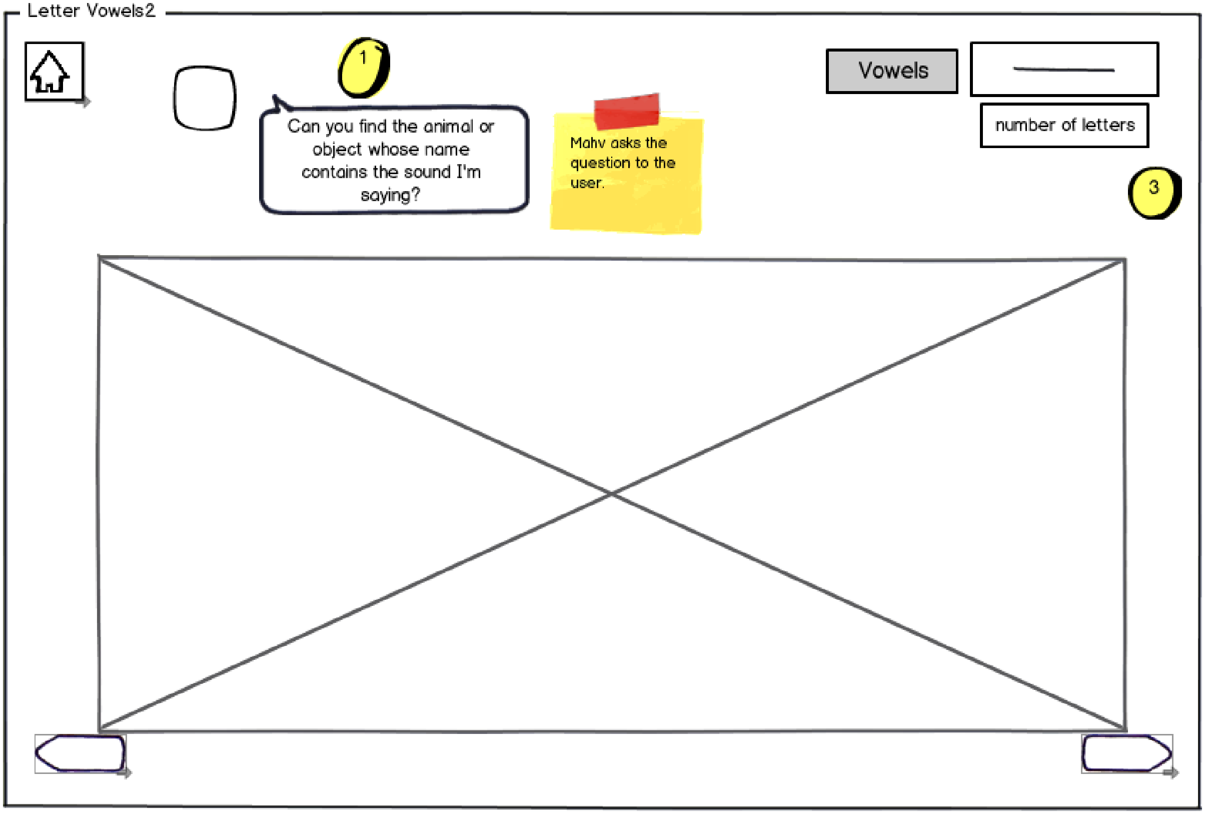
The system shows 1 of the 14 vowels sounds
The user drags the vowel sound into Mahv's hat.

After the user has dragged the vowel sound into the hat
The system shows three words containing that particular vowel sound
Mahv pronouces the three words one by one

The system moves the vowels found by the user into the letter box

The system goes back to number 2 (showing 1 of the 14 vowels sounds until all 14 have been showed or until the user presses the arrow to go to the next page)

A clown's hat

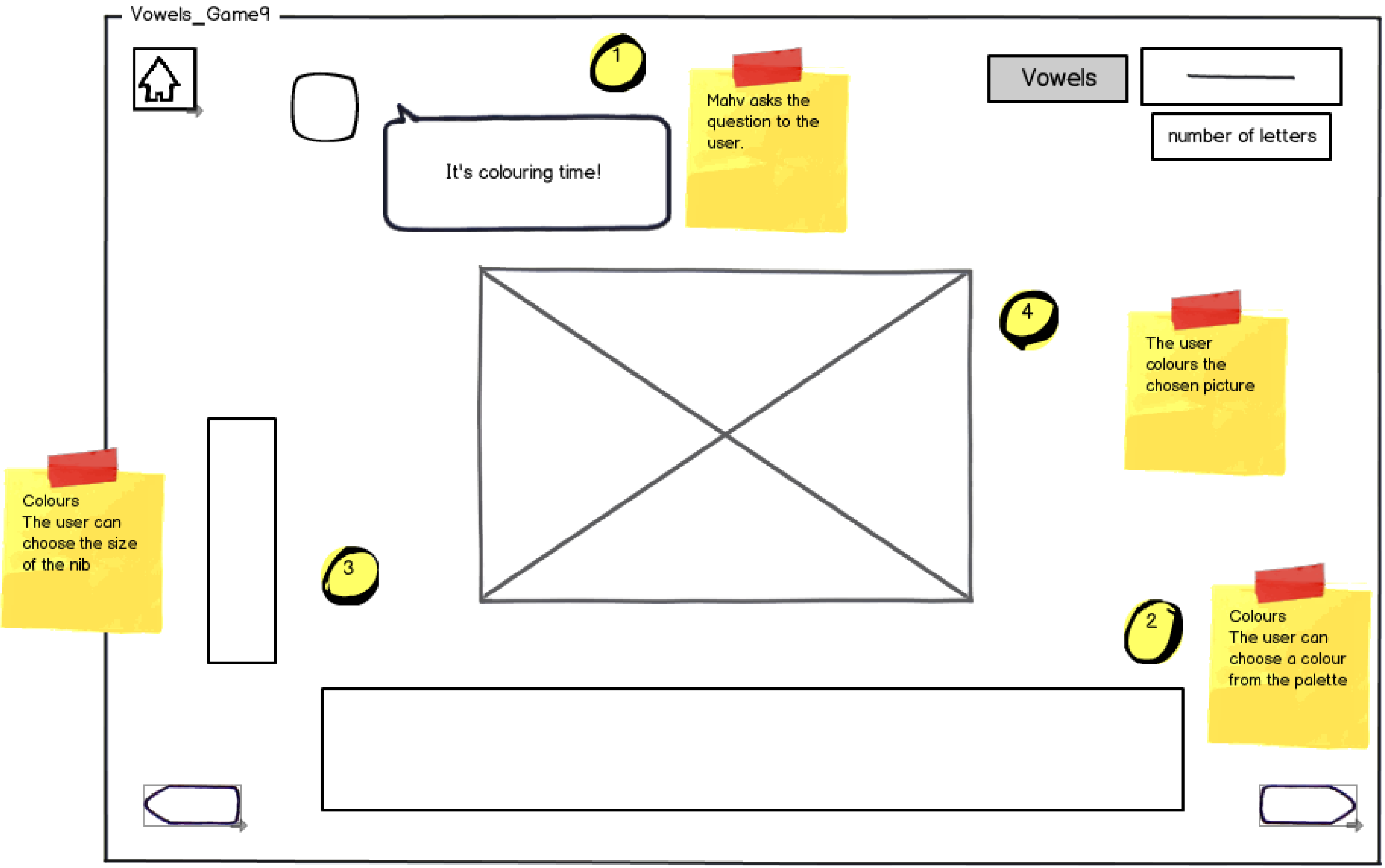


Can you find the animal or object whose name contains the sound I'm saying?

Mahv asks the question to the user.

The system moves the letter sound into the letter box once the animal/object has been found.

Mahv pronounces a particular sound
The user has to find in the image the animal/object either starting or containing the sound pronounced by Mahv. For example,
Mahv pronounces oa, oa, oa
The user has to found a boat in the image
The system highlights the animal/object is the user cannot find it afer 30 seconds


Vowels_Game9
Vowels
number of letters
It's colouring time!
1
2
3
4

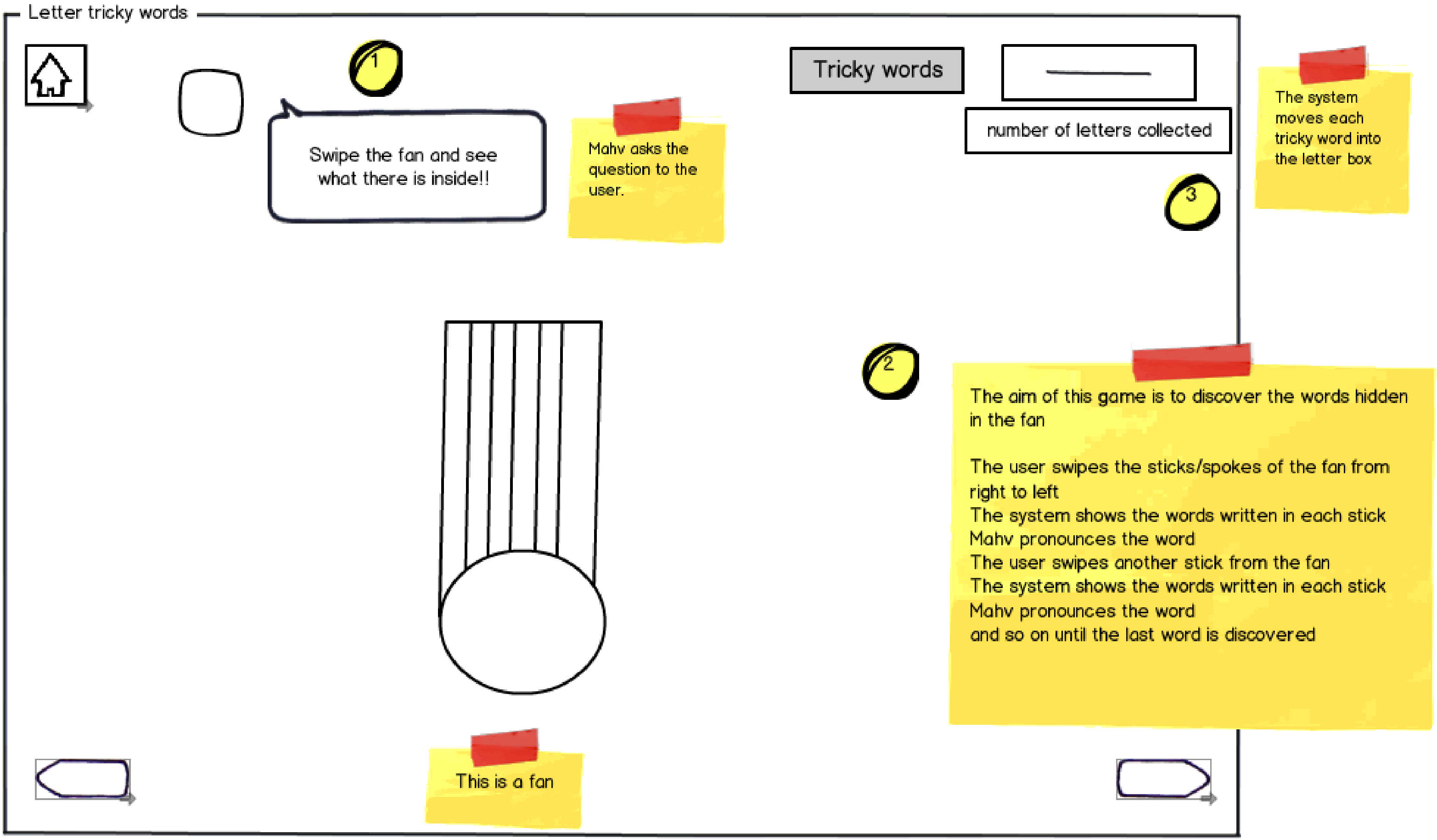
1 Mahv asks the question to the user.

2 Colours
The user can choose a colour from the palette

3 Colours
The user can choose the size of the nib

4 The user colours the chosen picture

Letter tricky words


1
Tricky words
number of letters collected
3
2
This is a fan

Swipe the fan and see what there is inside!!

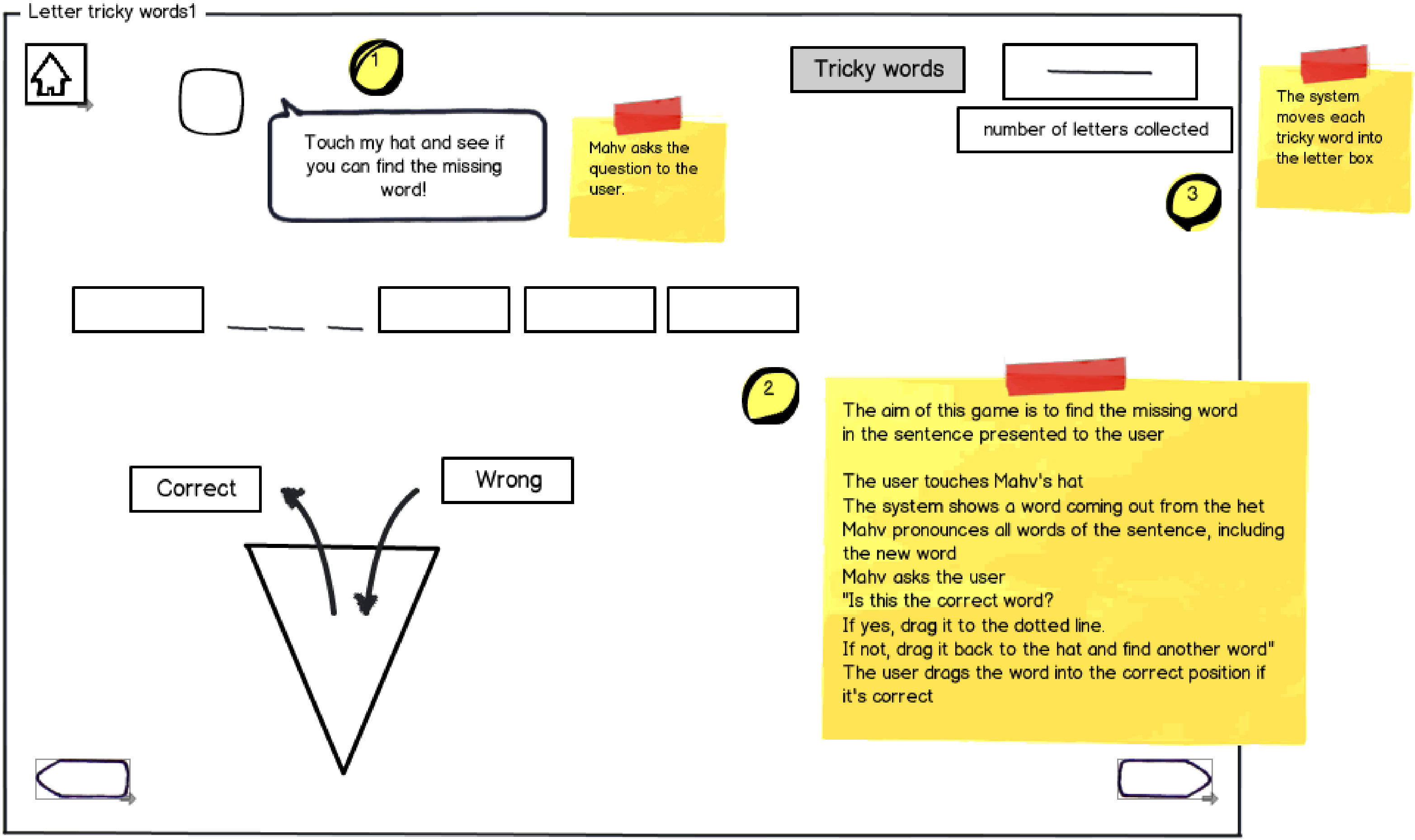
Mahv asks the question to the user.

The system moves each tricky word into the letter box

The aim of this game is to discover the words hidden in the fan

The user swipes the sticks/spokes of the fan from right to left
The system shows the words written in each stick
Mahv pronounces the word
The user swipes another stick from the fan
The system shows the words written in each stick
Mahv pronounces the word
and so on until the last word is discovered

Letter tricky words1



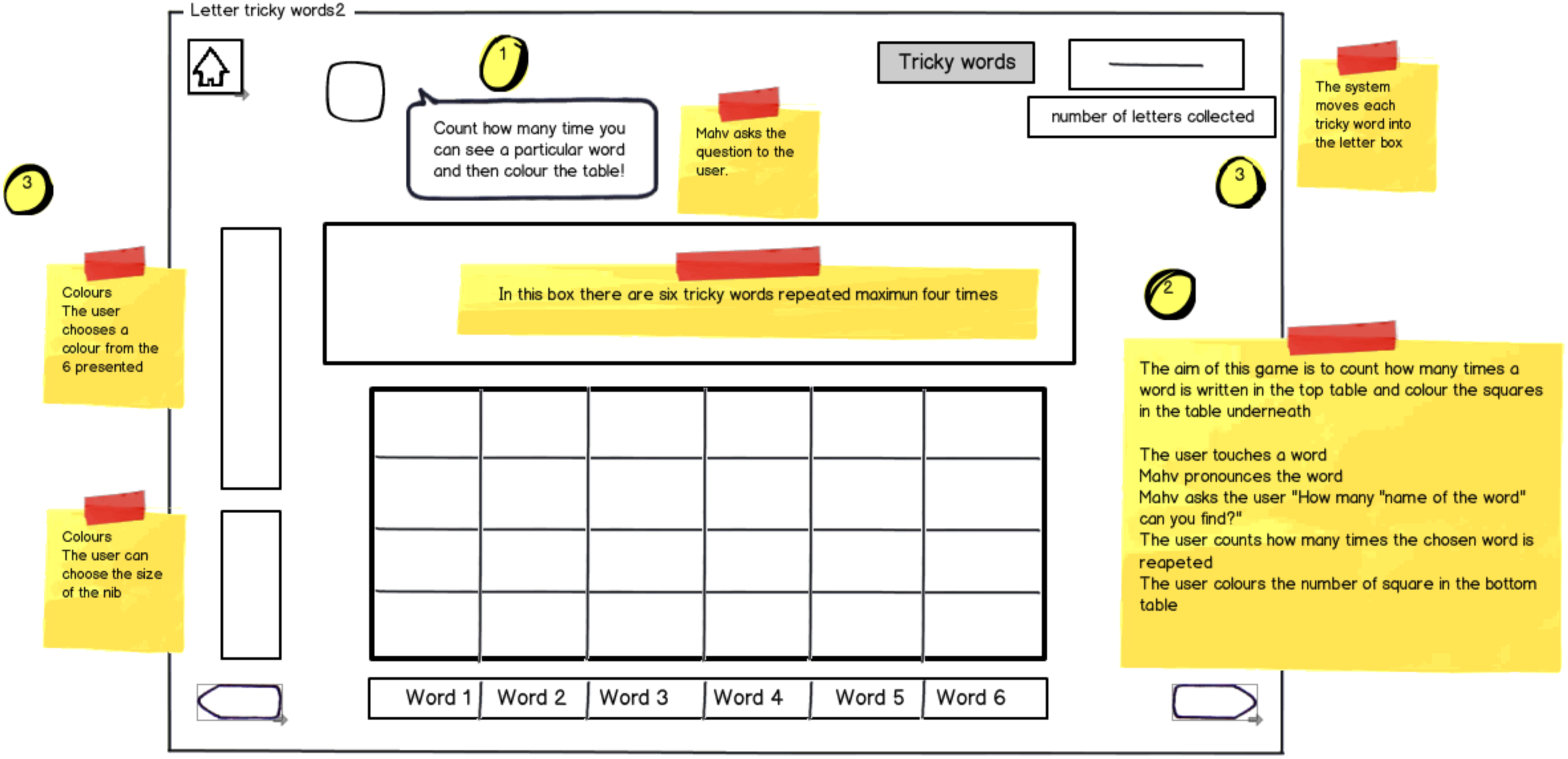
Touch my hat and see if you can find the missing word!

Mahv asks the question to the user.

The system moves each tricky word into the letter box

The aim of this game is to find the missing word in the sentence presented to the user

The user touches Mahv's hat
The system shows a word coming out from the het
Mahv pronounces all words of the sentence, including the new word
Mahv asks the user
"Is this the correct word?
If yes, drag it to the dotted line.
If not, drag it back to the hat and find another word"
The user drags the word into the correct position if it's correct


Letter tricky words2
1
Tricky words
number of letters collected
3
3
2
Word 1
Word 2
Word 3
Word 4
Word 5
Word 6

Count how many time you can see a particular word and then colour the table!

Mahv asks the question to the user.

The system moves each tricky word into the letter box

In this box there are six tricky words repeated maximun four times

Colours
The user chooses a colour from the 6 presented

Colours
The user can choose the size of the nib

The aim of this game is to count how many times a word is written in the top table and colour the squares in the table underneath

The user touches a word
Mahv pronounces the word
Mahv asks the user "How many "name of the word" can you find?"
The user counts how many times the chosen word is reapeted
The user colours the number of square in the bottom table