

## APPS

All our apps are freely available to the public. School systems (or individual teachers) may be interested in our free data analytics platform which can be custom designed for any school system and hosted on the school system's server or website. Developed at Georgia Tech, the secure, password-protected platform can report to teachers and/or systems all scores on quizzes which test mastery of alphabet letters, numbers, simple addition problems, vocabulary words, sight words, phonemes, listening comprehension, reading comprehension, etc. School systems with adequate resources, or who are interested in applying for a grant, can redesign and customize features in any or all apps to fit system needs. We are currently working with Georgia Tech to create new apps focused on spelling, on stories, and on rhymes. Contact: [wevans1@augusta.edu](mailto:wevans1@augusta.edu)

**Free Android apps available at the App Store, Google Play, and at Amazon.**

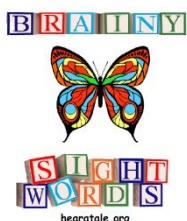
If you're viewing this screen on a mobile phone or tablet, click on one of the links below the app total to download the free app.



**Brainy Phonics**



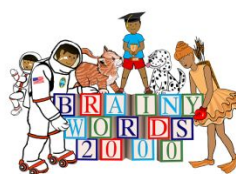
Google Play



**Brainy Sight Words**



Google Play



**Brainy Words 2000**



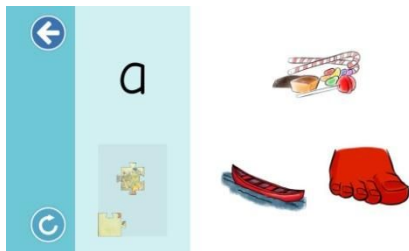
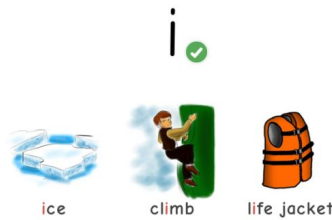
**Rhyme A Zoo**



### [1] Brainy Phonics

Children choose among two options. **Alphabet Letters**, introduces the 26 basic letter/sound combinations of the English alphabet, with three picture/audio/text examples demonstrating each letter and with optional quizzes in which children concentrate on one letter, or do a random quiz of all letters. Select the correct letter/sound from

four examples on the first try earns a gold coin, on the second a silver coin. Children earn stars (up to five) for correct answers without a mistake, making it easy to track mastery of that letter.



**Phonics** builds on Alphabet Letters by demonstrating 94 of the most common American-English letter/sound combinations, each with three sample words and focused quizzes. A correct first answer earns two puzzle pieces; a correct second attempt earns one puzzle piece. Completing a 12-piece puzzle cues a rhyme featuring the target phoneme. Earning stars (up to 5) for correct answers in a row demonstrates mastery of that phoneme.

## [2] Brainy Sight Words

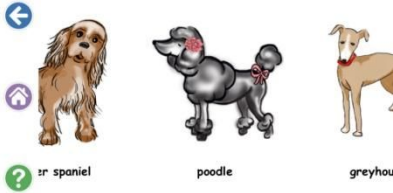
Children hear a phrase or sentence and see text and a picture introducing each of the 40 Dolch **Pre-Kindergarten Sight Words** and each of the 52 Dolch **Kindergarten Sight Words**, again with multiple quizzes (over focused on one word, or a random quiz over all words for each grade level). Earning stars (up to 5) for correct answers in a row demonstrates mastery of the word. We plan to soon add Dolch Sight Words for First Grade, Second Grade, Third Grade, and Nouns.



The **Secret Stuff** feature (which we will soon move to the Brainy Phonics app) tutors children in Pig Latin, which allows children to communicate among themselves without adults understanding, unless the adults know Pig Latin. The game powerfully — and enjoyably — reinforces phonetic principles by training children to recognize and remove the first phoneme of a word, such as the 'b' in 'boy', place it at the end of the word, and then add the 'ay' sound, 'oy-bay'.

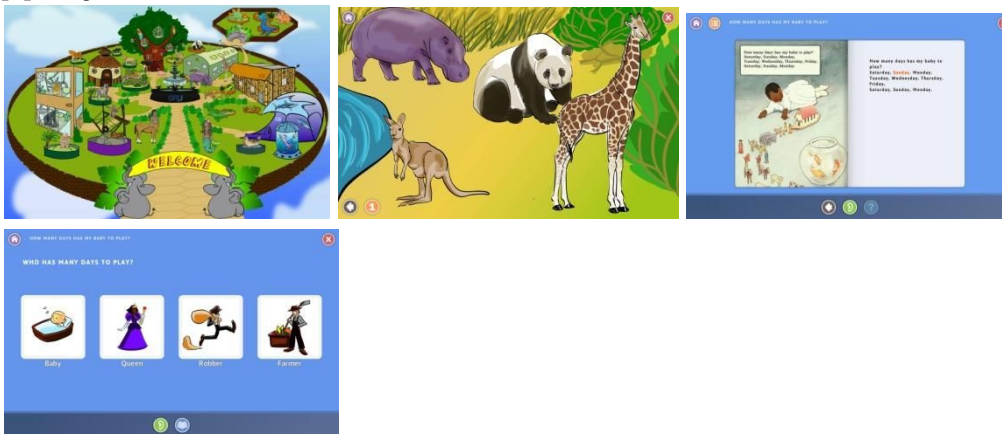
### [3] Brainy Words 2000

(vocabulary words)



Children explore apparently endless street and outdoors scenes, entering dozens of shops (toy, pet, tool, sports, clothing, etc.), and other locations (zoo, park, school, health center, home, beach, etc.), clicking on pictures to hear and see text for more than 2000 words. The scrolling street scene cues individual words or short phrases or sentences. In shops and other locations, pictures cue individual words in categories and sub-categories. The School category, for example, contains the sub-categories Colors, Alphabet Letters, Shapes, Numbers, Addition. Quizzes for each of the 95 subject categories and sub-categories award a gold coin for a correct first answer, a silver coin for a correct second answer. 2 silver coins = 1 gold, 5 gold coins = 1 stack, 5 stacks = 1 bag, 5 bags = 1 armored card, 5 armored cars = 1 bank. Children can explore alone or under a parent's or teacher's guidance. The app is extremely helpful for all young children, including those learning English as a second language.

### [4] Rhyme A Zoo



Children choose a zoo-keeper avatar, listen to and/or read 120 traditional rhymes, see classic illustrations, and answer 4 content or phonics questions (voiced by children) about each rhyme (480 questions total), earning coins to create a private zoo containing 30 animals or creatures (including dinosaurs, a mermaid, a centaur). Children hear the sound or call each animal makes and learn three child-appropriate facts (voiced by children) about each. A chart and stickers may be printed in Resources at [hearatale.org](http://hearatale.org).