



**Brainy Words 2000
Android**
(available October 2018)



**Brainy Words 2000
Apple**
(available October 2018)



**Brainy Phonics
Android**
(available October 2018)



**Brainy Phonics
Apple**
([available now](#))



**Rhyme A Zoo
Apple**
([available now](#))



[1] Brainy Words 2000

Children explore a virtually endless street and enter 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; multiple vocabulary quizzes over 95 subject categories award virtual prizes. The app targets English language beginners. Individual words appear in shops and other locations; clicking pictures on the scrolling street scene sometimes cues individual words, sometimes short phrases or sentences. Children can explore alone or under a parent's or teacher's guidance.

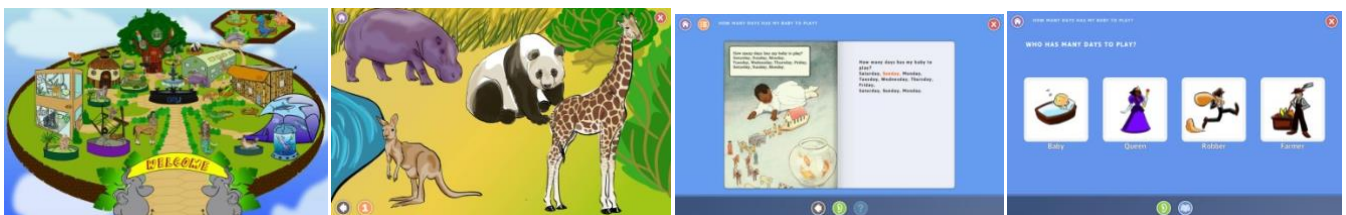
[2] Brainy Phonics (also includes alphabet letters and 92 sight words)

[View on App Store](#)

Children choose among five options. The most elementary option, (1) 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 select the correct letter/sound from four examples, earning puzzle pieces to create a classic picture and hear a traditional rhyme illustrating the target letter/sound.



(2) The Phonics option builds on Alphabet Letters by demonstrating 93 of the most common American-English letter/sound combinations, each with three sample words and focused quizzes. Any child who earns the 12 pieces to create one of the 93 target puzzles will have mastered that target letter-sound combination. Learning phonics allows American children to decode and learn to read most words, but they also learn to immediately recognize sets of quite common short words without using phonics, words such as selected articles (a, the, etc.), pronouns (he, she, it, etc.), and conjunctions (and, but, etc.). (3) Children hear a phrase or sentence and see text and a picture introducing each of the 40 Pre-Kindergarten Sight Words and (4) each of the 52 Kindergarten Sight Words, again with multiple quizzes to reinforce learning. The first four units prepare those children who already have basic skills in English to play a simple language game. (5) Secret Kid Stuff introduces Pig Latin, which allows English-speaking children to communicate without adults understanding (unless the adults learned Pig Latin as children). The game reinforces phonetic principles by training children to remove the first sound of a word such as the 'b' in 'boy', place it at the end and then add the 'ay' sound, 'oy-bay'.



[3] Rhyme A Zoo app

[View on App Store](#)

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.