* elementary school: 8-11 year
  + - Health Education(Optional)
    - Time
* Example: MATHSFRAME
* Level:5
* Achievements:1
* Points per level : 4
* Total points: 20
* Description:
* intro:- In this game child will learn to read the time he will start with easy numbers then he will be able to read more hard stuff and learning the right pronounce .
* User flow:- in the right side of the screen we will find a large clock with two colored clockwise in the left side of the screen will be total points or score and in the bottom there are some rectangle shapes which we will put the numbered time in it.
* outcomes:- the child will be able to fully read the time from any clock and he will know the difference between AM and PM
  + - Date
* Example:
* Level:5
* Achievements: 1
* Points per level : 4
* Total points: 20
* Description:
* intro:- learning the names of the months is a challenge for the kid to remember them all so by making the game itself easy and remarkable the child will not need and memory strength to remember them
* User flow:- on the right side of the screen a large container rectangular shape contain the months names and in the left side of the screen another large container rectangular shape but contain number from one to twelve and the child will match the number with the month name by a dragging the arrow to the month name
* outcomes:- the child will be able to remember the twelve month with the number so he does not memorial process