CREATIVE INNOVATIVE PROJECT

ENGAGING APP FOR DYSLEXIC CHILDREN

ABSTRACT

- ✓ Dyslexia is a specific language disorder of neurobiological origin. The condition causes reading, writing and speaking issues amongst growing children.
- ✓ It is characterized by poor word recognition, spelling and decoding abilities.
- ✓ This condition prevails despite having higher cognitive abilities and receiving effective classroom experience.

<u>AIM</u>

- ✓ We propose to give an engaging android application for dyslexic children with textual and visual support.
- ✓ The app will help them improve their word recognition, spelling abilities and vocabulary.
- ✓ We have come up with a few engaging levels for the same.

↓ LEVEL 1 : SPELL CHECK

Aims to teach them how to spell few words (one at a time) with visual aids and sounds. There be a list of word categories (places, transport, animals etc.,) that the user can choose from. After choosing the category, there will be a list of letters and pictures. They should be able to match the picture from the letters given in the phonic wall (each alphabet has a phonic sound. If you click any letter in the phonic wall it'll tell its phonic sound) and fill it in the blank.

♣ LEVEL 2 : MORE SPELL CHECK

Here, they should fill the blanks just like in level 1. But the user spells three words at a time. Otherwise, the way to occupy the blanks remains the same. The player must spell the set of 3 words correctly three times in a row in order for the words to be "learned."

↓ LEVEL 3: VOWEL STRENGTH

Here, focus is on making the user to learn words with vowels. There'll be a list of all vowels that the user may choose. After choosing the vowel it'll display the words (and pictures) with the chosen vowels in it. The user may choose the word that he/she wishes to spell. Then that word is displayed with one blank which the user has to fill and spell the word. This is repeated until each letter is blanked and filled.

↓ LEVEL 4 : CONSONANT STRENGTH

Focus is on making the user familiar with consonants. This module functions like module 3. Only difference is that here consonants can be chosen by the user and they can proceed further (Like in module 3 ->each letter is blanked ->to be filled by the user ->done till the entire word is learnt).