### **1. 🌟 Word Rocket Launch**

**Learning Focus:** Vocabulary Matching (e.g., food, animals)  
 **Core Mechanic:** Visual-word match → vertical progression

**Step-by-step Gameplay:**

1. Player sees 3–4 image options (e.g., apple, dog, chair)
2. A word is spoken and shown briefly (e.g., “apple”)
3. Child taps the matching image → correct = rocket fuels up
4. After 3 correct matches = rocket launches a stage higher
5. Final launch: full blastoff with sound + rainbow trail

**Support Mechanics:**

* **Combo meter:** streaks make rocket go faster, trail becomes more colorful
* **Misfire animation:** wrong tap → rocket hiccups, small smoke puff
* **Unlockable parts:** collect new rocket boosters or flags

### **2. 🍩 Donut Builder**

**Learning Focus:** Reading & Word Recognition  
 **Core Mechanic:** Word-label matching → object construction

**Step-by-step Gameplay:**

1. A customer (animated animal) orders a donut: “I want choco and star!”
2. Display 4–5 topping options with text
3. Player drags correct labeled toppings onto the donut
4. After correct completion → donut gets boxed and served

**Support Mechanics:**

* **Happy/Sad reaction:** customer reacts with “Yummy!” or “Ehh?”
* **Order variations:** toppings change each round, include fun or tricky words
* **Sticker Book:** every successful order gives a sticker for the “Bakery Wall”

### **3. 🎧 Sound Safari**

**Learning Focus:** Listening comprehension (animal sounds, basic commands)  
 **Core Mechanic:** Audio recognition → tap target

**Step-by-step Gameplay:**

1. A sound plays: e.g., “Meow” or “Jump!”
2. 4–6 image tiles appear (animals or actions)
3. Player taps the one that matches
4. Right = animal does a cute animation; wrong = shakes head

**Support Mechanics:**

* **Speed Round Mode:** faster sounds, more options
* **Treasure Hunt Path:** each success leads explorer through the jungle map
* **Voice option:** advanced mode asks child to repeat sound to find the animal

### **4. 🎈 Balloon Builder**

**Learning Focus:** Vocabulary: Colors, Shapes  
 **Core Mechanic:** Answer-driven inflation

**Step-by-step Gameplay:**

1. Prompt appears (voice + simple word): “Red”, “Triangle”
2. Player picks from several balloon designs
3. Correct = balloon grows; wrong = no change
4. After 3–5 correct, balloon pops in fun way

**Support Mechanics:**

* **Balloon Gallery:** track unique balloons created
* **“Pop Party” Mode:** multiple fast prompts = pop many in a row
* **Customization:** unlock faces/stickers for balloons

### **5. 🐸 Lily Pad Leap**

**Learning Focus:** Sentence Completion (Simple Present)  
 **Core Mechanic:** Sentence gap fill → platformer movement

**Step-by-step Gameplay:**

1. Display partial sentence: “I \_\_\_ pizza”
2. 3–4 lily pads show options: “like”, “eat”, “run”
3. Frog jumps to selected word
4. Correct = leap forward, wrong = frog sits confused

**Support Mechanics:**

* **Bonus bug snacks:** collect insects during leap for bonus
* **River map progression:** cross river, unlock new world (swamp, lake, garden)
* **Retry mechanic:** replay missed question to cross gap

### **6. 📦 Word Delivery Truck**

**Learning Focus:** Word-image matching  
 **Core Mechanic:** Drag to match → delivery logic

**Step-by-step Gameplay:**

1. Boxes with words appear: e.g., “dog”, “car”, “hat”
2. Houses have visual labels (picture signs)
3. Drag box to matching house
4. Right = house lights up and small fireworks go off

**Support Mechanics:**

* **Speed delivery mode:** deliver before time runs out
* **Fuel meter:** each correct match refuels truck
* **Decor unlocks:** decorate the delivery truck with fun paint or horns

### **7. 🎀 Sentence Dress Up**

**Learning Focus:** Basic sentence structure (SVO)  
 **Core Mechanic:** Build sentence → visual change

**Step-by-step Gameplay:**

1. Display a goal: “Make a correct sentence”
2. Word blocks appear: e.g., “The dog”, “jumps”, “the ball”
3. Drag into order → press Done
4. If correct: dress-up character changes outfit and dances

**Support Mechanics:**

* **Clothing themes:** complete sets unlock fancy costumes (ninja, fairy, etc.)
* **Silly mode:** incorrect sentence = mismatched silly outfit
* **Gallery wall:** saved favorite sentence styles

### **8. 🍓 Smoothie Maker**

**Learning Focus:** Grammar: Like/Don't like + food  
 **Core Mechanic:** Formula recognition → process animation

**Step-by-step Gameplay:**

1. Character says “I like bananas and milk”
2. Player selects correct items and drops into blender
3. Press Start → smoothie spins, character reacts happily
4. Wrong = blender sputters

**Support Mechanics:**

* **Ingredient unlocks:** exotic fruits unlocked with wins
* **Color splash combo:** correct streak = smoothie changes colors dramatically
* **Pet reaction:** pet next to blender gives feedback (loves or hates it)

### **9. 🏡 Home Word Hunt**

**Learning Focus:** Vocabulary + Reading clues  
 **Core Mechanic:** Reading comprehension → object finding

**Step-by-step Gameplay:**

1. Simple text clue appears: “Find something to sit on”
2. Room shows 6–8 clickable objects
3. Child clicks the correct item (chair)
4. Animation plays (chair dances, lights up)

**Support Mechanics:**

* **Room themes:** kitchen, bedroom, bathroom – unlock with progress
* **Time limit variation:** beat the timer for star bonus
* **Trophy Shelf:** keep a toy from each successful hunt

### **10. 🌼 Magic Word Garden**

**Learning Focus:** Sight words / High-frequency words  
 **Core Mechanic:** Audio cue → word recognition → growth

**Step-by-step Gameplay:**

1. Audio prompt: “the”
2. 3–4 sight words appear on seeds
3. Player selects correct seed → plants in garden
4. Correct = flower blooms; wrong = flower wilts

**Support Mechanics:**

* **Garden expansion:** grow more rows, design garden layout
* **Daily blossom:** bonus word of the day gives rare flower
* **Insect friends:** bees, butterflies visit happy flowers