Fun-Time Phonics Edits 1.8.15

**Unresolved Issues:**

1. Splash screen and activity screens should be: **Admin/Score**. Done



1. Selecting the “Beginning Sounds” box from the Admin page takes the user immediately to that lesson rather than requiring that the green arrow be used to finalize the selection. The arrow needs to be used for all selections (as I understand it). This seems needlessly complicated

**\*\*\*\* Jimmy, I disagree, but we can discuss.**

1. We will always use one of three different sets of text on the Admin/Score page green arrow.

Return to Lesson X

Play Lesson X

Replay Lesson X

1. I'm not sure where this text should be. There is no difference between playing a lesson and replaying a lesson.

The text will be inside the arrow. There may be no difference in functionality as far as Play/Replay, but “Replay” is how parents/users know that lessons may be attempted again.

1. Not sure this is the correct functionality:

I select an answer and am taken to the answer feedback screen.

From there, I go to the Admin/Score screen, then use the “Back” arrow.

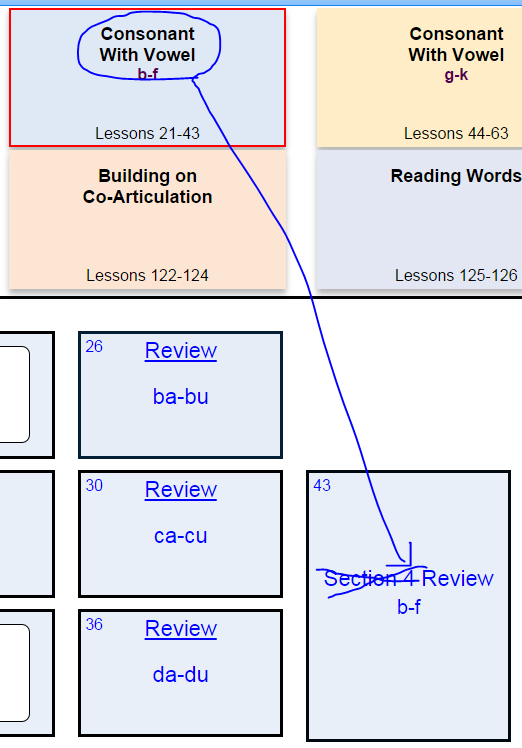
The arrow takes me to the beginning of the specific activity again, even though I’ve already completed that particular activity. Shouldn’t it take me to the answer feedback page I was most recently on? Probably, but doing so would require very extensive changes to the code

**\*\*\*\* If the user is jumps to Admin/Score from answer feedback, and then decides to return (Back arrow) from Admin/Score, the user should go to the next activity. If they jump to Admin/Score from the last activity feedback, and then return, they will go to the lesson feedback page.**

1. If I select a graphic to hear the word while the instructions are still playing, the audio overlaps. I can disable the replay buttons during the animation

\*\*\*Please do disable the buttons during the animation if this is the only way to prevent the audio from overlapping.

1. Change “Section 4 Review” to “Consonant With Vowel Review.” \*\*\*Make same change as necessary in other reviews.



1. The way the letters were originally shown on the Admin/Score page is how they should be shown in the lessons. So rather than “Lesson 1 – m” it would be “**Lesson 1 /m/**.” Fixed

**\*\*\*This hasn’t been done for /t/.**

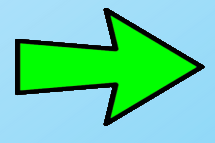
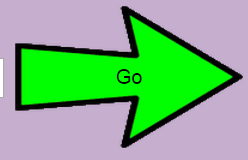
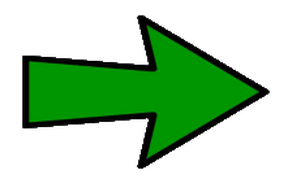
A description...

1. /t/ and /d/ are missing from the lesson headings.

A description...

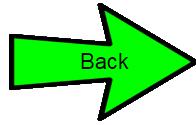
**New Edits:**

1. The first time I opened this, the audio “Welcome to Fun-Time Phonics…” didn’t play until the Splash screen had been up for several seconds.
2. All arrows (Splash screen, login page, and lessons/activities) have a rough/shaky looking black outline. Is it possible to correct this?

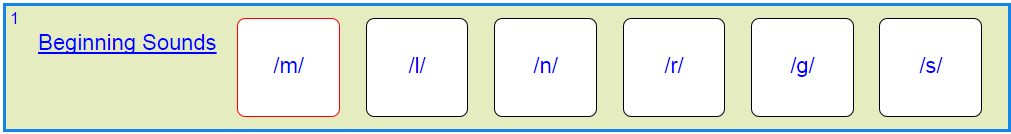
  

**Admin/Score screen:**

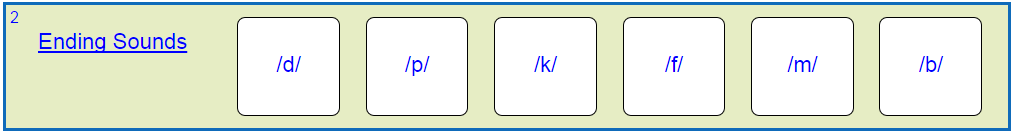
1. When I first opened this screen, the arrow said “Back,” although I had not yet begun any of the activities (and I did clear cookies before opening). It should say “Play Lessons 1-7.”



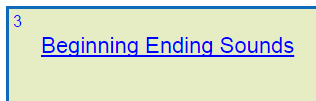
1. /t/ is missing.



1. /t/ is missing



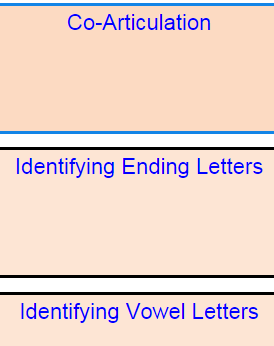
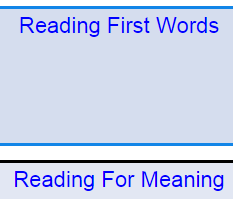
1. This should say “Beginning and Ending Sounds.”



1. All boxes: Can the line be lowered slightly so it doesn’t touch any of the letters?

A description... A description...

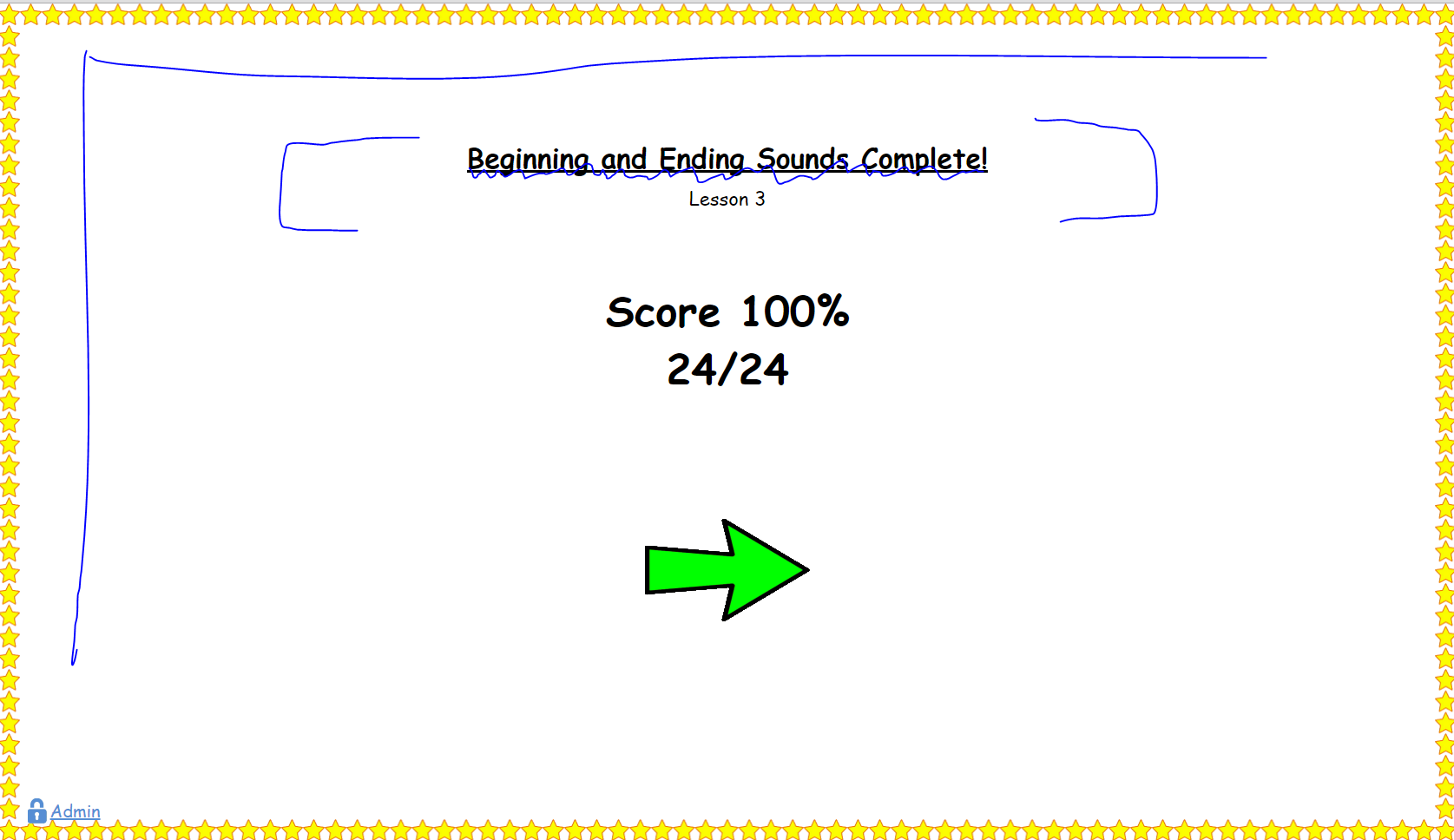
1. These lesson descriptions aren’t underlined like the rest of the lesson descriptions. Should they be?

1. In the Beginning and Ending Sounds activities, is it possible to have “Beginning” or “Ending” subtly highlighted or shown in a different color to indicate which (Beginning or Ending) activities the user is doing?

This page looks much better! Just needs a few more changes:

1. Make the stars larger so they fill up a wider margin around the page (see lines below).
2. Remove the underline from “Beginning and Ending Sounds Complete!” (and other titles for other lessons).
3. Increase size of “Beginning and Ending Sounds Complete!” so it fills the space indicated below.



1. Raise Admin/Score link so it’s not touching stars.



1. There was no audio for Lesson 6 (Say the Word).
2. Lesson 7 was a blank screen.