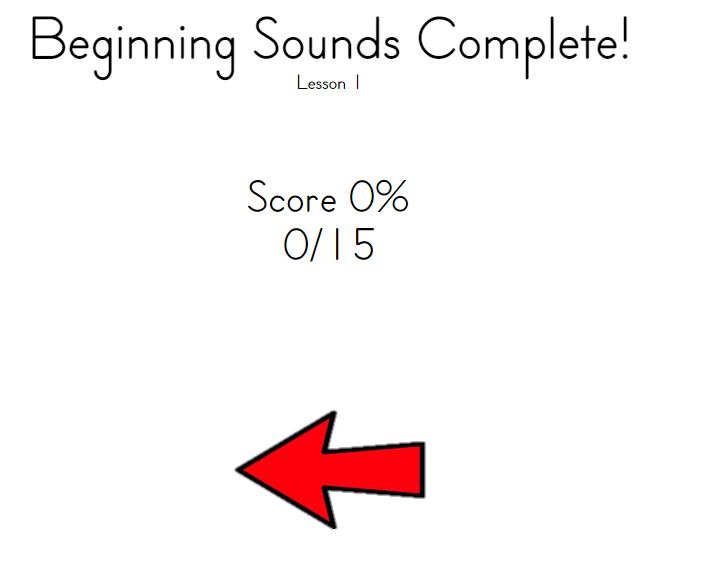
1. Green Arrows:  Let’s switch to the fatter, more rounded green arrows.  The green arrow outline on the current arrow looks bitmapped. Done
2. Activities:  Let’s put the word “Next” on the green arrow after an activity answer response. Done
3. Please switch app font to Verdana Done
4. Check all lessons: “Instructions” is not always capitalized. (See lesson 4.) Fixed
5. Do we need to say anything on this page like, “Try again,” or “You need more practice,” etc.?

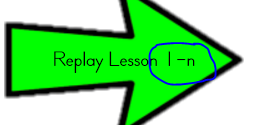
\*\*\*\* How about “Nice try, let’s practice this some more!” Added (with placeholder audio for now)



1. Looks like there’s an extra space between “1” and the colon, but that may be the font. New font seemed to fix this
   1. 
2. Did Michael address Jimmy’s question re: the scoring? ~~I finished lesson 3 and moved on to 4 and then went to admin to replay lesson 3, but it just showed the completed screen. When I clicked the arrow, it went to lesson 4. This also happened when I was playing lesson 5 and went to admin, clicked on Lesson 4 but would not let me replay when I clicked the replay lesson 4 arrow.~~ Returning to a completed lesson will now reset the lesson. I'm confused as to how this is supposed to work in lessons 1 and 2. Since the activities for lessons 1-g,l,m,n,r,s apply their score to lesson 1, so replaying any of them will also cause the user to partially replay lesson 1 (for example, if you complete all of lesson 1 with sublessons with 100% then replay just lesson 1-s, you will be replaying activities 14 and 15 of lesson 1, so when you reach the score screen, your score will be 13/15 at worst and 15/15 at best). I suggest we separate the scoring of the sub-lessons from the scoring of their parent lesson, so instead of one score for all of 1, 1-m, 1-l, 1-n, 1-r, 1-g, 1-s, each would have its own score and score screen.

\*\*\*\* I think scoring the games individually will just complicate the menu. Playing lesson 1 or 2 doesn’t take a lot of time—and many students that begin the program will probably already know their letter sounds, so I suggest if someone replays one of the games, it will reset the entire lesson.

1. The spaces before and after the dash are not equal. Fixed with new font



1. Lessons 4 and 5: In these lessons there are two screens shown for each lesson, each with three graphics and audio icons. On the first screen there is no opportunity to listen to the audio by using the audio icons; selecting the icons during the instructions causes the word’s audio to overlap with the instructions audio, and then the screen changes as soon as the instructions end on the first screen. It’s only on the second screen, after the instructions have ended, that one can use the audio icons. Do we want to add a pause at the end of the first screen’s instructions? Or have a “back” button so users can go back and hear those first three words once the instructions on screen 2 are completed?

\*\*\*\* I suggest we just remove the sound icons from “Red, head, and bed” Done

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Audio Edits

1. We need to replace Julianna’s Splash screen audio with Jacqueline’s (don’t know if that’s been recorded).

**Jacqueline’s audio:**

1. Lesson 2: There is an awkward pause after “in” in “Listen for the ending sound in…\_\_\_\_ and \_\_\_.”
2. Lesson 3, correct audio feedback: “\_\_\_\_ and \_\_\_\_ end with the same sound” sounds halting and pieced together.
3. Lesson 3 incorrect audio feedback: “\_\_\_\_ and \_\_\_\_ do not end with the same sound” doesn’t have the correct intonations in the correct places; almost sounds like there is more to the sentence but it’s been but off. “…do not end with the same sound” should sound more final.
4. Lesson 4 incorrect audio feedback: Sounds like a slight halt/glitch just before the word “rhyme” in “\_\_\_ does not rhyme with \_\_\_.”

**Jimmy’s audio:**

1. All lesson instructions: Jimmy sounds a little despondent when he says, “then touch the green arrow to begin.” His voice gets particularly deep and low at the end.
2. /d/, /p/, /k/, /f/, /m/, /b/: owl has break after the word “in” and the words.

Lesson 3

1. ending sounds—teacher correct feedback is hurried at the end. The mouth movement continues after the audio ends.

**Owl words**

Lion—sounds warbled

Rain—n ending sound

Giggle—more g and ending le—slower

Kid—d ending sound

Ham—m ending sound

Cat—t ending sound

**Teacher Words**

Nap—sounds like m not n

Crumb—m ending sound

Dish—d sounds like b???

Fast—lower volume, t ending sound

Beg (Can’t hear beginning sound)

net—sounds like “met”