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## **1. Executive Summary**

### **1.1 Objective:**

The main aim of this mobile app is to educate nursery kids in a gaming methodology. The target audience of this app are kids of age 3 to 5 years who are all attending their nursery school. This app provides an easy way for kids to learn and write alphabets, numbers and other basics such as shape identification in an easy way. This app also provides a way to test their skills after completing their reading and writing practises which can be useful for both parents and teachers to assess their kids ability. This app provides reading, writing practise for alphabets and numbers to kids. Some of the existing app provides features for only reading the alphabets and numbers. No app has any feature for providing training for writing practises for nursery kids.

### **1.2 Modules of the app**

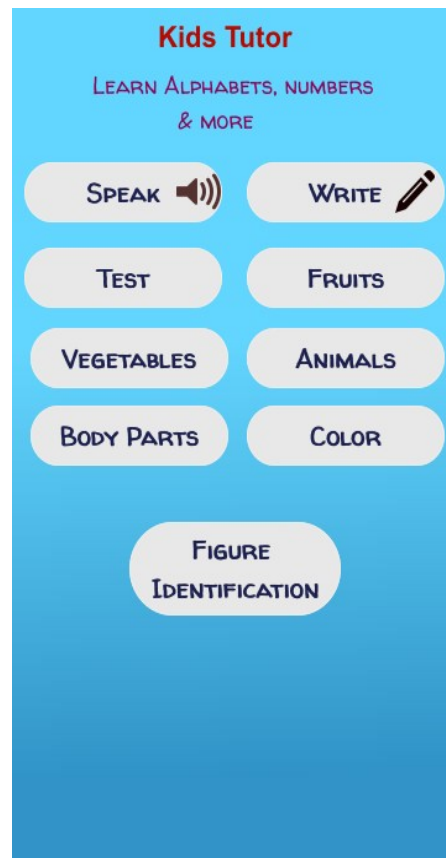
- Speak – provides training for the kids to recognize alphabets and numbers
- Write – provides an attractive teaching and practise arena for kids to have writing practise
- testing – provides some test to assess kids ability after completing the first two modules
- Other modules – Shapes identification, Plants part identification, Body parts identification, Recognizing colors.etc

### **1.3 First time experience to kids**

At the first itself three years kids cannot recognize about English or alphabets. So this has to be guided with the help of parents or teachers. To make them the GUI as friendly this app provides a self-explaining way such as a tour about the app will be provided which can make them more easy to understand about the way this app has been organized.

## 2. Module Description

The home page of this app will provide a pleasant appealing to the user.



*Figure1: Home page*

### 2.1 Reading or Speaking (alphabets or numbers) module

This module will have rich interactive features such as alphabets will be spelled out when that speaking option is pressed. This module uses collection of alphabets fragment rather than having grid view representation. In grid view representation there are many chances for the kids to get confused in recognizing the alphabets. In this fragment collection each alphabet will appear separately in the screen so that kids can understand each alphabet or number clearly. They can swipe the screen to move to the next alphabet.

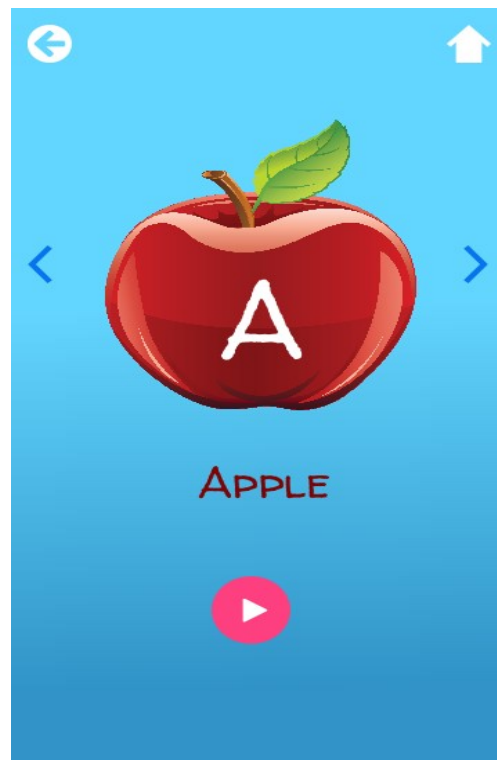


Figure2: Reading module

## 2.2 Writing (alphabets or numbers)module

This module reminds us the old school teaching methodology for writing. In this module first kids should select the alphabet or number they want to practise. Then a blinking cursor will appear on the screen. Kids should keep their finger on that cursor and should practise according to that cursor's movement.

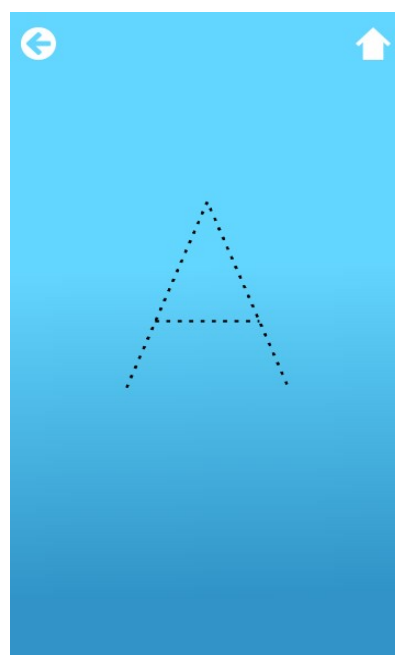


Figure3: Writing module

### 2.3 Testing module

This module is similar to an analytical engine. Questions will be exposed on the screen(also provided with BOT speaking feature) and kids should answer to that question. Complexity of the question will not go beyond their age. The ability of a kid can be analysed **against the average skill rate of a nursery going kid**. Kids can be rated as according to their skills and this can help teachers and parents to monitor their kids learning progress.

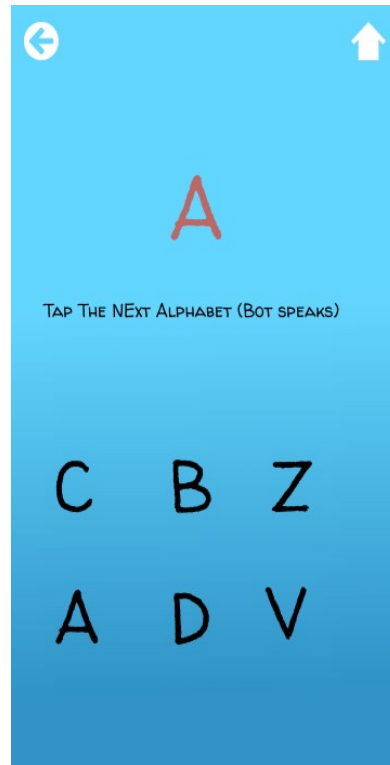


Figure4:testing module

#### Evaluation process of the testing module:

1. When correct option is selected by the kids they will be directed to the next question.

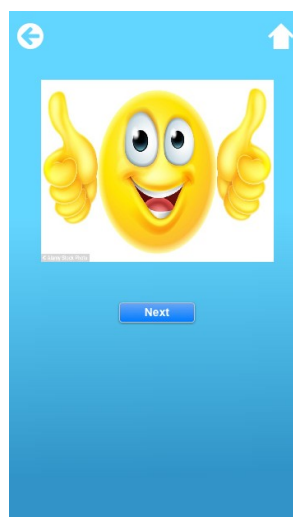
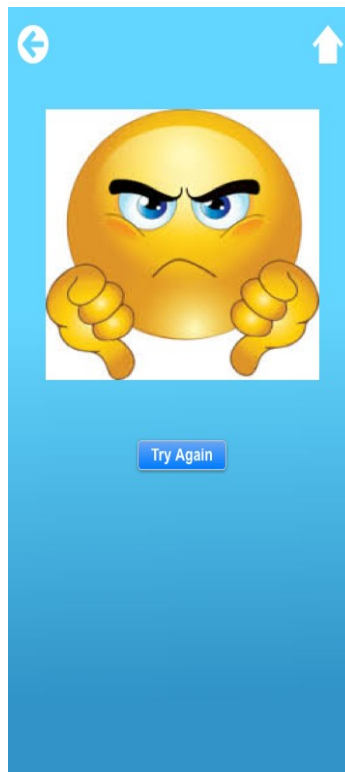


Figure5: Evaluation for correct answer

2. When wrong option is selected kids will be provided a second chance for reselecting the option.



*Figure6: Evaluation for wrong answer*

## 2.4 Other module

These are the modules which should be updated to the current requirement or status of the kids. Some examples are Shapes identification, Body parts identification,.. etc.

### 3. Stages in developing the app

#### 3.1 Stage I

In this stage the overall requirement, design and functionalities have been identified. The main functionality of this app is to educate a kid in a more better way so that kids can enjoy learning.

#### 3.2 Stage II

The use cases of this project are identified. The **target audience of this app is nursery kids** and supporting use cases are parents and teachers. So mock up work has been started. This stage went for two weeks. Layouts have been proposed for better user interactive features.

#### 3.3 Stage III

This app has been designed to have series of releases having variety of features in each release.

- In the first release the main functionalities of the app will be delivered and this can be achieved within two weeks. This includes the reading and writing practise modules
- In the second release other basic modules such as shapes identification, body parts identification etc. can be added to this.
- In the third release testing module will be added to this app.