

## Existing solutions

- DoodleSpell - <https://www.educationalappstore.com/app/doodlespell>:

Proxima™, the award-winning in-built intelligence that powers DoodleEnglish, builds an individual work programme that's perfectly tailored user's level, strengths, and weaknesses. They work on short, snappy exercises that conveniently fit around busy schedules. They can even use it offline and upload progress later. Motivational features ensure they come back every day feeling more and more confident about their maths.

- Spelling Monster - <http://spellingmonster.com/>:

Spelling tool that allows kids to practice their spelling lists and words with fun interactive spelling games.

Features:

- Comprehensive activity for practicing spelling words
- Add your own spelling words
- Can be used on-the-go no internet connection required
- Statistics Charts

- SpellWizards - <https://spellwizards.co.uk/>:

Spellwizards is a web based app that aims to help young children in all stages and in all years of primary school to enhance and develop a multitude of literacy based skills. Logging in via the website parents, teachers and children can access different types of information within the site all of which are aimed specifically to whoever the user is. For instance a parent or teacher has access to progress reports on their child so they can track their performance as they learn.

Technologies:

- a. Back End: Node.js, Express.js, Sequelize, MS SQL, Microsoft TFS + CI Octopus (automated deployment), STS Authentication, SNS/SQS Push Notifications, DynamoDB (feedback API)
- b. Front End: JavaScript, ReactNative
- c. Agile management, UI/UX design, manual testing (Mocha/Chai/Sinon), automated API testing