PROPOSAL OF STANDARD ACTIVITIES FOR THE APP. CEIP ROSA DE GÁLVEZ AND UMA

HOME SCREEN: selection of activities or workshops (scenarios)			
ACTIVITIES	**PERFORMANCE**	**REQUIRED FUNCTIONS**	**EXTRAS**
All activities can be graded by difficulty (more letters, syllables or words, greater variety of vocabulary and more complex) so that the user's age can be selected and thus offered the activity adjusted to their age.			
Avatar	The user will choose an avatar by selecting features to make it. The avatar can accompany you in carrying out activities and can offer you help in case the user requires it.	- Selection of example words: blue eyes, brown hair...	Music and sound effects
Reading career	The user will have a text to read and a time controller used for reading.	- Text to read and time chronometer - The text is dictated and recorded to control the time or pause button for Manuela control of the time	You can use a race line with a goal
Alphabet soup.	The user will have to sort letters to create meaningful words.	-join, select, letters, syllables and words	Music and sound effects.
Syllables puzzle	Sort syllables to create words.	-join, select, letters, syllables and words	Music and sound effects.
Words that fall and the user must catch	Sort words to create sentences	-join, select, letters, syllables and words	Music and sound effects. Images that facilitate understanding.
Dictate words	Create a list of words, written and possibility to read them. Example shopping list, ingredients for a recipe.	- Voice recorder. - Typing keyboard	Music and sound effects.
Audio stories	Select images to invent a story. The story will be dictated or written by the user	- Voice recorder. - Typing keyboard	Music to edit the audio story. Selection of background music and sound effects.

Reading images	Images with different actions and phrases alluding to these images will be presented, the user will have to join the image with the correct phrase.	Join texts with scenes of different actions.	Music and sound effects.
Seeker	The user will be presented with a diversity of objects and depending on the words that come out he will have to look for them on the stage.	- Random words to read. Selecting the object on the Stage	Music and sound effects.
Storytelling	The user will select images and texts to create their own stories.	Selection of images and texts. Recorded voice of the text to be able to listen to the story created.	Music and sound effects.
Scenarios/workshops			
Laboratory	The user will find a complete scenario (objects typical of a laboratory) with his avatar to be able to do experiments. You will select the utensils and materials you need for your experiment and they will be done digitally. Example: Inflate a balloon with baking soda and vinegar inside a bottle. You can be given directions on how to do it (avatar help) You will be offered several experiments and the user will choose which one to do following the prompts (written in a text)	- Scenario - Materials to select - Text with indications for the realization of the experiment. - Join objects - Audio of the texts.	Music and sound effects.

Kitchen	The user will find a complete scenario (objects typical of a kitchen) with his avatar to be able to make recipes. You will select the utensils and ingredients you need for your recipe and they will be made digitally. Example: Prepare a sandwich You can be given directions on how to do it (avatar help) You will be offered several recipes and the user will choose which one to do following the instructions (written in a text)	- Scenario - Materials to select - Text with indications for the realization of the recipe. - Join objects - Audio of the texts.	Music and sound effects.
Theatre	The user will find a complete stage (objects typical of a theater, costumes, scenarios ...) He will use his avatar to be able to make the scenography of his poetry recital You can be given directions on how to do it (avatar help) You will be offered various poems and costumes to select the dress of your avatar. It will record the poetry and its avatar will recite it with the user's voice.	- Texts. (poetry) - Mobility of the avatar for the poetry recital. - Selection of costumes to place the avatar.	Music and sound effects.