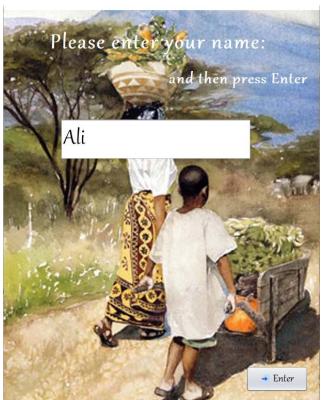
EDUCATIONAL DIGITAL ACTIVITIES

The story is briefly about a child saving money to buy a bicycle. By playing these educational games, the student will gain money (score) and help the little child. The educational digital activities aim to show students the importance of helping others and empathy.

Welcome Page:



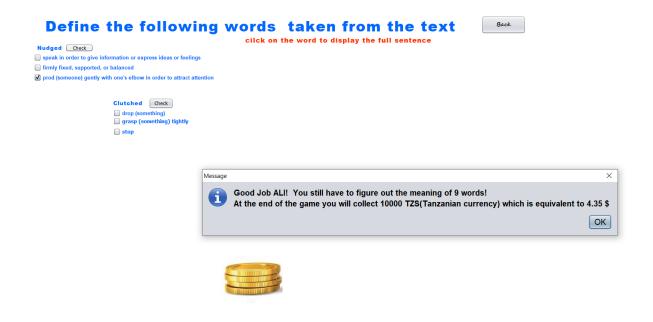


Main Menu:



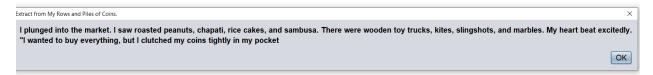
Activity 1: Define Word

Each correct answer will increase the score (money) and the pile of coins



To display the sentence extracted from the text you just have to click on the word





Incorrect answer



Activity 1 completed



Activity 2: Synonyms and Antonyms

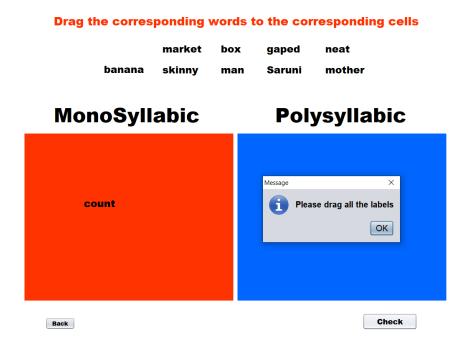








Activity 3: Monosyllabic and Polysyllabic words







Go back to Main Menu

gaped

count

man neat

box

banana

mother

market

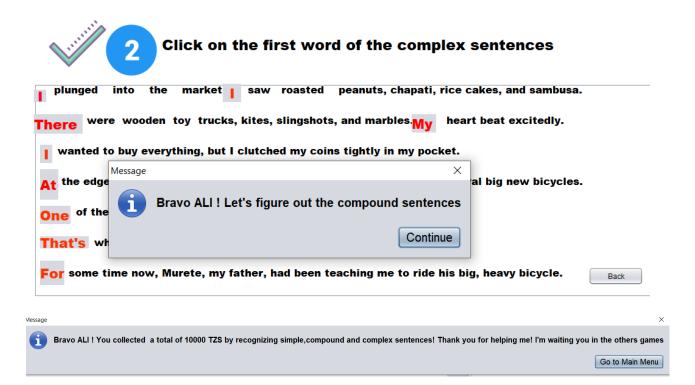
skinny

Saruni

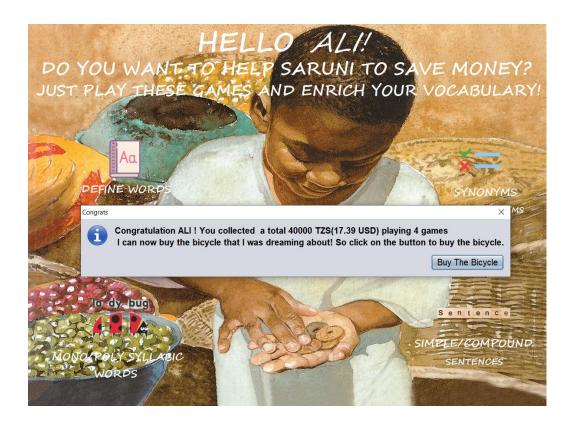
Activity 4: Simple and compound sentences







After completing the four activities:



Click on the bike to buy it for Saruni



Moral of the game

Thank you so much for helping Saruni. Always remember that what doesn't mean anything to you can mean a lot for others.
Live,love and help others.
Here some famous life quotes about helping:
"We only have what we give."
- Isabel Allende
"You have not lived today until you have done something for someone who can never repay you."
— John Bunyan
"No one is useless in this world who lightens the burdens of another."
— Charles Dickens
"No one has ever become poor by giving."
— Anne Frank, diary of Anne Frank: the play
"There is no exercise better for the heart than reaching down and lifting people up."
- John Holmes

Exit