Our goal in this project is to create a mobile application that targets users between the ages of 7 and 10, aiming to teach them practical skills they can use in their daily lives through a clear and simple interface. In line with this purpose, we designed our application interface to be minimalistic and understandable, while also incorporating various animations and visuals to enhance the user experience. We aimed to make the educational games and tests enjoyable for the users. We used a consistent color palette and selected an appealing font for the text to make the application visually engaging.

On our login page, we asked the user to enter their name, surname, and age. We stored this information using various variables to use them in subsequent pages and the score table. We also implemented a warning message if the user enters incomplete information. Once the user enters their information and clicks the login button, they are directed to the main menu. This simplified the access to the login and games since the user can reach their desired content with just two clicks. The main menu includes nine different educational applications and a score table. We supported each page with animations and aimed to facilitate visual learning. For example, in our directions game, we added a walking human animation to explain the directions using arrow animations on this character. We followed a similar approach with a walking duck animation in the test section. We tried to engage the user with dynamic animations on each game and educational page, aiming to maintain their interest throughout the activities.

**Seasons activity:** We first added a text explaining the seasons, and then defined 4 pages, each page describing one season. We used animations related to each season on every page (e.g., falling leaves in autumn, snowfall in winter). After the educational part, we created a 4-page test. On each page, we placed 12 images related to the seasons and asked the user to click on the images related to that season and then press the "Next" button. When the user clicked on an image for the first time, a checkmark animation appeared on top of that image, and when clicked again, it disappeared. When the "Next" button was pressed, the images with checkmarks were counted, and scoring was done accordingly. When the "Finish" button was pressed, the final score was displayed and recorded in the score table.

**Days of the Week:** When the user clicks on this activity, they are presented with a text discussing the days of the week, followed by an animation that transitions between the days when the user presses the forward and backward buttons. After the user reinforces their knowledge on these pages, when they click on the test section, we added a test that asks the user to correctly identify the days of the week in order, one by one. This way, we have taught the user both the names and the sequence of the days.

**Months of the Year:** When the user selects this educational section, they are presented with information about the months, including their order in the year, the season they belong to, and their characteristics. We also included animations in this section. In the test section, we prepared separate questions for each month, expecting the user to know the order of the month in the year and the season it belongs to. Based on their answers, we scored their performance.

**Number Memory:** When the user clicks on this game, they are presented with instructions on how to play the game and a "Start Game" button. Here, we used a grid view to display a number image in each grid. Then, using a timer, we made four random numbers visible one by one and then invisible again. After the four numbers are displayed, we started an animation related to memory, and during this time, we asked the user to enter the numbers they remembered. After pressing the "Next" button, we played the same game in reverse order, and when the user finished, we scored their performance based on their answers.

**Spelling:** When the user clicks on this tab, they are presented with brief information and animations about spelling. After showing some examples, the user clicks on the "Start" button to proceed to the game section. Here, we used five different sounds and added megaphone animations. Whichever megaphone animation the user clicks on, it played as long as the sound was playing, allowing us to determine which sound the user listened to. Then, we asked the user to write the word they heard and its spelled form, and based on their answers, we scored their performance.

**Multiplication:** In this section, we explained the multiplication operation to the user in simple terms. Then, to reinforce their understanding, we designed a fun calculator where they can enter numbers and see the results. When the user proceeds to the next page, we asked them questions about basic multiplication, multiplication by 1, and multiplication by 0, and collected their answers, scoring their performance upon completion.

**Eyeball Practice:** In this section, we aimed to help the user regain their focus by opening this section and following the ball when their attention is distracted. We made the interface fun by using a Pokémon ball animation both at the beginning and throughout the page.

**Find The Picture:** In this section, the user is directly presented with a game. We provide four words and expect the user to click on the image related to the given word. We score the user for each correct click.

**Clock Reading:** In this section, we provided the user with information on how to read both analog and digital clocks. When the game starts, we expect the user to read and answer the given digital and analog clocks. We adorned the game with animations and scored the user based on their correct answers.

**Scoreboard:** In this section, we displayed the user's profile information and the scores they obtained from the games. Each time the user re-enters a game, we ensured that their new score is updated instead of the old one. Additionally, we added relevant animations next to the user's profile information and scores, and included a button for them to easily return to the main menu.