Activities Proof Template

1) **Pattern:** *Let's Play and Mobile Rivalry*
   Solution: *Adding game elements to make the learning process more fun and promoting collaborative activities among learners in which they compete for the same goal.*

2) **Pattern:** *Little by Little*
   Solution: *The proposed activities in the application should be presented in small and understandable topics.*

3) **Pattern:** *Respect the differences*
   Solution: *The proposed activities should be customized for the learners according to their limitations and learning style, so that each student will receive different activities and at different stages of the learning process.*

4) **Pattern:** *Give Them a Treat e Keep Them Posted*
   Solution: *Learners must have the sense of accomplishment, which can be achieved through motivational messages or in-app rewards. In addition, it is important that learners are always informed of their evolution throughout the stages, so that they are aware of what knowledge and skills have already been acquired.*

5) **Pattern:** *Be Active*
   Solution: *The learner must stay active in the application, so keep the learner engaged in activities such as theoretical questions or practical exercises.*