

## Consolidation or game screen



- Fun interactive activity to consolidate letter recognition and increase pupil engagement/enjoyment of subject

Template: Pelmanism Layout type 2 from GBL template library

<https://www.dropbox.com/sh/j7d7ejul9cfie6y/AAAaVJnDTysu4an5XPh6PEw6a?dl=0>

Game would look something like the below, across JI and SI and beyond, with the cursive pathway also matching cursive letters to pre-cursive?

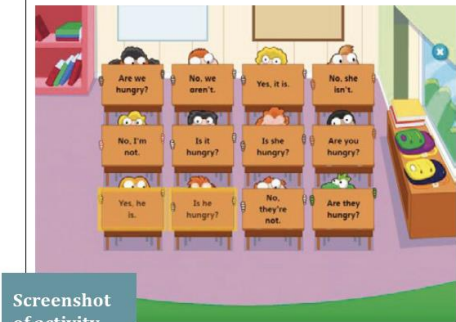
The cursive/pre-cursive activities could be linked to the matching pages in the cursive pathway.

	Pre-cursive		Cursive
JI level	Matching lower-case to lower-case pre-cursive letters		Matching lower-case to lower-case cursive letters
			Matching lower-case cursive letters to lower-case pre-cursive letters
SI level	Matching upper-case to upper-case pre-cursive letters		Matching upper-case cursive letters to upper-case cursive letters
	Matching lower-case to upper-case pre-cursive letters		Matching upper-case cursive letters to lower-case cursive letters

This is the game here

## 17 Non-Flip Pelmanism

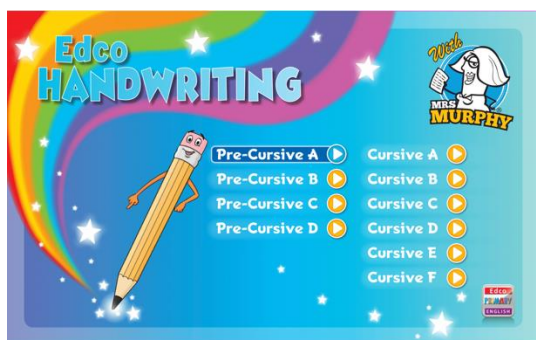
### 17.1 Layout Type 1

Layout	Description
	<ul style="list-style-type: none"><li>• This is a Non-Flip Pelmanism activity.</li><li>• The user has to match the pairs.</li><li>• By default all the desks are open, revealing their content.</li><li>• The user needs to click on two different desks in order to match them.</li><li>• A desk gets highlighted when clicked upon.</li><li>• If their content matches (i.e. correct) the desk remains highlighted.</li><li>• If their content doesn't match (i.e. incorrect) they get un-highlighted.</li></ul>

Artwork – we need to make different from original see instructions from Sofie , make sure it's bright, and friendly with a little humour (as with sample) so children enjoy playing.

#### Pre-cursive menu path

First menu select pre-cursive A as shown



To access the game you click on the game icon green lozenge from the pre-cursive A menu screen below



This takes you to the games screen



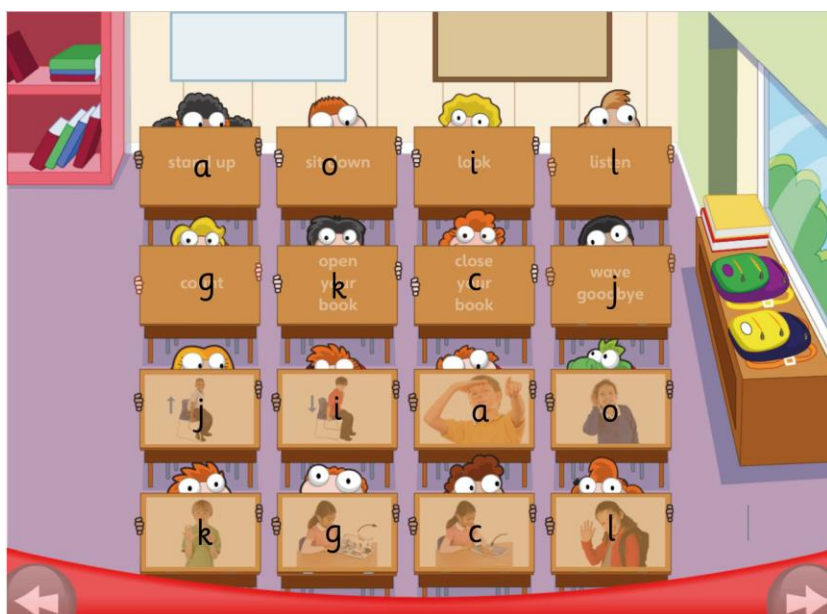
Then you click on game green lozenge the game opens full screen and you can start to play. We need to replace the current image of the game with the correct one once the artwork is drawn.



### Pre-cursive game

Matching lower-case to lower-case pre-cursive letters

Please see example of how it should work below. The desks just have letters on them (I've just edited the existing game as an example but the original text and images shouldn't be there) .



Desks start shut

You click on desks to find a match

Clicking on the same letter is a match so the desk stays open

The second match letter has a different lighter background as shown above

An incorrect match the desk shut and you try again

Once everything is matched game is over and you can start again

Please use the same font as the below screen you can copy across the white circles and put them on the desk might help with readability (but not pen symbol)



All levels will have the same game but with different content. However lets get Pre-Cursive A signed off first before we do the rest