The clock activity is 2 seconds behind. I figured that it is 2 seconds behind after I had tested it. The way I tested is by looking at a world clock and comparing it to the clock activity in sugarizer. I realized that the world clock had ticked on 12 two seconds before the clock activity which means the clock activity is wrong by 2 seconds. They can edit the html file and change seconds to two seconds ahead.

The speak activity would not make any sound. I tried refreshing the page but the only outcome was the lip movements of the image. One way to fix the problem might be to edit the HTML file that was created for this activity. And make the sound level work and if muted then unmute it.

In the calculate activity when I enter (3)2 in the calculator it is displayed as: UNEXPECTED PART "PART 2" (CHAR 4). I know this is wrong because when I enter the same question into an calculator on my phone, I get 6. So to solve this problem I think the best method would be to again edit the html file and add to and explain that parentheses mean to multiply.