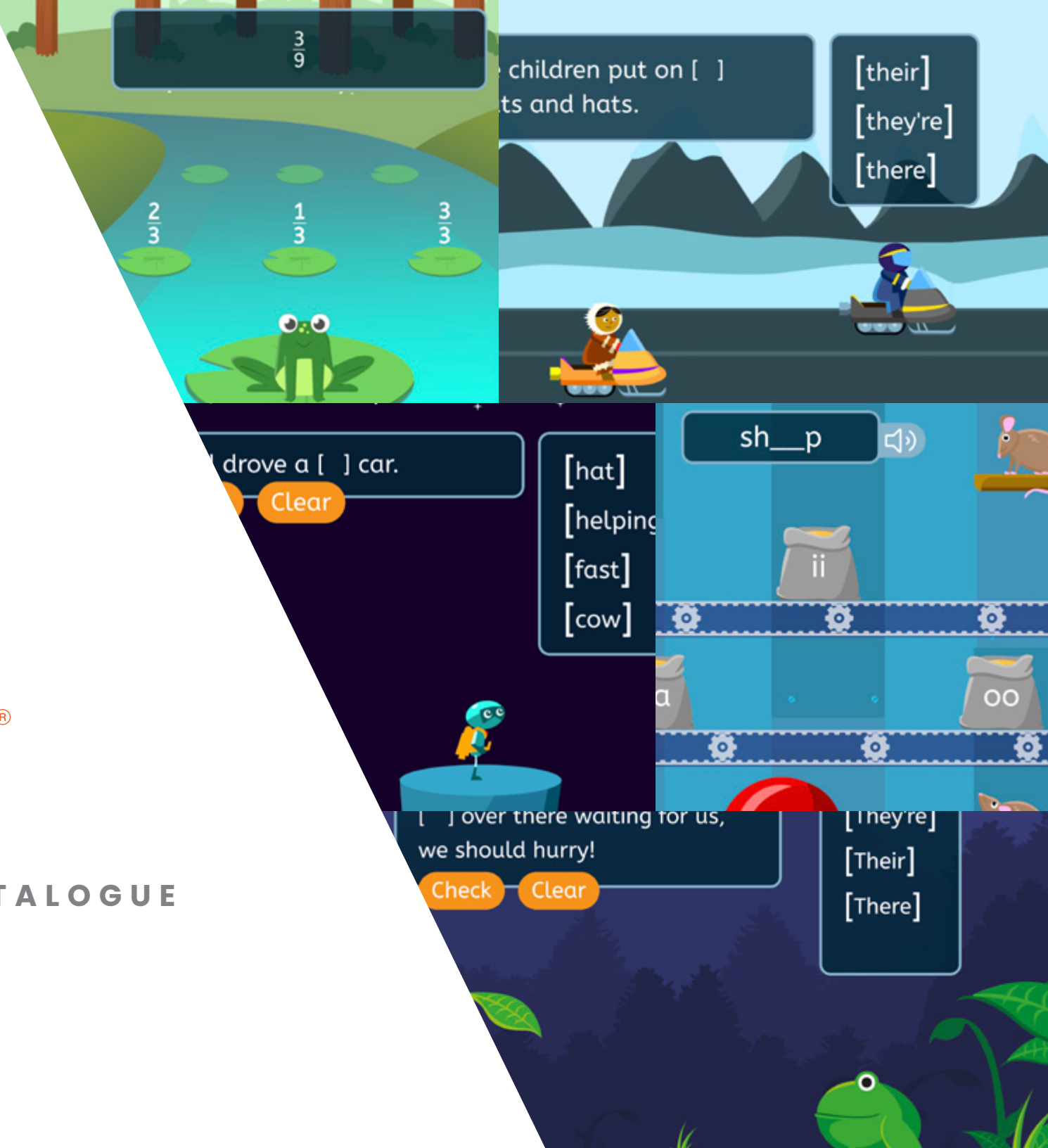


# seedling<sup>®</sup>

GENERATE

ACTIVITIES CATALOGUE



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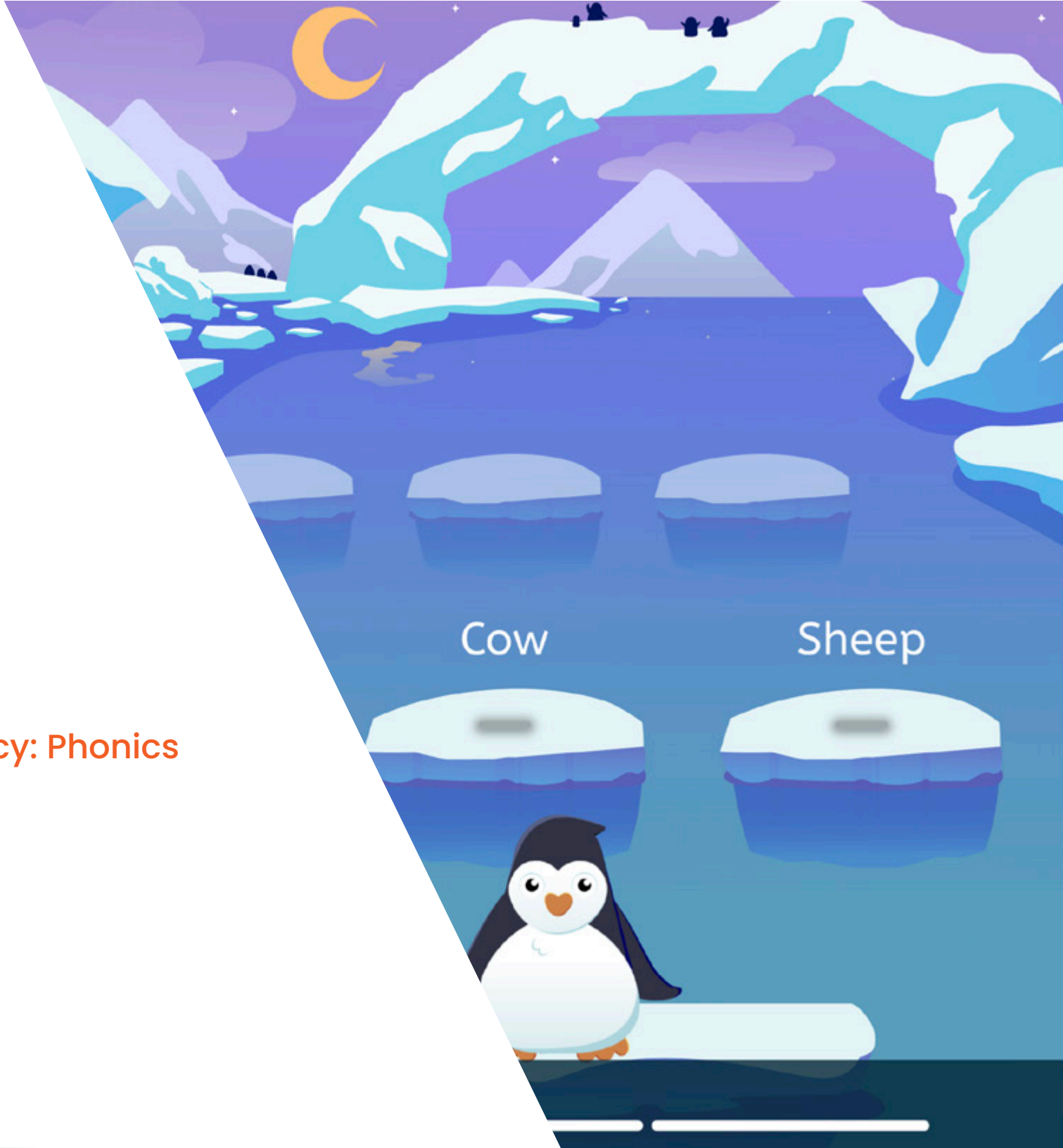
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## Language & Literacy: Phonics

These activities are ideal for practicing early stage literacy skills such as phonics and basic spelling.



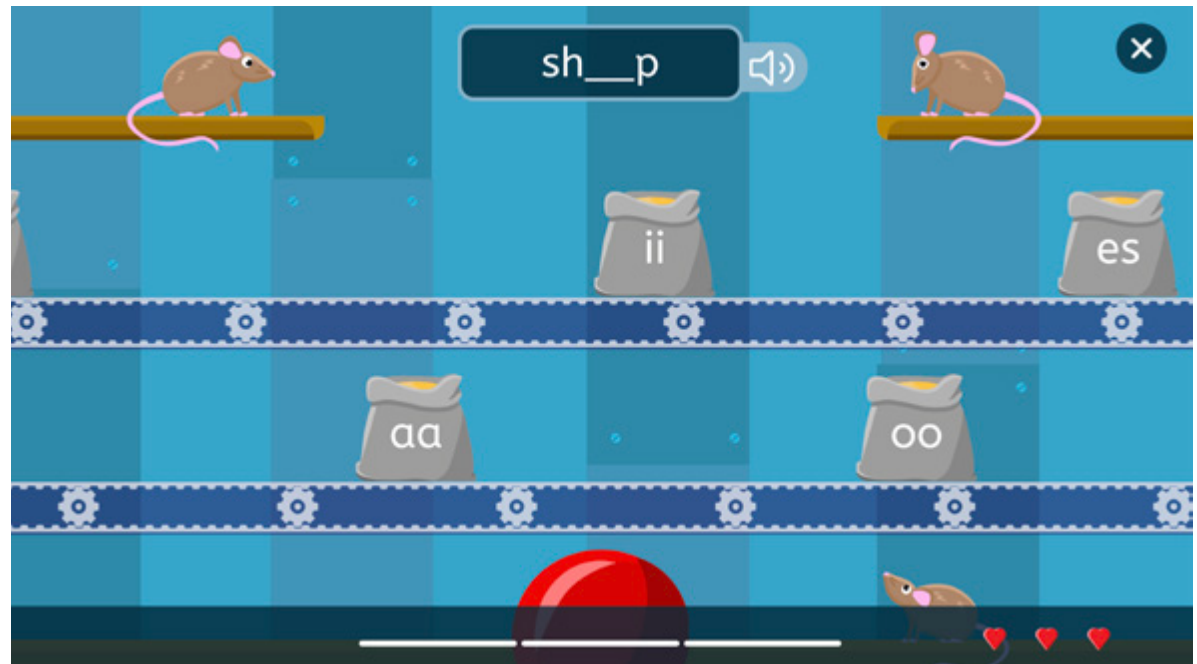
Cow

Sheep

## Activity: Knockdown

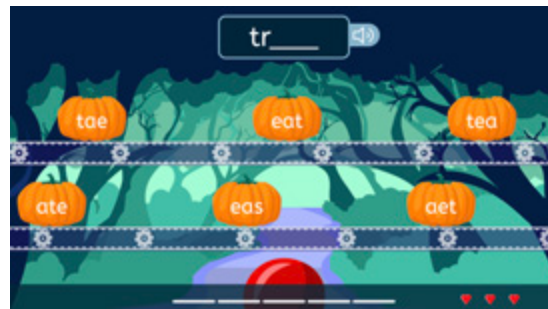
**Knockdown** is an engaging educational activity. Players answer questions or complete statements by knocking over the correct targets. The game-engine offers a satisfying physical element to the learning activity. Players throw a projectile at the target they wish to knock over.

Editors can use this activity to create practice activities for a wide variety of skills in any subject and in any language.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



*Knockdown is installed with our default "barn house" theme, however, you can customize it entirely to include any scene and practice any topic.*

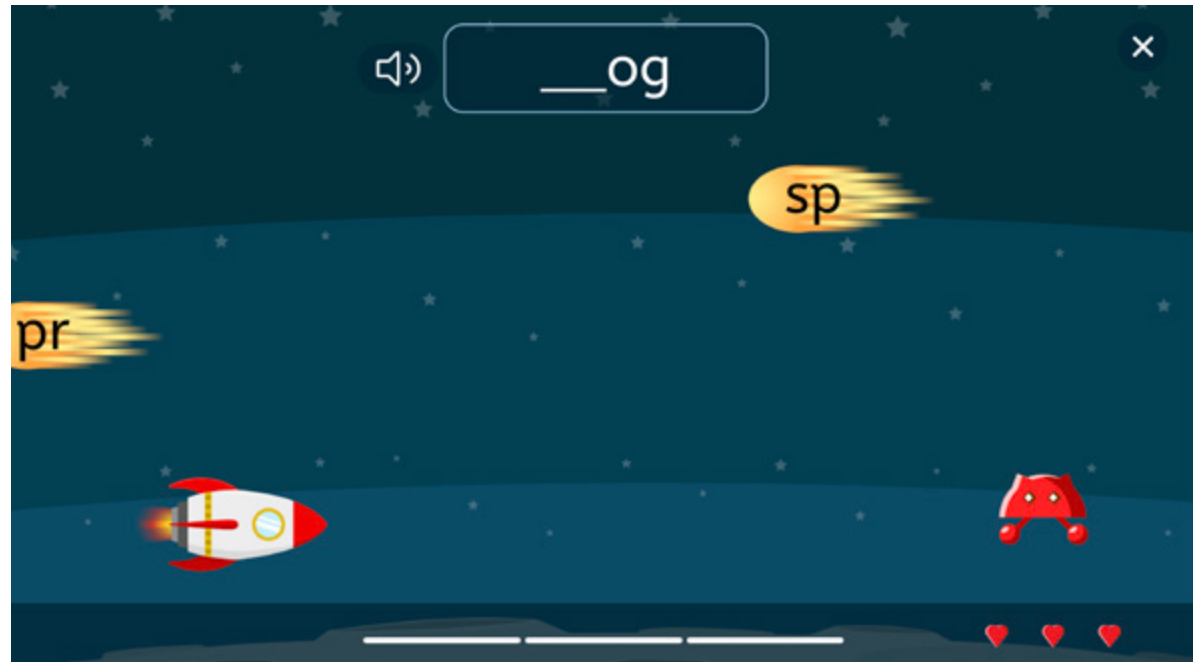
### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
-  **Keyboard Controls:** Keyboard alternatives for control
-  **Colors:** Set background and foreground colors for text and panels
-  **Images:** Change all game images and add/adjust alt tags
-  **Sounds:** All text can be accompanied by appropriate sound files
-  **Assisted Motor Control:** Large drop zones and keyboard alternatives

## Activity: Rocket Trip

**Rocket Trip** delivers a fun and interactive learning experience where players complete tasks to help a rocket progress on its journey. The game involves listening to instructions and selecting or interacting with the correct answers to solve challenges, promoting skills such as comprehension, decision-making, and attention to detail. Editors can create “missing letter” activities or “choose the answer” activities.

The combination of playful visuals and rewarding feedback ensures players stay engaged while building foundational skills in an enjoyable and motivating environment.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



*Rocket Trip comes installed with our default 'space' theme but it can be customized to your needs. The meteor graphics can be changed out to allow for longer answers or to create a completely new theme.*

### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
-  **Keyboard Controls:** Keyboard alternatives for control
-  **Colors:** Set background and foreground colors for text and panels
-  **Images:** Change all game images and add/adjust alt tags
-  **Sounds:** All text can be accompanied by appropriate sound files
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## Activity: River Beaver

**River Beaver** is a delightful interactive experience that combines environmental themes with learning challenges. A variation of **Rocket Trip**, **River Beaver** has been designed to enable longer answers to be displayed on screen. The game-play encourages comprehension, decision-making, and critical thinking in an engaging format.







A charming natural setting that features vibrant river-scapes and an animated beaver. The combination of environmental elements and rewarding game-play keeps players motivated, making learning fun!



### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics

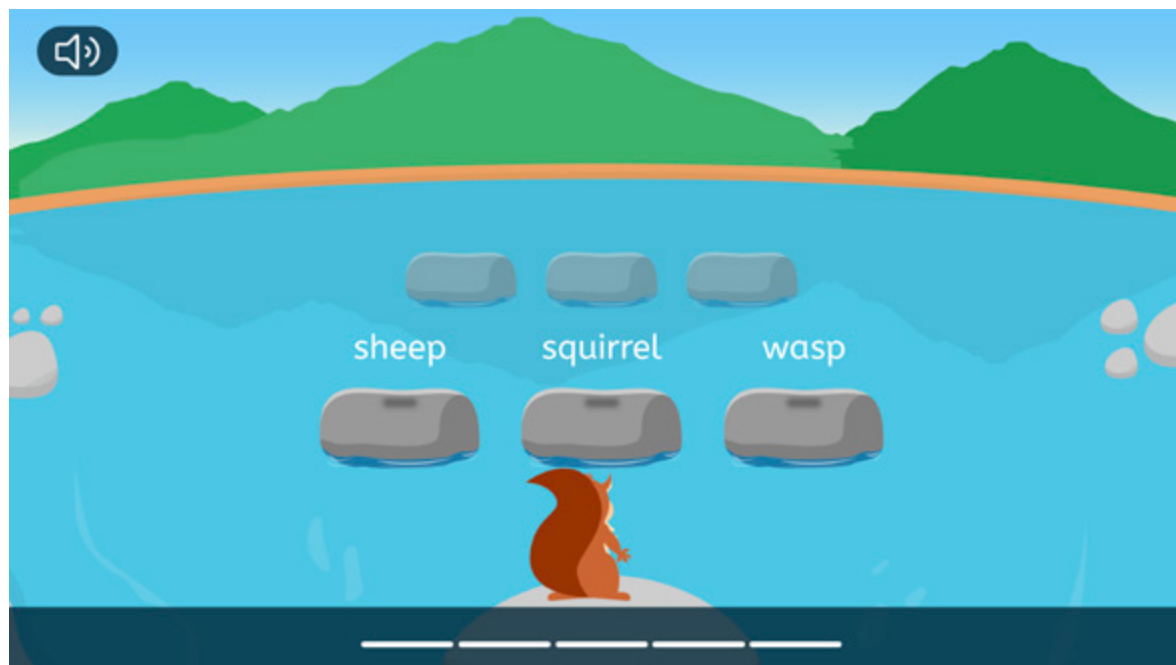
### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
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-  **Assisted Motor Control:** Large drop zones and keyboard alternatives

## Activity: Squirrel Hop

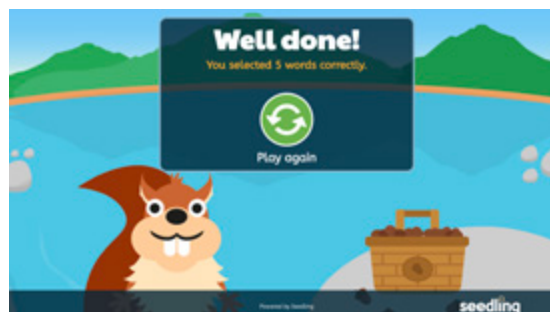
**Squirrel Hop** turns learning into an engaging adventure! Players listen to an audio prompt and select the rock whose label matches. Each correct answer sends the squirrel hopping closer to the other side of the lake, creating a sense of accomplishment with every leap.

This game can be used to create a fun and engaging repetition practice activity. However, editors have also used this activity to create a simple listening quiz where each set of rocks has a different correct answer to be identified, enabling practice of more complex word sequences.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



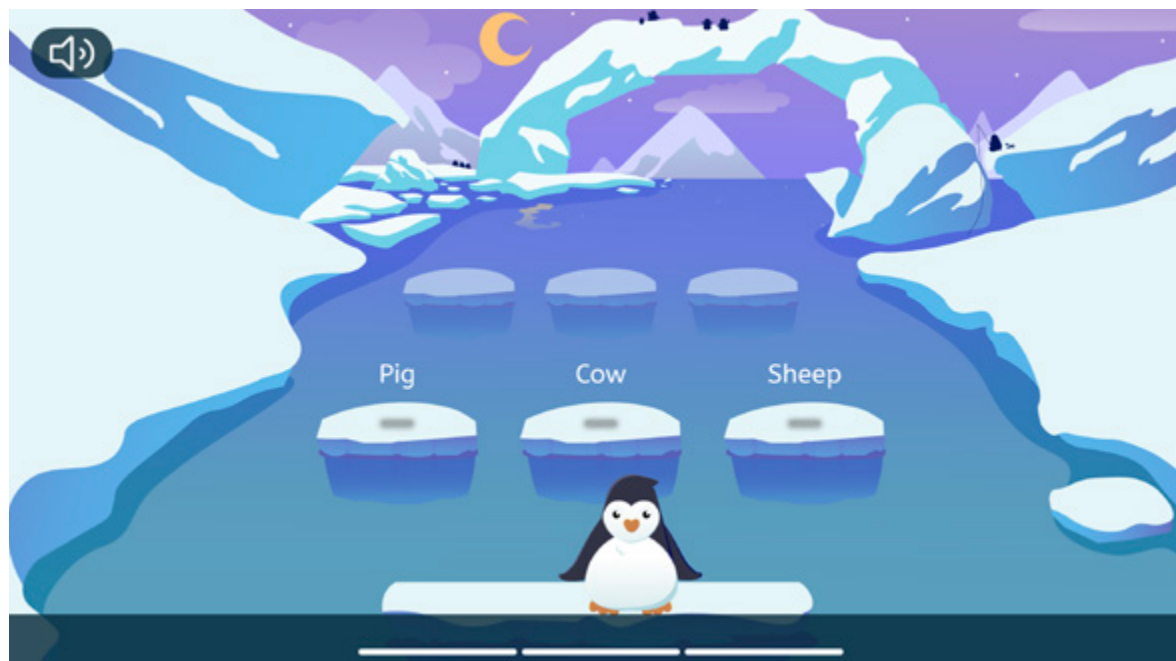
### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
-  **Keyboard Controls:** Keyboard alternatives for control
-  **Colors:** Set background and foreground colors for text and panels
-  **Images:** Change all game images and add/adjust alt tags
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## Activity: Penguin Hop

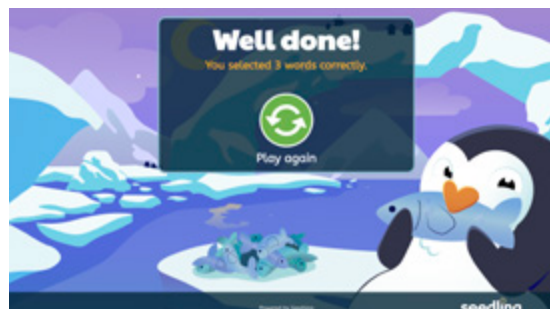
**Penguin Hop** is a variation on the **Squirrel Hop** activity. Players guide the penguin over the ice flow by answering questions and selecting the correct iceberg. Each correct answer sends the penguin jumping closer to the goal, to reach the last iceberg and his pile of fish.

The ultimate goal? Help the penguin safely cross the ice while boosting your skills. With its interactive game-play and rewarding progression, **Penguin Hop** makes practice both fun and motivating!









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



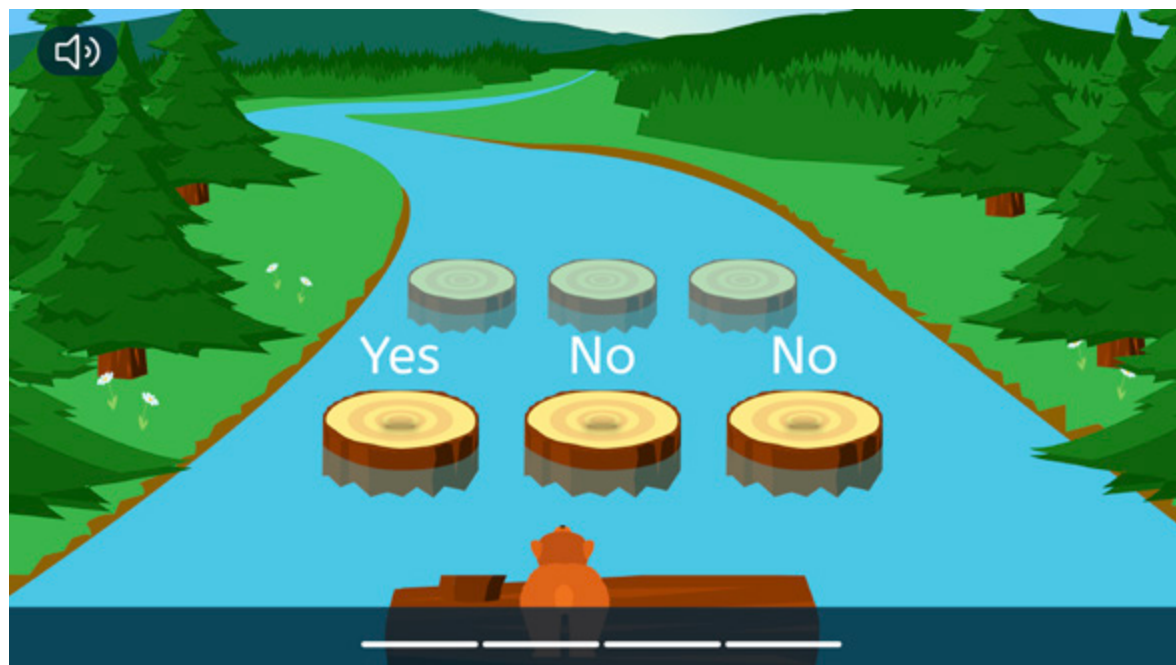
### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
-  **Keyboard Controls:** Keyboard alternatives for control
-  **Colors:** Set background and foreground colors for text and panels
-  **Images:** Change all game images and add/adjust alt tags
-  **Sounds:** All text can be accompanied by appropriate sound files
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## Activity: Bear Hop

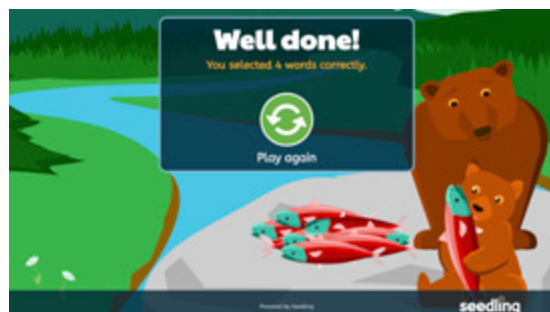
**Bear Hop** is another variation of **Squirrel Hop** and turns learning into an engaging adventure! Players guide the bear cub along the river to reach her mother and the salmon. Each correct answer sends the little bear jumping closer to her goal, creating a sense of accomplishment with every question.

This activity can be used for listen and repeat practice or for a more challenging question and answer game.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics




### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
-  **Keyboard Controls:** Keyboard alternatives for control
-  **Colors:** Set background and foreground colors for text and panels
-  **Images:** Change all game images and add/adjust alt tags
-  **Sounds:** All text can be accompanied by appropriate sound files
-  **Assisted Motor Control:** Large drop zones and keyboard alternatives

## Language & Literacy: Stories

Create interactive stories and other reading resources using these activities as your starting point.

An illustration of a brown wolf's face on the left, looking towards a pile of orange carrots on the right. The background consists of green hills and a purple sky. The wolf's mouth is slightly open, showing a pink tongue. The carrots are piled together with green leafy tops.

“Now, if you could just wait last one. We can set off soo

## Activity: Interactive Story

**Interactive Story** offers editors the ability to create rich interactive stories that can be used to practice skills or teach any concept. Editors can add a unique full-screen image, written content, voice over and SFX audio for each page of their story. They can also add an alternative language version of each page, so dual language stories are possible.

This activity can be used in conjunction with other arranging and spelling activities to support language development by reinforcing word recognition, sentence structure, and storytelling skills.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



*Read-along stories can be created in any style to suit learners young and old.*

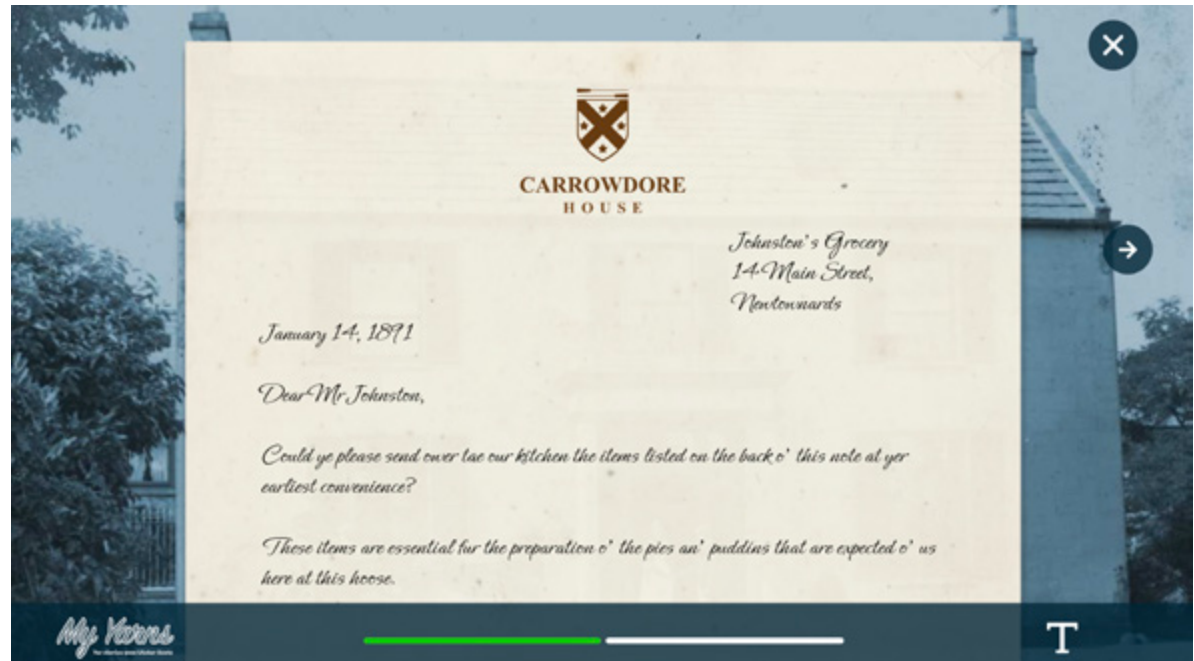
### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
-  **Keyboard Controls:** Keyboard alternatives for control
-  **Colors:** Set background and foreground colors for text and panels
-  **Images:** Change all game images and add/adjust alt tags
-  **Sounds:** All text can be accompanied by appropriate sound files
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## Activity: Writing (Letter/Journal)

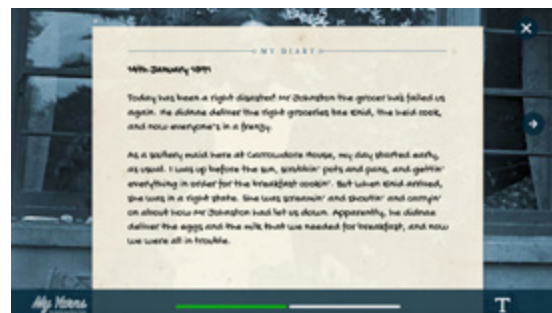
**Writing (Letter/Journal)** is a variation of our **Interactive Story** activity. It enables editors to create reading content in the form of a letter or journal entry.

It can be used to add depth and color to a series of game-based activities, enabling publishers to create an immersive reading experience.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



The same activity can be used to create journal-style reading content.

### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
-  **Keyboard Controls:** Keyboard alternatives for control
-  **Colors:** Set background and foreground colors for text and panels
-  **Images:** Change all game images and add/adjust alt tags
-  **Sounds:** All text can be accompanied by appropriate sound files
-  **Assisted Motor Control:** Large drop zones and keyboard alternatives



## Language & Literacy: Spelling

Create spelling resources that are both challenging and engaging using these activities.

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## Activity: Word Arranger

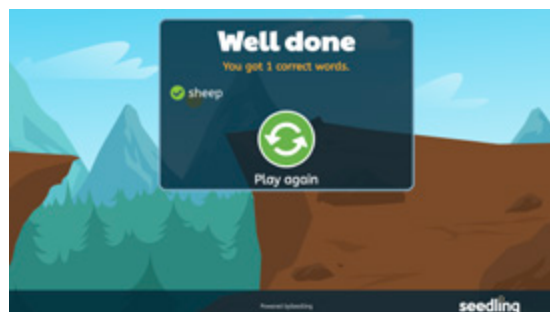
**Word Arranger** is an engaging drag and drop experience that enables learners to build words from a set of letter tiles. Players are tasked with rearranging a jumbled set of letters into a correct word. Editors can offer specific distractor tiles to make this activity more challenging.

The activity's interface is clean and intuitive, with draggable letter tiles that make the process tactile and interactive. Immediate feedback ensures players stay motivated and learn from mistakes.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



*The design can be changed suited to your theme and questions for your teaching!*

### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
-  **Keyboard Controls:** Keyboard alternatives for control
-  **Colors:** Set background and foreground colors for text and panels
-  **Images:** Change all game images and add/adjust alt tags
-  **Sounds:** All text can be accompanied by appropriate sound files
-  **Assisted Motor Control:** Large drop zones and keyboard alternatives

## Activity: Racers (Word Slider)

**Racers (Word Slider)** is an exciting interactive that combines spelling with a racing theme to make learning fun and engaging. Players are tasked with arranging scrambled letters into a correct and meaningful word. Each correctly arranged word progresses their racer toward the finish line, blending spelling skills with the thrill of competition.







The game-play includes a bonus feature: answering three questions correctly in a row activates a speed boost, propelling the player past multiple competitors in one go.



### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics

### Accessibility Options

-  **Font and Text Controls: Set font style, scale and color**
-  **Keyboard Controls: Keyboard alternatives for control**
-  **Colors: Set background and foreground colors for text and panels**
-  **Images: Change all game images and add/adjust alt tags**
-  **Sounds: All text can be accompanied by appropriate sound files**
-  **Assisted Motor Control: Large drop zones and keyboard alternatives**

## Activity: Word Tumblers

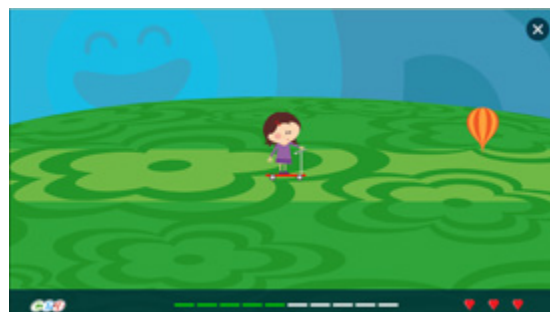
**Word Tumblers** is an interactive game that combines elements of sorting and word-building to practice spelling skills. Players are tasked with arranging letters into their correct order to form a word. This activity focuses on logical thinking and spelling, helping learners practice essential language skills.

The game's design is dynamic and engaging, featuring clickable letter tumblers that make the sorting process intuitive, tactile and fun.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



*When the user provides a correct answer, the character moves across the screen to collect the prize. All text, audio and visual content can be customized to create any scene.*

### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
-  **Keyboard Controls:** Keyboard alternatives for control
-  **Colors:** Set background and foreground colors for text and panels
-  **Images:** Change all game images and add/adjust alt tags
-  **Sounds:** All text can be accompanied by appropriate sound files
-  **Assisted Motor Control:** Large drop zones and keyboard alternatives

## Activity: Syllable Tumblers

**Syllable Tumblers** is an interactive game that combines elements of sorting and word-building to reinforce grammar and comprehension skills. Players are tasked with arranging syllables into their correct order to form a word. This activity focuses on logical thinking and spelling, helping learners practice essential language skills.

The game's design is dynamic and engaging, featuring clickable letter tumblers that make the sorting process intuitive and tactile.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics

*Syllable Tumblers is installed with the default "Ice Racers" theme, however, you can customize it entirely to suit your needs.*

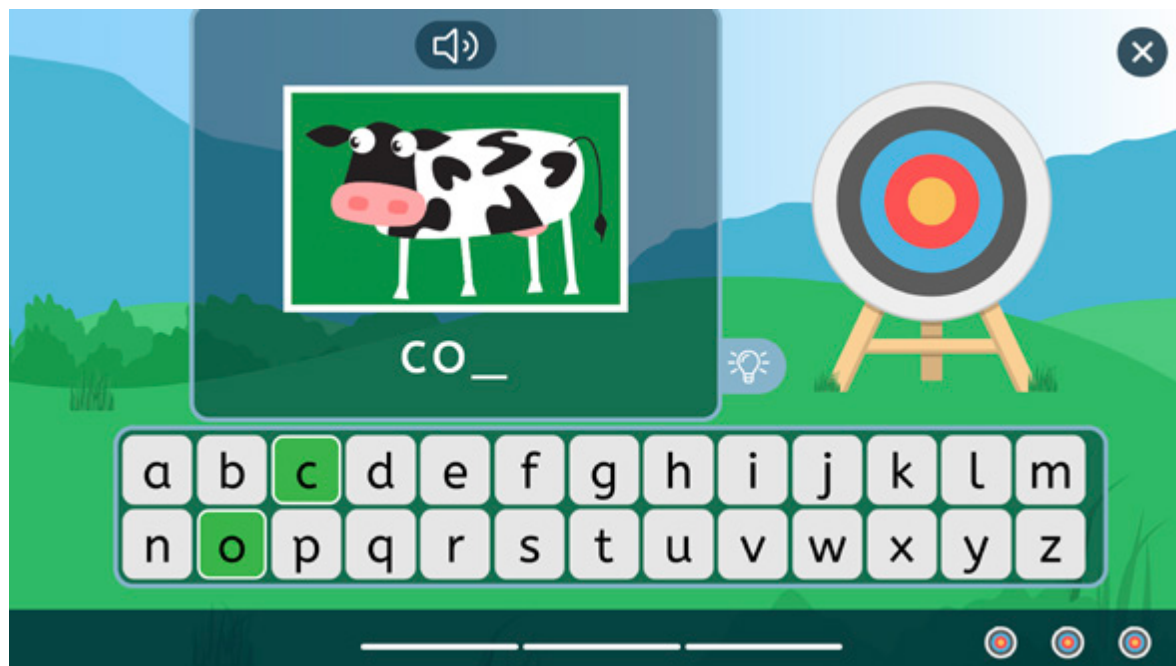
### Accessibility Options

-  **Font and Text Controls: Set font style, scale and color**
-  **Keyboard Controls: Keyboard alternatives for control**
-  **Colors: Set background and foreground colors for text and panels**
-  **Images: Change all game images and add/adjust alt tags**
-  **Sounds: All text can be accompanied by appropriate sound files**
-  **Assisted Motor Control: Large drop zones and keyboard alternatives**

## Activity: Archery Spelling

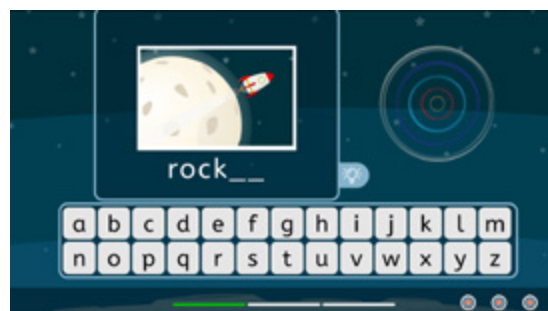
In **Archery Spelling**, players are tasked with selecting the correct spelling of a word that matches an image displayed on the screen. For each correct answer, the game rewards the player with a satisfying animation of an arrow being shot at a target, reinforcing their success. The more accurate the player's spelling, the more accurate the arrow will be.

The question images and on-screen keyboard are fully editable which means that virtually any content can be delivered using this activity.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
-  **Keyboard Controls:** Keyboard alternatives for control
-  **Colors:** Set background and foreground colors for text and panels
-  **Images:** Change all game images and add/adjust alt tags
-  **Sounds:** All text can be accompanied by appropriate sound files
-  **Assisted Motor Control:** Large drop zones and keyboard alternatives

## Activity: Junkyard Danger

**Junkyard Danger** is similar to the **Archery Spelling** activity. Players must choose the correct spelling of a word that matches the image shown on the screen. Each correct answer helps keep the character safe, preventing it from falling off the platform and into danger.







This simple yet effective design helps learners develop spelling skills while associating words with visual cues, encouraging active participation.



### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics

### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
-  **Keyboard Controls:** Keyboard alternatives for control
-  **Colors:** Set background and foreground colors for text and panels
-  **Images:** Change all game images and add/adjust alt tags
-  **Sounds:** All text can be accompanied by appropriate sound files
-  **Assisted Motor Control:** Large drop zones and keyboard alternatives

## Activity: Spider Drop

**Spider Drop** is similar to the **Archery Spelling** activity. It is an engaging educational game where players practice spelling skills by selecting the correct letters to complete words. A spider descends towards a hapless character. Players must correctly complete a word or phrase to prevent it from landing on his head.







The game's design is playful and visually fun, with a charming spider character and dynamic animations. This interactive approach combines learning with fun, helping players improve their spelling accuracy while staying entertained through the game's engaging mechanics.



### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics

### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
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-  **Colors:** Set background and foreground colors for text and panels
-  **Images:** Change all game images and add/adjust alt tags
-  **Sounds:** All text can be accompanied by appropriate sound files
-  **Assisted Motor Control:** Large drop zones and keyboard alternatives



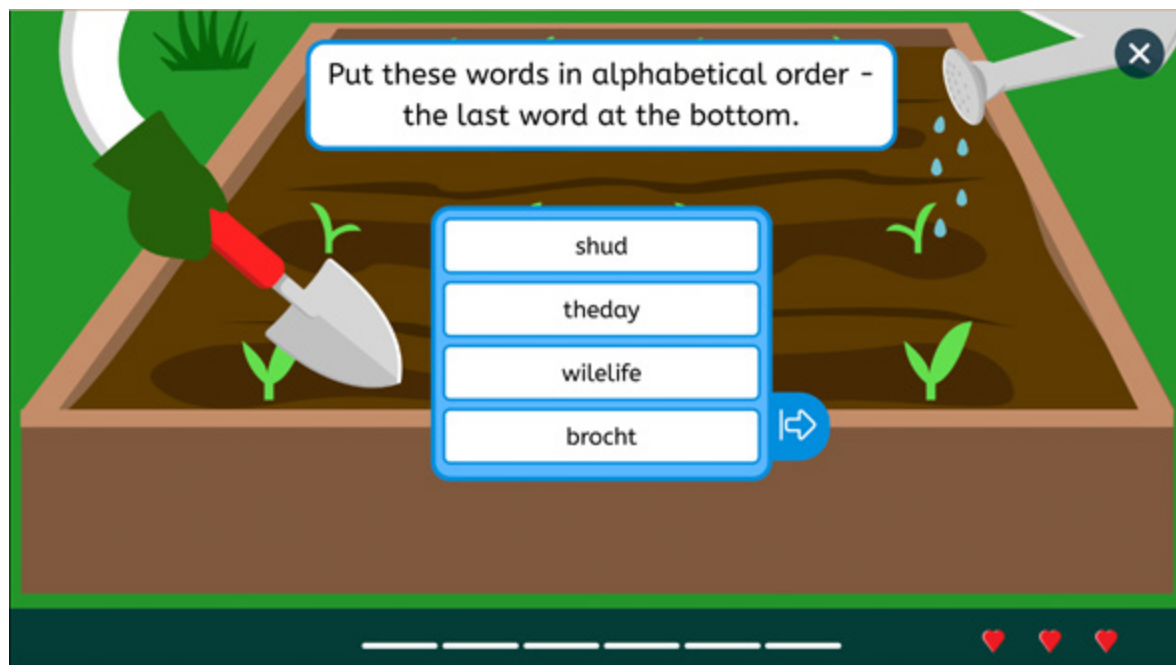
## Language & Literacy: Sorting

These activities can be used to practice sorting almost anything, words, numbers or images.

## Activity: Reorder List (Vertical)

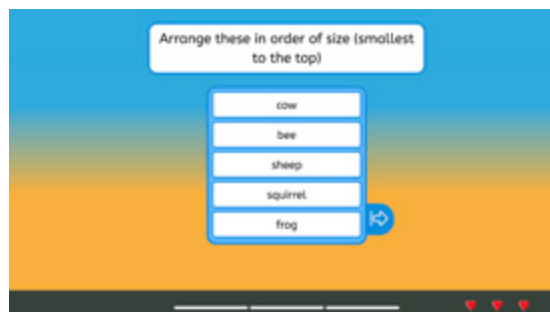
**Reorder List (Vertical)** is a simple yet effective interactive. It challenges players to sort items displayed in a vertical layout into the correct order. Players can slide the panel items into their appropriate position based on the instructions, encouraging logical thinking, categorization, and attention to detail.

Lists can be individualized for each screen enabling the editor to create a series of challenges and help stretch the learner's concentration skills as well as their knowledge.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



*The design can be adjusted to your theme and questions.*

### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
-  **Keyboard Controls:** Keyboard alternatives for control
-  **Colors:** Set background and foreground colors for text and panels
-  **Images:** Change all game images and add/adjust alt tags
-  **Sounds:** All text can be accompanied by appropriate sound files
-  **Assisted Motor Control:** Large drop zones and keyboard alternatives

## Activity: Sorting Game

**Sorting Game** transforms learning into a dynamic sorting challenge! Players are tasked with organizing various items into the correct categories by dragging and dropping them into the correct zones. Each correct sort brings a satisfying sense of progress, helping players sharpen their skills with every successful match.

Sort everything accurately to advance through the levels while reinforcing your knowledge. With its hands-on game-play and rewarding feedback, it makes learning both engaging and motivating!









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
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-  **Images:** Change all game images and add/adjust alt tags
-  **Sounds:** All text can be accompanied by appropriate sound files
-  **Assisted Motor Control:** Large drop zones and keyboard alternatives



and rabbit. hungry Coyote the very

Check ↩

Dog	they're	do
This	is	a
At	it	th

## Language & Literacy: Sentences

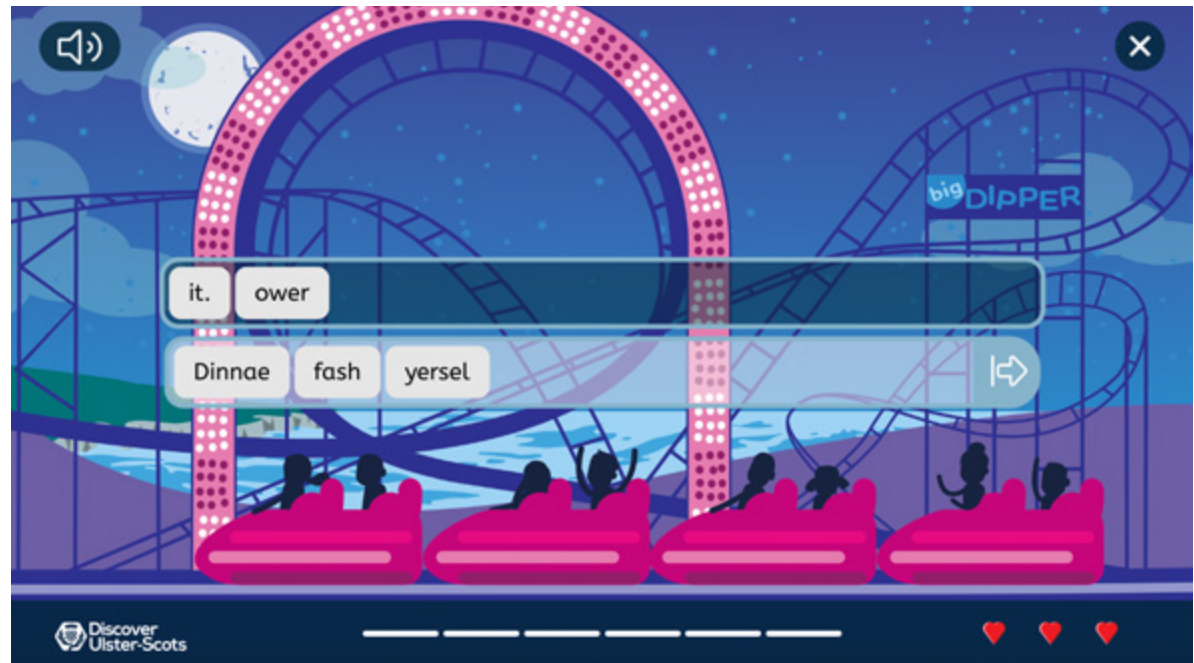
Customize these activities to create sentence-based grammar resources.



## Activity: Sentence Arranger

**Sentence Arranger** is a drag and drop activity that provides practice for listening skills, comprehension and grammar.







The player must listen to a sentence and arrange the words in the correct order. Each correct answer reveals a piece of the hidden background image.



### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics

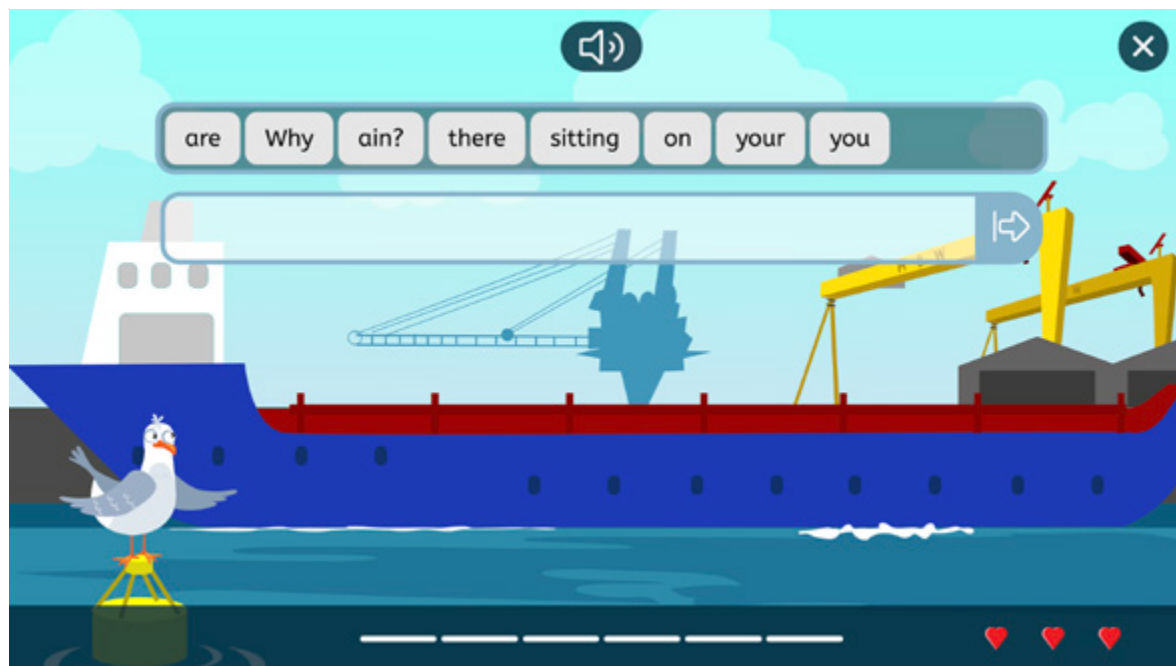
### Accessibility Options

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-  **Sounds:** All text can be accompanied by appropriate sound files
-  **Assisted Motor Control:** Large drop zones and keyboard alternatives

## Activity: Sentence Arranger (Ship)

**Sentence Arranger (Ship)** is a drag and drop activity that provides practice for listening skills, comprehension and grammar.

The player must listen to a sentence and arrange the words in the correct order. Each correct answer wins a cargo container for the ship.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
-  **Keyboard Controls:** Keyboard alternatives for control
-  **Colors:** Set background and foreground colors for text and panels
-  **Images:** Change all game images and add/adjust alt tags
-  **Sounds:** All text can be accompanied by appropriate sound files
-  **Assisted Motor Control:** Large drop zones and keyboard alternatives

## Activity: Sentence Slider

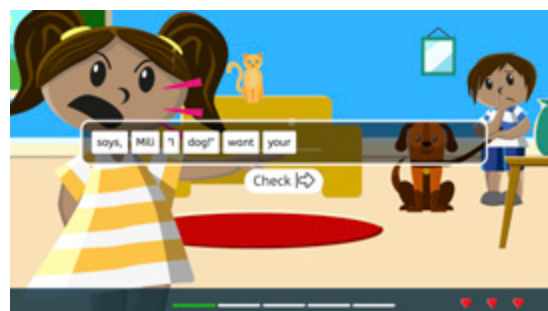
**Sentence Slider** enables learners to practice their reading and listening skills. The game plays an audio clip of a sentence, which it then displays in a random sequence. Players must listen carefully, then drag and drop the words to match the sentence's structure. This interactive approach helps improve comprehension and sentence formation skills while keeping the experience engaging and fun.

This game can be used to display any content separated by spaces so has been used for math and science as well as literacy activities.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
-  **Keyboard Controls:** Keyboard alternatives for control
-  **Colors:** Set background and foreground colors for text and panels
-  **Images:** Change all game images and add/adjust alt tags
-  **Sounds:** All text can be accompanied by appropriate sound files
-  **Assisted Motor Control:** Large drop zones and keyboard alternatives

# Activity: Sentence Slider (Racers)

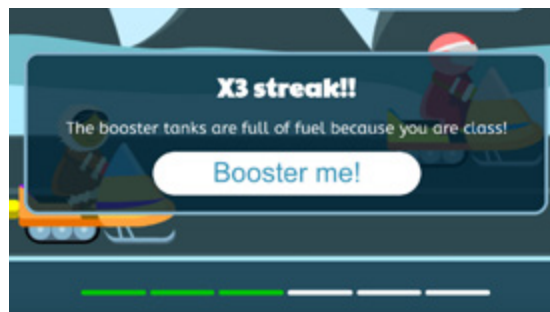
**Sentence Slider (Racers)** is an exciting interactive that combines sentence-building with a racing theme to make learning fun and engaging. Players are tasked with arranging scrambled words into a correct and meaningful sentence. Each correctly arranged sentence progresses their racer toward the finish line, blending language skills with the thrill of competition.

The game-play includes an exciting feature: answering three questions correctly in a row activates a speed boost, propelling the player past multiple competitors in one go.



## Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



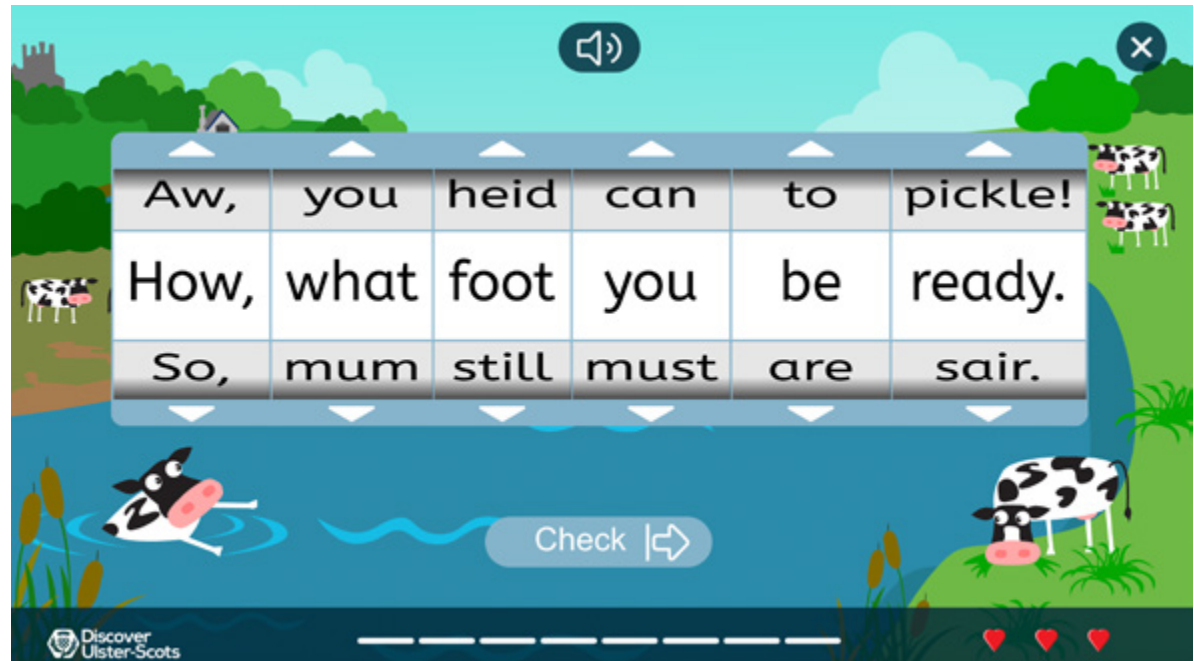
## Accessibility Options

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- Colors:** Set background and foreground colors for text and panels
- Images:** Change all game images and add/adjust alt tags
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- Assisted Motor Control:** Large drop zones and keyboard alternatives

## Activity: Sentence Tumblers

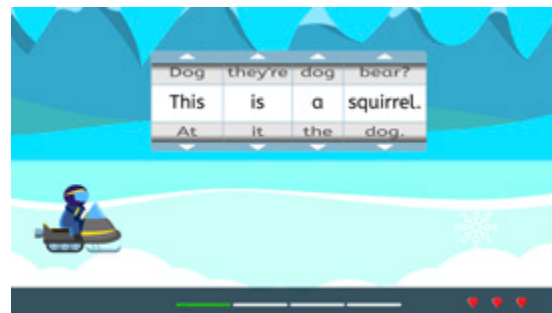
**Sentence Tumblers** is an interactive game that combines elements of sorting and sentence-building to reinforce grammar and comprehension skills. Players are tasked with arranging words into the correct order to form a meaningful sentence. This activity focuses on listening skills, logical thinking, grammar rules, and sentence structure, helping learners practice essential language skills.

The game's design is dynamic and engaging, featuring clickable word tumblers that make the sorting process intuitive and tactile.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



*Sentence Tumblers is installed with the default "Ice Racers" theme, however, you can customize it entirely to suit your needs.*

### Accessibility Options

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-  **Keyboard Controls:** Keyboard alternatives for control
-  **Colors:** Set background and foreground colors for text and panels
-  **Images:** Change all game images and add/adjust alt tags
-  **Sounds:** All text can be accompanied by appropriate sound files
-  **Assisted Motor Control:** Large drop zones and keyboard alternatives

## Activity: Sentence Tumblers (Sheep)

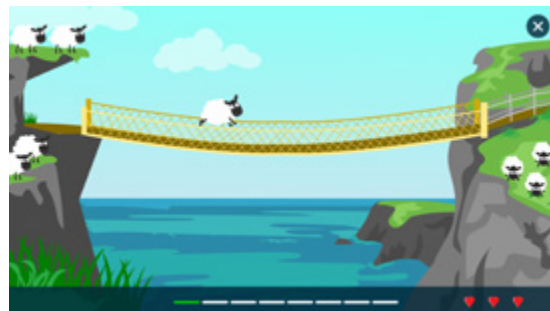
**Sentence Tumblers (Sheep)** is a variation of **Sentence Tumblers**. It is an interactive game that combines elements of sorting and sentence-building to reinforce grammar and comprehension skills. Players are tasked with arranging words into the correct order to form a meaningful sentence. This activity focuses on listening skills, logical thinking, grammar rules, and sentence structure, helping learners practice essential language skills.

Every time the user correctly arranges a sentence, a sheep bounces across the bridge. This animation provides extrinsic motivation and enhances engagement.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
-  **Keyboard Controls:** Keyboard alternatives for control
-  **Colors:** Set background and foreground colors for text and panels
-  **Images:** Change all game images and add/adjust alt tags
-  **Sounds:** All text can be accompanied by appropriate sound files
-  **Assisted Motor Control:** Large drop zones and keyboard alternatives

## Activity: Sentence Multiple Choice Quiz

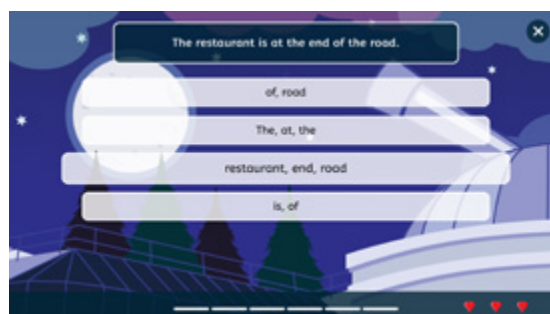
**Sentence Multiple Choice Quiz** is an educational activity that allows players to test their comprehension and grammar skills. This activity encourages careful reading and thoughtful decision-making, thus enhancing comprehension skills and contextual understanding.

Each question can feature a unique background image, question statement (with audio), one correct answer (with audio), and three distractor answers. All written content can be presented in the form of a sentence.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
-  **Keyboard Controls:** Keyboard alternatives for control
-  **Colors:** Set background and foreground colors for text and panels
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-  **Sounds:** All text can be accompanied by appropriate sound files
-  **Assisted Motor Control:** Large drop zones and keyboard alternatives

[ ] over there waiting for us,  
we should hurry!

Check

Clear

[They're]

[Their]

[There]

## Language & Literacy: Grammar

A series of activities that can be used to deliver more challenging digital grammar resources.

Find the adjectives in the sentence.

John's **red** skateboard has **shiny** wheels.

Correct

## Activity: Racers (Cloze)

**Racers (Cloze)** game is a fast-paced, interactive educational activity where players answer fill-in-the-blank questions to race against competitors. Each question presents a single blank, and getting the correct answer allows the player's to move forward to overtake opponents.

The game-play includes an exciting feature: answering three questions correctly in a row activates a speed boost, propelling the player past multiple competitors in one go. The objective is to outpace all opponents and reach the finish line first, combining learning with the thrill of a competitive race.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



*Racers (Cloze) is installed with our default "Ice Racers" theme, however, you can customize it entirely to suit your needs.*

### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
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-  **Colors:** Set background and foreground colors for text and panels
-  **Images:** Change all game images and add/adjust alt tags
-  **Sounds:** All text can be accompanied by appropriate sound files
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## Activity: Reveal (Cloze)

**Reveal (Cloze)** utilizes the Seedling cloze functionality to deliver a fun and rewarding learning activity. As players answer correctly, portions of a hidden image are gradually revealed, providing an engaging visual incentive to the game-play.

The reveal adds a sense of anticipation as the player works through the questions. Editors can fully control the visuals and content of this activity meaning it can be utilized to teach or practice virtually any subject and topic.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



*All images can be replaced to create an entirely new learning experience.*

### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
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-  **Colors:** Set background and foreground colors for text and panels
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## Activity: Feed The Frog

**Feed the Frog** is a cloze activity. The learner completes sentences by choosing the correct missing word from a choice of up to four answers. The player is trying to protect a frightened fly from the hungry frog. Each correct answer rewards the player with a berry, which can be launched to feed the frog. Feed him and he sleeps, miss and he moves closer to the fly.

The “practice-to-play” aspect of this game makes it very popular with teachers and learners like. Editors can use this activity to practice any topic for any subject, in any language.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



We can set up a tailored variation of this activity for you. This version was created for Hachette Learning titled, *Feed the Chameleon*, for their *Rocket Phonics* series.

### Accessibility Options

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-  **Images:** Change all game images and add/adjust alt tags
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## Activity: Robot Collector

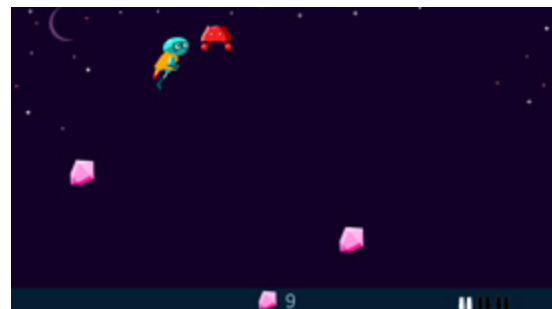
**Robot Collector** is an engaging game designed to enhance players' skills through interactive game-play. Players are tasked with selecting the correct word to complete sentences accurately. Upon successfully completing a number of sentences, players proceed to a mini-game where the robot flies to gather rewards and avoid obstacles.

Each question that is answered correctly wins a power pack for the robot. Editors can control how many questions need to be answered before the flying starts, they can also set how long each power pack lasts.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



The mini-game is fully customizable.

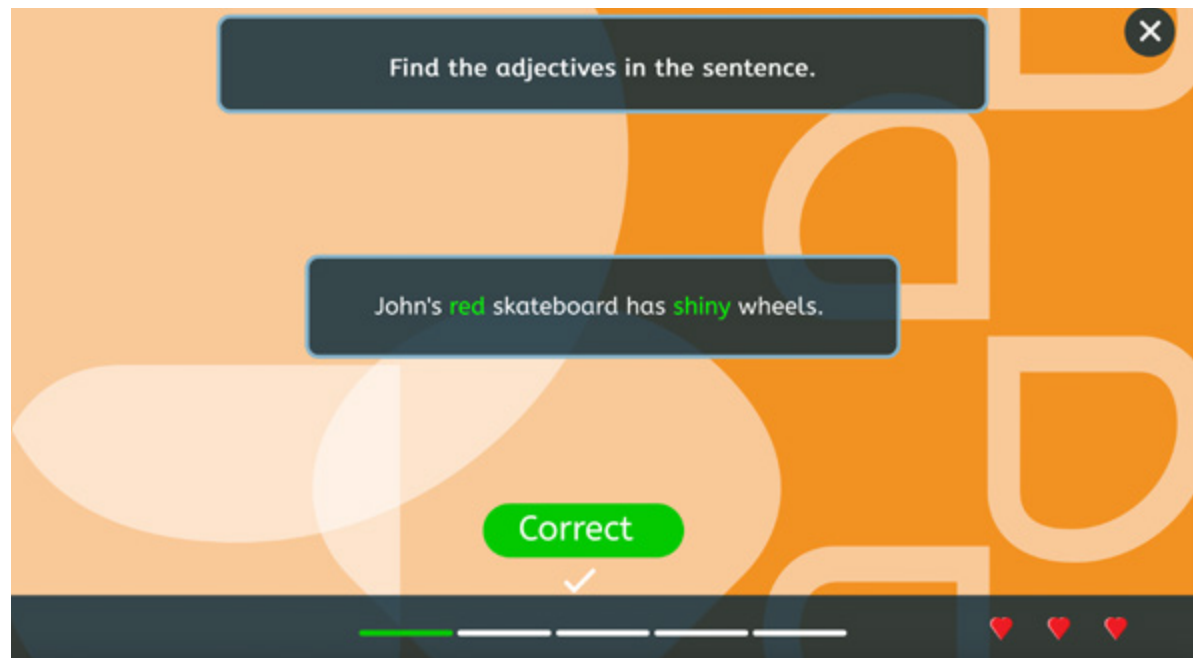
### Accessibility Options

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## Activity: Clickable Sentence

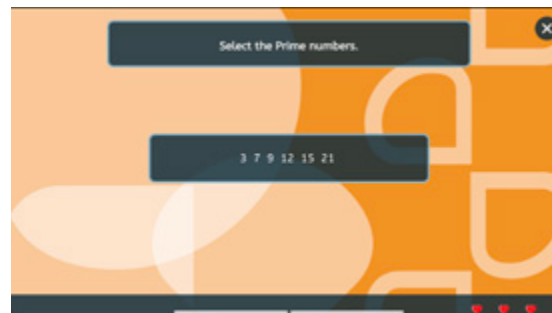
**Clickable Sentence** is designed to improve reading comprehension and sentence-building skills. Learners are presented with sentences and must click on the correct words that correspond to the questions displayed. This activity helps learners practice identifying key words, understanding context, and reinforcing proper sentence structure.

The game's interface is straightforward, with clear text and clickable elements that make it easy to use. Immediate feedback for correct and incorrect clicks keeps learners engaged and helps them learn from mistakes.



### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



### Accessibility Options

- Font and Text Controls:** Set font style, scale and color
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- Assisted Motor Control:** Large drop zones and keyboard alternatives


$$\frac{3}{9}$$

$$\frac{1}{3}$$

$$\frac{3}{3}$$

## Mathematics: Fractions

These mathematics activities can be used to create fractions practice and learning resources.

## Activity: Feed The Frog (Fractions)

*Feed the Frog (Fractions)* is a mathematics cloze activity. The learner completes sums by choosing the correct missing figure from a choice of up to four answers. The player is trying to protect a frightened fly from the hungry frog. Each correct answer rewards the player with a berry, which can be launched to a feed the frog. Feed him and he sleeps, miss and he moves closer to the fly.

The “practice-to-play” aspect of this game makes it very popular with teachers and learners alike.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



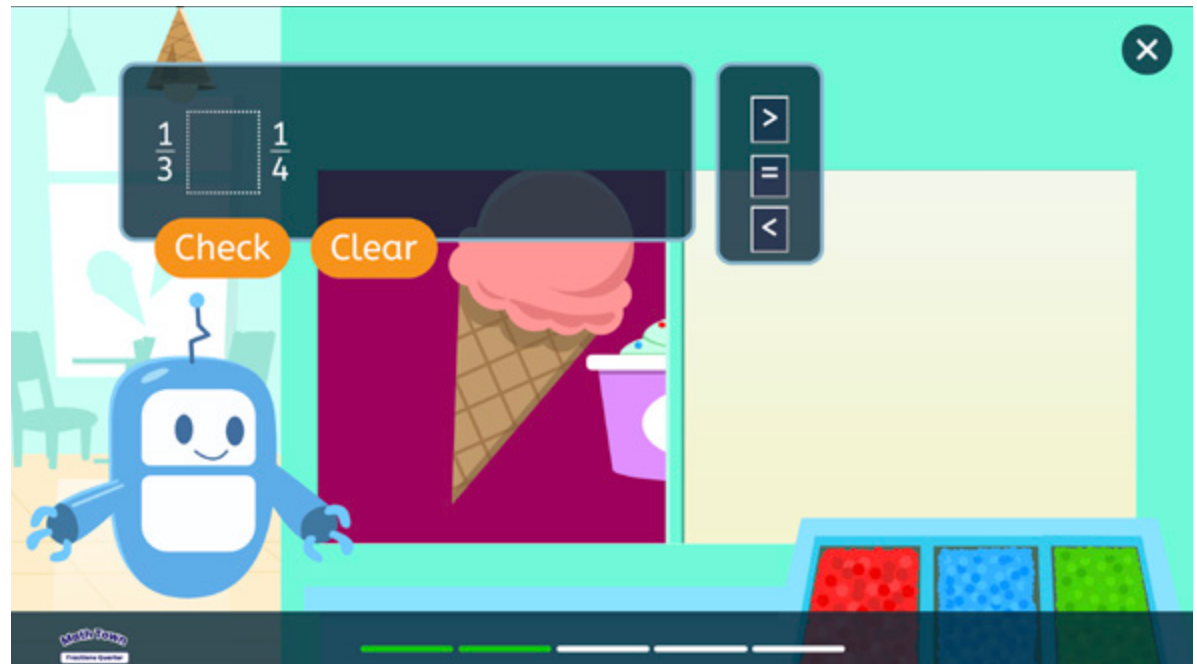
### Accessibility Options

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## Activity: Reveal (Cloze - Fractions)

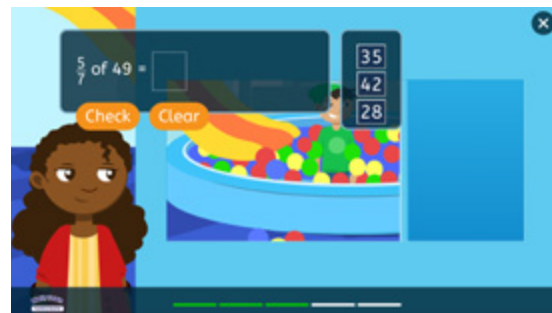
**Reveal (Cloze - Fractions)** turns learning into an exciting puzzle adventure! Players solve fraction problems to reveal parts of a hidden image. Every correct answer brings you closer to unveiling the full picture, making each step feel like a win.

With its mix of brain-teasing questions and visual rewards, the game keeps learners engaged while boosting their fraction skills. It's a fun, interactive way to make learning feel like a rewarding challenge!









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



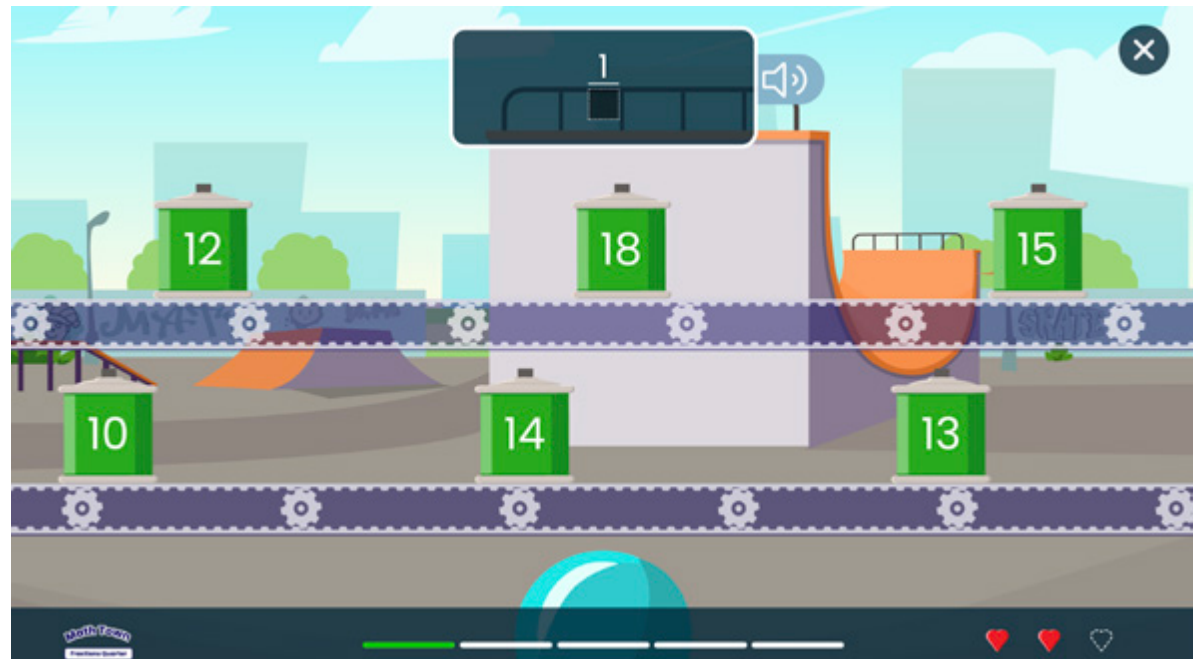
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## Activity: Knockdown (Fractions)

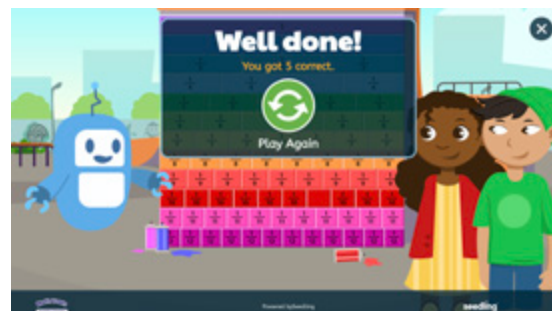
**Knockdown (Fractions)** combines math practice with audio instructions. Players knock down the spray can that contains the correct answer to the question posed at the top.

The coconut shy game-play is fun and challenging for players of any age.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



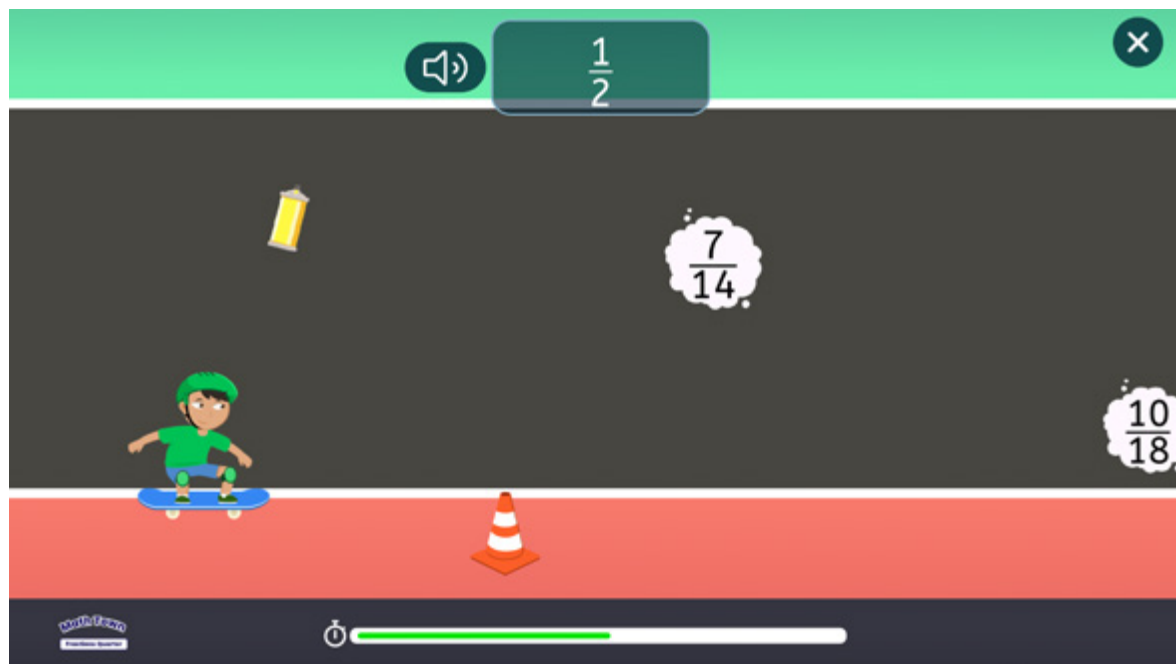
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## Activity: Skate Collector (Fractions)

**Skate Collector (Fractions)** is an interactive educational game designed to teach fractions through engaging, hands-on activity. Editors can set pedagogical tasks like identifying, comparing, or completing fractions, depending on specific objectives. This approach helps to build foundational math skills in an accessible and enjoyable way.







The game features vibrant visuals and intuitive mechanics. The character can be controlled using the space bar, mouse button or by tapping anywhere on a touch screen, which means it is highly accessible to users of all physical abilities.



### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics

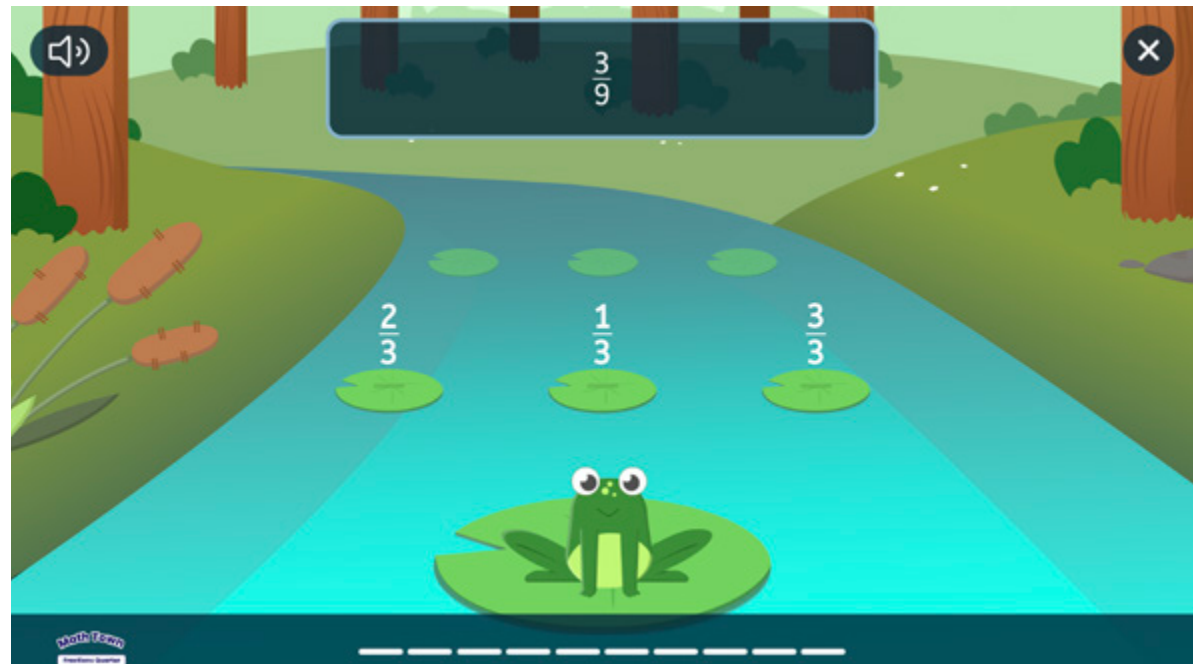
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## Activity: Frog Hop (Fractions)

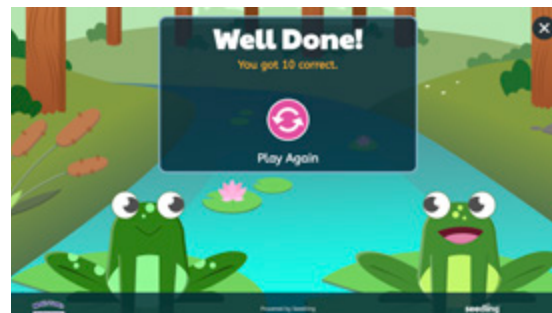
**Frog Hop (Fractions)** turns learning into an engaging adventure! Players guide a lonely frog across a pond by answering questions and selecting the correct lily pad. Each correct answer sends the frog hopping closer to their friend who is waiting patiently on their lily pad at the end of the game.

The ultimate goal? Help the frog safely navigate the river while boosting your skills. With its interactive game-play and rewarding progression, **Frog Hop (Fractions)** makes practice both fun and motivating!









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



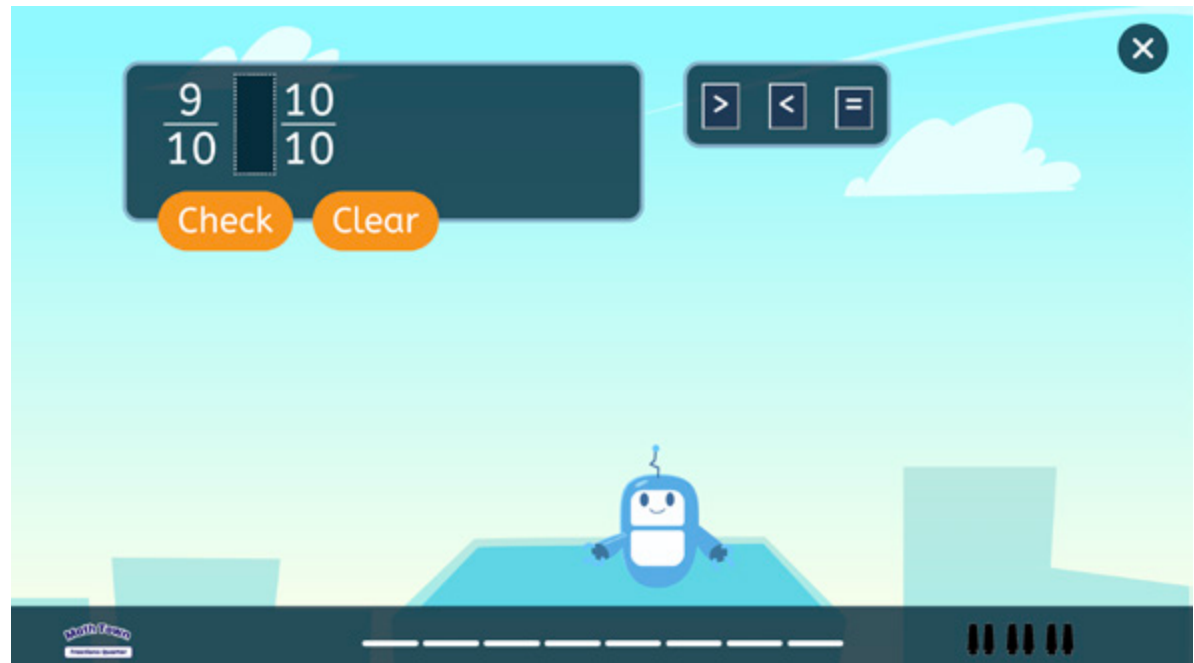
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# Activity: Robot Collector (Fractions)

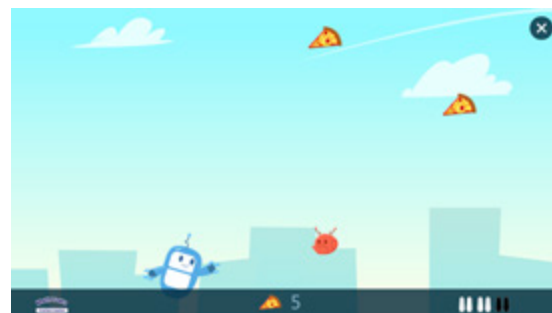
**Robot Collector (Fractions)** features learning interaction with enjoyable game-play to make practicing fractions skills fun. Players help the robot collect rocket power by completing fraction statements. Each correct answer powers up the robot, in preparation for the flying sequence mini-game.

Editors can create a sense of mission and adventure using this activity. They can set the number of questions required to trigger the flying reward. They can also control how long the flying sequence lasts and control the visual appearance of all collectibles and obstacles.



## Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



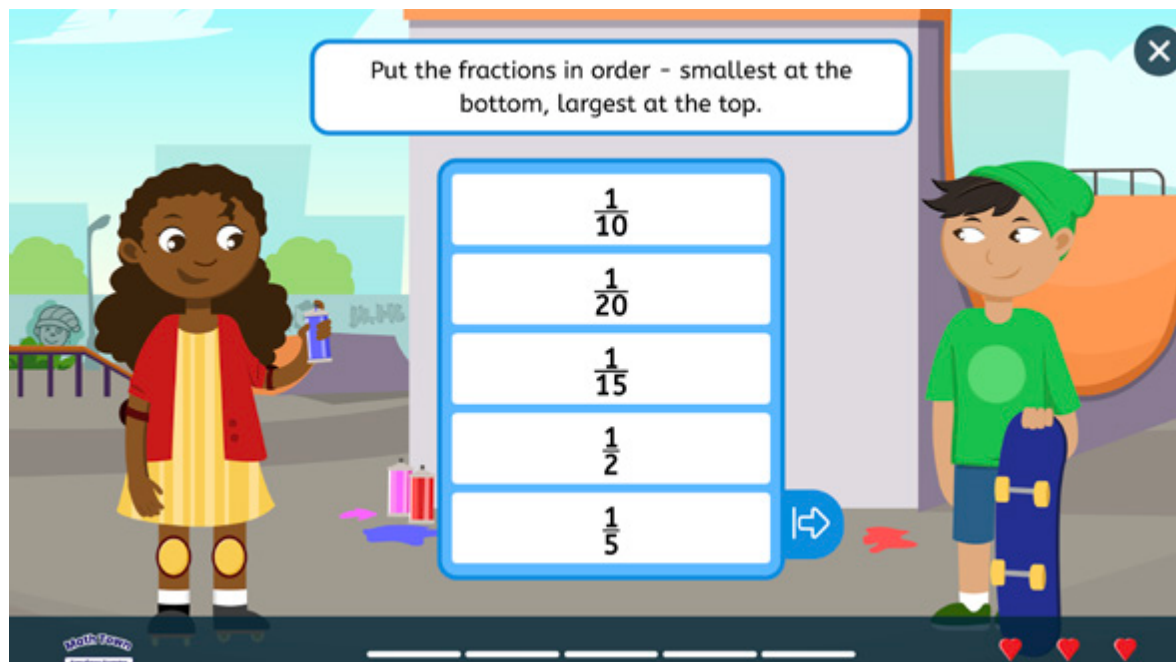
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## Activity: Reorder List (Vertical - Fractions)

**Reorder List (Vertical - Fractions)** is a variation of the **Reorder List** activity. Designed to practice foundational fraction concepts, it is an engaging interactivity. Players can slide the panel items into their appropriate position based on the instructions, encouraging logical thinking, categorization, and attention to detail.







Lists can be individualized for each screen enabling the editor to create a series of challenges and help stretch the learner's concentration skills as well as their knowledge.



### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics

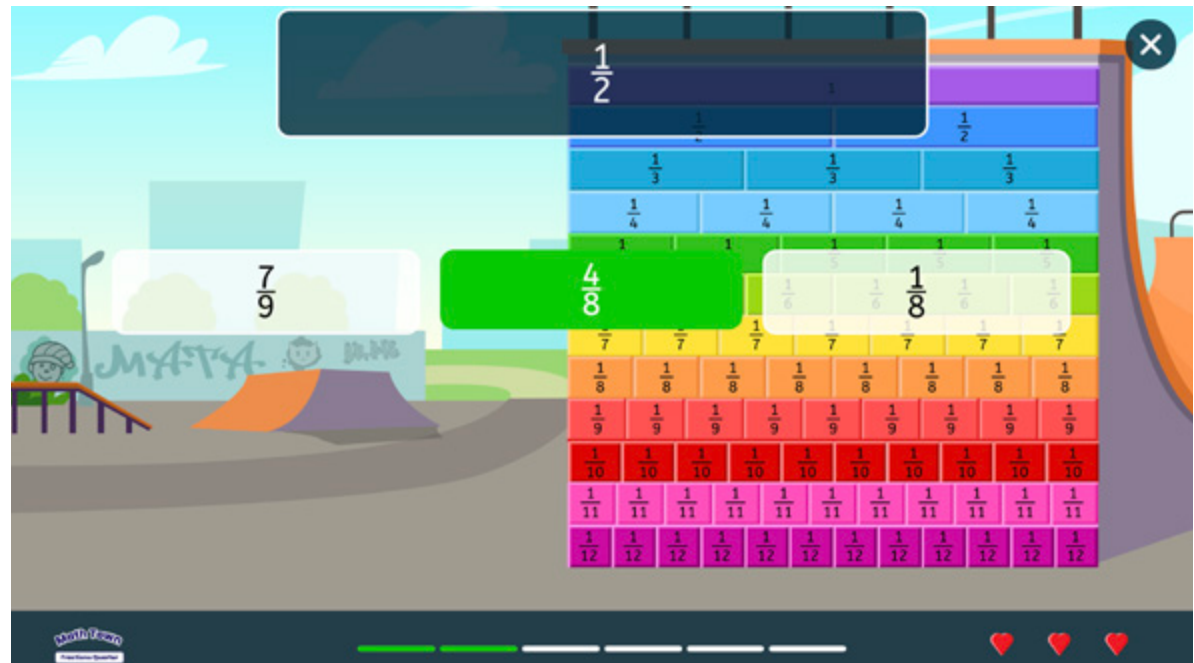
### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
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## Activity: Multiple Choice Quiz (Fractions)

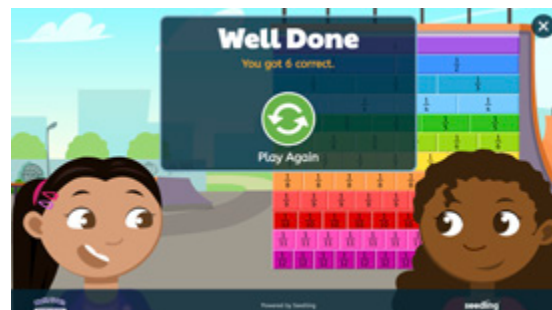
In **Multiple Choice Quiz (Fractions)** players answer fraction questions by choosing the correct option from the options set by the editor.

This activity provides an opportunity to deliver repetitive practice activities that are fun and engaging.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics

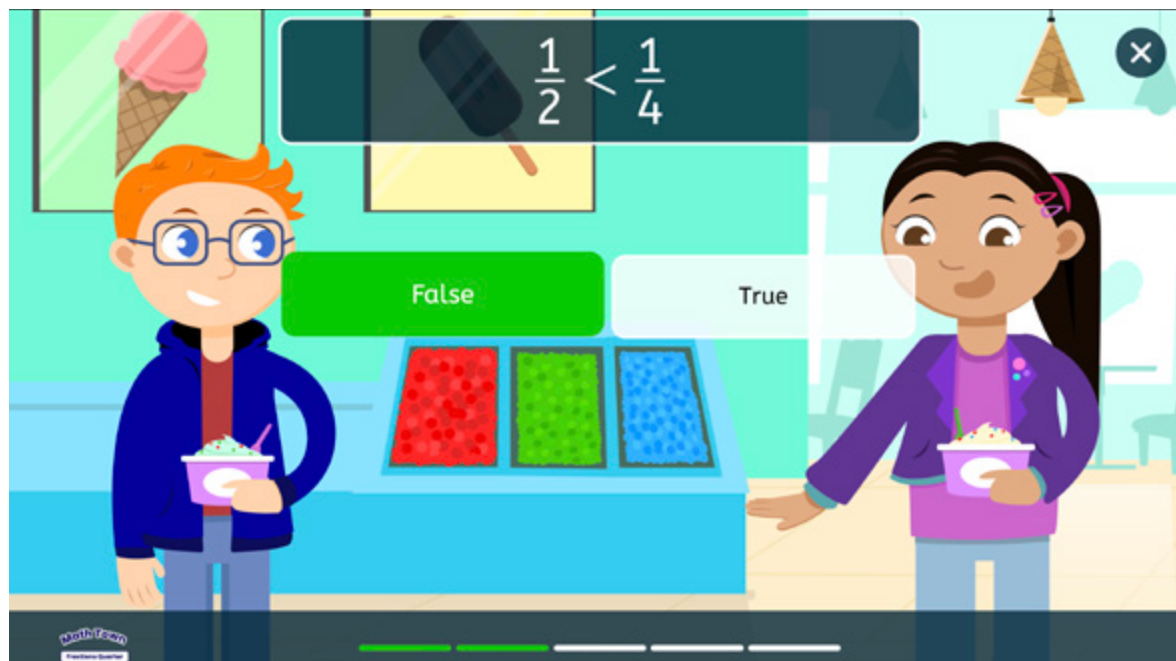


### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
-  **Keyboard Controls:** Keyboard alternatives for control
-  **Colors:** Set background and foreground colors for text and panels
-  **Images:** Change all game images and add/adjust alt tags
-  **Sounds:** All text can be accompanied by appropriate sound files
-  **Assisted Motor Control:** Large drop zones and keyboard alternatives

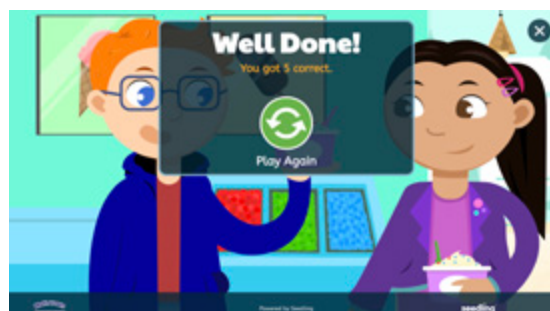
## Activity: True or False (Fractions)

**True or False (Fractions)** makes learning fractions feel like a quick, fun game of decision-making! Players are presented with fraction statements and must decide if they're true or false. True or false statements can be mathematical or written in sentence form.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



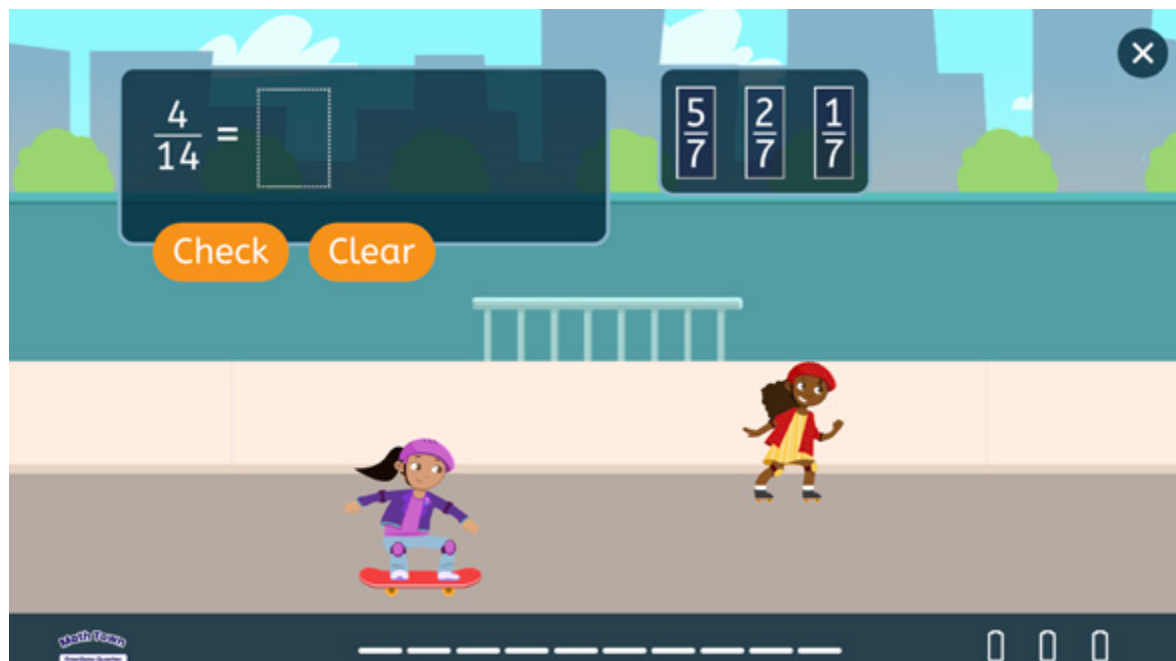
### Accessibility Options

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-  **Colors:** Set background and foreground colors for text and panels
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-  **Sounds:** All text can be accompanied by appropriate sound files
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## Activity: Racers (Fractions)

**Fractions Racers** turns learning into a fast-paced race! Players answer fraction questions to speed up their racer, racing toward the finish line. Each correct answer helps you zoom ahead, making every question feel like a pit stop on the way to victory.







With its competitive game-play and exciting race to the finish, it's a great way to practice fractions while having fun. The more learners play, the faster they get—both in the game and with their fraction skills.



### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics

### Accessibility Options

-  **Font and Text Controls: Set font style, scale and color**
-  **Keyboard Controls: Keyboard alternatives for control**
-  **Colors: Set background and foreground colors for text and panels**
-  **Images: Change all game images and add/adjust alt tags**
-  **Sounds: All text can be accompanied by appropriate sound files**
-  **Assisted Motor Control: Large drop zones and keyboard alternatives**

## Card Activities: Any Subject

These card activities can be used to create practice and learning resources for any subject and in any language.



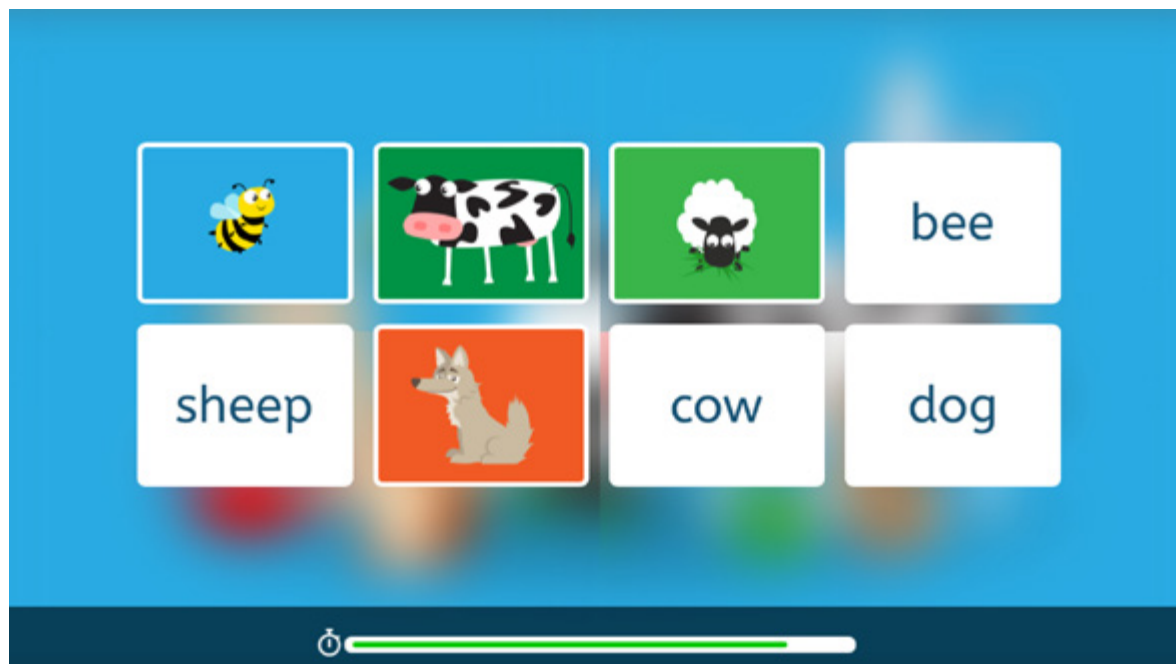
Ruler



## Activity: Card Match

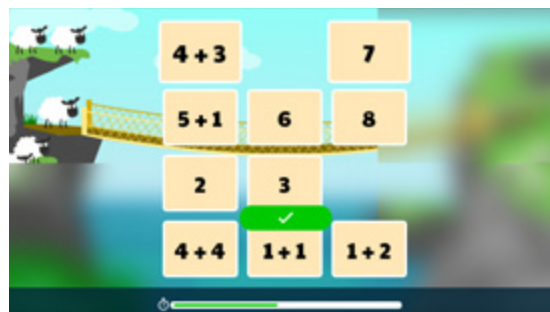
**Card Match** is a classic matching game designed to test attention and cognitive skills. Players are presented with a set of cards and must match the identical images, related concepts, or complementary pairs. This activity encourages concentration and sharpens pattern recognition.

Editors can create several matching types (text to same text, text to additional text, text to image, image to same image, image to additional image), three grid choices (4x2, 4x3 or 4x4) and the ability to set timed or numbered challenges.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



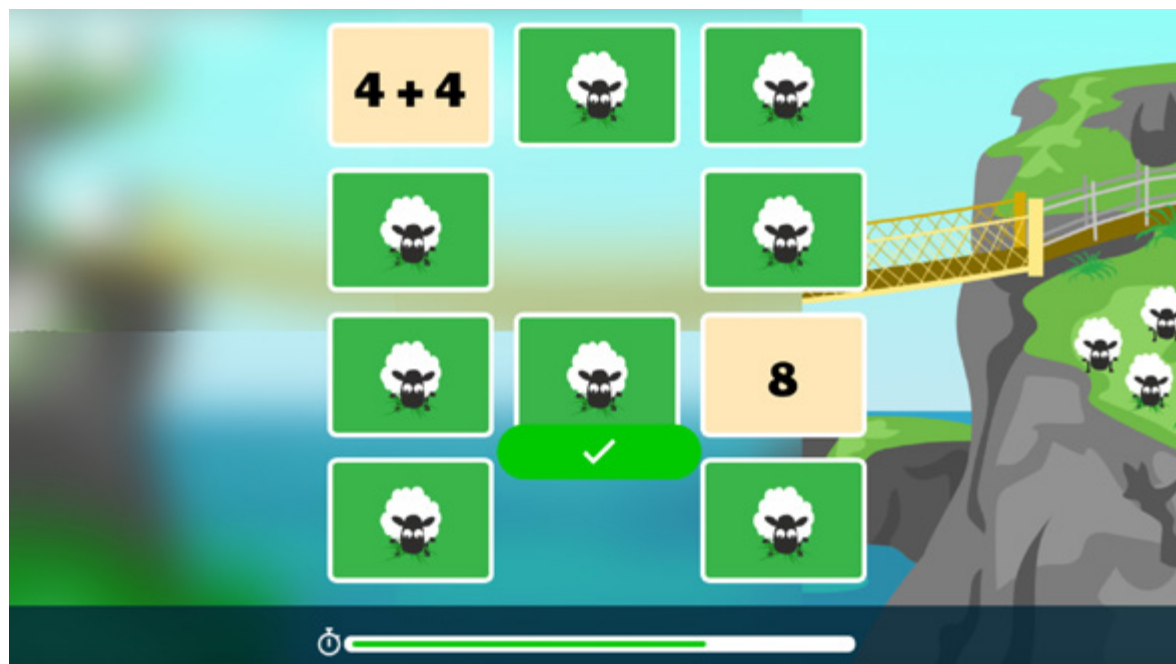
### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
-  **Keyboard Controls:** Keyboard alternatives for control
-  **Colors:** Set background and foreground colors for text and panels
-  **Images:** Change all game images and add/adjust alt tags
-  **Sounds:** All text can be accompanied by appropriate sound files
-  **Assisted Motor Control:** Large drop zones and keyboard alternatives

## Activity: Card Match (Memory)

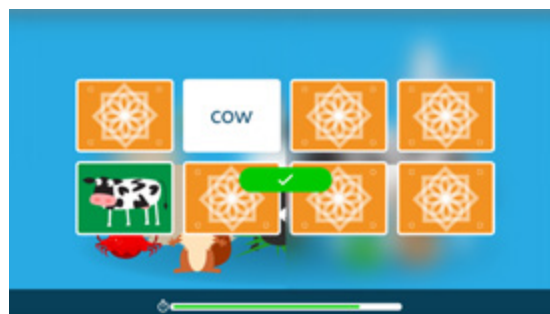
**Card Match** is a classic and enjoyable memory game designed to strengthen cognitive skills such as recall, attention to detail, and pattern recognition. Players flip over cards to find matching pairs, reinforcing their memory through repetition and problem-solving.

Editing controls enables the creation of several matching types (text to same text, text to additional text, text to image, image to same image, image to additional image), three card grid choices (4x2, 4x3 or 4x4) and the ability to set timed or numbered challenges.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



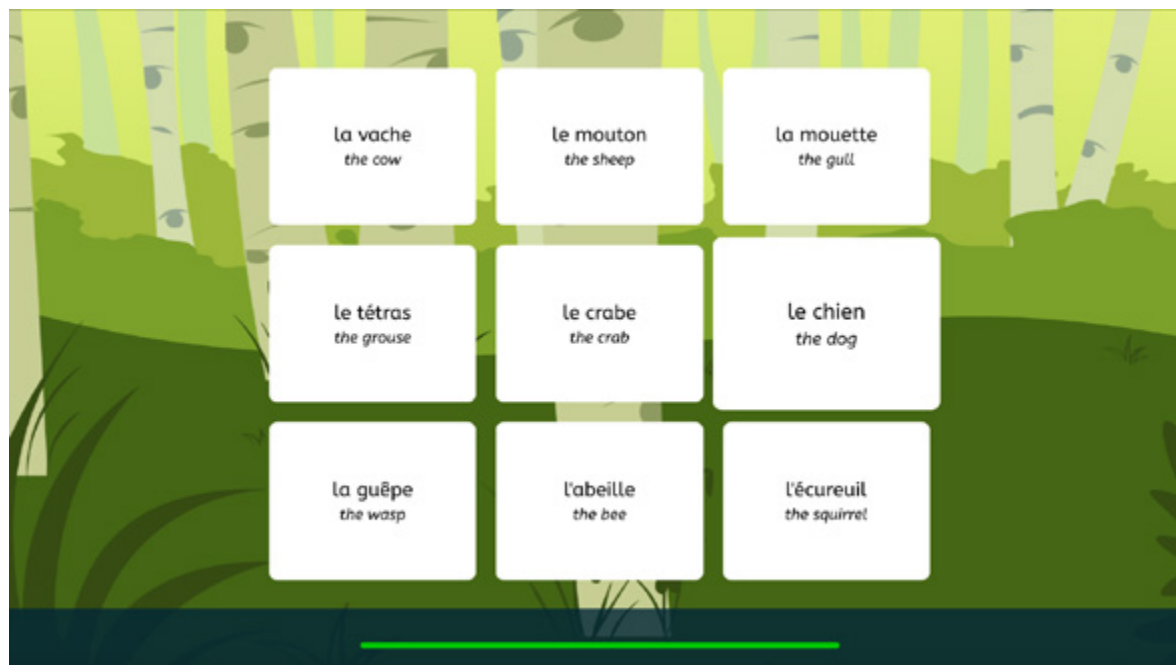
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-  **Font and Text Controls:** Set font style, scale and color
-  **Keyboard Controls:** Keyboard alternatives for control
-  **Colors:** Set background and foreground colors for text and panels
-  **Images:** Change all game images and add/adjust alt tags
-  **Sounds:** All text can be accompanied by appropriate sound files
-  **Assisted Motor Control:** Large drop zones and keyboard alternatives

## Activity: Word Bank

**Word Bank** is a tool designed to help learners improve their pronunciation and word recognition skills. The activity provides a collection of words displayed in a simple grid format. When players click on a word, it plays the corresponding audio, allowing them to hear the correct pronunciation and connect the sound with the spelling.







This activity supports auditory learning and helps reinforce phonics and vocabulary development. The simple design ensures ease of use, making it an effective resource for learners to practice matching sounds to words in an interactive.



### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics

### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
-  **Keyboard Controls:** Keyboard alternatives for control
-  **Colors:** Set background and foreground colors for text and panels
-  **Images:** Change all game images and add/adjust alt tags
-  **Sounds:** All text can be accompanied by appropriate sound files
-  **Assisted Motor Control:** Large drop zones and keyboard alternatives

## Activity: Picture Gallery

**Picture Gallery** is an educational activity that takes players on a visual journey through the story. The game presents a collection of images, and players engage by clicking or interacting with the pictures to uncover facts, narratives, or related questions. This activity blends visual learning with exploration, making it both informative and engaging.

The gallery's design is immersive, with authentic visuals and a user-friendly interface that encourages curiosity and deeper understanding.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics

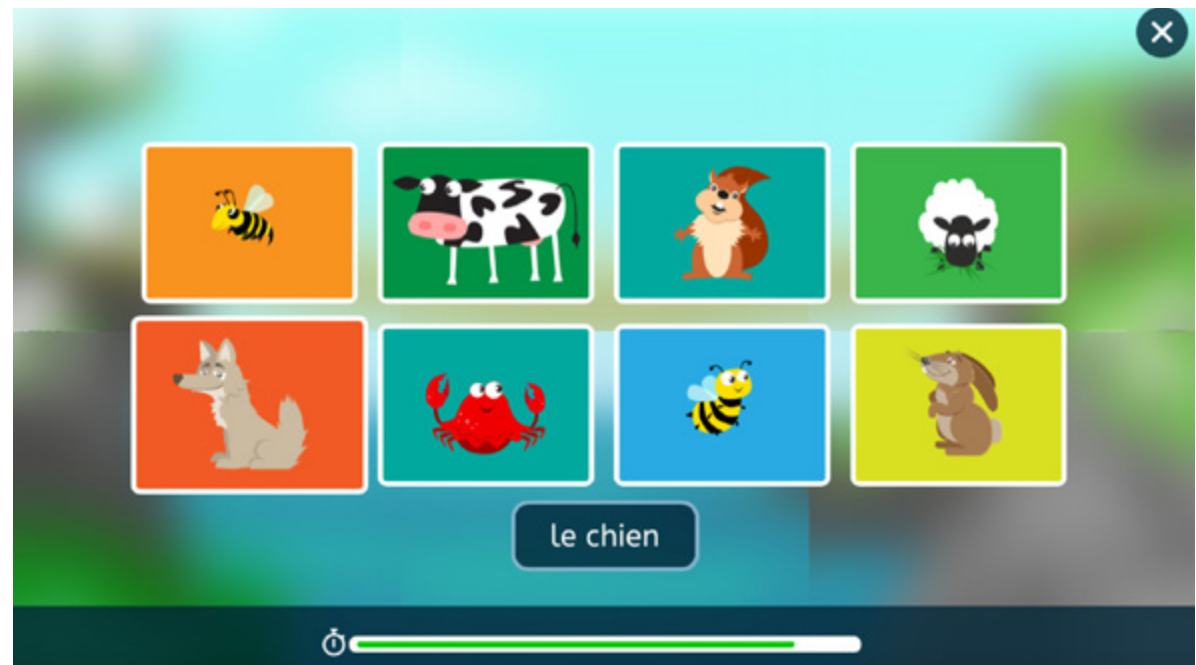


### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
-  **Keyboard Controls:** Keyboard alternatives for control
-  **Colors:** Set background and foreground colors for text and panels
-  **Images:** Change all game images and add/adjust alt tags
-  **Sounds:** All text can be accompanied by appropriate sound files
-  **Assisted Motor Control:** Large drop zones and keyboard alternatives

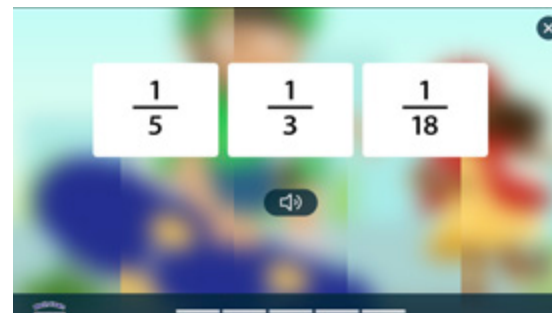
## Activity: Picture Quiz

**Picture Quiz** is an educational game that helps learners improve listening and comprehension skills. The game plays an audio clip of a sentence, and players must carefully listen and select the image that corresponds to the sentence. This activity reinforces auditory processing, language comprehension, and the ability to connect spoken words with visual representations.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



*A range of card-based quizzes can be created using this activity. Content can be adapted for virtually any subject and grade level.*

### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
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-  **Colors:** Set background and foreground colors for text and panels
-  **Images:** Change all game images and add/adjust alt tags
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## Activity: Match the Word

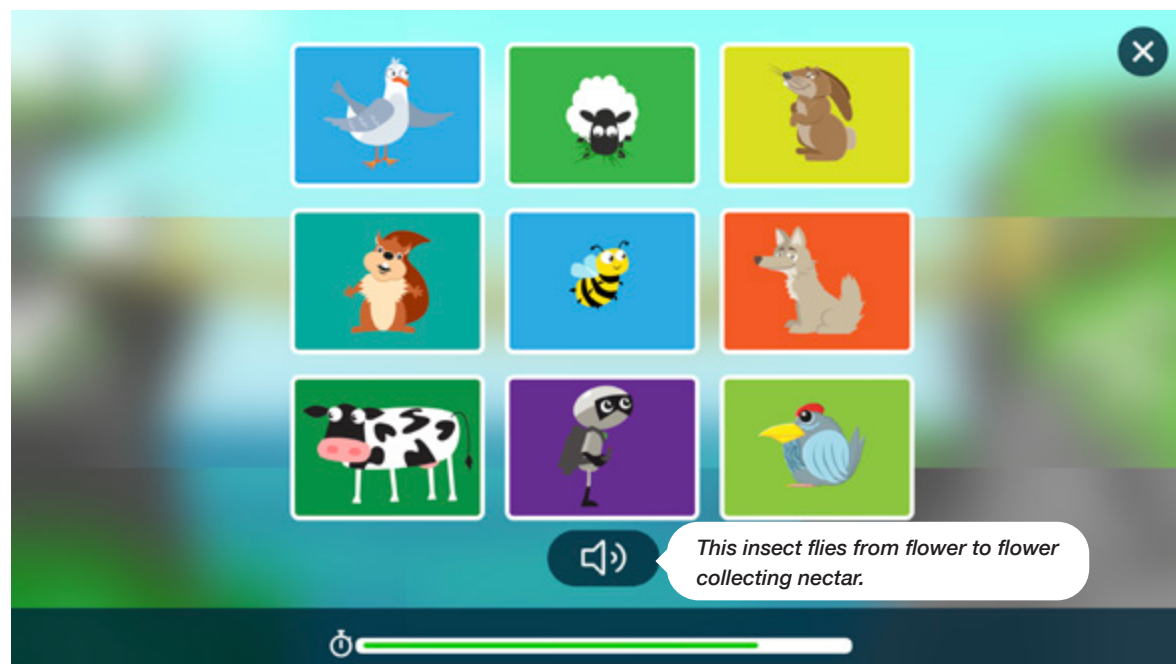
**Match the Word** is a powerful quiz activity.

It is a highly effective tool that helps learners develop vocabulary and word recognition skills.

There are two playing modes:

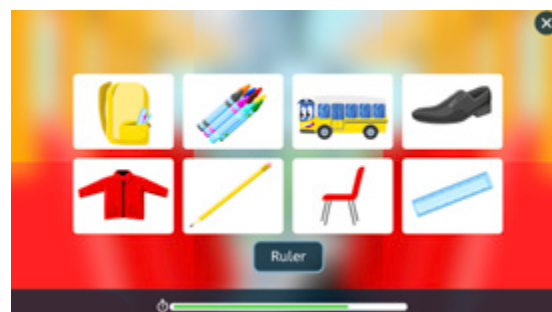
- 1) listen and/or read the word and select the card that matches;
- 2) listen to a description and select the card that matches to reveal the answer in written and/or audio form.

This activity can be used to create both very basic practice activities and quite challenging listening activities.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics

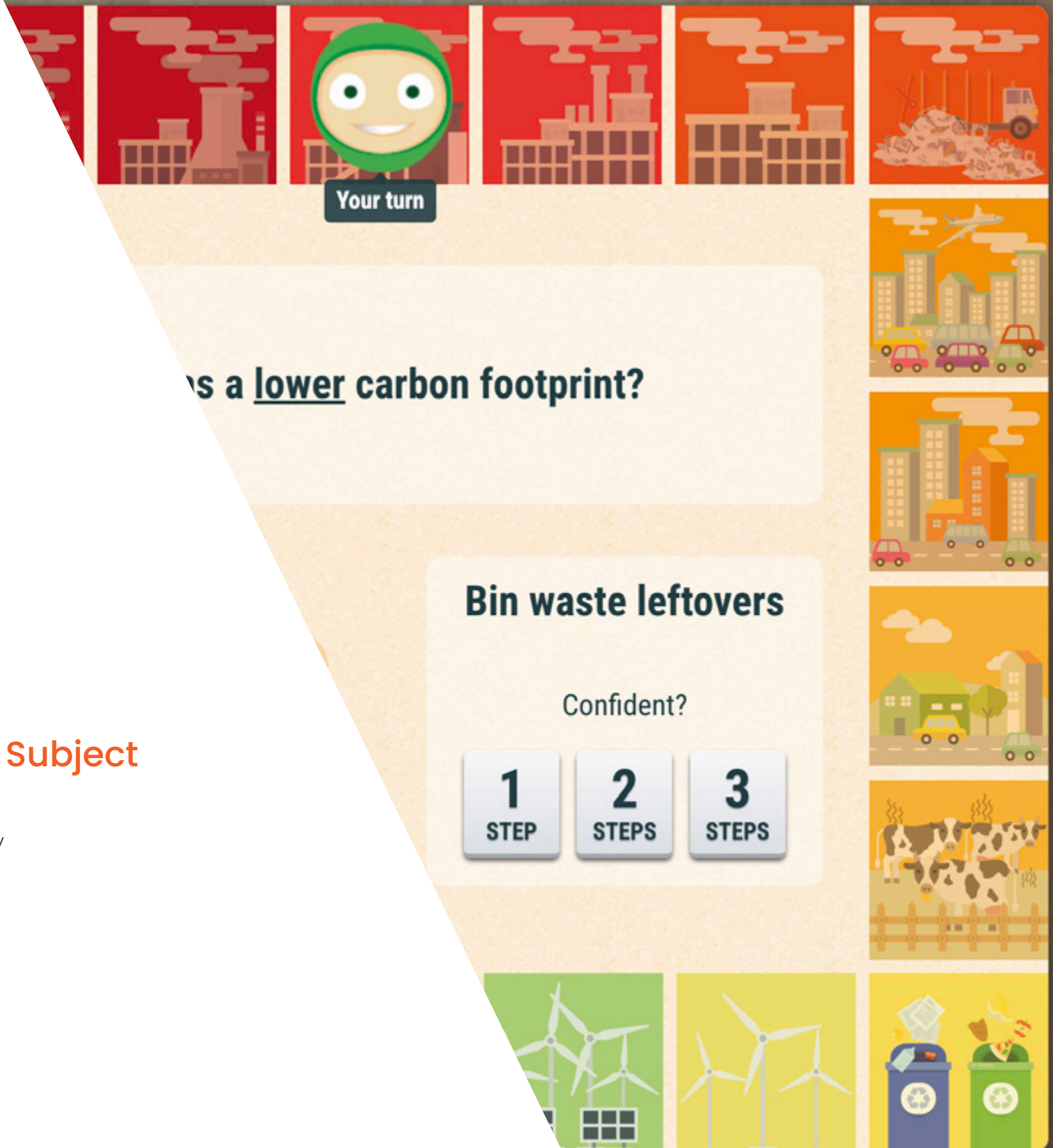


### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
-  **Keyboard Controls:** Keyboard alternatives for control
-  **Colors:** Set background and foreground colors for text and panels
-  **Images:** Change all game images and add/adjust alt tags
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## Miscellaneous: Any Subject

These activities can be used to create practice and learning resources for any subject and in any language.



## Activity: Turkey Dash

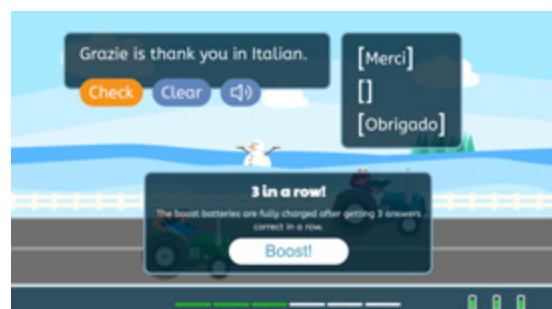
**Turkey Dash** is a variation of **Racers (Cloze)**. It is a multilingual racing game where players help turkeys escape a farm by correctly placing the word for “thank you” in various languages into sentences. The game offers an engaging way to learn expressions of gratitude in different languages but can be used to deliver any multilingual content to learners.

The game features vibrant, cartoon-style graphics with cheerful turkeys racing through farm-themed environments, creating an engaging and kid-friendly visual experience.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



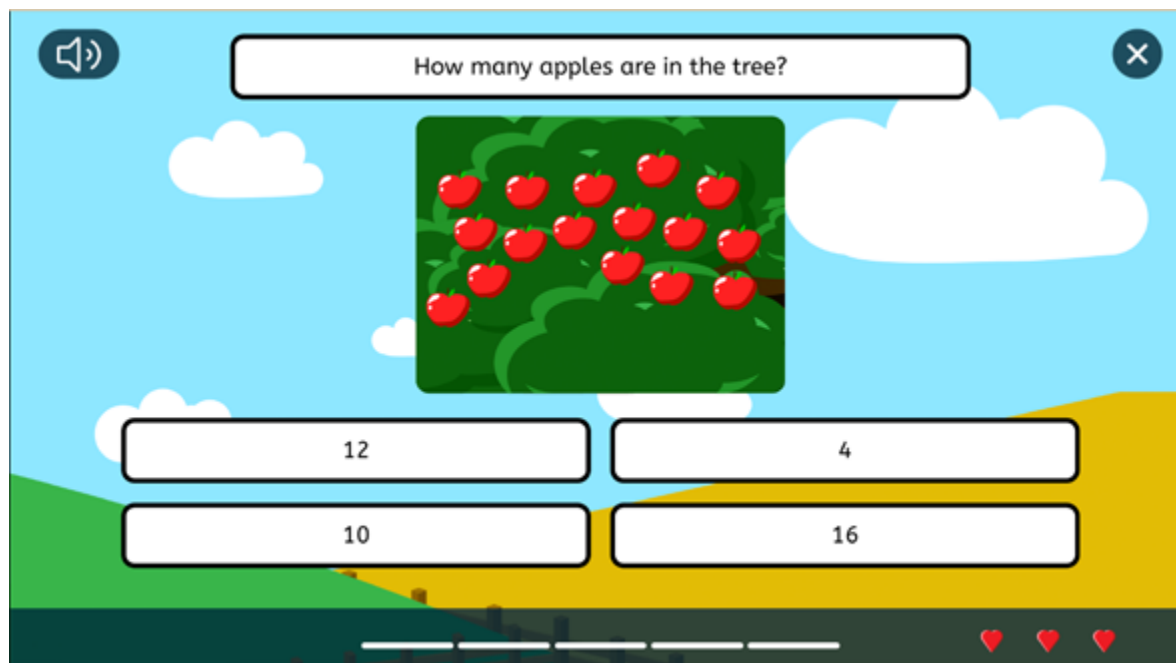
### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
-  **Keyboard Controls:** Keyboard alternatives for control
-  **Colors:** Set background and foreground colors for text and panels
-  **Images:** Change all game images and add/adjust alt tags
-  **Sounds:** All text can be accompanied by appropriate sound files
-  **Assisted Motor Control:** Large drop zones and keyboard alternatives

## Activity: Multiple Choice Quiz

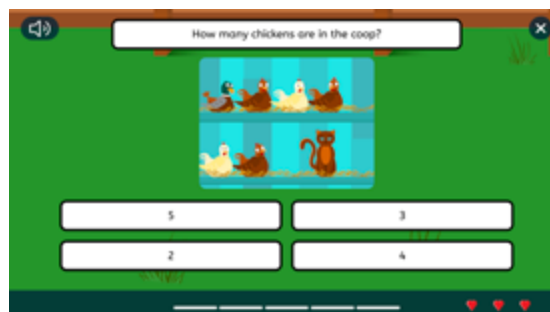
**Multiple Choice Quiz** is an educational activity that provides learners with a rich and engaging quiz experience.

Each question can feature a unique illustrative image, question statement (with audio), one correct answer (with audio) and up to five distractor answers. Answers need to be concise, a word or set of numerals to fit on screen.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



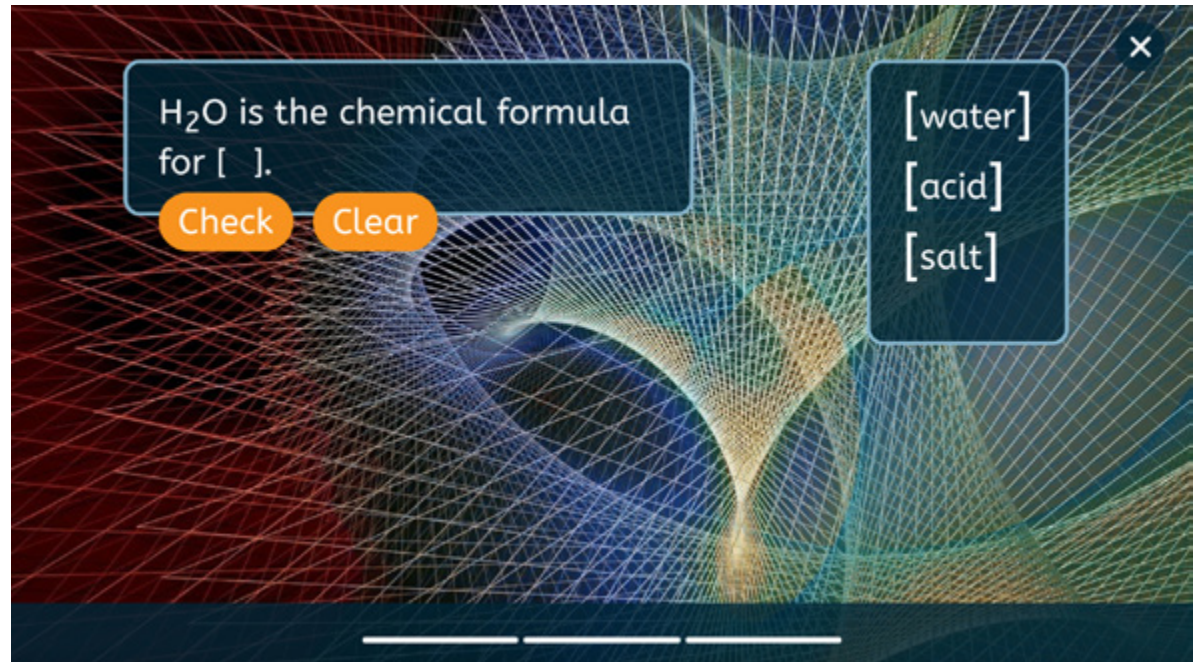
### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
-  **Keyboard Controls:** Keyboard alternatives for control
-  **Colors:** Set background and foreground colors for text and panels
-  **Images:** Change all game images and add/adjust alt tags
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## Activity: Cloze

**Cloze** is an interactive educational activity that can be used to practice many language and literacy skills. We have removed any game-play elements to tailor this activity for the needs of more mature learners.

The user is presented with a single blank and must select the correct answer from a list of options to complete the text meaningfully. This activity promotes grammar, vocabulary, and comprehension skills.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics

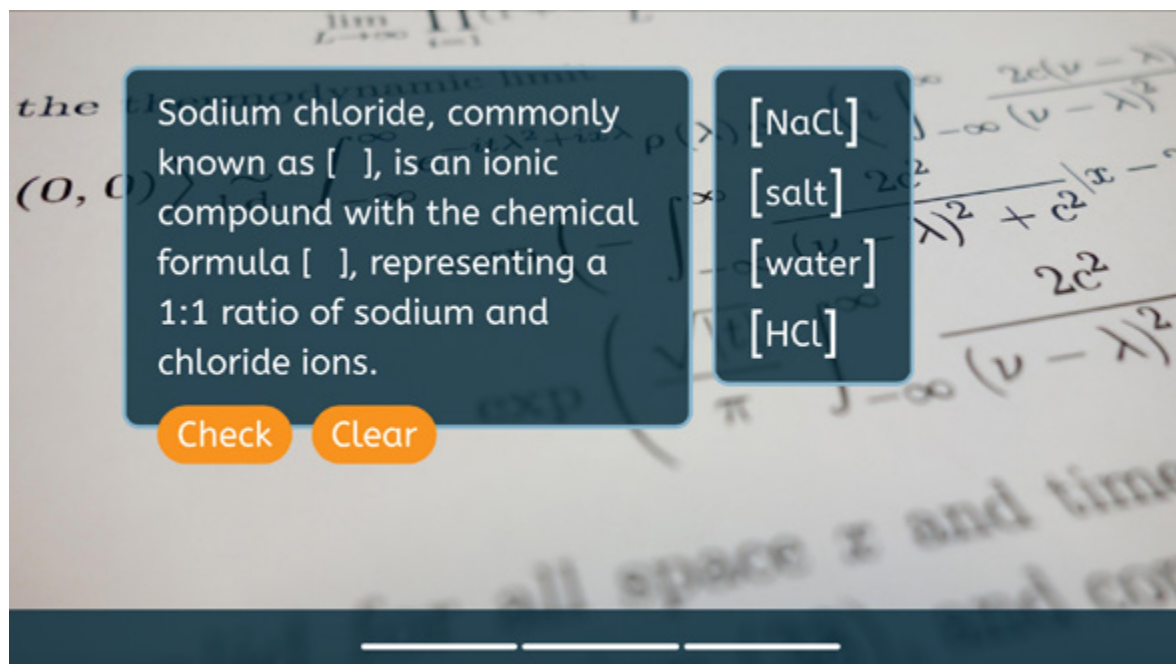


### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
-  **Keyboard Controls:** Keyboard alternatives for control
-  **Colors:** Set background and foreground colors for text and panels
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## Activity: Multi Cloze







**Multi Cloze** is an interactive educational game designed to enhance language skills by challenging players to fill in missing words within a sentence or passage. Players are presented with multiple blanks and must select the correct answers from a list of options to complete the text meaningfully. This activity promotes grammar, vocabulary, and comprehension skills.



### Customization Options

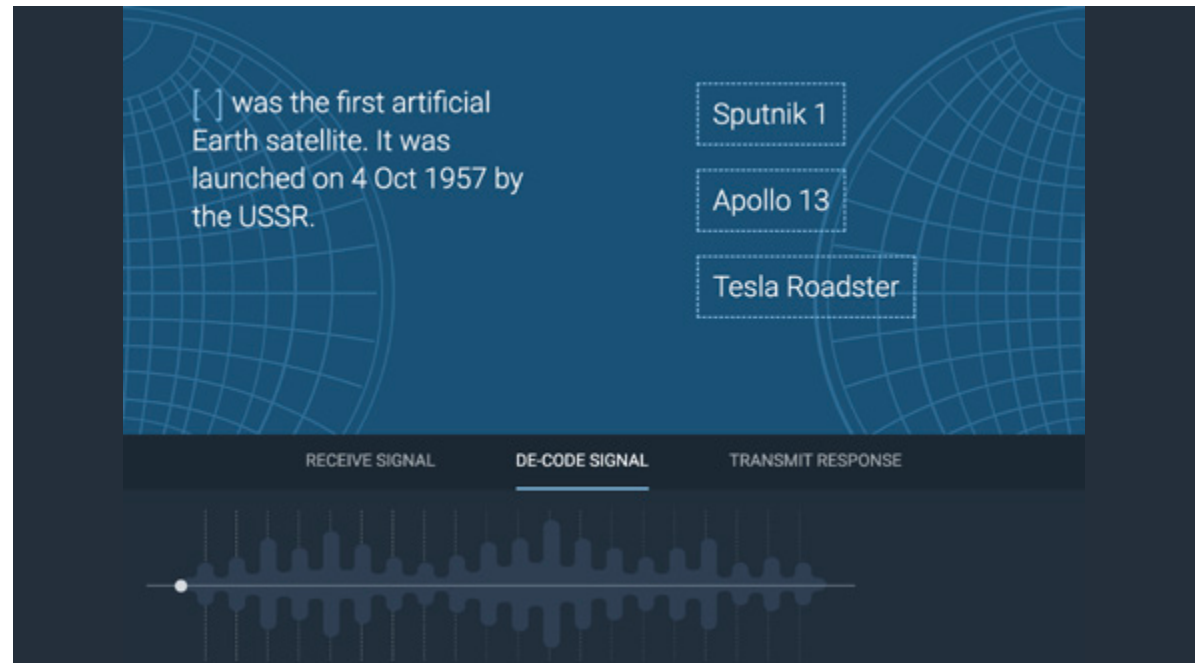
- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics

### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
-  **Keyboard Controls:** Keyboard alternatives for control
-  **Colors:** Set background and foreground colors for text and panels
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## Activity: Mission Control

This activity has been designed for older learners. **Mission Control** offers an immersive experience where the learner is working to decode a transmission. Each correct answer downloads another piece of the message. The reward at the end of the quiz is a bonus question that can only be answered if the learner has downloaded enough of the transmission.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics

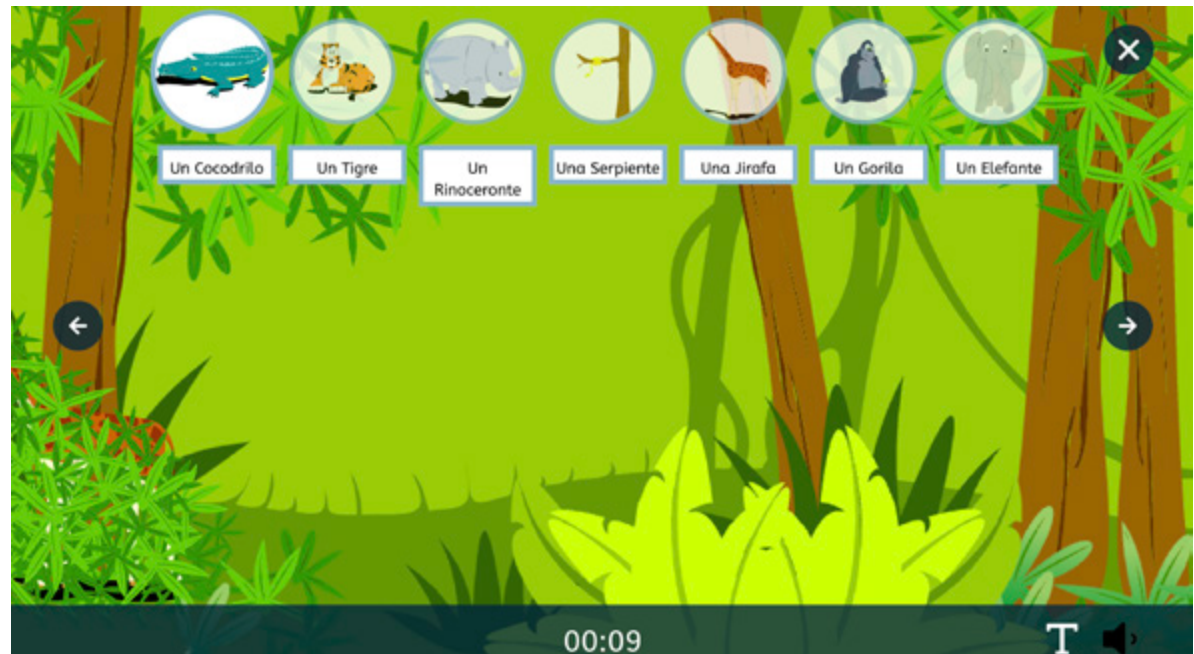


### Accessibility Options

-  **Font and Text Controls: Set font style, scale and color**
-  **Keyboard Controls: Keyboard alternatives for control**
-  **Colors: Set background and foreground colors for text and panels**
-  **Images: Change all game images and add/adjust alt tags**
-  **Sounds: All text can be accompanied by appropriate sound files**
-  **Assisted Motor Control: Large drop zones and keyboard alternatives**

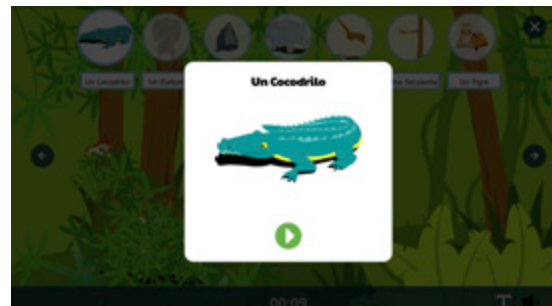
## Activity: Jungle Hide and Seek

**Jungle Hide and Seek** is a really fun activity for younger learners. There are a number of animals hiding in the undergrowth and the player must find them. They have both visual and audio cues to help them identify the creature they seek. This activity offers language learners the opportunity for repetition in a highly engaging format.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



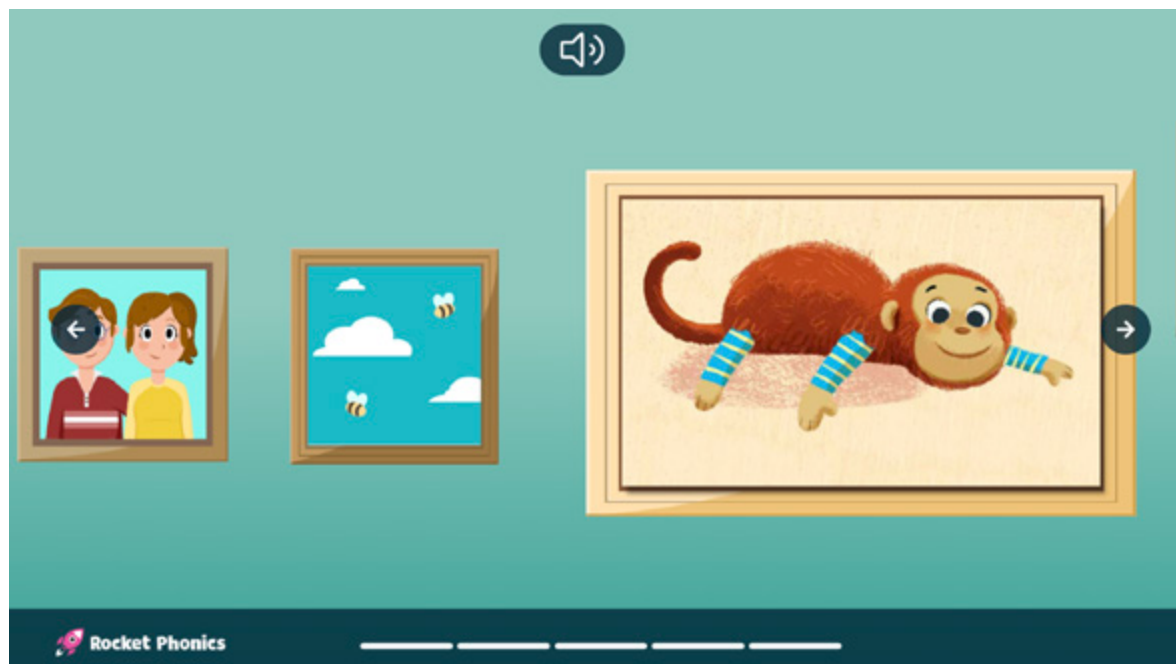
### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
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## Activity: Art Gallery

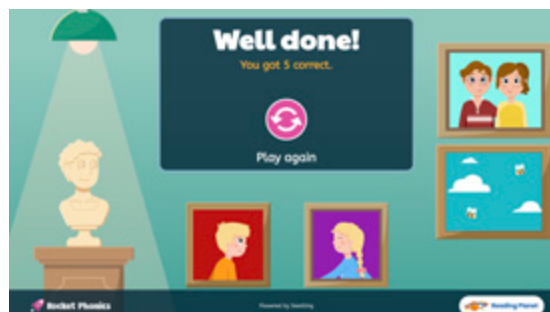
The **Art Gallery** activity is perfect for very young learners. The player hears a sound or sees a word and they must scroll to find the picture that matches.

As the pictures in the gallery are all images, any content can be displayed within them. This activity could easily be adapted therefore for science or mathematics and display much more challenging content.









### Customization Options

- Unlimited Questions
- Shuffle Order
- SFX & Voice-over
- Character Visuals
- All Backgrounds
- Game-play Dynamics



### Accessibility Options

-  **Font and Text Controls:** Set font style, scale and color
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## Activity: Beat the Chaser

**Beat the Chaser** is a digital board game that requires learners to make answer choices based on their confidence level within the topic area. The player will move forward or backwards along the board based on the confidence level of their answer. Correct and they move forward that number of steps, incorrect and they move backwards the same. However, they are being chased by an enemy who answers the same questions. If the enemy lands on the same square as the player, the game is over.

In the example opposite, the board has been designed for an environmental topic. All graphics and questions can be easily customized to be relevant to any other subject.



### Customization Options

- Unlimited Questions
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- Character Visuals
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### Accessibility Options

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