

**IT BEGAN WITH A QUESTION...**

Can children learn to read on their own using mobile devices?

After researching 80 apps in 5 countries with 4000 children over 6 years...

**YES! They can.**





**CURIOUS  
LEARNING**

## **SO WHAT DO WE DO?**

**Create and curate** - high impact open source early learning apps

**Localise** - mother-tongue content

**Distribute** - reach children via parent/care-giver smartphones

# Case Study - Feed the Monster



- Designed for children aged **5-10 years**.
- Players advance from learning **letter sounds and shapes** to **reading syllables and words** by fulfilling the requests of pet monsters.
- **22 hours of gameplay** led to improvements in literacy skills among out-of-school children, **equal to 2 months of learning** in a well functioning school.

# Why does Feed the Monster work?



- **Gameplay**
  - Engaging, promotes self learning and discovery
- **Creature**
  - Culturally neutral, fun for children
- **Mother-tongue**
  - Adaptable to many languages - 48 languages already completed
- **No distractions**
  - no advertising, no in-app purchases
- Designed for **low end smartphones (parent/caregiver device)**
  - low memory, processor and battery demands, and works offline.
- **Free** and open source





## What is coming next?

**Interactive Story Book App** - already built with Ubongo (Read with Akili)

**Numeracy App** - prototype launched with Chimple Learning

**Assessment App** - measures early literacy skills with deep data feedback, built with UCSF, UConn, MIT, & Learning Ally

**Teacher Development App** - in partnership with Funda Wande

**CURIOUS  
LEARNING**

**Thank you!**

