

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.







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





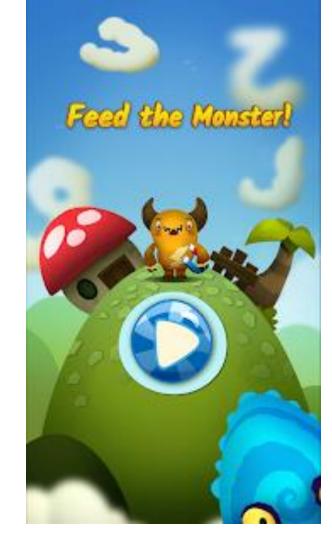
- Designed for children aged **5-10 years**.
- Players advance from learning letter sounds and shapes to reading syllables and words by fulfilling the requests of pet monsters.
- 22 hours of gameplay led to improvements in literacy skills among out-of-school children, equal to 2 months of learning in 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
 - o no advertising, no in-app purchases
- Designed for low end smartphones (parent/caregiver device)
 - o 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

