

# Teach your MONSTER To READ First Steps

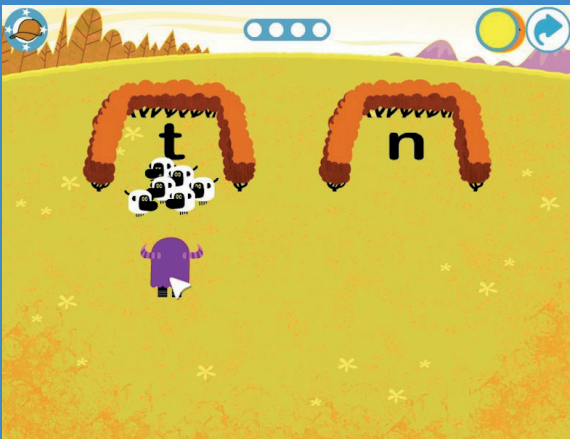
How Children Learn From the Game

## Practising the graphemes

The game's primary aim is to develop children's speed and accuracy of grapheme (letter) recognition.

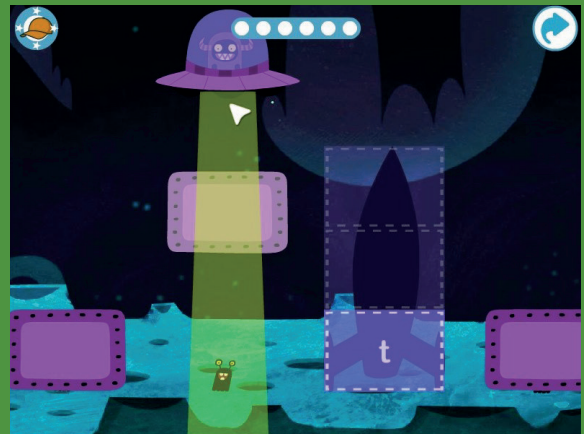
Children work through each grapheme (in the same order as Letters and Sounds) practising each one using one of four minigames.

### Herding



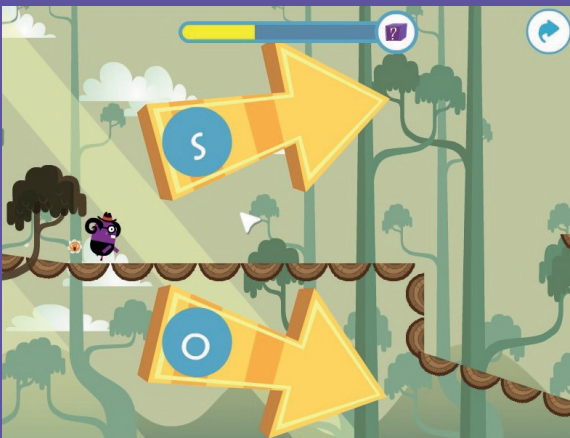
Listen to the letter-sound, then put sheep in the right pen.

### Build



Listen to the letter-sound, then pick the right blocks to build the spaceship.

### Run



Choose the right arrow based on the sound you hear.

### Jump

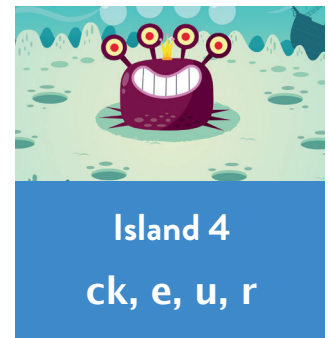
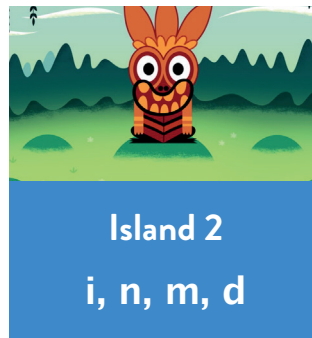


Listen to the letter-sound and choose the flowers with the correct grapheme

## Progressing through the game

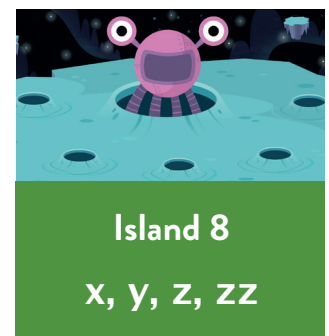
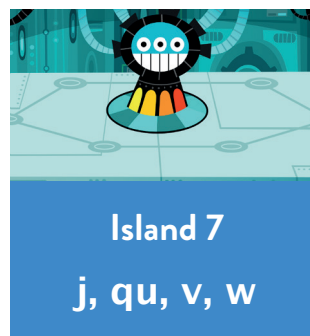
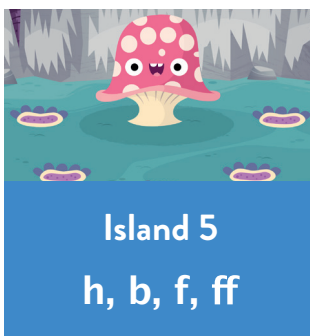
The game is set in a world with eight islands and can be played over days or weeks.

Children have to demonstrate knowledge of four graphemes to complete each island and move on to the next one.



When they finish the last island (and so have shown ability with each grapheme) they complete the game.

The game is adaptive; graphemes that the player has struggled with will come up in the minigames more often.



## Other learning activities

Along the way, there are lots of other exciting things to do, each of which allows the player to practise an important aspect of reading.

### Blending



After a minigame, children blend together some of the letters they've collected to make a word.

### Tricky words



Eight (semi-decodable) tricky words from letters and sounds will be introduced in the course of the game.

### Segmenting

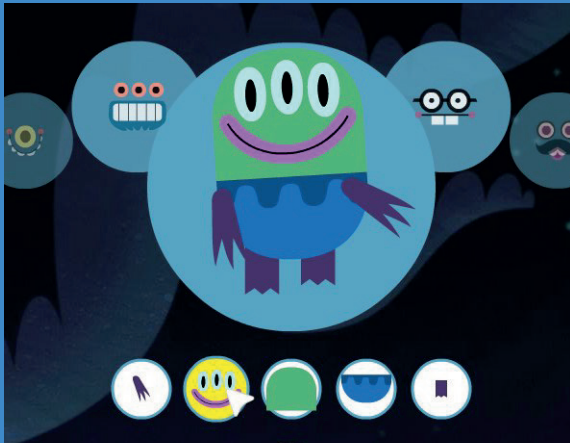


In the Climb game, children have to segment (break down) CVC words into their constituent sounds to get the top of the building.

## Keeping children playing

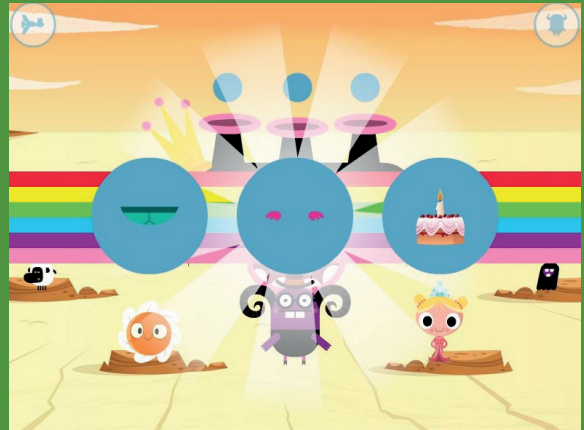
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### Customise your monster



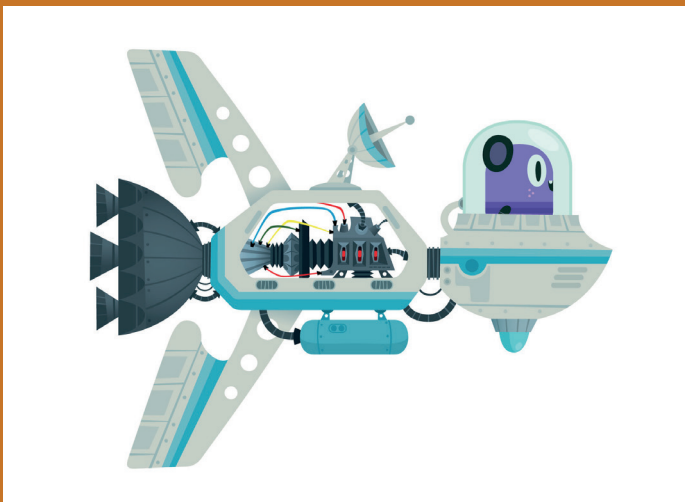
Children can create their own monster to play with, creating an emotional engagement with their character.

### Rewards



Rewards are given in return for each grapheme and for leaving each island – keeping children motivated.

### Strong visual appeal and compelling gameplay



The game combines outstanding illustration with high quality game design to make sure it's constantly appealing and engaging.

## Additional information

### How to play

To play the game, visit [www.teachyourmonster.org](http://www.teachyourmonster.org) and set up an account. It takes two minutes and is totally free.

### About us

This game is brought to you by the Usborne Foundation.

The Foundation is a charitable fund set up four years ago by Peter Usborne and his children, Nicola and Martin, to support initiatives to develop early literacy.

Peter Usborne is the founder and Managing Director of Usborne Publishing, one of the world's leading children's book publishing companies. He was previously one of the founders of the magazine Private Eye, and was recently awarded an MBE for services to publishing.

For more information, visit [www.teachyourmonster.org/about-us](http://www.teachyourmonster.org/about-us)

### Getting in touch

If you have any feedback, or need help please visit [www.teachyourmonster.org/contact](http://www.teachyourmonster.org/contact) and get in touch with us.

