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.

- **Sheep**: 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.
- **Factory**: Suck up the right letters based on the sound you hear.
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

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.

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.
How to play
To play the game, visit www.teachyourmonstertoread.com 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.teachyourmonstertoread.com/about-us

Getting in touch
If you have any feedback, or need help please visit www.teachyourmonstertoread.com/contact and get in touch with us.