

Information about the App



1. ABC Alphabet Praise/Worship Songs

This app features the 26 letters of the alphabet (sounds and names) set to music and animation highlighting stories and foundational truths and concepts in the Bible.

Scientific research endorses music as a great way to engage your child in powerful lessons that focus on social and emotional skills. A recent meta-analysis found that these skills help boost academic performance; improve problem-solving and decision-making; and reduce conduct problems and emotional distress. Studies have shown that Music is a valuable teaching tool. Music makes complex concepts more accessible and enjoyable. Moreover, it facilitates language learning. Upbeat or uplifting music also may enhance cognitive abilities.

Your child will have hours and hours of fun learning and singing these praise and worship songs.



- a – Noah and the Ark (Genesis 6-8)
- b – Barak and his 10,000 men in Battle (Judges 4:14)
- c – Alter Call (1 John 1:9)
- d – David Danced before the Ark (2 Samuel 6:12-15)
- e – Enter God’s House with Singing (Psalm 122:1)
- f – Jesus is my Friend (John 15:15)
- g – Gideon and his Trumpet (Judges 7)
- h – Jesus makes us Happy (Psalm 37:4)
- i – Instructed, Informed, Ignited and Increased by God’s Word (Psalm 19:7-9)
- j – Joy (Psalm 16:11)
- k – God is King (Isaiah 33:22)
- l – Lighted Lamps (Matthew 5:14)
- m – Jesus fills my Heart with Music (Psalm 57:7)
- n – I am Never Alone (Hebrews 13:5)
- o – Offering of Love, Praise and Talent (Psalm 96:8)
- p – Power of Praise (Acts 16:25-26)
- q – Queen Esther (Esther 3-5)
- r – Jesus is the Solid Rock (Psalm 40:2)
- s – I am Saved (Romans 10:13)
- t – Timothy (1 Timothy 1:2; 2 Timothy 1:7)
- u – Jesus Saves to the Uttermost (Hebrews 7:25)
- v – I’ve got the Victory (1 Corinthians 15:57)
- w – We Win with Jesus (1 Corinthians 9:24)
- x – Elisha and the Axe Head (2 Kings 6:1-6)
- y – Yahweh (Exodus 6:3)
- z – Marching to Zion (Psalm 48:12)





Information about the App Beginning Blends

In order for children to read proficiently, they need to learn how to blend individual sounds smoothly together into words without choppy pauses between the sounds. This app will facilitate your child with the skill of blending letters to make words.

The app opens and your child selects the game format he or she wishes to play – words or sentences. A Scripture relating to the beginning blends is read. Your child then selects the beginning blend he or she would like to explore.

When the word game opens, an image or a blow-horn icon will appear at the top of the screen. The child touches the image or blow-horn icon to hear the word. The child then touches the blue question marks at the bottom of the screen to select the correct word. The child then moves the word to the space provided.

When the sentence game opens, the child can touch the incomplete sentence to hear it. The child then moves the correct word from the bottom of the screen to the space provided to complete the sentence.

The Bible man at the top right hand corner is there to assist your child should he or she needs it. When the Bible man is touched the answer is highlighted.

The beginning blends featured are: bl; cl; fl; gl; pl; sl; br; cr; dr; fr; gr' pr; tr; wr; sc; sk; sm; sn; sp; st and sw.

There are approximately 300 beginning blend words for your child to learn. There are also over 40 sentences featuring the beginning blend words.

The beginning blend song featured in the app tells how God made the rainbow with colors blended together in beauty and harmony.

NOTE:

Vision and hearing are the two senses that allow access from a distance to people, objects, actions and the environment. The development of listening skills becomes essential, necessitating that families and educators deliberately address this important avenue of learning. The auditory sense is now a primary avenue for learning in all aspects of life and especially in school. Learning to understanding auditory information plays an important role in the development of language and literacy skills. [Lizbeth A. Barclay, M.A., Author and Teacher].

Bible versions used in app:

Psalms 34:1 (KJV); Isaiah 55:12 (KJV); 1 Peter 5:2 (NIV); 1 Chronicles 16:31 (NIV); 1 Kings 8:6 (Paraphrased NIV); 1 Corinthians 15:51 (NIV); Job 12:10 (KJV); Luke 19:40 (NIV); Ezekiel 37:4 (NIV); John 8:32 (KJV); Philemon 1:3 (NIV); 1 Thessalonians 5:17 (KJV); Isaiah 6:1 (KJV); Deuteronomy 11:20 (KJV); Matthew 27:28 (NIV); Psalm 147:8 (NIV); Psalm 121:6 (KJV); Psalm 91:3 (KJV); Acts 4:20 (KJV); Psalm 23:4 (KJV); Proverbs 16:24 (NIV).

Beginning Blends – Sentences

The following are the Scriptural References from which the essence of the sentences was drawn.

(Luke 18:31-42); (Psalm 34:1); (Psalm 47:1); (Exodus 33:22); (Genesis 7:20); (Mark 14:38); (Colossians 3:17); (Psalm 122:1); (Genesis 41:28-29); (Matthew 7:5); (1 Samuel 17:40); (Genesis 37:36); (Mark 14:22); (Genesis 2:7); (Matthew 16:24); (Matthew 14:15-21); (Esther 5:1); (Matthew 1:20); (John 15:14-15); (Psalm 47:1); (Number 13:23); (Matthew 14:21); (Luke 18:1); (Acts 12:1-5); (Psalm 52:8); (Proverbs 22:6); (Ephesians 6:12); (Jeremiah 31:33); (Joshua 2:17); (John 20:24-29); (Luke 23:33); (Psalm 114:4); (1 Samuel 17:40); (John 15:11); (Exodus 7:8-13); (Isaiah 1:18); (Numbers 20:8); (Matthew 27:30); (Mark 6:48); (Ephesians 6:1-2); (Hebrews 4:12); (Genesis 3:9).



Information about the App Consonant Digraphs and Silent Letters

This app highlights consonant digraphs and silent letters. Consonant digraphs are letters that come together to make one sound. The consonant digraphs highlighted are – sh; ch; wh; th (voiced); th (unvoiced). The silent letters showcased are: l; k; b; w and p.

When the app opens a Scripture relating to the consonant digraphs or silent letters is read. Your child selects which consonant digraph or silent letter game he or she wishes to play. When the game opens, an image or a blow-horn will appear at the top of the screen. The child touches the image or blow-horn to hear the word. The child then moves the correct combination of letters or word in the spaces provided.

The Bible man at the top right hand corner is there to assist your child should he or she needs it. When the Bible man is touched the answer is highlighted.

The digraph song teaches the sounds of the digraphs – sh; ch; wh; th (voiced); th (unvoiced). It highlights words that feature the various digraphs. Your child will also learn about singing and making music unto the Lord in one voice which results in His glory filling the place.

There are over 100 digraphs and silent words for your child to learn as they play the games.

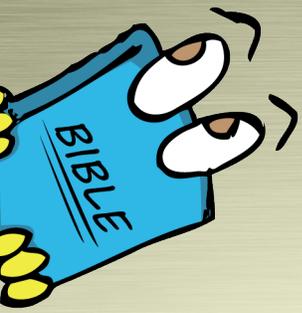
NOTE:

Vision and hearing are the two senses that allow access from a distance to people, objects, actions and the environment. The development of listening skills becomes essential, necessitating that families and educators deliberately address this important avenue of learning. The auditory sense is now a primary avenue for learning in all aspects of life and especially in school. Learning to understanding auditory information plays an important role in the development of language and literacy skills. [Lizbeth A. Barclay, M.A., Author and Teacher].

Bible versions used in app:

Matthew 18:3 (NIV); Luke 22:31 (Paraphrase Holman Christian Standard Bible); 1 Chronicles 17:12 (NIV); Psalm 27:10 (KJV); Matthew 6:3 (Paraphrase New American Standard 1977); Proverbs 1:7 (NIV); Matthew 6:12 (KJV); Habakkuk 2:2 (KJV); Ephesians 5:19 (KJV).





Information about the App CVC Short Vowels

This app teaches the short vowel sounds and their word families in an interactive and fun way using the CVC (Consonant Vowel Consonant) format.

The CVC app takes your child to the short vowel menu buttons. The menu buttons directs your child to the various CVC word games he or she wishes to play. This app has two levels – the beginner and advanced.

The objective of the game is to catch the correct letter to complete the CVC words as indicated (audibly and/or visually) at the top right hand corner of the screen. The child can touch the falling letters and the word family to hear their sounds.

In the Beginner Level, the child is shown an image to complete the CVC word, thereby, developing his or her visual and auditory skills. In the Advanced Level, the child has to listen carefully in order to complete the CVC word family.

A Scripture of affirmation is read upon completion of every CVC level.

There are over 150 CVC words for your child to explore in both levels.

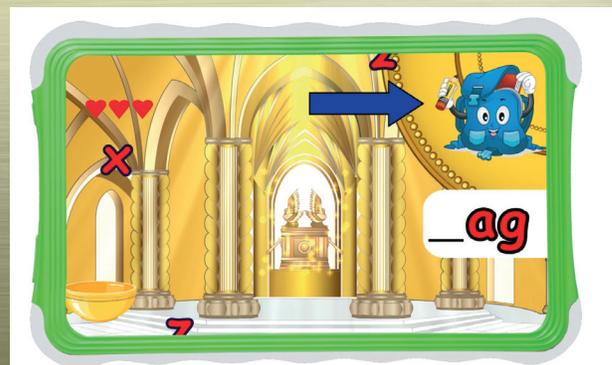
The God Made You and Me short vowel song teaches the short vowel sounds. The song expresses the fact that God made the animals, plants and He also made you and me. The child will appreciate the fact that God is the creator of everything around them. Research suggests that music lights up various regions of the brain related to language, hearing and motor control. It also is highly pleasurable and sustains the attention.

NOTE:

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Bible versions used in app:

Jeremiah 29:11(NIV); Philippians 4:13(NIV); Psalm 139:14 (NIV); Jeremiah 1:5 (NIV); Ecclesiastes 12:1 (NIV).





Information about the App Ending Blends

This app highlights the ending blends. Your child needs to learn how to blend individual sounds smoothly in order for them to read proficiently.

The app opens and your child selects the game format he or she wishes to play – words or sentences. A Scripture relating to the ending blends is read. Your child then selects the ending blend he or she would like to explore. When the word game opens, an image or a blow-horn icon will appear at the top of the screen. The child touches the image or blow-horn icon to hear the word. Words are flashed at the bottom of the screen. Your child will then move to the correct word to the space provided.

When the sentence game opens, the child can touch the incomplete sentence to hear it. The child then moves the correct word from the bottom of the screen to the space provided to complete the sentence.

The Bible man at the top right hand corner is there to assist your child should he or she needs it. When the Bible man is touched the answer is highlighted.

These ending blends featured are: ct; ft; mp; nk; nd; nt; ld; lp; lf; lt; pt; rd; sk; sp and st.

There are approximately 200 ending blend words for your child to explore. There are also 30 sentences highlighting ending blend words.

The ending blends song teaches the ending blend sounds and its usage in words. Your child will also learn about Jesus coming to earth in the end to save us and take us home where we will live with Him forever.

NOTE:

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Bible versions used in app:

Luke 2:51 (KJV); James 1:17 (KJV); Psalm 119:105 (KJV); Matthew 14:30 (Paraphrase KJV); Exodus 14:13 (KJV); Ecclesiastes 3:2 (KJV); Genesis 13:2 (KJV); Psalm 121:1 (KJV); Luke 15:23 (KJV); Colossians 4:6 (KJV); Psalm 119:55 (KJV); Psalm 124:7 (KJV); Genesis 6:14 (KJV); Habakkuk 1:8 (NIV); Jeremiah 15:21 (Paraphrase NIV); Matthew 18:11 (KJV).

Ending Blends – Sentences

The following are the Scriptural References from which the essence of the sentences was drawn. (Titus 1:1); (John 3:16); (John 20:22); (Matthew 25:33); (Matthew 25:1); (I Samuel 4:5); (Revelation 22:17); (Joshua 1:8); (Matthew 7:24-27); (Matthew 7:7); (Proverbs 6:6); (2 Timothy 2:15); (Isaiah 11:6); (Psalm 28:7); (Matthew 14:30); (Matthew 7:15); (Mark 11:1-11); (Matthew 5:13); (Deuteronomy 6:16); (Luke 15:8-10); (Ephesians 6:17); (Matthew 7:7); (Genesis 22:3); (Matthew 2:1); (1 Peter 5:7).



Information about the App Long Vowels

This app teaches your child the long vowels and their sounds. Vowels are the building blocks of words. When children listen to and practice using vowel sounds correctly their spelling, reading, speech and comprehension improves.

The app opens and your child selects which long vowel letter game he or she wishes to play. A Scripture relating to the long vowel sounds is immediately read. When the game opens, an image or a blow-horn icon will appear at the top of the screen. The child touches the image or blow-horn icon to hear the word. The child then moves the correct letters in the spaces to complete the word.

The Bible man at the top right hand corner is there to assist your child should he or she needs it. When the Bible man is touched the correct letters are highlighted.

The long vowel sounds featured in this app are: a_e; ai; ay; e_e; ee, ea, i_e; ie; igh; o_e; oa; oe; u_e; ue; ew; long e – y; long e – ey; long i – y; short oo; long oo; eu; ei; ea; aw; au; eer; ore; eigh; ey; long o – ow; ou; oi; oy; ew; are; air.

There are over 300 long vowels words for your child to explore.

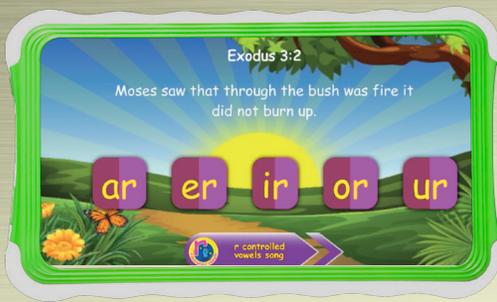
The long vowel song teaches the child the long vowel sounds while fortifying within the child how amazing God's Word is. If God said it; I believe it; I know His Word is true.

NOTE:

Vision and hearing are the two senses that allow access from a distance to people, objects, actions and the environment. The development of listening skills becomes essential, necessitating that families and educators deliberately address this important avenue of learning. The auditory sense is now a primary avenue for learning in all aspects of life and especially in school. Learning to understanding auditory information plays an important role in the development of language and literacy skills. [Lizbeth A. Barclay, M.A., Author and Teacher].

Bible versions used in app:

Mark 8:36 (KJV); Numbers 6:25 (KJV); Exodus 4:12 (Jubilee Bible 2000); Psalm 27:8 (KJV); Ezekiel 37:3 (NIV); Psalm 126:1 (KJV); Psalm 23:2 (KJV); Psalm 17:8 (KJV); Isaiah 40:29 (KJV); Matthew 14:29 (NIV); Lamentations 3:24 (KJV); Psalm 107:2 (NIV); Colossians 3:15 (KJV); Psalm 34:14 (KJV); Psalm 33:3 (KJV); Matthew 26:38 (Paraphrase KJV); Isaiah 40:4 (KJV); Psalm 147:8 (NIV); Luke 9:28 (KJV); Exodus 20:19 (KJV); Hebrews 3:1 (KJV); 2 Peter 3:18 (NIV); Psalm 27:4 (KJV); Ephesians 3:14 (KJV); Job 41:31 (KJV); 1 Peter 2:9 (KJV); Proverbs 15:23 (KJV); John 20:9 (KJV); Psalm 91:3 (NIV); Luke 7:38 (NIV); Proverbs 20:12 (NIV); Hebrews 10:7 (KJV); Song of Solomon 1:4 (NIV); Psalm 42:1 (NIV); Psalm 121:6 (KJV); Matthew 27:51 (Jubilee Bible 2000); Hebrews 12:2 (KJV); Joshua 1: (KJV).



Information about the App R-controlled Vowels

When a vowel is followed by an r, it makes a special sound. These vowels are called r-controlled vowels. The r-controlled vowels are: ar; er; ir; or; ur.

When the app opens a Scripture relating to the r-controlled vowels is read. Your child selects which r-controlled game he or she wishes to play. When the game opens, an image or a blow-horn icon will appear at the top of the screen. The child touches the image or blow-horn icon to hear the word. The child then moves the correct letters in the spaces to complete the word.

The Bible man at the top right hand corner is there to assist your child should he or she needs it. When the Bible man is touched the correct letters are highlighted.

There are over 300 long vowels words for your child to explore.

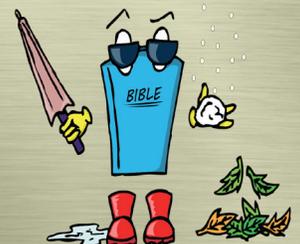
The r-controlled vowel song teaches the child the sounds of the vowels together with vowel words controlled by the letter r. There are over 50 r-controlled vowel words for your child to discover as they play the games. The song also highlights that Jesus is in control of everything.

NOTE:

Vision and hearing are the two senses that allow access from a distance to people, objects, actions and the environment. The development of listening skills becomes essential, necessitating that families and educators deliberately address this important avenue of learning. The auditory sense is now a primary avenue for learning in all aspects of life and especially in school. Learning to understanding auditory information plays an important role in the development of language and literacy skills. [Lizbeth A. Barclay, M.A., Author and Teacher].

Bible versions used in app:

Psalm 147:7 (Paraphrase NIV); Psalm 46:5 (NIV); Psalm 113:7 (Paraphrase New Living Translation); Ecclesiastes 4:12 (Holman Christian Standard Bible); Exodus 3:2 (NIV).





Information about the App Ready to Read ABC Alphabet

This game app is designed to reinforce children's knowledge of letter sounds, letter names and the initial sounds in words.

There are two levels in this app – the beginner and advanced. The objective of the game is to catch the letters and objects that are related to the letter shown at the top right hand corner of the screen. The child must catch three letter sounds, two images that begin with the initial letter and two letter names.

A Scripture of blessing or affirmation is read when every letter level is completed.

The images in the beginner level are taken from the Ready to Read abc Workbook (except for the letter x – x-ray and xylophone).

This app also features the song God Loves Me which teaches the child the sounds and the names of the letters in the alphabet. God Loves Me tells of the love that God has for us by sending His son Jesus to set us free and by Jesus' second coming to take us to heaven with Him.

Bible versions used in app:

Romans 10:13 (ICB); Deuteronomy 28:3,5 (ICB); Deuteronomy 28:13 (ICB); Psalm 91:11 (AMP); Psalm 37:4 (ICB); Deuteronomy 28:12 (ICB); Genesis 12:2 (ICB); Psalm 112:1 (ICB); Matthew 28:20 (ICB); Philippians 4:19 (ICB); Matthew 19:14 (ICB); Deuteronomy 28:2 (ICB); 2 Chronicles 1:12 (ICB); Isaiah 58:11 (ICB); Numbers 23:19 (ICB); Psalm 63:4 (ICB); Isaiah 11:3 (ICB); Mark 11:24 (ICB); Deuteronomy 30:9 (ICB); Psalm 46:1-2 (ICB); Proverbs 3:5 (ICB); James 1:17 (New American Standard Bible); Psalm 91:11 (ICB); Ephesians 3:20 (KJV); Acts 16:31 (ICB); Psalm 125:1 (NIV).

