

# ICE CREAM TREAT MATCH-UP

Ice cream matching fun for kids 3-5 years!



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E-Learning II  
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Ice Cream Treat Match-up is a rich media animated eLearning program for children, ages three to five years old. Through this fun, colorful, interactive learning course children will practice shape recognition, color recognition and matching. Sam the Ice Cream Man will guide them through a series of animated scenes wherein they will be asked to identify which ice cream treats are the same color and/or shape as well as which treat is different in color and/or shape than the rest. There will be three levels: Color Matching, Shape Matching and Color AND Shape Matching. Each level will conclude after 10 rounds. The end of each level will be confirmed with an image of an ice cream treat and the opportunity to move on to the next level. At the conclusion of the entire course the children will be presented with a certificate of completion.





# LEARNING OBJECTIVES

- By the end of the learning program, each student will be able to recognize, recall, and demonstrate critical thinking and problem solving by selecting the correct ice cream treat for each scenario.
- By the end of the learning program, each student will be able to recognize and identify colors, sizes and shapes of ice cream treats that are the same.
- By the end of the learning program, each student will be able to recognize and identify colors, sizes and shapes of ice cream treats that are different.
- By the end of the learning program, each student will be able to understand and follow simple, concrete commands with visual prompts.



# LEARNING OBJECTIVES (continued)

- At the end of the learning program, each student will be able to show creativity and imagination by choosing from a variety of graphic elements to create a finished ice cream treat.
- By using the e-learning system, children will gain age-appropriate eye-hand coordination by the end of the program.
- By the end of the e-learning course, children will be able to understand what is heard, listen and make choices, and give a physical response to indicate understanding by clicking the correct answer from the choices given.
- By using the e-learning system, children will listen and follow simple two-step directions and ask for help when needed.



# CONTENT OUTLINE

## **Home Page**

This page will describe the purpose of the site along with a description of the target audience. There will be a short animation as an introduction to the game along with a link to the parental/user assessment under the animation. The home page will also include a global navigation giving the user access to the Main Game Page as well as a footer which will contain a link to the Help Page.

## **Parents' Page**

This page will contain game instructions, technology requirements and a short quiz to assess the user of the site and whether it is appropriate for them to play the edutainment game.



# CONTENT OUTLINE

## **Main Game Page**

This page will contain a short, animated video that will explain the rules of the game and how to play. Each round will include written and audio instructions specific for the round. The user will be able to click to enter the first course/level, the Colors Course/Level.



# CONTENT OUTLINE

## Colors Course/Level

- The course will start with a short, animated video which will explain the rules for the Colors course/level.
- Each round will include short instructions, presented in text and audio format, which are specific for the round.
- The game will be a drag & drop style game. The user will be asked to identify which ice cream treats are the same color, or which one is a different color, by dragging it (them) to the drop zone(s).
- Upon completion of each round, the user will click to advance to the next round. Upon completion of 10 rounds the user will be able to click to the next course/level.





# CONTENT OUTLINE

## Shapes Course/Level

- The course will start with a short, animated video which will explain the rules for the Shapes course/level.
- Each round will include short instructions, presented in text and audio format, which are specific for the round.
- The game will be a drag & drop style game. The user will be asked to identify which ice cream treats are the same shape, or which one is a different shape, by dragging it (them) to the drop zone(s).
- Upon completion of each round, the user will click to advance to the next round. Upon completion of 10 rounds the user will be able to click to the next course/level.





# CONTENT OUTLINE

## **Colors AND Shapes Course/Level**

- The course will start with a short, animated video which will explain the rules for the Colors AND Shapes course/level.
- Each round will include short instructions, presented in text and audio format, which are specific for the round.
- The game will be a drag & drop style game. The user will be asked to identify which ice cream treats are the same color and shape, or which one is a different color and shape, by dragging it (them) to the drop zone(s).
- Upon completion of each round, the user will click to advance to the next round. Upon completion of 10 rounds the user will be able to click to the next course/level.



# CONTENT OUTLINE

## **Certificate Presentation Page**

This page will showcase a certificate of completion which is presented to the user upon successful completion of each level and at the end of the course.

## **Help Page**

This page will have contact information for parents or guardians that are interested in the game and basic instructions for the various courses/levels of the game. It will be located in the footer.



# INSTRUCTIONAL EVENTS

Each page of Ice Cream Treat Match-up will have a global navigation, consisting of two large, colorful buttons, which will allow the user to return to the home page or go back to the previous page. To enter the e-learning program the user will click on a large “play” button in the center of the screen. This will prompt a short animation explaining the instructions for the game. The user will click a “Let’s Go!” button to proceed to the first round of the game. Once the user has chosen the correct item(s) they will click a link to advance to the next round. To help keep track of the user’s progress an ice cream treat symbol will appear at the top of the screen upon the successful completion of each round. These same symbols will appear on the progress report at the end of each level. Users will receive a certificate of completion at the end of the game if they score 70% or higher.

Users can exit the lesson at any time by clicking the “Exit” button at the top left of the game.



# TECHNOLOGY & MEDIA

All users must have access to a computer or device with a strong internet connection. The current releases of Safari, Chrome, Firefox and Edge web browsers as well as Internet Explorer version \*9 and up are suggested for best performance quality. Additionally, the e-learning program may require the latest version of the free Adobe Flash Player. Please note that you may need to grant Flash permission to run in your web browser.

The following domain must be unblocked for Ice Cream Treat Match-up to work properly: [joesplace.net/icecreammatchup](http://joesplace.net/icecreammatchup).



# TECHNOLOGY & MEDIA

All assets will be created using Adobe Illustrator and then imported to Adobe Animate for animation. Through Adobe Animate, a Flash file and corresponding files for authoring will be created for upload to the WordPress site. This process is the best way to create a unique, fun and colorful interactive animated program for the target audience. By creating the assets from scratch all design elements will be consistent throughout the site. The Flash animation will allow for an entertaining, attention-grabbing program.



# TECHNOLOGY & MEDIA

The following plugins will be used to enhance the WordPress site:

## **Interactive Content – H5P**

H5P content is responsive and mobile friendly. The Drag & Drop feature will be used to create the interactive components of the site.

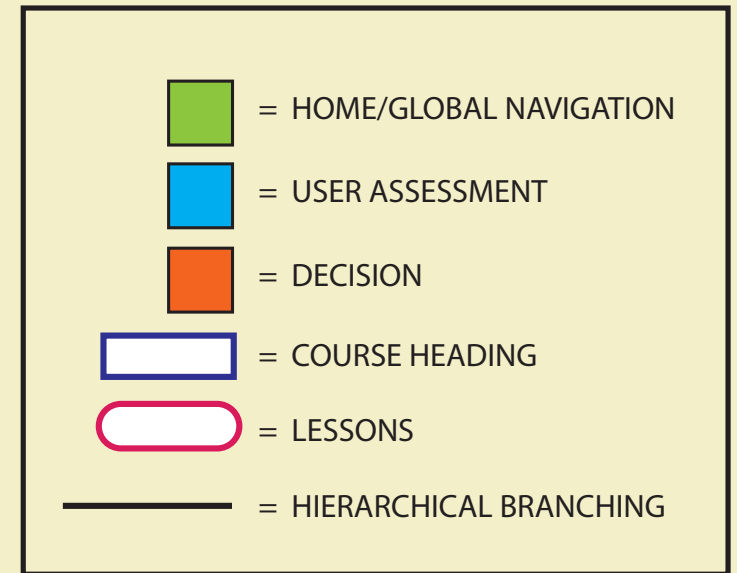
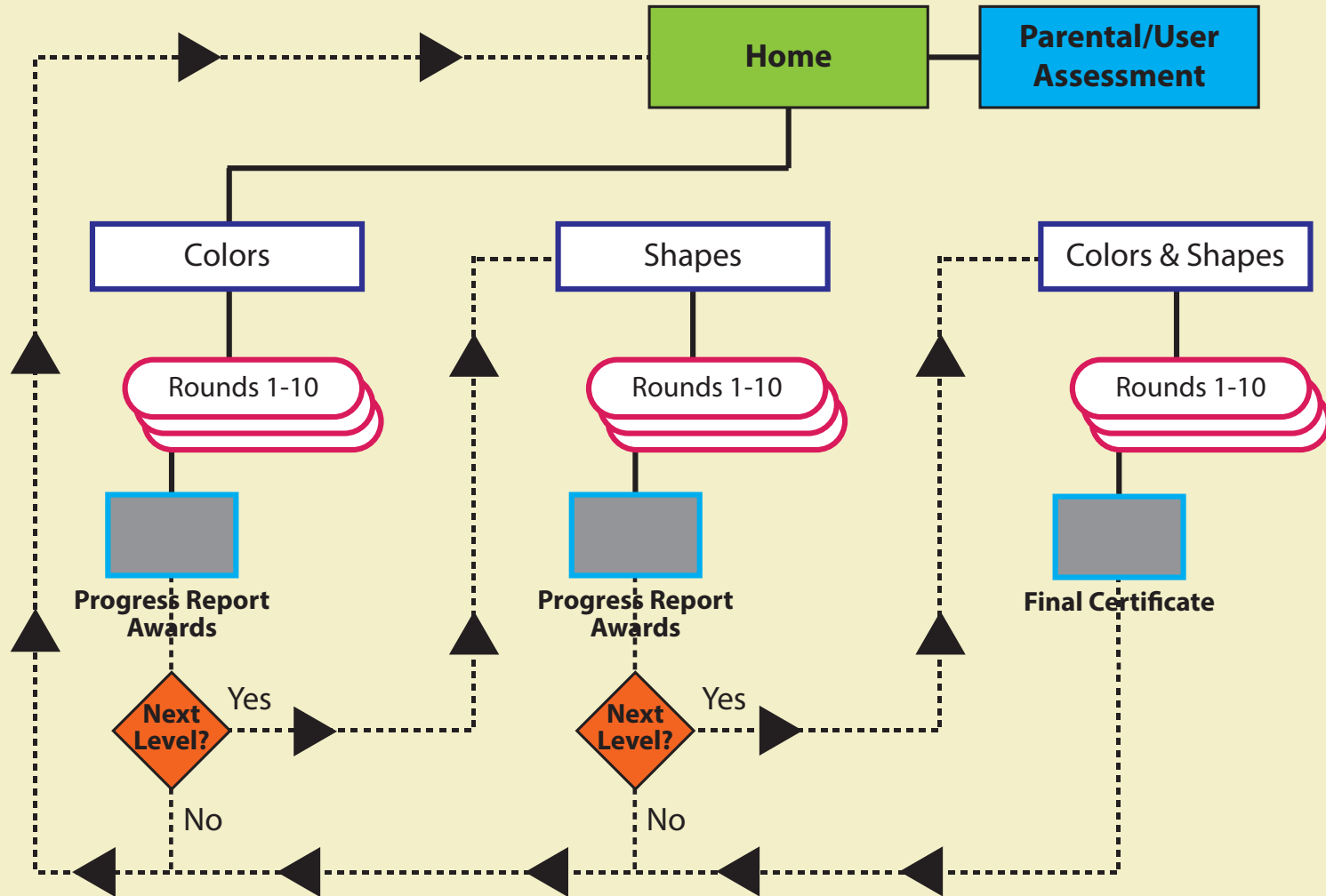
## **Namaste! LMS**

Namaste! LMS is a learning management system for WordPress. It supports an unlimited number of courses, lessons, assignments, students etc.

## **myCred**

Ice Cream Match-up will award visual rewards, such as badges. The badges add-on allows you to create badges – a visual token of achievement.

# FLOW CHART





# STYLE GUIDE

## Typography

### HEADINGS

Snowtop Caps 40  
points

Body Text

Myriad Pro 18 points

## Sample User Interface & Graphics



## Color Palette



Strawberry Sherbert  
#EF5B85  
Exit Icon, various graphics



Cotton Candy  
#F099C1  
Various graphics



Limeade  
#82C566  
Play Icon, various graphics



Pistacio  
#B2DAAC  
Various graphics



Blue Raspberry  
#1E96B2  
Back Icon, various graphics



Sky Blue  
#ABE0F1  
Page background color, various graphics



Raspberry Ripple  
#EF5B85  
Title, instructions, home Icon  
various graphics



Chocolate Wafer  
#EF5B85  
Various graphics



Vanilla Bean  
#EF5B85  
Game background color  
various graphics



Cloud White  
#FFFFFF  
Icon symbols, pointer, various graphics



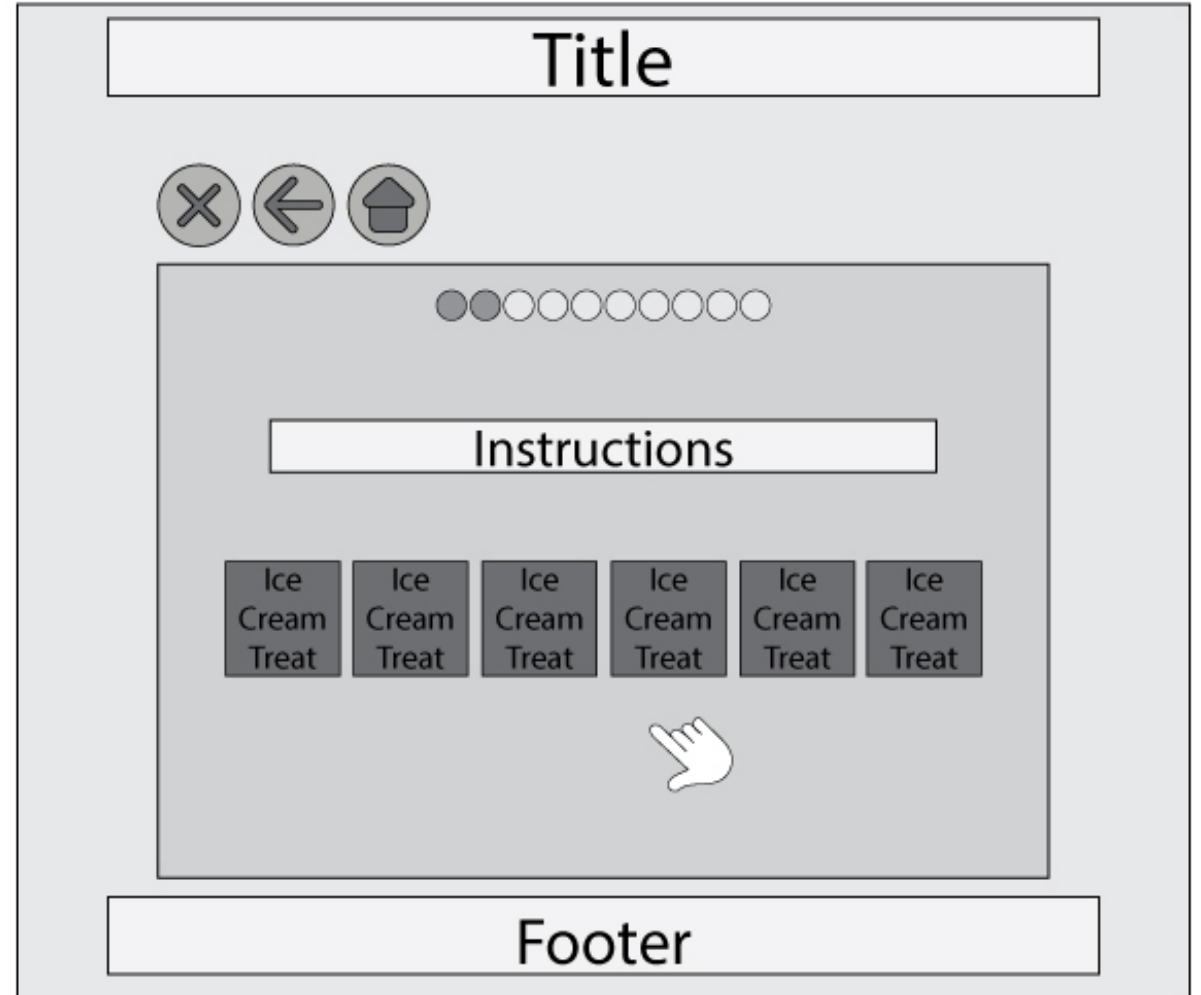
Black Licorice  
#000000  
Footer text, various graphics

# WIREFRAMES

## Wireframe: Home Page



## Wireframe: Internal Game Page



# SAMPLE PAGES

## Sample: Home Page

**ICE CREAM TREAT MATCH-UP**

Copyright 2016 Joseph Palmer

Help Page

## Sample: Internal Game Page

**ICE CREAM TREAT MATCH-UP**

Which two Ice Cream Treats are the same shape?

Copyright 2016 Joseph Palmer

Help Page