

GCompris



free edutainment software
for the youngest

Goals

- Gcompris is an edutainment software for kids from 3 to 10. It provides an easy to use user interface which allow the kid to discover the software alone.
- The different activities proposed are classified by difficulty.
- Each activity with a single star are dedicated to kids under 4. With 2 stars, it's for the age range 5 to 7, and 3 stars for above 8 years old.

Usage Examples

2-4 years old

- Discover the computer by learning the mouse, the click and several entertaining activities.
- Discover the keyboard, the letters, the numbers, the keypad and the arrow.
- Puzzles with famous paintings
- Free vector based drawing.

5-6 years old

- Spacial orientation in a game were the kid must recognize the left/right hand.
- Discover the words recognition in a reading practice activiy.
- Water cycle. The kid can discover how the see, the sun, ... interract to provide home with water.

7-10 years old

- Algebra table.
- Mental calculation with a game where the kid must select the number and operation to reach a given result.
- Geography, place the countries on the map. A voice tell the country name.

Configuration

- PC Pentium 150MHz or equivalent
- Operating system GNU/Linux, FreeBSD, MacOSX, Unix.
- X-Window based desktop
- 32 MB of memory, 30 MB of disk

Available locales

- Arabic Azerbaijani Turkic Catalan Czech German Greek English Canadian English Spanish Finnish French Hebrew Indian Hungarian Croatian Italian Lithuanian Macedonian Malayalam Malay Dutch Norwegian Polish Portuguese Brazil Portuguese Romanian Russian Slovak Slovenian Serbian Swedish Turkish
- Supporting other locale is easy by the translation of regular .po file.

License

- In order to allow anybody to use, study, modify and distribute this software, it is released under the GPL license (see <http://www.fsf.org>).
- This software is given with the source code. This ensure it will last and allow a collaborative work to maintain and improve it.

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Discover the mouse. The kid learn to mouve the mouse and to click. Some fishes are moving in the game, the kid must discover them and click on. The difficulty increase, the fishes are smaller and faster.



This set of activity is dedicated to the computer discovering. The gameplay is based on letters, numbers, then words that are falling. The kid must find them on the keyboard.



Reading Hour. It's fun to play with the watch. Gcompris ask the kid to set the watch on a given time. When the difficulty increase, less information is displayed on the watch.



Vector drawing activity. The kid can create any drawing. A number of geometrical forms are proposed with a large number of images. Each placed forms can be moved or resized at any time.



A memory game. A train drives through and the kid must memorize and rebuild it. Gcompris contains also the classical memory game based on matching cards.

Gcompris, it's already more than 50 different activities. Find them all on: