

## 1 Python Test

Test board for the python plugin



Olivier Samyn (osamyn on ulb dot ac.be)

(pythontest.xml)



Prérequis

Advanced Python Programmer :)

Objectif

Add a language binding to gcompris.

Manuel

## 2 Practice the addition operation

I Ask you some algebra questions



Bruno Coudoin (bruno.coudoin on free dot fr)

(algebra\_plus.xml)



Prérequis

Simple addition

Objectif

In a limited time, give the result to the addition of two numbers

Manuel

An addition of two numbers is displayed. At the right of the equal sign, give the answer. Use the left and right arrow to modify your answer, the return key to validate an answer

### 3 Matching Items

Drag and Drop the items to make them match



Bruno Coudoin (bruno.coudoin on free dot fr)

(babymatch.xml)



Prérequis

Mouse manipulation: movement, drag and drop

Objectif

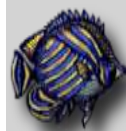
Motor coordination. Concept match.

Manuel

In the main board area, a set of objects are printed. In the vertical frame - at the left of the main board area, another set of objects are printed, each of these objects match with exactly one object of the main board area. The logical link between these objects must be found. This is achieved by dragging the objects to the right red plots in the main area.

### 4 Click On Me

Left-Click with the mouse on all swimming fishes before they leave the fishtank



Bruno Coudoin (bruno.coudoin on free dot fr)

(clickgame.xml)



Prérequis

Mouse manipulation

Objectif

Motor coordination: mouse mouvement and mouse click. The goal is just to click with the left mouse button on the moving fish.

Manuel

## 5 Click on a letter

Hear a letter and click on the right letter



Pascal Georges (pascal.georges1 on free dot fr)

(click\_on\_letter.xml)



Prérequis

None

Objectif

Letter recognition

Manuel

A letter is spelled. Click on the corresponding letter in the main area. You can hear again the letter by clicking on the speaker icon in the bottom horizontal frame.

## 6 The fifteen game

Move the items one by one to reorder them in the increasing number



Bruno Coudoin (bruno.coudoin on free dot fr)

(fifteen.xml)



Prérequis

Mouse manipulation

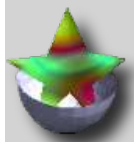
Objectif

Manuel

Click on any item that has a free block beside him. It will be swapped with the empty block.

## 7 Baby Shape Puzzle

Drag and Drop the shapes on their respective target



Bruno Coudoin (bruno.coudoin on free dot fr) / Andre Connes (andre.connes on toulouse dot iufm.fr) (babyshapes.xml)



Prérequis

Good mouse control

Objectif

Manuel

## 8 Colors

Click on the right color



Pascal Georges (pascal.georges1 on free dot fr)

(colors.xml)



Prérequis

Can move the mouse.

Objectif

This board is dedicated to train kids to recognize colors. Several colored toons are displayed and a color is spoken. The kid must select the proper toon.

Manuel

Hear the color and click on the toon.

## 9 A simple vector drawing tool

Creative board where you can freely draw



Bruno Coudoin (bruno.coudoin on free dot fr)

(draw.xml)



Prérequis

Needs to handle the mouse with the click easily

Objectif

In this game, the children will be able to freely draw. The goal is just to discover how he can create pretty looking drawings based on basic shapes: rectangles, ellipses and lines.

Manuel

On the left select a drawing tool, on the bottom select a color then click on the white area and drag to create a new shape. To go faster, you can use the middle mouse button to delete an object.

## 10 Count the items

Place the items in the best way to count them



Bruno Coudoin (bruno.coudoin on free dot fr)

(enumerate.xml)



Prérequis

Number

Objectif

Numeration training

Manuel

## 11 Move the mouse

Move the mouse to erase the area and discover the background



Bruno Coudoin (bruno.coudoin on free dot fr)

(erase.xml)



Prérequis

Mouse manipulation

Objectif

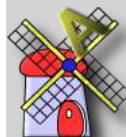
Motor coordination

Manuel

Move the mouse until all the blocks disappear.

## 12 Simple Letters

Type the falling letters before they reach the ground



Bruno Coudoin (bruno.coudoin on free dot fr)

(gletters.xml)



Prérequis

Keyboard manipulation

Objectif

Letter recognition between the screen and the keyboard

Manuel

Type the falling letters before they reach the ground

## 13 Find your left and right hands

Given hands pictures, find if it's a right or left one



Pascal Georges (pascal.georges1 on free dot fr)

(leftright.xml)



Prérequis

None

Objectif

Distinguish from different point of view the left hand from the right hand. Spatial representation

Manuel

A hand is printed. You have to tell if this is the right or left hand. Click on the red button - at the left - or on the green button - at the right.

## 14 Memory Game with images

Discover the cards and find a matching pair



Bruno Coudoin (bruno.coudoin on free dot fr)

(memory.xml)



Prérequis

Mouse manipulation

Objectif

Train your memory and remove all the cards

Manuel

A set of blink cards is printed. Each pair is associated by the same picture in their hidden faces. When clicking on a card, you can uncover the card and see its hidden picture. However you can only see two hidden pictures at once. You have to remember the position of the pictures to associate them. To remove a pair of card, uncover both of them.

## 15 Make the puzzle

Drag and Drop the items to rebuild the original paintings



Bruno Coudoin (bruno.coudoin on free dot fr)

(paintings.xml)



Prérequis

Mouse manipulation: movement, drag and drop

Objectif

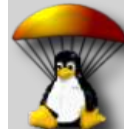
Spatial representation

Manuel

In the main board area, a set of red plots are displayed. In the vertical frame - at the left of the main board area, a set of image parts of a painting are available. Drag and drop these parts in the right plot to rebuild the original painting.

## 16 Paratrooper

Manage the paratrooper to let him safely land



Bruno Coudoin (bruno.coudoin on free dot fr)

(paratrooper.xml)



Prérequis

This board is game oriented. It doesn't need specific skills to play with.

Objectif

In this game, the children will try to make Tux the paratrooper land safely on the fishing boat. He/She needs to take care of the wind side and speed.

Manuel

Click on any keyboard key to let Tux jump. Another keypress will open the parachute. Alternatively, a click on the plane and the tux also works.

## 17 Railroad

A memory game based on trains



Pascal Georges (pascal.georges1 on free dot fr)

(railroad.xml)



Prérequis

None

Objectif

Memory training

Manuel

A train - a locomotive and wagon(s) - is displayed at the top of the main area. After a few the second train go away. Then, you have to rebuild it at the top of the screen by selecting the appropriate wagons and locomotive. You can always unselect an item by clicking on it. Validate your construction by clicking on the hand at the bottom.

## 18 Numbers With Dices

Type the keyboard number 1 to 9 before the dice reaches the ground



Bruno Coudoin (bruno.coudoin on free dot fr)

(smallnumbers.xml)



Prérequis

Counting skill

Objectif

In a limited time, count a number of dots

Manuel

With the keyboard, press the number corresponding to the number of dots in the falling dice.

## 19 Practice the substraction operation



I Ask you some algebra questions



Bruno Coudoin (bruno.coudoin on free dot fr)

(algebra\_minus.xml)



Prérequis

Simple substraction

Objectif

In a limited time, give the result to the substraction of two numbers

Manuel

A substraction of two numbers is displayed. At the right of the equal sign, give the answer. Use the left and right arrow to modify your answer, the return key to validate an answer

## 20 Operate a canal lock



Tux is in trouble in his ship. he needs to take through a lock. Help Tux and understand how a canal lock works.



Bruno Coudoin (bruno.coudoin on free dot fr)

(canal\_lock.xml)



Prérequis

Objectif

Manuel

You are in charge of the canal lock. You have to open the gates and the lockgates in the right order. Let Tux travel through the gates in the two ways.

## 21 Learning chess



Play chess against the computer in a learning mode



Bruno Coudoin (bruno.coudoin on free dot fr)

(chess\_computer.xml)



Prérequis

Mouse manipulation

Objectif

Manuel

## 22 Learning chess



Chess training. Catch the computer's pawns.



Bruno Coudoin (bruno.coudoin on free dot fr)

(chess\_movelearn.xml)



Prérequis

Mouse manipulation

Objectif

Manuel

## 23 Learning chess

Play end of chess game against the computer



Bruno Coudoin (bruno.coudoin on free dot fr)

(chess\_partyend.xml)



Prérequis

Mouse manipulation

Objectif

Manuel

## 24 Learning Clock

Learn how to read the time



Bruno Coudoin (bruno.coudoin on free dot fr)

(clockgame.xml)



Prérequis

Time concept Time reading

Objectif

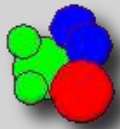
Distinguish differences between hour, minute and second.  
Compose a time in a clock

Manuel

For each printed hour (hours:minutes or hours:minutes:seconds) manipulate the corresponding arrow to set the clock time matching the given hour. The different arrows can be turned by selecting them and moving the mouse

## 25 Double entry table

Drag and Drop the items in the double entry table



Bruno Coudoin (bruno.coudoin on free dot fr)

(doubleentry.xml)



Prérequis

Basic counting skills

Objectif

The children must move the items on the left to their proper destination in the double entry table.

Manuel

Drag and Drop proposed items to their destination

## 26 Place the lands

Drag and Drop the items to redraw the complete map



Jean-Philippe Ayanides (jp.ayanides on free dot fr)

(geography.xml)



Prérequis

Objectif

Manuel

## 27 Simplified Tower of Hanoi

Reproduce the given tower



Bruno Coudoin (bruno.coudoin on free dot fr)

(hanoi.xml)



Prérequis

Mouse manipulation

Objectif

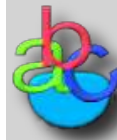
Reproduce in the empty area the same tower than the one on the right

Manuel

Drag and Drop the top piece only on an empty location

## 28 Reading practice

Practice reading by finding the word matching an image



Pascal Georges (pascal.georges1 on free dot fr)

(imageid.xml)



Prérequis

Reading

Objectif

Manuel

Click on the word corresponding to the printed image.

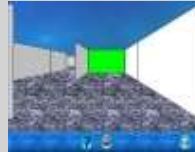
## 29 3D Maze

Find your way out of the 3D maze



Christof Petig (christof on petig-baender dot de)

(maze3D.xml)



Prérequis

Can use the keyboard arrow to move an object.

Objectif

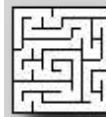
Help Tux get out of this maze.

Manuel

Use the keyboard arrows to move Tux up to the door. Use the 'space' key to switch between 2D and 3D mode

## 30 Maze

Find your way out of the maze



Bastiaan Verhoef (b.f.verhoef on student dot utwente.nl)

(maze.xml)



Prérequis

Can use the keyboard arrow to move an object.

Objectif

Help Tux get out of this maze.

Manuel

Use the keyboard arrows to move Tux up to the door.

## 31 Missing Letter



Fill up the missing letter



Pascal Georges (pascal.georges1 on free dot fr)

(missing\_letter.xml)



Prérequis

Word reading

Objectif

Train reading skill

Manuel

An object is displayed in the main area. An incomplete word is printed under the picture. Select the missing letter to complete the word.

## 32 Money



Pratice money usage



Bruno Coudoin (bruno.coudoin on free dot fr)

(money.xml)



Prérequis

Can count

Objectif

You must buy the different items and give the exact price. At higher level, several items are displayed, you must first calculate the total price.

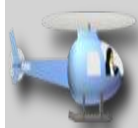
Manuel

Click on the coins or paper money on the bottom of the screen to pay. If you want to remove a coin or note, click on it on the upper screen area.

## 33 Numbers in Order



Move the helicopter to catch the clouds in the correct order



Bruno Coudoin (bruno.coudoin on free dot fr)

(planegame.xml)



Prérequis

Number

Objectif

Numeration training

Manuel

Use the up, down, right and left keyboard keys to move the helicopter to catch the numbers in the incremental order

## 34 Read colors



Click on the right color



Pascal Georges (pascal.georges1 on free dot fr)

(read\_colors.xml)



Prérequis

Can read

Objectif

This board is dedicated to read basic colors.

Manuel

Click on the right colored object.

## 35 Horizontal reading practice

Read a list of word and tell if the given word is in it



Bruno Coudoin (bruno.coudoin on free dot fr)

(readingh.xml)



Prérequis

Reading

Objectif

Read training in a limited time

Manuel

At the top and right of the board area, a word is printed. At the left a list of words will move in and out of the screen. Tell if you see the initial word in this list.

## 36 Vertical reading practice

Read a vertical list of word and tell if the given word is in it



Bruno Coudoin (bruno.coudoin on free dot fr)

(readingv.xml)



Prérequis

Reading

Objectif

Read training in a limited time

Manuel

At the top and right of the board area, a word is printed. At the left a list of words will move in and out of the screen. Tell if you see the initial word in this list.

## 37 Practice the subtraction with a funny

### game

Tux is hungry. Help him find fishes by counting the ice spot needed to reach them.



Bruno Coudoin (bruno.coudoin on free dot fr)

(reversecount.xml)



### Prérequis

Can move the mouse, can read numbers and subtract numbers up to 10 for the first level

### Objectif

Tux is hungry. Help him find fishes by counting the ice spot needed to reach them.

### Manuel

First count how many ice spot are between tux and the fish. Then click on the dice to select the proper number. You can also use the right mouse button on the dices to count backward. When done, click on the OK button or hit the keyboard enter key.

## 38 Well balance the scales

Drag and Drop masses to equilibrate the scales



Bruno Coudoin (bruno.coudoin on free dot fr)

(scalesboard.xml)



### Prérequis

### Objectif

Mental calculus, arithmetic equality

### Manuel

To equilibrate the scales, move the masses in its left plateau. The masses can be arranged in any order.

## 39 Practice the addition with a target game ☆☆

### game

Touch the target and count your points



Bruno Coudoin (bruno.coudoin on free dot fr)

(target.xml)



### Prérequis

Can move the mouse, can read numbers and count up to 15 for the first level

### Objectif

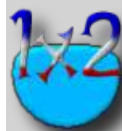
Send darts on a target and count your score.

### Manuel

First check the wind strength and direction, then click on the target to launch a dart, when all your darts are sent, a window appears requiring you to count your score. Enter the score with the keyboard then press the enter key or the OK icon.

## 40 Practice the multiplication operation ☆☆☆

I Ask you some algebra questions



Bruno Coudoin (bruno.coudoin on free dot fr)

(algebra\_by.xml)



### Prérequis

Multiplication table

### Objectif

In a limited time, give the result to the multiplication of two numbers

### Manuel

A multiplication of two numbers is displayed. At the right of the equal sign, give the answer. Use the left and right arrow to modify your answer, the return key to validate an answer

## 41 Super Brain



Tux has hidden several items, find them back in the correct order



Bruno Coudoin (bruno.coudoin on free dot fr)

(superbrain.xml)



Prérequis

Objectif

Tux has hidden several items, find them back in the correct order

Manuel

Click on the items until you find what you think is the correct answer. Then, click on the OK button in the control bar. At the lower level, tux gives you an indication if you got a good position by marking the item with a black box. You can use the right mouse button to flip the colors in the opposite order.

## 42 A sliding block puzzle game



The goal is to remove all of the red car(s) out of the grid through the slot on the right



Bruno Coudoin (bruno.coudoin on free dot fr)

(traffic.xml)



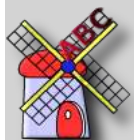
Prérequis

Objectif

Manuel

## 43 Falling Words

Fully type the falling words before they reach the ground



Bruno Coudoin (bruno.coudoin on free dot fr)

(wordsgame.xml)



**Prérequis**

Keyboard manipulation

**Objectif**

Keyboard training

**Manuel**

Fully type the falling words before they reach the ground

## 44 Find the correct operations to get the result

With displayed numbers and operations, find the right combination to get the right result



Pascal Georges (pascal.georges1 on free dot fr)

(algebra\_guesscount.xml)



**Prérequis**

The four arithmetic operations. Combine several arithmetic operations

**Objectif**

Deploy a strategy to arrange a set of arithmetic operations to find a value

**Manuel**

To compose your operations, choose your numbers and arithmetic operators at the top of the board area. These numbers and operators can be unselected by clicking on them.

## 45 Image Name

Drag and Drop the items above their written name



Bruno Coudoin (bruno.coudoin on free dot fr)

(imagenname.xml)



Prérequis

Reading

Objectif

Vocabulary and reading

Manuel

In the main board area, a set of red plots associated with work are printed. In the vertical frame - at the left of the main board area, a set of objects are represented, each of these objects match with one word of the main board area. The right association must be find for these objects. This is achieved by dragging the objects to the right red plot in the main area.

## 46 Money

Pratice money usage including cents



Bruno Coudoin (bruno.coudoin on free dot fr)

(money\_cents.xml)



Prérequis

Can count

Objectif

You must buy the different items and give the exact price. At higher level, several items are displayed, you must first calculate the total price.

Manuel

Click on the coins or paper money on the bottom of the screen to pay. If you want to remove a coin or note, click on it on the upper screen area.

## 47 Redraw the given item



Bruno Coudoin (bruno.coudoin on free dot fr)

(redraw.xml)



### Prérequis

### Objectif

At each level, a drawing is displayed in the right area. You must redraw it in the left area.

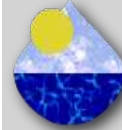
### Manuel

First you must select the proper tool in the tool bar. Then, you must drag the mouse to create objects. When you are done, click on the OK button, you will be told where the errors are with little red cross. The order of objects (above/under) is not important but take care not to have unwanted object under others.

## 48 Learn the water cycle



You have to bring back the water system up. Tux comes from a long fishing party on his boat. Help him to have a shower



Bruno Coudoin (bruno.coudoin on free dot fr)

(watercycle.xml)



### Prérequis

### Objectif

Learn the water cycle

### Manuel

Click on different active elements : sun, cloud, water pump station, water cleanup station in order to reactivate the whole water system. When done and Tux is in his shower, push the shower button for him.

## 49 Pilot a submarine



Pilot a submarine using air tanks and dive rudders



Pascal Georges (pascal.georges1 on free dot fr)

(submarine.xml)



Prérequis

Physics basics

Objectif

Learn how a submarine works

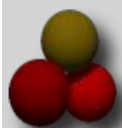
Manuel

Click on different active elements : engine, rudders and air tanks in order to navigate at the ordered depth.

## 50 Advanced colors



Click on the right color



Pascal Georges (pascal.georges1 on free dot fr)

(advanced\_colors.xml)



Prérequis

Can read

Objectif

This board is dedicated to recognize unusual colors.

Manuel

Click on the right colored box.