

EARLY YEARS

COLLECTION OF 25 LITERACY AND NUMERACY APPS FOR DIGITAL TABLES



Young children get hands-on developing essential early years skills including listening, pre-writing, storytelling, letter formation and early reading, number and pre-coding.

Eleven BETT award-winning early years apps.

Developed specifically for use on large screen digital tables for children to learn together, collaborate and develop key early years and social skills.

Two presentation options for single screen teaching and multi-screen group play.



Complete Collection
Includes five NEW
Early Number Apps

This collection of 25 apps covers key strands of the Early Years Foundation Stage Curriculum. Each game gives structure to learn, feedback to encourage and rewards for success. Practitioners choose content and set levels.

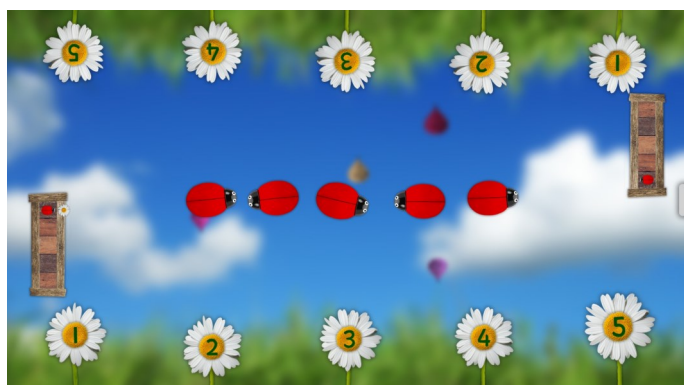


COUNT, MATCH AND ORDER

BUGS AND BEES EARLY NUMBER UPTO 10



Three games to offer appropriate learning challenges for individual and four player format.



Count— choose numbers and arrays for two groups.

Packed with activities to keep children busy as bees as they count, match and order the appealing bugs that feature in the three games. Count the insects in a range, or in regular and irregular arrays. Match the bugs to the different ways of representing the number shown. Order the bugs in ascending or descending sequences. Lots of game play to encourage young child to play together. There are two levels in each game, enabling progressive learning, and different options can be set for chosen numbers 0–10, array types, matching options and timer use to extend the challenge.

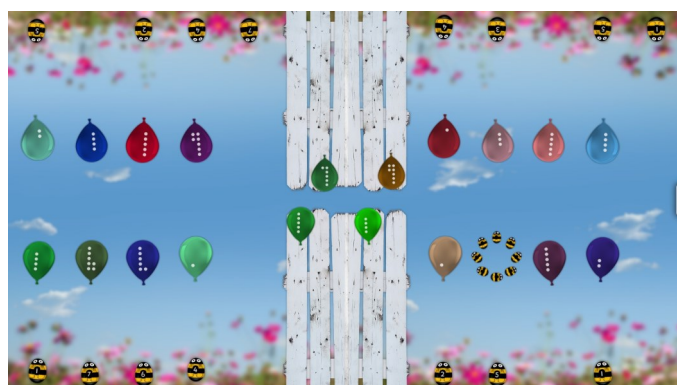
EYFS - Areas of Learning

Mathematics, Communication and Language, Personal, Social and Emotional, Understanding the World.

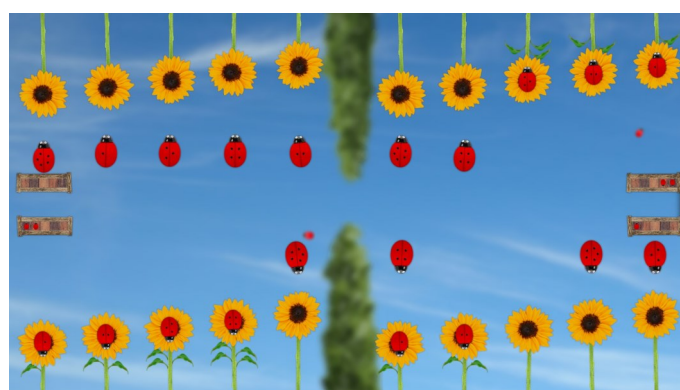
EYFS - Early Learning Goal

Numbers, Listening and Attention, Understanding, Speaking, Self Confidence, Making Relationships, Technology.

- Three delightful games to explore numbers up to 10. Counting, matching and ordering.
- Games offer plenty of variety and progression at Bug and Bee levels.
- Choose options to ensure games always offer the right level of challenge for all.
- Children can enjoy collaboration and competition.



Match— matching numbers in many formats.



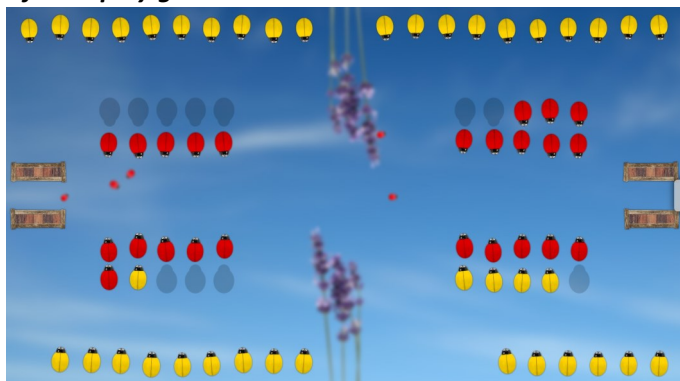
Order— Ascending or descending number games.

NUMBER PATTERNS AND BONDS

BUGS AND BEES EARLY NUMBER UP TO 10

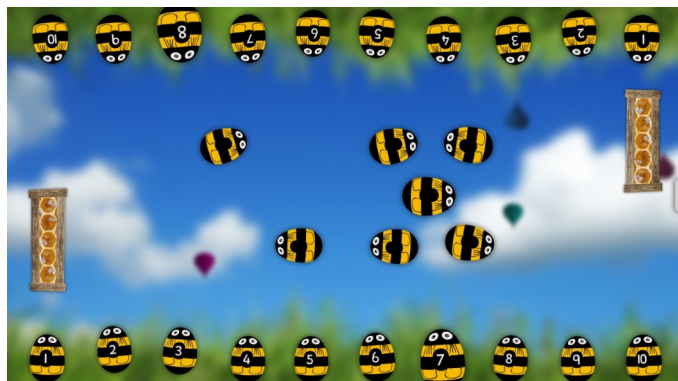


Secure confidence in essential number skills with three fun to play games.



Add - Make 10 with single numbers or number groups.

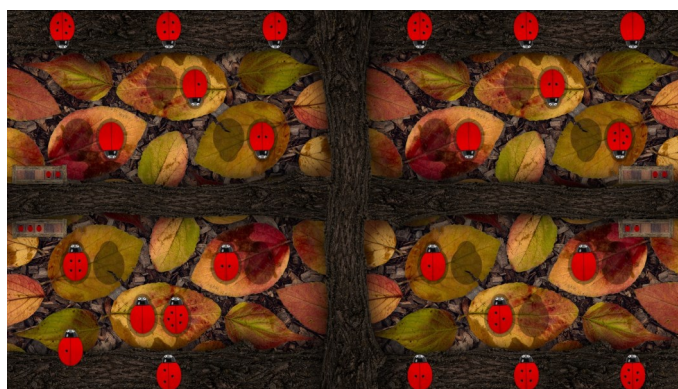
- Structured play to practise number composition, subitising and number bonds up to 10
- Collaborative play develops number vocabulary
- Motivational play with positive rewards.



How many? Two team play to count and recall.

Children are challenged to develop their addition, subitising and number skills for number bonds to 10. The attractive graphics, instant feedback and entertaining rewards help children engage with foundational maths concepts. Three games for children to enjoy playing together.

There are two levels in each game, enabling progression, and different settings offer a choice of numbers (0–10), array design, pattern match, order and timing.



Number Bonds—Move bees or bugs to create number bond pairs of 5 or 10.

EYFS - Areas of Learning

Mathematics, Communication and Language, Personal, Social and Emotional, Understanding the World.

EYFS - Early Learning Goal

Number 0-10, Listening and Attention, Understanding, Speaking, Self Confidence, Making Relationships, Technology.

YD9006-LS

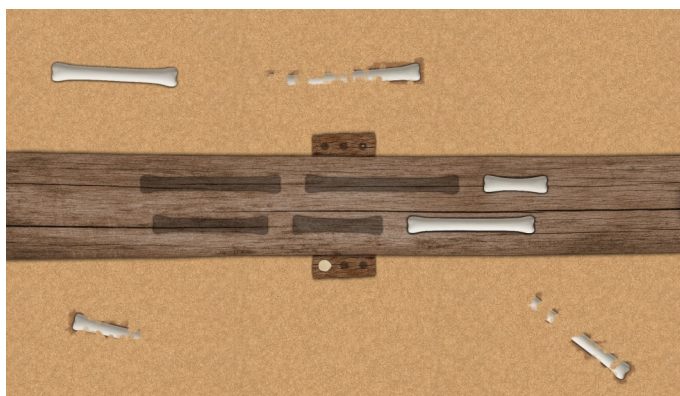
MATCH AND MEASURE

DINOSAUR BONES

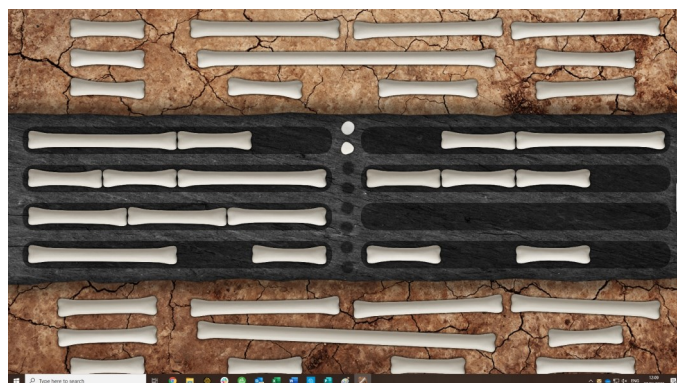


Three match and measure games for group play

- Explore shape and size through problem solving, trial and estimation.
- Engaging interactions; rubbing, moving, dragging.
- Perfect opportunity for combining maths, language and communication.
- Encourages concentration and collaboration.

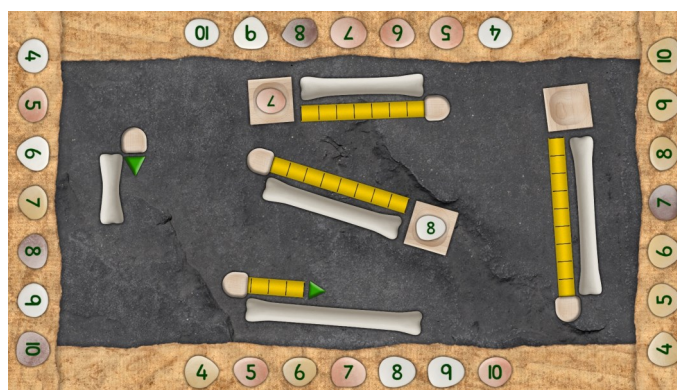


Match— Find matching lengths, move and match bones to their shadow.



Compare— Make lengths from four bone length sizes.

The games in this dinosaur bones app are designed to develop the skills of comparing, estimating and measuring. Beginning with direct comparisons, the games progress to non-standard and standard measurements as the bones are used in different ways to consolidate and extend children's mathematical understanding. Children will have lots of fun uncovering the bones in the sand and learning how to compare and measure in different ways.



Measure— Drag and measure the bone lengths..

EYFS - Areas of Learning

Mathematics, Communication and Language, Personal, Social and Emotional, Understanding the World.

EYFS - Early Learning Goal

Numbers, Listening and Attention, Understanding, Speaking, Self Confidence, Making Relationships, Technology.

YD9006-LS

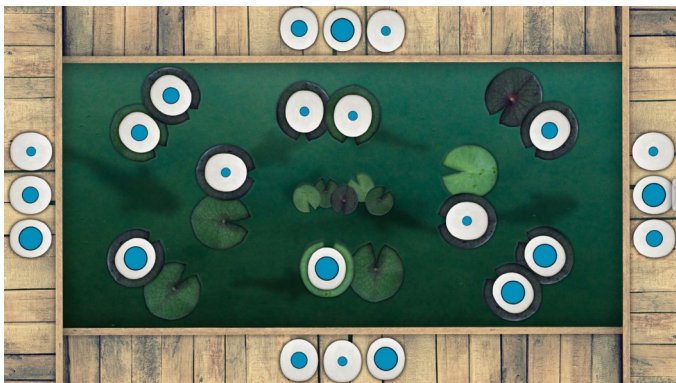


SORTING STONES

MATCHING AND SORTING



Enjoy three sorting games and increase the challenge to develop higher level skills.



Matching— Find and drag matching stones. Single screen or four player format.

This appealing app includes three games to help children practise their sorting and matching skills. The range of games encourages children to explore colour, shape and size. Games can be played matching and sorting one attribute before progressing to two attributes for a greater challenge.

Teacher options enable game settings to be fixed or random selections adds an additional challenge.

Lots of game play that children can enjoy on screen or alongside physical Sorting Stones.

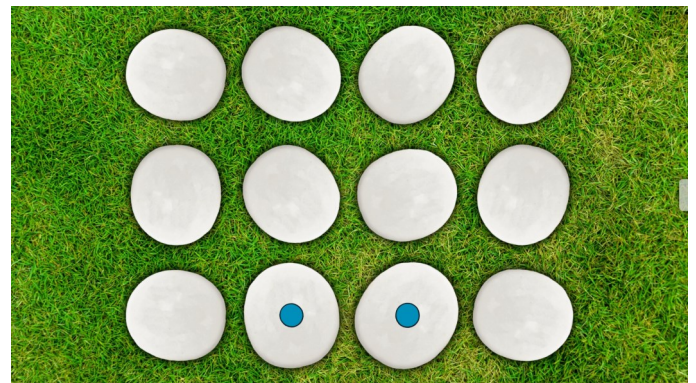
EYFS - Areas of Learning

Mathematics, Communication and Language, Personal, Social and Emotional, Understanding the World.

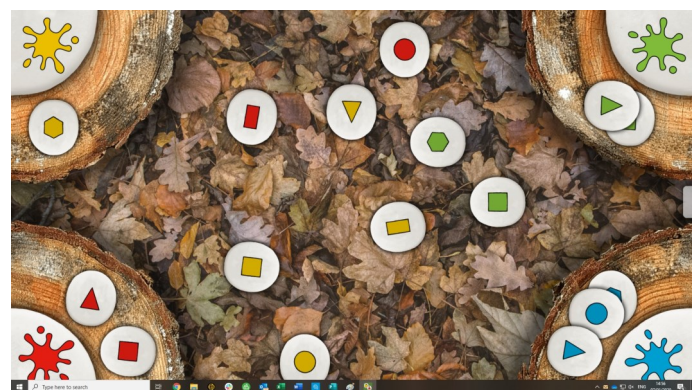
EYFS - Early Learning Goal

Numbers, Listening and Attention, Understanding, Speaking, Self Confidence, Making Relationships, Technology.

- Active play where children enjoy sorting stones - colour, shape and size.
- Choose challenges with one or two attribute matches.
- Enjoy playing group games swiping and sharing objects as they move around the table.



Memory Match— Find matching pairs. Set the challenge with the number of stones and their attributes.



Sorting—Sort all the pebbles by chosen attribute. Swipe the pebbles between players to their correct corner.

PRE-CODING PENGUINS

MATCH, PATTERNS AND MAZES

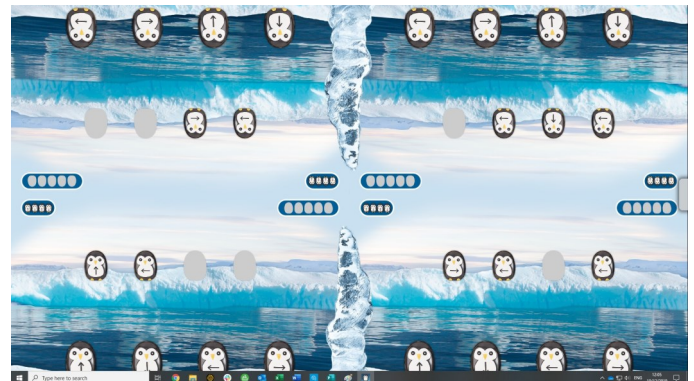


Three games and interesting facts about penguins.

- Early maths and pre-coding skills
- Matching and opposites games
- 4, 6, 8 pattern sequence games
- Pre-coding maze games
- Fun facts about penguins
- Teachers choose the level of the challenge



Single screen display or 4 game play screen options.



Matching direction and sequencing games



Two levels of maze games to find baby penguins.



Fascinating facts about the life of penguins.

EYFS - Areas of Learning

Mathematics, Communication and Language, Personal, Social and Emotional, Understanding the World

EYFS - Early Learning Goal

Shape, Space and Measures, The World, Self confidence and self-awareness, Technology

"Pre-coding Penguins is a fantastic app for introducing younger children to the initial concepts of programming and coding." Martin Bailey, Lanchester EP Primary School



YD9017-LS



TRADITIONAL TALES

SIX-STORY COLLECTION



YD0121-IN

- Listen to stories in word or song
- Lively animations help understanding
- Non-fiction games and activities deepen interest in reading
- Tell and record or write and print your own stories.



YD0122-IN



YD0123-IN



YD0124-IN



YD0125-IN



YD0126-IN

EYFS - Areas of Learning

Communication & Language, Literacy, Personal Social and Emotional, Understanding the World

EYFS - Early Learning Goals

Listening & Attention, Understanding, Speaking, Reading, Writing, Making relationships, Self-confidence and self awareness, The world, Technology

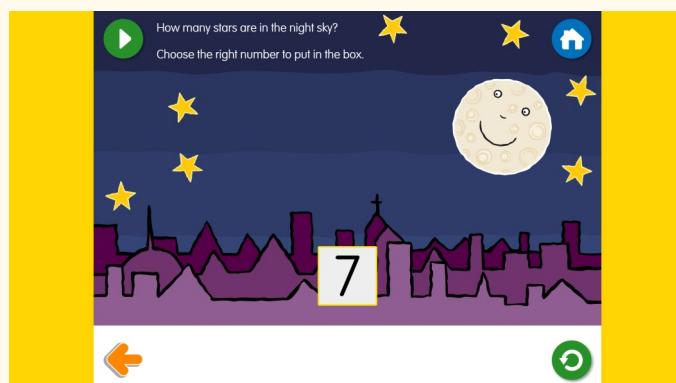


COME ALIVE NURSERY RHYMES

EIGHT WELL-LOVED NURSERY RHYMES



- Animated rhymes, rhythms and songs
- Fun to play – a variety of picture, word and number games
- Fascinating facts about the rhyme objects and themes.



Eight well-loved nursery rhymes engage young children in a mix of rhythm, rhyme, songs, games and fact pages. Each nursery rhyme contains the following activities:

Sing with me - Follow the animated rhyme as it is sung.

Picture play – Explore the content of the different animations, discovering all sorts of quirky nursery rhyme secrets.

Play and learn – Play interactive games to explore the language and numeracy learning opportunities provided by each rhyme.

Find out about – Discover a treasure trove of interactive non-fiction games and activities tailored to each rhyme.

EYFS - Areas of learning

Communication and Language, Personal, Social and Emotional, Mathematics, Understanding the World, Communication and Language, Personal, Social and Emotional, Mathematics, Understanding the World

EYFS - Early Learning Goal

Listening & Attention, Making relationships, Self-confidence and self awareness, Numbers, Technology, Listening & Attention, Making relationships, Self-confidence and self awareness, Numbers, Technology



YD0127-IN

PLAYING WITH LETTERS & SOUNDS

ALPHABET A-Z



- Listen to the alphabet song
- Practise forming letters correctly
- Songs and activity for every letter of the alphabet.



These attractive pictures, animations and catchy songs offer an enjoyable, multisensory approach to teaching letter sounds and letter shapes at the same time.

There is a song and picture for every letter of the alphabet.

The engaging activities provide flexible support for any phonics scheme encouraging children to want to practise letter sounds repeatedly.

Children attentively listen and watch how letters are formed or interactively repeat letter sounds, sing the songs and create their own letter shapes.

Ideal for classwork, group and individual play.

EYFS - Areas of learning

Communication and Language, Literacy, Personal, Social and Emotional, Understanding the World, Communication and Language, Literacy, Personal, Social and Emotional, Understanding the World

EYFS - Early Learning Goal

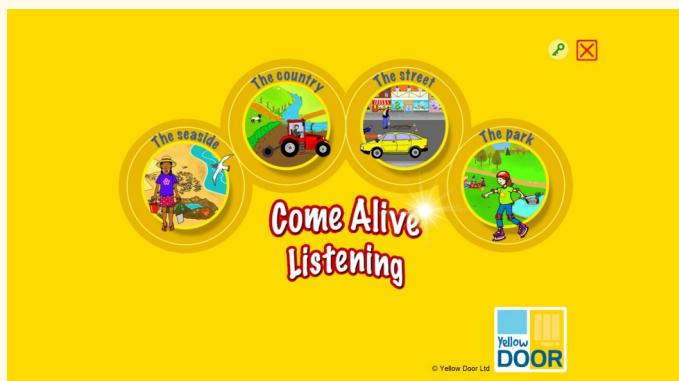
Listening & Attention, Reading, Making relationships, Self-confidence and self awareness, Technology Listening & Attention, Reading, Making relationships, Self-confidence and self awareness, Technology



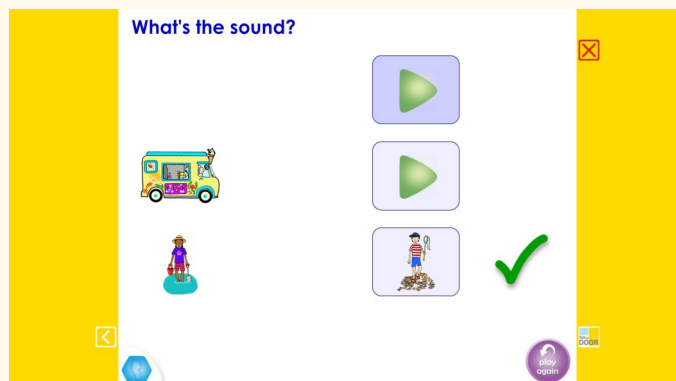
YD0128-IN

COME ALIVE LISTENING

FOUR LOCATIONS



- Sounds at the seaside, country, street and park
- Recognise and identify familiar sounds
- Sing-along songs
- Sound sequence stories.



These games develop listening skills which are vital for early language development.

Children choose to visit the seaside, the country, the street or the park,

As they go on a listening walk they discover familiar and new sounds by interacting with the scene. These sounds are then incorporated in animated song with real sound effects.

Further games offer children the challenge of identifying sounds and creating simple three sounds stories.

EYFS - Areas of learning

Communication and Language, Personal Social and Emotional, Understanding the World Communication and Language, Personal Social and Emotional, Understanding the World

EYFS - Early Learning Goal

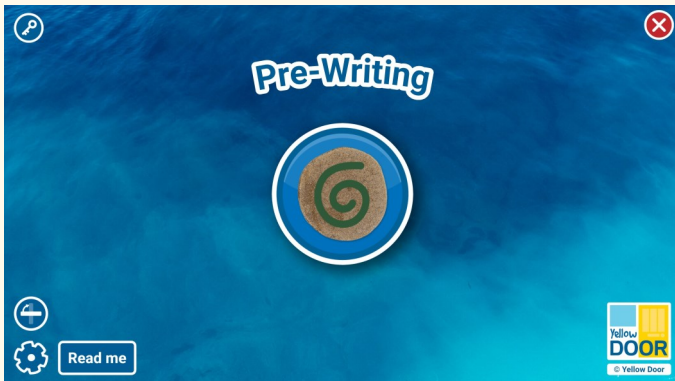
Listening & Attention, Making relationships, Self-confidence and self awareness, Technology, Listening & Attention, Making relationships, Self-confidence and self-awareness, Technology



YD0129-IN

PRE-WRITING

MARK-MAKING IN WATER



- Follow the bubble path of the fish
- Draw lines, curves and patterns
- Nine patterns to choose from
- Have fun learning to write.



Pre-writing activities help young children develop fine motor skills and the language to talk about shape and pattern. This app consolidates mark making skills and supports the early development of good letter formation. Select a pebble from the array and watch its pattern created by the fish in the rock pool. Trace the track of the bubbles with your finger, watching your pattern appear. Choose the same or a different pebble from the array to continue practising. Teacher options provide the facility

to select what patterns the user can access for more focused work. There are 10 different patterns plus a free drawing option.

The multi-screen version provides four activity areas. Each can select a different shape to follow.

EYFS Areas of Learning

Physical Development, Communication and Language, Mathematics, Personal, Social and Emotional, Understanding the World.

EYFS Early Learning Goal

Moving & Handling, Listening & Attention, Numbers, Making relationships, Self-confidence and self awareness, Technology

"A massive thumbs up to the fantastic new apps from Yellow Door. They work brilliantly with stylus pens and are fantastic for developing both pre-writing and correct letter formation." Martin Bailey



YD9000-LS

LETTER FORMATION

LETTERS A-Z



- Draw letters in the sand
- Improves children's letter formation.
- Choose letters A-Z
- Hear letter sounds.



Learning to form lowercase letters consistently and accurately is an important step in developing fluent handwriting.

This app is a fantastic way to help children develop these skills. Choose a letter, hear its sound, watch a creature draw it in the sand and hear the letter name. Now try to draw the letter in its track, watching your trail form as you do so. Choose a new letter or select the tide to come in

and sweep your attempt away and try again. Teachers can select the letters and what the child hears.

The multi-user version provides four activity areas.

Appropriate letter choices can be given to each of four children working on the screen at the same time.

EYFS Areas of Learning

Physical Development, Communication and Language, Mathematics, Personal, Social and Emotional, Understanding the World.

EYFS Early Learning Goal

Moving & Handling, Listening & Attention, Numbers, Making relationships, Self-confidence and self awareness, Technology



YD9001-LS

NUMBER FORMATION

NUMBERS 1–20



- Improves children's number formation
- Choose numerals 1–10, 11–20 or 1–20
- Encourages concentration and improvement in early writing
- Teacher demo screen and four work areas.



This innovative number app is an inviting way to support young children learning about numbers and how to form them.

Choose a number from 1 – 20, watch a helpful insect draw it in the sand, and hear the number spoken. Now try to draw the number in its track, watching your own trail form. Choose a new number or activate the tide to come in and wash your attempt away and try again. Teacher options provide the facility to turn audio on and off and

select number range 1-10, 11-20 or 1-20. Alternatively specific numbers can be selected to focus on a particular challenge.

The multi-user version provides four activity areas. Appropriate number choices can be given to each of four children working on the screen at the same time.

EYFS - Areas of learning

Physical Development, Communication and Language, Mathematics, Personal, Social and Emotional, Understanding the World

EYFS - Early Learning Goal

Moving & Handling, Listening & Attention, Numbers, Making relationships, Self-confidence and self awareness, Technology



YD9007-LS

I-SPY INITIAL SOUNDS

LETTERS A-Z



- Traditional i-Spy game covering all letters of the alphabet
- One-player demo and four-player game
- Try to find all words or ask for hints
- Game rewards success.



I-Spy helps children develop confidence as they start to read. For any chosen letter there is a list of objects to find in the picture.

The audio helps children focus on the initial sound and then find objects starting with that sound.

Spoken rewards indicate when they are correct.

The number of objects in a picture varies depending on the sound and children enjoy the challenge of finding them all.

They can seek help within the game when they get stuck. This game is ideal for collaborative play and developing literacy skills together. All letters are included but teachers can select which are available to the players.

The large screen version provides four magnifying glasses to help find the hidden objects. Four children play together collaborating to find all hidden objects in the picture.

EYFS - Area of learning

Literacy, Personal, Social and Emotional, Understanding the World

EYFS - Early Learning Goal

Reading, Self confidence and self-awareness, Making relationships, Technology



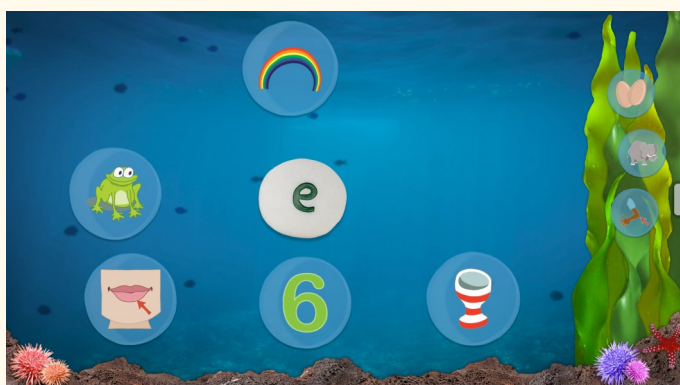
YD9003-

INITIAL SOUND BUBBLES

LETTERS A-Z



- Listen to picture names and hear letter sounds
- Match the initial letter of the picture word to the pebble in the pond
- Try not to make a mistake—and be rewarded.



Initial Sound Bubbles games develop children's confidence as they use early phonics skills and match letters to words.

The interactive activities are appealing and fun to play. Players are challenged to match the initial letter sound on a pebble and find the four word pictures where the initial letter sound matches the pebble.

Games can be played with or without audio. An animated reward appears when all four are correct with no errors. All letters of the alphabet are covered.

The screen can be used in vertical mode with nine picture bubbles. This is ideal for class work. The horizontal presentation includes sixteen pebbles so there is plenty of choice for groups of children working collaboratively on a similar challenge.

The challenge in both games is to find the four picture bubbles in sequence without getting any wrong sounds. You will be rewarded.

EYFS - Area of learning

Literacy, Personal, Social and Emotional, Understanding the World

EYFS - Early Learning Goal

Reading, Self confidence and self-awareness, Making relationships, Technology



YD9004-LS

FIND THE RHYME

RHYMING PICTURE PAIRS



- Have fun throwing pebbles in the buckets.
- Listen to the words to find rhyming pairs
- Develops literacy skills
- Find correct pairs to see the crabs dance.



Children have fun at the seaside throwing pebbles in a bucket. Find the Rhyme is an exciting challenge as they try to find the picture word pebbles to match the rhyming picture on the bucket.

These interactive beach games encourage listening and rhyming skills. Important for literacy development.

The mission of the game is to find rhyming pairs. With audio turned on children hear the words to help locate the right bucket. It is a harder challenge with the sound turned off.

When all the pebbles are thrown in the correct bucket crabs appear and dance to the music.

In vertical mode the game presents two buckets and two rhyming pairs. In table mode there are three buckets and six rhyming pairs for a group of children to play together round the screen.

EYFS - Area of learning

Literacy, Personal, Social and Emotional, Understanding the World

EYFS - Early Learning Goal

Reading, Self confidence and self-awareness, Making relationships, Technology



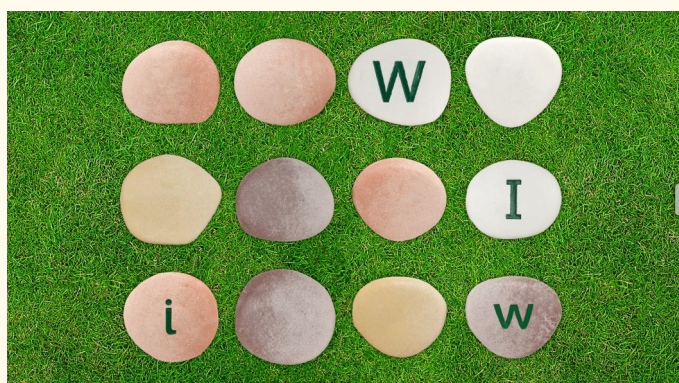
YD9005-LS

LETTER RECOGNITION

LETTERS A-Z



- Match and memory games
- Find identical letter pairs
- Match letter sound to letter name
- Pair capital to lowercase letters
- Rotate pebbles to face the player.



Recognising and remembering the different forms that a letter can take increases children's awareness as they see them in other contexts and begin to use them in their early writing.

This is a simple, engaging pelmanism game. Select a pair of letter stones, hear their name and sound and watch them to see if they match. If a pair is found, they remain face up. If not, they turn back over. When a game is over, a new set of pebbles appears with letters selected randomly.

EYFS - Area of learning

Literacy, Personal Social and Emotional, Understanding the World

EYFS - Early Learning Goal

Reading, Self confidence and self-awareness, Making relationships, Technology

Teachers choose what matching takes place: uppercase to lowercase, lowercase to lowercase or uppercase to uppercase.

The table mode can offers more pebbles to challenge a group of children. They can stand around the table as pebbles rotate to face them. The single user demo mode offers fewer pebbles with a minimum of three pairs.



YD9002-LS

I'VE GOT A FEELING

THREE EMOTION GAMES



- Three emotion games for group play
- Memory matching game 2–4 emotions per game
- Draw how you feel in the sand
- Real photos showing children's emotions.



Draw me provides four areas for children to draw their chosen emotion in the sand.



Puzzle Pairs offers the challenge of matching the emotions of stone to photo or photo to photo.

Understanding and responding appropriately to the facial expressions of others is key to children's developing sense of empathy.

Three engaging and stimulating games to foster these skills: **Memory match**, **Draw me** and **Puzzle pairs**.

Children to work together to identify emotions and talk about different feelings. 12 emotions are covered; happy, sad, angry, surprised, frightened, worried, proud, confused, shy, bored, calm, embarrassed.

The app comes in table and vertical mode.

EYFS - Area of learning

Personal, Social and Emotional Personal, Social and Emotional

EYFS - Early Learning Goal

Managing Feelings and Behaviour Self confidence and self-awareness



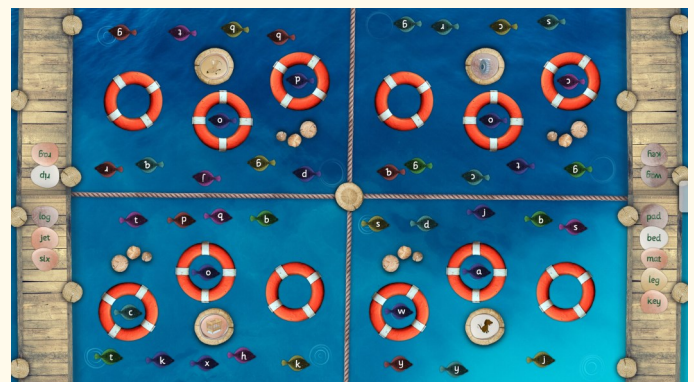
YD9006-LS

FINAL SOUNDS FISH

THREE-LETTER WORD GAMES



- Playful fish to help early readers
- Listen to the words and find the correct letter to complete the word
- Collaborative or competitive play
- Building word lists and rewards encourage learning.



Ideal for developing pre-reading skills. See the picture and spot the right final sound fish to complete the word. You can find all sorts of creatures in rock pools, but our letter fish are pretty special! With their help, children can learn more about the nature of final sounds in CVC words. Choose a fish swimming in the rock pool and give it a tap. If it's the correct final sound, watch the fish leap into the smaller pool to complete the word.

Children can play collaboratively on one large screen or alongside each other using the four game area format. In this mode the four games will randomly select different words. When players spell words correctly they build up a list of words. When the list is complete the player is rewarded.

EYFS - Area of learning

Literacy, Personal Social and Emotional, Understanding the world

EYFS - Early Learning Goal

Reading, Writing, Self-confidence and self-awareness, Making relationships, Technology



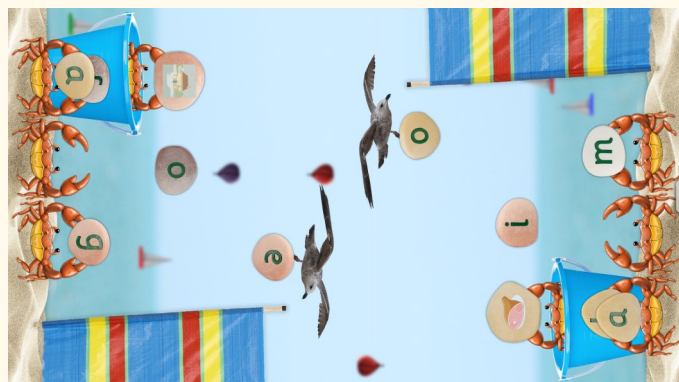
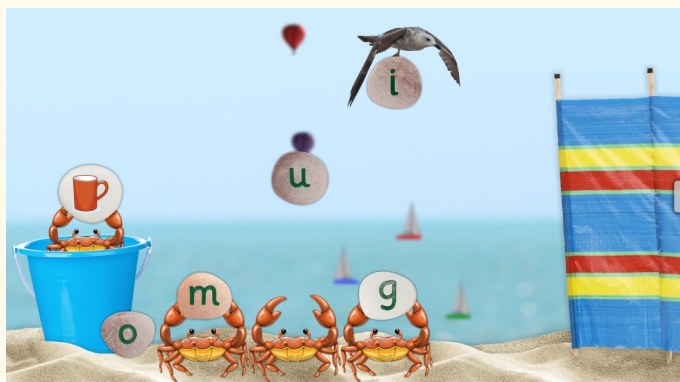
YD9010-LS

MATCH & CATCH MIDDLE SOUND

THREE-LETTER WORD GAMES



- Fun-to-play early phonics game
- Can the scurrying crabs catch the letter pebble?
- Blend sounds to build three-letter words
- Two levels of difficulty.



Have fun moving the trio of crabs across the screen to practise pre-reading skills. Try to catch the correct vowel pebble to complete three letter CVC word to match the picture.

Dancing crabs and a soaring seagulls make learning about medial sounds lots of fun!

Children combine audio and visual recognition skills plus fine motor skills to successfully catch the correct letter-sound pebble to complete the given word.

The game offers a bank of words which are randomly selected. There are two levels of difficulty. Players build their list of words and enjoy the final screen reward.

The game can be played in two modes. One game is ideal for demonstration or playing with a single group or children will enjoy the two game mode where two groups can play independently.

EYFS - Area of learning

Literacy, Personal Social and Emotional, Understanding the world

EYFS - Early Learning Goal

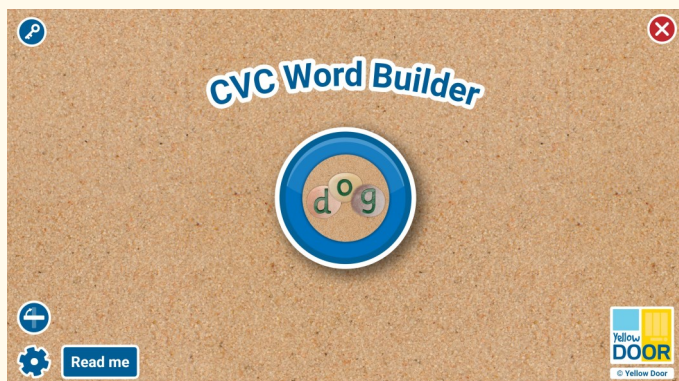
Reading, Writing, Self-confidence and self-awareness, Making relationships, Technology



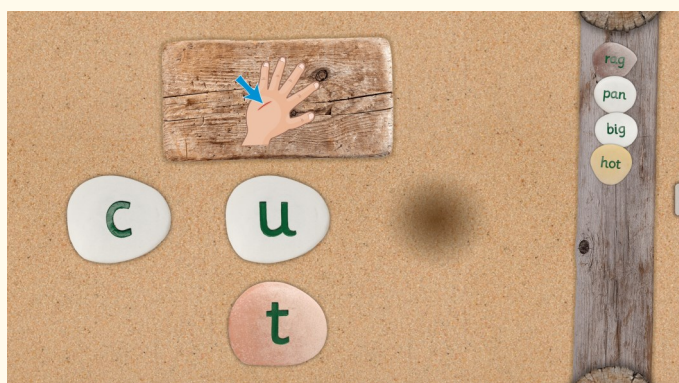
YD9009-LS

CVC WORD BUILDER

BUILDING THREE-LETTER WORDS



- Listen to picture names
- Blend sounds to build the word
- Build three-letter words in the sand
- Select letters to match the picture.



See the object on the log, hear its name, then arrange three letter pebbles to build the word.

Watch the tide sweep in and bring a new picture log with it.

A collection of CVC words are randomly selected to challenge children. Players are rewarded when the word list is complete.

There are two modes to select. A single game and four player area for children to be able to work at their own pace.

EYFS - Area of learning

Literacy, Personal Social and Emotional, Understanding the world

EYFS - Early Learning Goal

Reading, Writing, Self-confidence and self-awareness, Making relationships, Technology



YD9008-LS

