**Exercise platform “Learning with playing”**

**What**
Exercise platform to improve the learning process from primary to the end of gymnasium, by the subject. Learning games have combined educational goals, educational content and playful activities. In the practice environment, the child can practice the subject matter. As a result, the child sees the achieved score, the result in percentage terms. Exercise can be done repeatedly. Access to results is also for teachers and parents. The class teacher is the person who creates a list of the students and shares the access codes for students and separately for their parents. This way, parents can also know what exercises, how long and how many times, and what results the child has achieved.

**Why and for whom**
The exercise platform is designed for students from the first grade to the end of gymnasium, including the children with learning difficulties, with autism spectrum disorder, with speech and language disorders.

Children of today use a lot of online environments. In order to make the children's learning process more interesting at home, it is necessary to create a learning platform for the web environment. Therefore it is easy to increase the student's learning motivation. For example, for children with autism spectrum disorder, the web environment is the best supplementary source for gaining knowledge and through it to learn. In Estonia, for children with such disabilities (and in general for children) have few environments where they can learn in Estonian language. In addition, this platform offers for foreigners to learn vocabulary, grammar and orthography.

**Expected outcome**
Exercise platform on the web environment. In the long run, exercises should cover all grades in all major subjects. In the short term, exercises would be expected, for example, in one class level (eg 5 grade, in the subject of Estonian language and / or mathematics).

Functionality should include:
- different users: student, teacher, parent, administrator
- The client (teacher, school or parent) can register and pay / order invoice with the bank link
- administrator can upload exercise-games that are only visible to logged-in users
- one can create a simple online test
- administrator manages the users, can add and remove the users (the customer can purchase the license for the year)
- The game provides feedback and evaluates performance in percentage terms
- Teachers and Parents have review of the child's learning process

To be confirmed in cooperation with the student team.
Conditions
Any outcomes produced by the student team under and within the framework of the Software Project and any transferable intellectual property rights related thereto, incl. all the economic rights of the author and rights to protect intellectual property are transferred to Külli Reino from the moment of creating them.

Benefits
20% of royalty from the first year sales if application is good enough to ask a monthly fee. Longer term collaboration is possible if the team is interested.

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