Case study 3 (Reading and writing)

Reading and writing is the ability that allows us to interpret texts and capture language, as well as to make it permanent and accessible without limits. Therefore, literacy is the union of two closely related processes, reading and writing.

- **Description:** David is an 11-year-old boy who has difficulties understanding everyday, media and school texts in different formats and media. In addition, he presents problems in sentence construction and structuring.
- **Key words:** construction, structure and understanding.

Tool 1

1. **Title:** Riddles
2. With this tool you will be able to detect problems with the stimulation and exercise of the imagination and the development and association of ideas and concepts. In addition, riddles stimulate the development of critical persons, help to discriminate and analyse information and stimulate the curiosity of the individual.
3. **Instructions / Methodology / Recommendations how to use the tool**
   To solve a riddle, both the literal meaning and the potential meaning of the words must be taken into account.
4. **Interpretation of the results**
   Bearing in mind that the riddle is above all a communication between two subjects (the one who launches the challenge and the one to whom it is addressed), a dialogical game is created between them, which becomes a challenge of knowledge. The first is the one who masters it, directs it, and the second is the one who plays it, guesses it. Therefore, the results are evaluated by the one who directs it.

   You go at red, but stop at green.

   What am I?

5. **Key words:** imagination, association and reasoning.

Tool 2

1. **Title:** Book Creator
2. This tool can be used to detect problems with reading and writing. It is a motivational tool to enhance difficulties with this skill. It also serves to promote creativity.
3. **Instructions / Methodology / Recommendations how to use the tool**
   Book creator is a platform whose interface resembles a "blank canvas" to develop creativity and share learning. It will be used to create interactive books so that the subject can demonstrate their creativity and understanding. First, you will need to download the app from the iTunes Store or from the App Store. Once installed, click on "New Book". This will start the book creation process. Choose the type of book you want to create. There are three options under "Choose a template": Portrait, Square, and Landscape. Next, the cover

of your book will be created, the title and the desired image will be added. In addition, you will be able to add elements to the book using the + at the top right (text, images, camera, sound and drawing). Add another page to your book by clicking on "Next". Edit the book by clicking on the text. Finally, export or send your new book.

4. **Interpretation of the results**
   The results will be evaluated with the presentation of the creation. Vocabulary, format, colours and attractiveness will be evaluated.

5. **Key words:** creativity and comprehension.
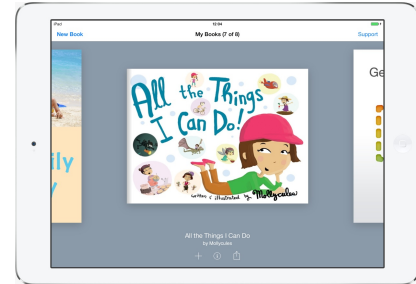
Tool 3

1. **Title:** Scrabble
2. With this tool, problems in cognitive function and logical reasoning can be detected. In addition, it stimulates strategic thinking, improves spelling, increases vocabulary, fosters healthy competition, enhances social skills and improves cognitive functions.
3. **Instructions / Methodology / Recommendations how to use the tool**
   Scrabble is a classic and fun word game. The object of the game is to score the most points by forming words on a board that connect to words created by other players. At least two players are needed to play Scrabble, so it is a tool that encourages group and cooperative work. You will also need an official Scrabble board with all its components. When playing, words will be created, points will be accumulated, there will be challenges between opponents and even tokens will be exchanged (if yours are no good for you). At the same time, the teacher will be in charge of calculating the points of each player to determine who will win at the end of the game.
4. **Interpretation of the results**
   To carry out the game, it is important to extract the results. To do this, it will be necessary to follow the indications below:
   - "The double letter score": means that a letter placed in this square will get twice the number of points shown in the letter.
   - "The double word score": means that a word formed that includes a letter placed in this square will get double the number of points.
   - "The triple letter score": means that a letter placed in this square will get three times the number of points shown in the letter.
   - "The triple word score": means that a word formed that includes a letter placed in this square will get three times the number of points.

   After all players have used up their tiles or cannot play any more words, add up each player's total points. As the scorekeeper adds up the totals, each player should let you know the point value of the tiles that remained (if this is the case). Subtract this value from each player's total points to determine the final score.
5. **Key words:** cognitive function and logical reasoning

Tool 4

1. **Title:** Lector inmersivo
2. With this tool, reading comprehension and word meaning problems can be detected. Therefore, it improves comprehension by providing tools that read the text aloud, divide it into syllables and increase the space between lines and letters, and encourages independent reading, as it is an educational aid that allows the teacher to provide assistance to students with different abilities.
3. **Instructions / Methodology / Recommendations how to use the tool**
   To use the line focus in Immersive Reader, open the document you want to work on and select View > Immersive Reader. Select the Notepad icon to open Read Aloud Options. To the right of the Line Focus option, check the Enabled option.
4. **Interpretation of the results**
   In order to carry out the interpretation of results, the teacher must assess whether the student:
   - Improves in writing texts
   - Maintains attention and improves reading speed.
   - Improves comprehension and maintains attention
   - Improves reading speed through "visual grouping".
   - Supports instruction and improves word recognition
   - Improves word recognition
   - Improves comprehension by an average of 10%
5. **Key words:** reading comprehension, word meaning and attention.

Tool 5

1. **Title:** Dic dic
2. With this tool you will be able to detect oral and written comprehension problems while acquiring vocabulary and fluency in oral and written comprehension. It offers up to five languages: Spanish, English, Catalan, French and Russian, with native speakers in all cases. It also has a spelling game that complements the main dictation game, and a system of achievements and rewards for each correctly solved exercise.
3. **Instructions / Methodology / Recommendations how to use the tool**
   To start using this tool, you must first of all choose the level of difficulty at which you want to play, the language you want to practice and whether or not to use hints. This tool is suitable both for practicing the mother tongue and for acquiring vocabulary and spelling knowledge of a foreign language.
4. **Interpretation of the results**
   Only two attempts are allowed to spell a word correctly. If you fail twice in a row, the correct answer will be displayed, so that the student learns how to spell that word.
   The album icon will allow you to access the album of the level and language you are playing at any time. There is a separate album for each level of each language, in which all achievements are displayed.
   The different activities proposed by this app are self-correcting, so children can learn and correct mistakes as part of their learning process. In addition, it

counts the number of exercises completed and every so often proposes a game to maintain motivation and a good user experience.

5. **Key words:** comprehension, vocabulary and autonomy.