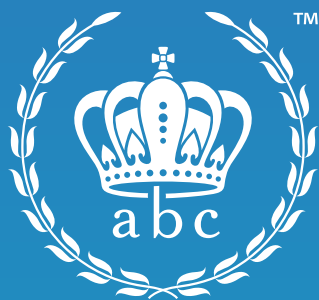




R O Y A L

— a b c —

A head start in English.

RoyalABC™ World

A Guide for Parents and Caregivers

Version 3.2.1

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1 Introduction

Welcome to **RoyalABC™ World**, a fun, beautiful 3D immersive world that connects children's English learning in the classroom with learning at home.

Access to hundreds of hours of learning resources plus parent reports, teaching children aged 2-9 premium English through structured language learning games, stories, and songs.

Key Features:

- Connects learning in class to learning at home
- Teacher sets the learning
- Personalised learning set at each child's pace
- Parent reports to track progress
- Songs, storybooks, games, phonics and more fun activities
- Interwoven Growth Mindset and 21st Century Skills themes

The unique learning environment of **RoyalABC™** World is set in a virtual school with beautiful grounds and historic buildings to learn and play in. The teachers are friendly animal characters who help children challenge themselves to learn new skills and grow their confidence at speaking English through trying new words, numbers, and sentences, reinforcing what they have learned in class.

Children learn premium English and culture in the app using a combination of the globally respected Cambridge English curriculum and Growth Mindset methodology. Learning Growth Mindset techniques have been comprehensively proven to improve children's resilience, increase their test scores, and deliver lifelong economic benefits. Growth Mindset is the backbone of the **RoyalABC™** educational offering, helping children learn premium English and excel at life and language.

2 Supported Platforms

- iPhone
- iPad
- PC
- Android

The difference between iPhone/iPad/PC/Android versions is mostly about adjusting UI layout based on device ratio.



3 Download the APP

3.1 iOS

Download link (or search 'RoyalABC™ World' in Apple App Store) :

<https://apps.apple.com/app/royalabc-world/id1250767202>

Please access the download link, minimum system requirements and recommended system requirements on the [RoyalABC™ website](#).

3.2 PC

Please access the download link, minimum system requirements and recommended system requirements on the [RoyalABC™ website](#).

3.3 Android

Download the App from the Google Play Store using the link below (or search for 'RoyalABC World' in the Google Play Store): <https://play.google.com/store/apps/details?id=com.prospereducation.royalabc.world>

Please access the download link, minimum system requirements and recommended system requirements on the [RoyalABC™ website](#).

3.4 Getting the Latest Version

3.4.1 iOS version

You could either go to the App Store and manually update the App, or use iOS auto update function:

On your iPhone, iPad or iPod touch, go to Settings > [your name] > iTunes & App Store. Then turn on or turn off App Updates.

3.4.2 PC version

Make sure you get the latest version from [RoyalABC™ website](#), then later on, if a new version is available, from the launcher of RoyalABC™ World, the App will be automatically updated and installed before you start the App.

3.4.3 Android version

You can run Google Play Store on your device and update the app manually, or use auto-update function on Google Play Store:

Run Google Play on device > Select Menu button On Google Play > Select Settings. Then turn on or off Automatic App Updates.

4 Getting Started with RoyalABC™ World

4.1 Selecting a Region

On the first time you launch the app, you will be prompted to select the region you are located in to optimise your in-app experience.



4.2 Selecting a Language

RoyalABC™ Classroom is available in multiple languages. You will be prompted to select the app's User Interface language and Curriculum language you would like to teach the first time you launch the app. The User Interface language defaults to the user's system language settings.





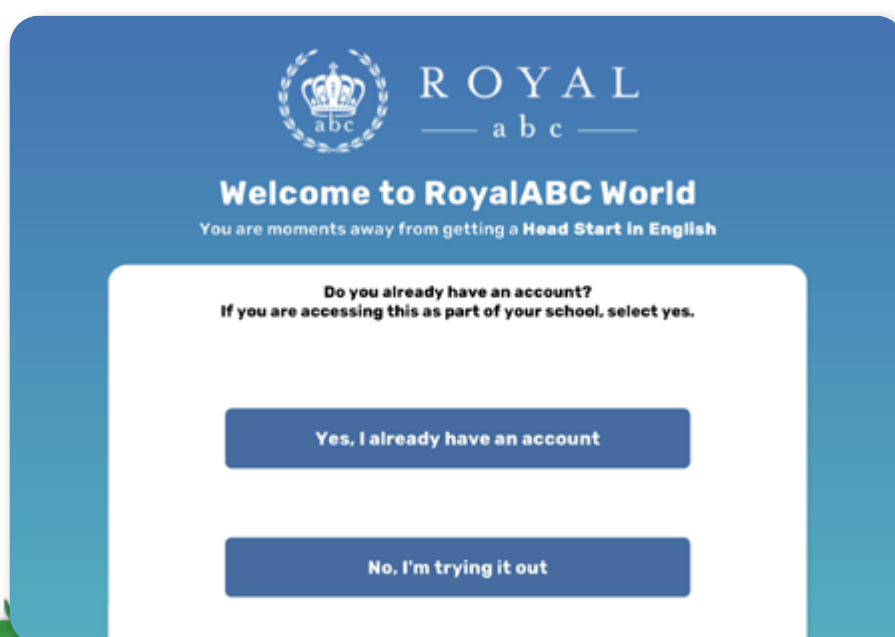
After the first time you launched the app, you can **change language** by going to the parent dashboard and selecting the language you would like – see section [7.5 Language Switch](#). The system will reboot when a new language is chosen to load all the content in the selected language.

4.3 Logging In

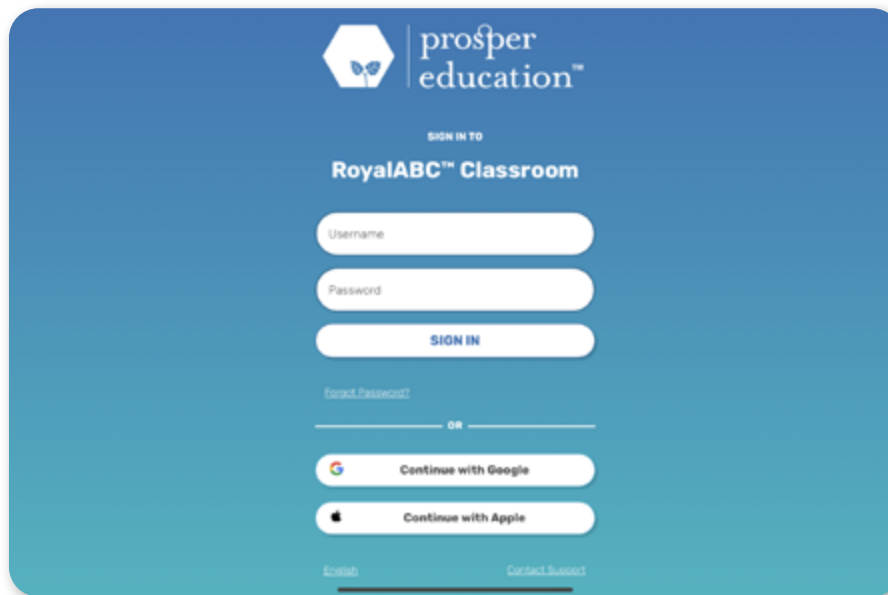
If you are launching the app on an iOS or Android device, you will be asked if you already have an account or if you would just like to try it out. Select you already have an account and you will be prompted with a login screen.

If you are a user from a school or an education provider, and your student account was created by the education provider, then please use this section as reference.

After the school created your children's account, the teacher could access their account details through RoyalABC™ Classroom App, and send the login details to you.



If you are launching the app on the PC, you will be asked to login.



Login with your **Student account**, you should have received one from your education provider or RoyalABC™ contact. If not, please request one with your education provider or RoyalABC™ contact.

If you have forgotten your password, simply click on '**Forgot Password?**' and follow the steps. Please note that this requires the user to have an email address entered for their account and have already verified their email addresses after their initial login.



Alternatively, you can also use SSO (Single-Sign On) if your RoyalABC™ account shares the same email address as their Google or Apple account. Simply click on '**Continue with Apple**' or '**Continue with Google**' buttons and follow the prompts.

Please note, if your Google or Apple account does not match a current account in our RoyalABC™ system, we will create a new account, which may have access to fewer features than an existing account.

5

Welcome Screen

Once logged in, the user will arrive at the Welcome Screen which is designed for parent access. The user could choose 'Learning Journey', 'Enter Game World' or 'I am a Parent'.

If the parent selects 'I am a Parent' they will enter the Parent Dashboard. Alternatively, the parent can give their child access to either 'Learning Journey' or 'Enter Game World'.

Please note that parents can choose to give their children access to Learning Journey (see next section), where Game World is only accessible after the child completes the current Learning Journey activities to revise the learning content from the school.

Alternatively, parents can choose to allow their child to access Game World immediately via this page.



6 Learning Journey

From the welcome screen, the user may start the Learning Journey.

This is an exclusive feature for schools and **RoyalABC™** self learning offerings which connects World to the Classroom app, which brings the most up to date classroom content and generates learning activities for children to reinforce learning at home.

The Learning Journey content would be updated as soon as a new lesson has been taught in the classroom.

When the child enters this screen, they must finish all Learning Journey activities before entering Game World.

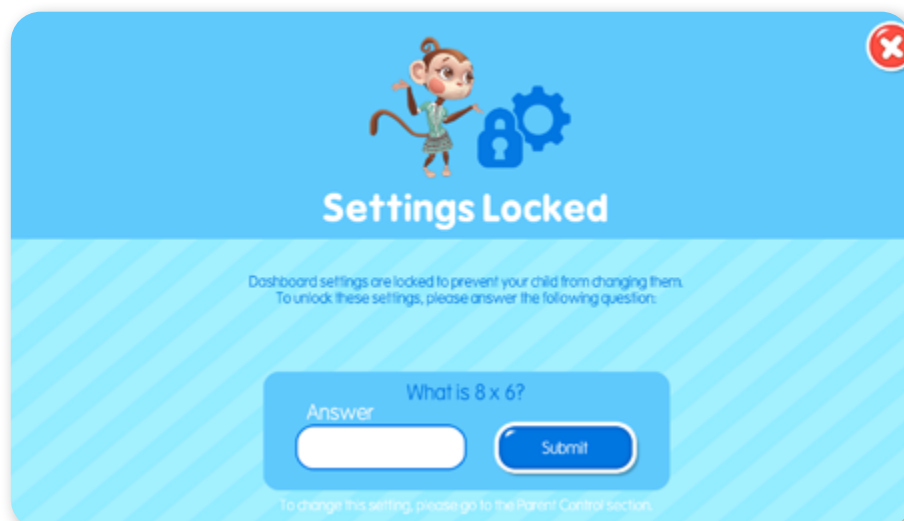
There is a summary page at the first page of the Learning Journey, including a brief Lesson info.



The child may progress the Learning Journey by unlocking them sequentially. After they finish one activity, they can repeat it as many times as they wish.



After entering the Learning Journey, at any time the parent may quit and go back to the main menu, passing through a parent lock.



With all learning activities completed, the child could enter the Game World to explore and learn at their own pace.



7 Parent Dashboard

7.1 Learning Progress

The current Game World is designed around the concept as 'Level-based' learning. In the Parent Dashboard, parents could check what the current progression the children are making.

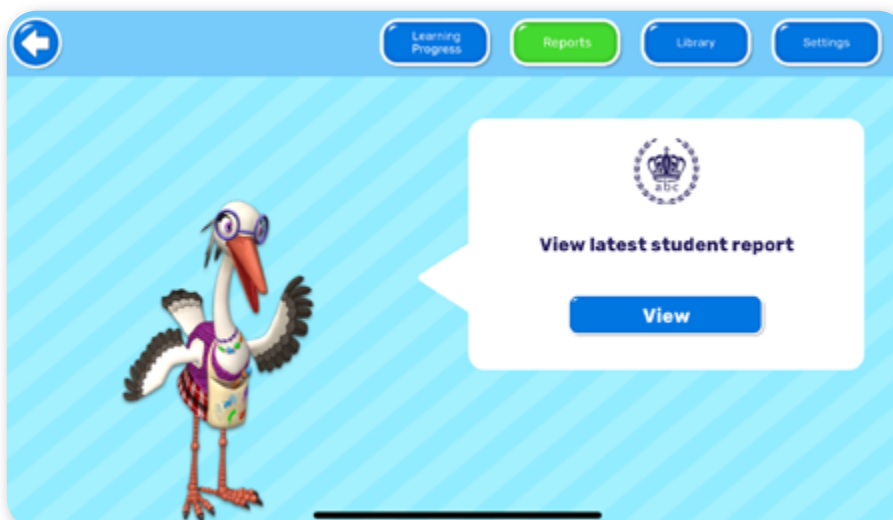
From this page, parents could tap different level buttons to check their children's progress for each level. The progress bar indicates an overall progress of this level, with the detailed progress of each individual learning element shown below.



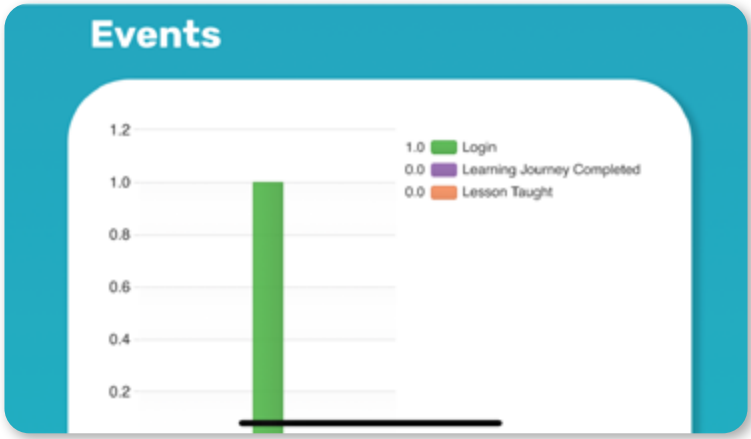
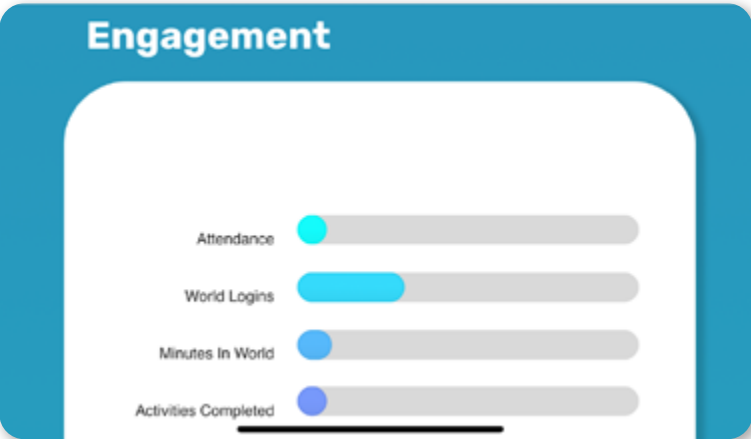
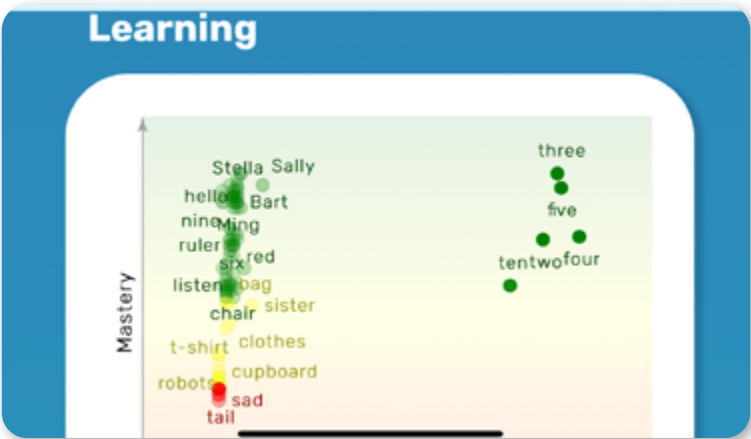
Important Note: Learning Progress is *not* affected by the teacher through RoyalABC™ Classroom App, which means children can enjoy learning at their own pace.

7.2 Student Report

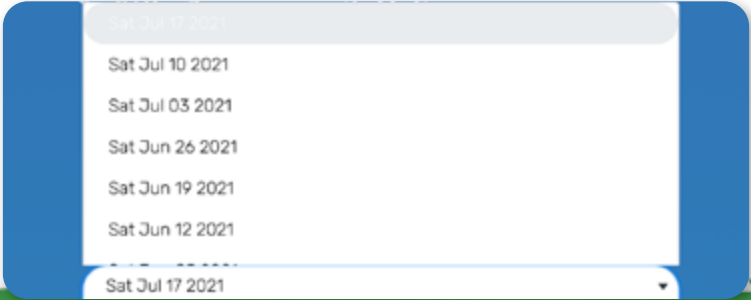
Parents may check the student report in the **Reports** section:



Inside the report, parents could check the learning mastery, events, and engagement stats:



Parents also could check the previous weekly reports:



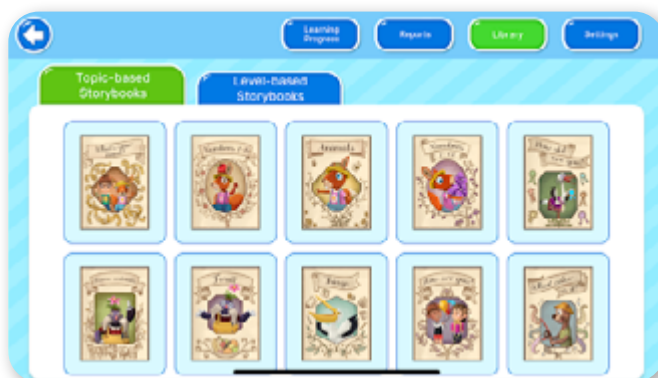
7.3 Storybook Library

Parents may read all the 131 digital storybooks of **RoyalABC™ World** here with their children. These storybooks include:

91 Level based storybooks (Starters and Movers Level)



40 Topic based storybooks



You may use the storybooks anytime and the App will go back to the Library in the Parent Dashboard.

7.4 Setup Play Duration

In the 'Setting' section, parents could set the play duration for children to limit their play time in the Game World.

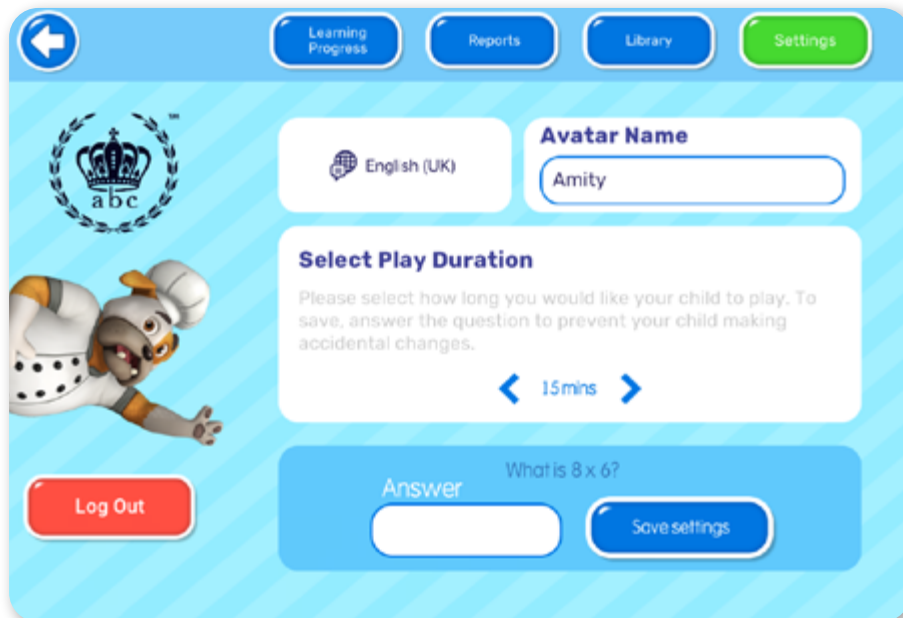
7.5 Language Switch

In the 'Setting' section, parents could switch between different UI languages, and curriculum languages (UK/US English).



7.6 Log out

In the 'Setting' section, parents could log out the App and back to Login Screen.



8 Student Journey in the Game World

After selecting the 'Enter Game World' choice on the Welcome Screen, the App will enter into the Game World.

8.1 Set Up Name and Gender

User may enter the avatar name of the child, and choose the Gender:



If a user needs to change the avatar name of the child, they can do so in the Settings screen in the Parent Dashboard.

Every time a user enters the game world, they may re-select the gender of the player avatar. If they select the gender, the avatar's outfit will change back to default ones.

Overall, the only impact of Gender in the game world is few outfits are gender specific.

8.2 Avatar/Bedroom Customization

Children can choose different outfits and decorations of their bedroom to make them more engaged with the Game World.



8.2.1 Change Outfit

Children could change the outfit of their avatar anytime by tap/click the Wardrobe at the corner of their bedroom. Children can set their avatar's skin/eye/hair color, change hairstyles, change tops, bottoms, hats, shoes and accessories.



For most of the outfits, children need to spend Coins (see below about Rewards) to acquire them. Other outfits except hats may be included in Mystery Box rewards after an activity ends.

8.2.2 Change Bedroom Decoration

Children can access Bedroom Decoration by tapping on the decoration button at bottom left of the screen.



There are up to 8 different decorations for the Bed, the Wall and the Floor. When satisfied, the child can tap the finish button at bottom right of the screen to quit decoration mode.



8.3 Navigating the Game World

In Game World, children control a 3D avatar to explore the learning environment. To move the avatar, children just need to tap/click anywhere on the ground, or hold their finger/left mouse button on the screen.

There are 'breadcrumbs' (the white dots) on the ground to help children find activities in the game world (see below):



Sometimes, phonics elements appear in the breadcrumbs, and when student's avatar touch them they will hear the phonic sound:



Children may also tap/click the World Map icon at the bottom right corner of the screen to access the World Map.



In the World Map, children could fast travel to any unlocked location in the Game World, they need to tap/click the location first, then tap/click again to confirm.



8.3.1 Dialogue with Characters

In the Game World, users can start a full English Voice conversation with any Animal NPC (like Bud, Sally, etc). In the dialogue box, there will be picture prompts to help user understand the meaning of the word, you may tap the picture to hear the audio.



Note: there will be more dialogue and communication based quests in future updates.

8.3.2 Explore New Areas

User could explore different areas in the Game World:



Kitchen



Garden



Farm



Observatory



Robot Station



Lake



Formal Garden

Note: in the future, the Game World will have more new areas. To access them, children will need progress through learning levels.

8.4 Level-based Learning

8.4.1 Level Progression

The current Game World includes 10 Levels (including an intro level). Users are always learning English content in one of those levels.

Each Level includes around **100** vocabulary words and several sentence structures. Those learning elements are practiced throughout a series of digital activities (see below).

After the children have mastered 80% of the learning content in the current Level, they will move to the next Level.

User may check their current Level through Learning Progress in Parent Dashboard:



9 Game World's Learning Activities

9.1 Activity Types

Most of the activities have built-in tutorials to help children understand how to play. The tutorial is triggered when a game is played for the first time.

If a user was struggling in the previous game, next time the Monkey will pop up before the activity starts and ask the user if they want to review the tutorial.

9.1.1 Storybook

In the current Game World, there are 55 Level-based and 40 Topic-based Storybooks. Parents also may access the Topic Based Storybooks through the Parent Dashboard, where the content is the same.

In the 3D Game world, children could find some of the books in the 3D world and access them by tapping on them:



9.1.2 Song

Children could watch and listen to the songs in the Game World by entering the Music Hall. They could either find it in the 3D World, or fast travel to it by the World Map.



On arrival, children may choose a theme and a song. On song start, children can choose the vocabs they would like to see in the song:



The content of the Songs are the same as the ones children get taught in lessons via the Classroom app.



9.1.3 Sally's Collection Games

Sally's collection game is about practising vocabs. To start the game, find the different activity launchers in the Game World:



Left to right: Mushroom, Egg, Flower, Shell Collection launcher



Tap the launcher and then choose the tick button to start the game

Two Game Modes:

Every time someone talks with Sally, she will start one of the two Collection Game modes:

1. Listen to the audio and find the right picture:



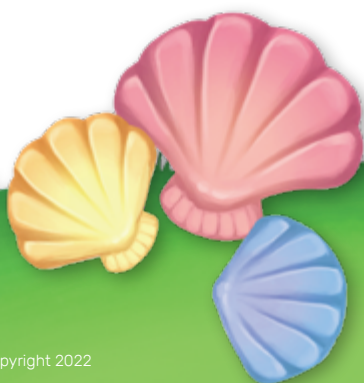
2. Listen to the audio and see the written word, then find the right picture:



Picking up shells on the beach.



Picking up crystals in the cave.



Picking up flowers in the greenhouse.



Picking up eggs in the barn.



9.1.4 Olly's Fishing Game

Fishing games are about practising vocabs. To start the game, find different activity launchers in the Game World and tap on them:



Left to right: Fishing in the Snow Mountain, the Beach, the Lake, the Cave



Two Game Modes:

1. Listen to the audio and find the right picture:



2. Listen to the audio and see the word, then find the right picture:



9.1.5 Bart's Fireworks Game

Fireworks Game is about practising sentence structures by challenging the children's sentence closure skills. To start the game, find the activity launchers in the Observatory location and then tap on it:



Two Game Modes:

1. Sentence closure with audio Help



2. Sentence closure without audio help (tap the rocket to hear the words displayed)

9.1.6 Stella's Art Class Game

The Art Class game is about practising sentence structures. To start the game, find the activity launchers in the formal garden location and then tap on it:



Two Game Modes:

1. Listen Mode

In this mode, the NPC student (on the left) will say a sentence about the painting on the easel. Then the user needs to decide if what he/she said was correct or incorrect.



2. Reading Mode

In this mode, the NPC student (on the left) will write a sentence about the painting on the easel, and also speak the sentence. Then the user needs to decide if what he/she said was correct or incorrect.



9.1.7 Milton's Monster Game

The Monster game is about practising vocabs in different ways. To start the game, find different activity launchers in the Game World and tap on them:



Left to right: Monster battle in the Sky, the Lake, the Kitchen, the Mini Land

Two Game Modes:

1. Listen to the audio, then find the right picture:



2. Listen to audio and see the word, then find the right picture:



9.1.8 Rusty's Robot Game

Robot Game is about practising sentence structure speaking skills. To start the game, find different activity launchers in the Game World and tap on them:



One Game Mode:

After hearing the NPC children say the sentence, the user needs to repeat it.

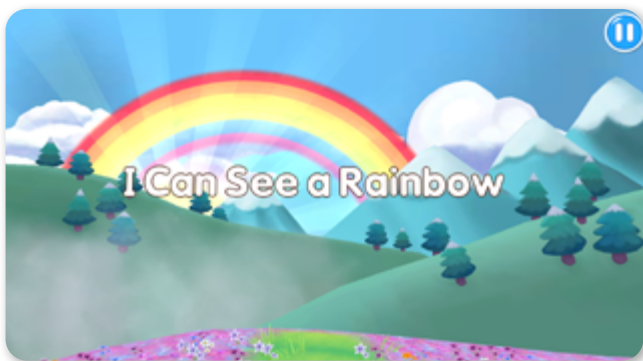


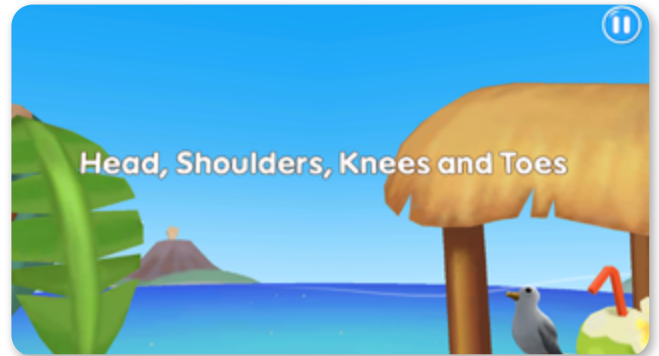
When the child finished the activity, they have two options:

- 1) They believe they spoke well enough and wish to skip to the next exercise.
- 2) Try again.

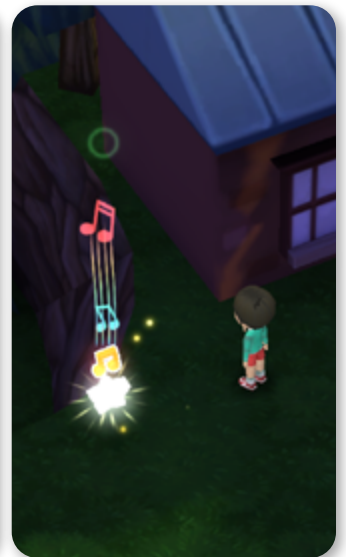
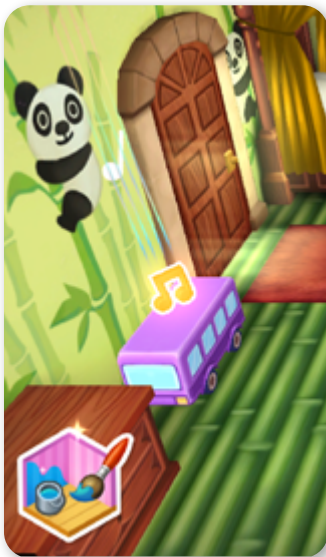
9.1.9 Nursery Rhymes

The Game World includes several nursery rhymes:





Children may tap the objects/characters in Game World with music symbols hovering over them in order to access the Nursery Rhymes:



9.2 Growth Mindset Feedback

After each game activity ends (except songs, storybook and any 2D activities), based on the performance during the learning, sometimes children will be given Growth Mindset Feedback in their native language:



9.3 Activity Rewards

After each game activity (except songs, storybook and 2D activities), children will get different rewards based on their performance in the game.

9.3.1 Coin Reward

Based on the child's first try, a certain amount of coins will appear at the end of the activity, and the child could tap/click them to collect.

Currently in Game World, the only way to spend the Coins is to buy new Outfits in the wardrobe.



9.3.2 Mystery Box Reward

If the child gets 100% percent correct in an activity, a mystery box might be rewarded. Tap/click on the mystery box to get a certain amount of coins, or a new outfit (which excludes hats).



9.3.3 Sticker Reward

If the child gets a learning element (e.g. a word) correct during the activity, the status of the sticker related to that learning element will progress.

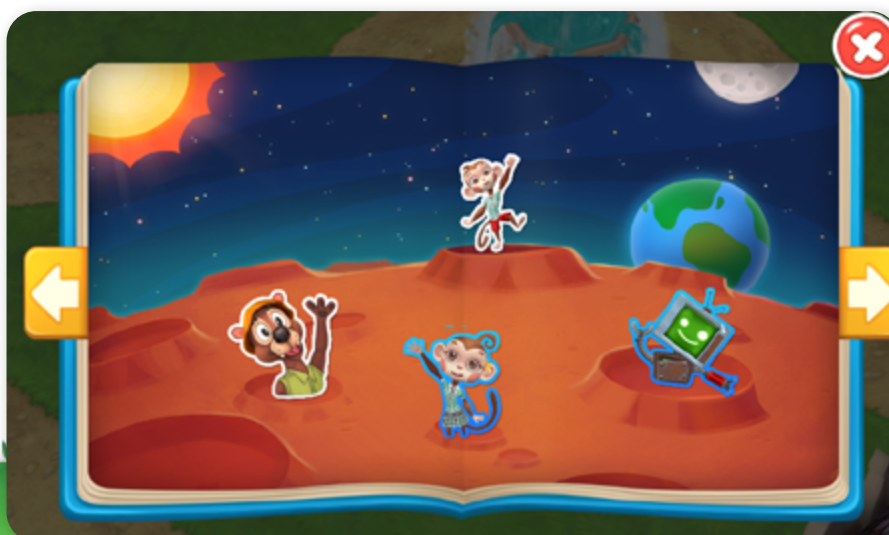


Each sticker has 5 status levels to update: white, blue, purple, golden, rainbow. Every level requires different amounts of learning elements correction.

Children may open the Sticker Book icon (top left corner of the screen) to check all the acquired stickers.



They could also drag the stickers they collected from different activities onto different backgrounds:



9.4 Interactive Objects

9.4.1 English Vocab Objects

There are many interactable objects in the Game World with English labels above them, tapping/clicking on them will trigger a short sentence in English and a fun reaction animation.



9.4.2 Other Fun Interactive Objects

There are other purely fun interactive objects scattered around the world to encourage children's curiosity, some of them include: riding horses, watering flowers, playing with kites, playing guitar, grabbing a tomato, playing basketball, even building a sand castle!

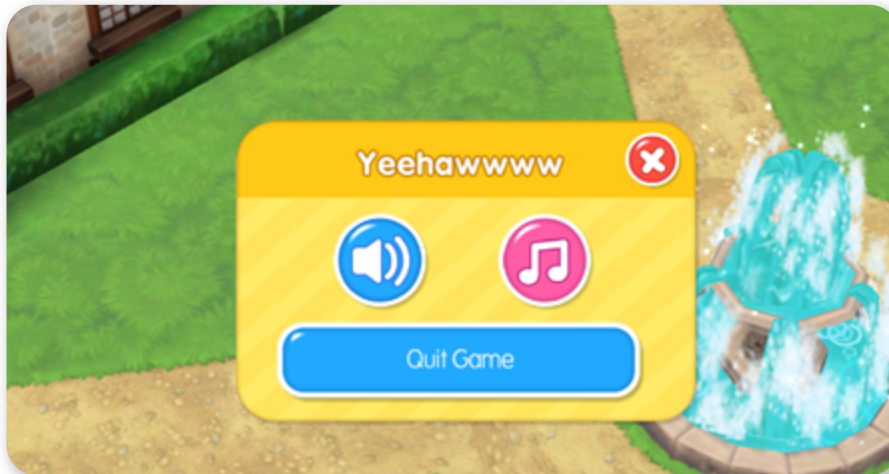


10 Other Game World Functions

10.1 Toggling Music and Audio

Users may tap/click the settings button at top right corner of the Game World, then choose to turn on/off the music and/or sound effects.

Turning off the sound effects won't affect learning related audio play.



10.2 Quit Game World

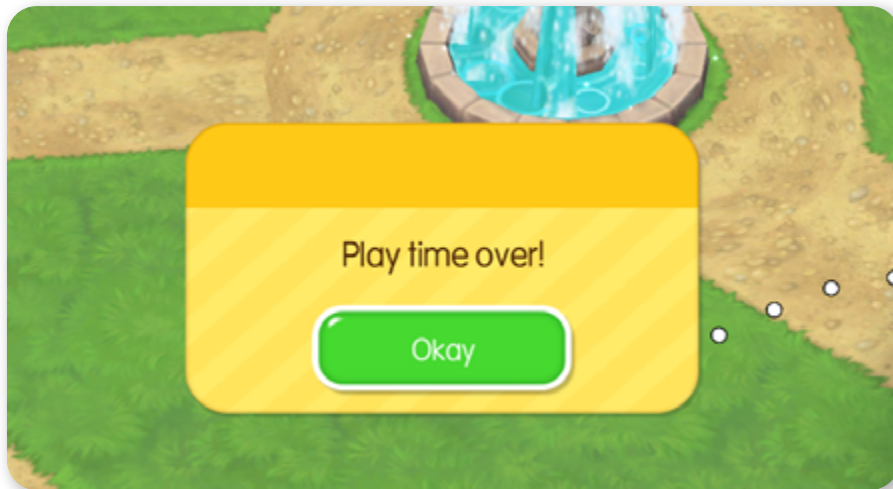
10.2.1 Manually Quit

User may tap/click on the settings button at top right of the Game World, then Quit the Game World to go back to the Parent Dashboard:

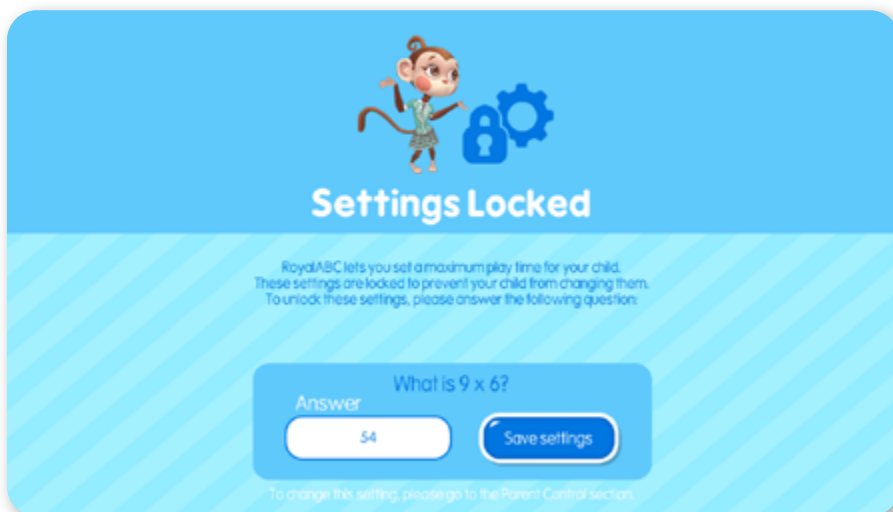


10.2.2 Time Over Quit

If the Play Duration time (set in Parent Dashboard, see section [7.4 Setup Play Duration](#)) is reached, a Play time Over window appears.

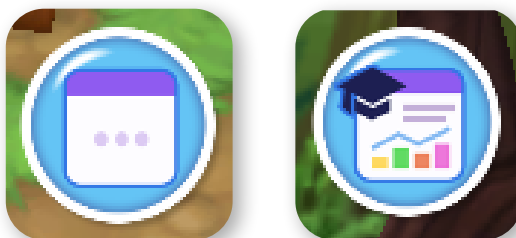


Users will quit and go back to the Parent Dashboard after going through a parent lock.



10.3 Learning Mini Report

At the top right corner of the game world screen, users could see the Mini Report button. After children made progress in the Game World, the button appearance will change:



Left: report is not ready; Right: report is ready

If the user quits the game, and the children have made any learning progression during that session, a Learning Mini Report will pop up.



In this Mini Report, the top part shows progression of learning content the child has made in the most recent session on each English skill (Listening, Reading, Speaking). On the bottom part, the report lists the learning content the child needs to practise more.

RoyalABC™ 21st Century Skills



Growth Mindset



Collaboration



Communication



Critical Thinking



Creativity



Grit



Problem Solving



Mindfulness



Empathy



Social and
Cultural Awareness



Self Management



Curiosity



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