

*"Having a learning activity that children are self-motivated in, is often key to engagement and positive outcomes." - SEN Resources blog*



Helping children achieve their potential in literacy since 1991



It's true that children love computer games and the use of technology in education is increasing all the time.

**HELP Educational Games** provide exciting digital games for children with specific learning difficulties associated with literacy and numeracy skills, as well as for use in mainstream teaching environments.

Packed with features to make teaching and learning fun and exciting, these games will hold the attention of children and reinforce many different key skills.

Most of the games have an option for teachers to add custom word lists to really extend their longevity.

Take a look inside to see the fantastic range available.

[www.helpgames.co.uk](http://www.helpgames.co.uk)

Key stage 2/3

Years 4-7

P4-P7

# Penalty

Ages 7 to 14



Penalty is a football themed game which reinforces reading and recognition of rhyming pairs of words which have the same visual and sound patterns. The game also includes numeracy sets for multiplication and number bonds.

- Auditory, visual and memory skills
- 3 word sets included for vowel/consonant digraphs 'ea' 'oi' 'ou' 'ai' 'ow' 'aw'
- 2 numeracy sets included for multiplication and number bonds
- Allows teachers to add their own word/number lists



Children can personalise the game by entering a team name, choosing the team colour and a formation of their choice.

The word sets included have a spoken text facility, so the players can check the correct pronunciation and help with understanding vowel sounds.



Key stage 2  
Years 3-6  
P3-P6

# Plunder

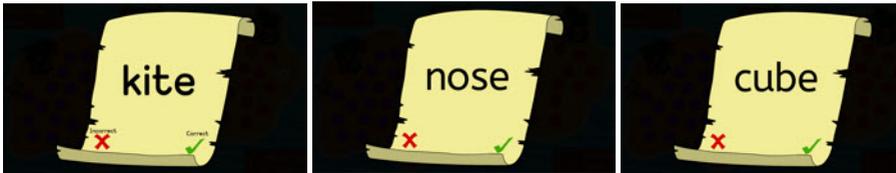
Ages 7 to 11



Plunder is a pirate themed game aimed to improve literacy and numeracy skills for children with specific learning difficulties (SpLD's)

- Learn the 'silent e' rule (split digraph)
- Three word sets of varying difficulty
- Two Numeracy sets
- Allows teachers to enter own word/number sets

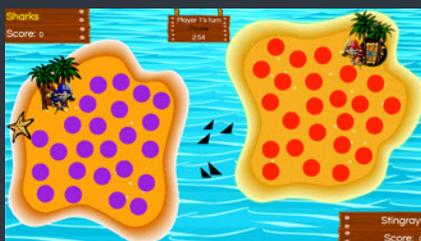
Literacy 1 (Four letter word examples)



Literacy 3 (Six+ letter word examples)



By introducing the magic 'e' in a fun and interactive way, children will begin to realise how the 'e' changes the vowel sound. Little but often practice can be the most beneficial and the games can be set to 3, 5 or 10 minutes depending on the individual child's preferences and teaching time available.



Key stage 1/2

Years 1-3

P1-P3

# Bugs

Ages 5 to 8



Bugs is a multiplayer game aimed at children who struggle with:

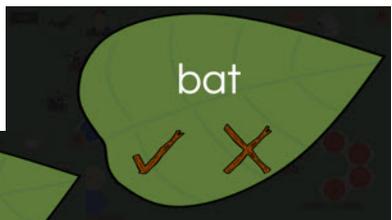
- Similar letters looking the same - b, d, p confusion
- Misspelling C-V-C words
- Initial and final blends



Bugs offers three games with different literacy challenges.

Children will be engaged with the competition element and the colourful images.

The game offers customisation in which children can choose their own team colours and add their names. Each of the games can be played 1-1 or in groups, helping with social interaction.



Key stage EY-1

Reception-Yr2

Nursery-P2

# Chase

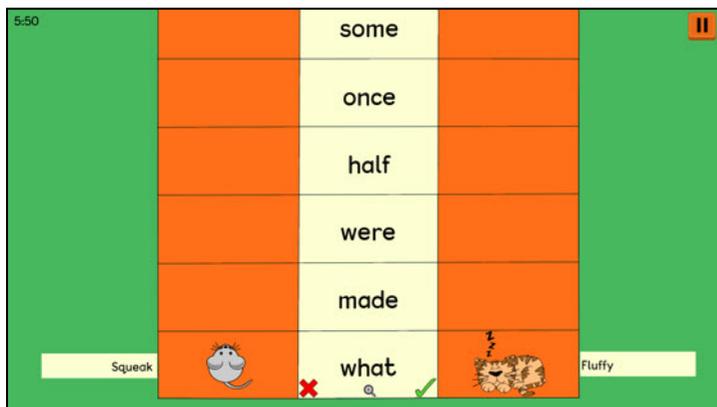
Ages 4 to 7



Children can choose the name of the cat and mouse characters.

Chase is an exciting way to learn the essential high frequency words used in the early stages of reading and writing.

- 70 essential high frequency words
- Word recognition
- Early stages learning
- Own word sets can be added



9 game modes increasing in difficulty to grow with the children's ability.  
(Includes randomised and customised games)



“We particularly loved the competition element of the games, children were more engaged and motivated to win.”

Order online at:  
[digital.helpgames.co.uk](http://digital.helpgames.co.uk)

or call 0345 456 1983

Email:  
[sales@helpgames.co.uk](mailto:sales@helpgames.co.uk)

Key stage 2/3

Years 3-9

P3-S2

# Schoolhouse Mouse

Ages 7 to 14



Schoolhouse mouse is super fast moving game aimed at older children to help improve literacy skills and achievement.

- Reading and communication skills
- Soft c and soft g words
- Spelling words with w rules
- Own word sets can be added



This fast moving game teaches three key elements while players dash around the school.

- The first element focuses on 'soft c' words by using word pairs with rhyming, auditory and visual letter strings or word connections.
- The second element focuses on 'soft g' words
- The third element uses words that reinforce the w rules for spelling.

Whilst the mission of HELP Educational Games is to provide a unique SENCO resource through our exciting range of games to assist teaching and learning literacy skills at all ability levels, we also include numeracy elements with some of the games and always try to add in the flexibility to customise word lists - extending longevity and playability.

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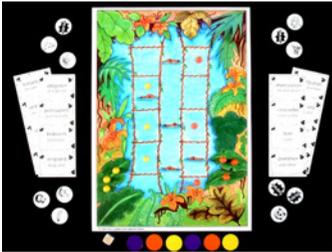
# Board Games

From Early Years to Key Stage 3  
Ages 4 up to 14

HELP Educational Games also provide a large range of board games, proven over many years to help children of all ages and abilities to achieve their potential in literacy and numeracy. Some of our most popular games are featured below:

## Remember Remember

Colourful game with two sets of pictures that reinforce the magic 'e' rule through reading and rhyming words.



## Splash

Get all the jungle explorers across the crocodile infested river by identifying and counting syllables. Reinforce word attack skills.

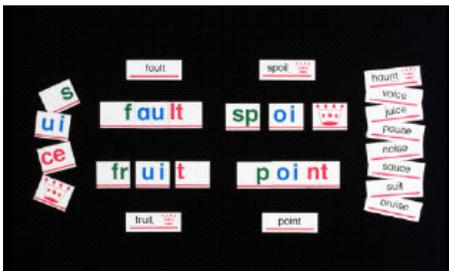
## Racer Chaser

The game combines the excitement of racing cars whilst reinforcing word building using prefix and suffix skills.



## Scoop

This is a word building game to reinforce the learning of vowel digraphs and initial and final consonant blends using 'oo' 'ee' 'ou' 'ea' 'oa' 'ai' 'ui' 'oi' 'au'



HELP Educational Games are designed by qualified and experienced teachers. Our aim has always been to establish a range of exciting games that children of all ages and abilities will find fun to play whilst learning at school or in the home.

Our focus on all of the key phonetic skills endorse their use for literacy within the National Curriculum.

## Contact Us

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