# 1. Letter cognition.

To start the training, you need to select the duration of the game through the control terminal, and then start the game on the player's game operation terminal. The player needs to find the same letter as the given letter among the four letters on the screen according to the letters given by the little girl below. If you succeed, you will get 10 points. If you make an error, you will be prompted until you touch the correct button and enter the next question until the time is up. Through small games, children can learn English letters more easily and happily, improving efficiency. This way can also arouse children's interest and persevere in learning
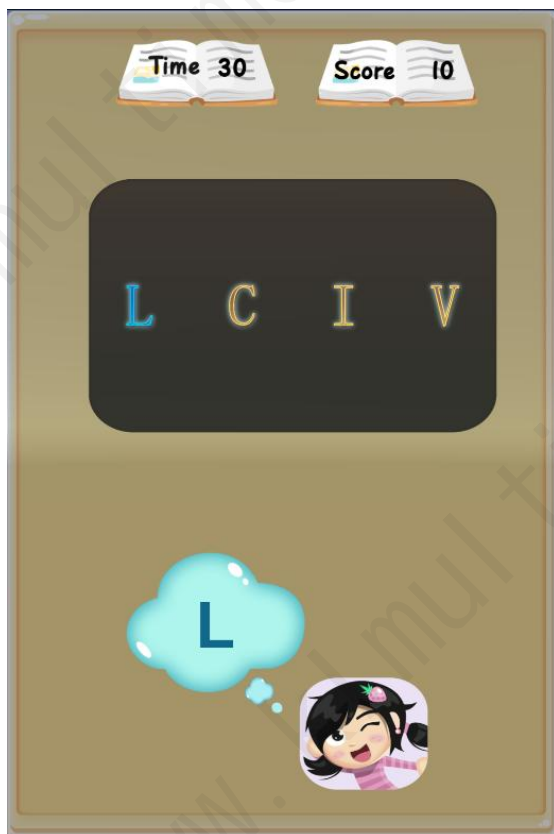
2.Hit Bats

Before the training starts, through the control terminal, according to the player's own situation, select the duration and difficulty of the game. Then you can enter the operation terminal of the game to start game training.
Players will see bats flying around on the screen. Players need to use their own limbs to touch and hit the bats. Each hit will add 10 points. When a bat is hit, it will move in another direction on the screen until the game time is over.

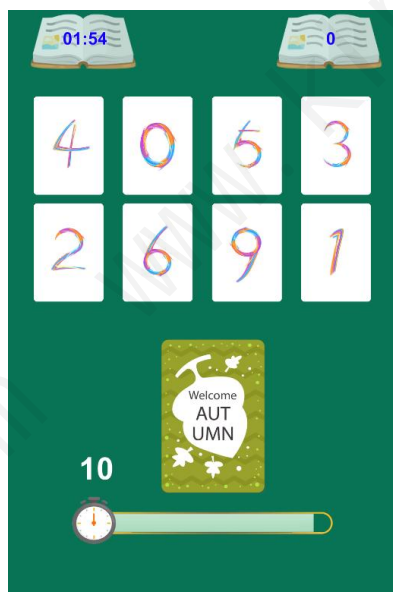## 3.Memory Training with Animals

Before the training starts, through the control terminal, according to the player's own situation, select the duration and difficulty of the game. Then you can enter the operation terminal of the game to start game training. Players have 3 seconds to memorize an animal card at the bottom of the screen. After 4 seconds, the card will be flipped over. The three cards at the top of the screen will unfold. Within 10 seconds, players need to find the same animal as the one just memorized from the three cards through their memory. Correctly flipping the card will add 10 points. Clicking incorrectly will not add points. Then move on to the next animal question until the game time is over.

4.Memory Training with Numbers

Before the training starts, through the control terminal, according to the player's own situation, select the duration and difficulty of the game. Then you can enter the operation terminal of the game to start game training.

Players have 3 seconds to memorize a number card at the bottom of the screen. After 4 seconds, the card will be flipped over. The three cards at the top of the screen will unfold. Within 10 seconds, players need to find the same number as the one just memorized from the three cards through their memory. Correctly flipping the card will add 10 points. Clicking incorrectly will not add points. Then move on to the next number question until the game time is over.

5.Memory Training with Shapes

Before the training starts, through the control terminal, according to the player's own situation, select the duration and difficulty of the game. Then you can enter the operation terminal of the game to start game training.

Players have 3 seconds to memorize a shape card at the bottom of the screen. After 4 seconds, the card will be flipped over. The three cards at the top of the screen will unfold. Within 10 seconds, players need to find the same shape object as the one just memorized from the three cards through their memory. Correctly flipping the card will add 10 points. Clicking incorrectly will not add points. Then move on to the next shape question until the game time is over.

6.Slime

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training.

Many blue slimes will appear simultaneously at the top of the screen. Players need to use their own limbs to touch the slimes. Each time they touch one, they will get 1 point. Players need to hit more slimes within the specified time to obtain scores.
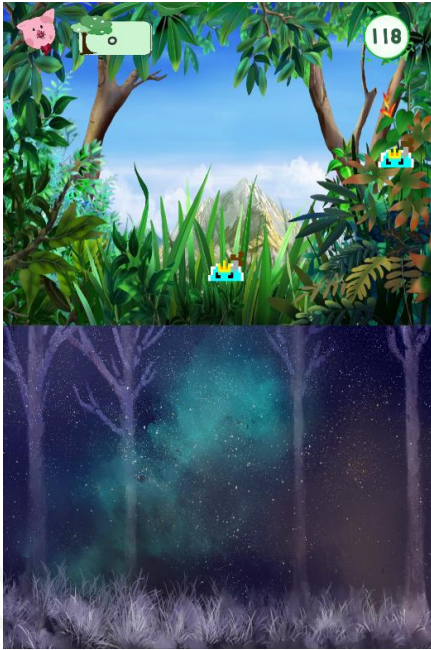
7.Fruit Ninja

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training.

Different kinds of fruits will appear at the top of the screen. Players need to touch the fruits with their limbs to get points. Touching one will add 10 points. The fruits will gradually increase over time until the game ends.
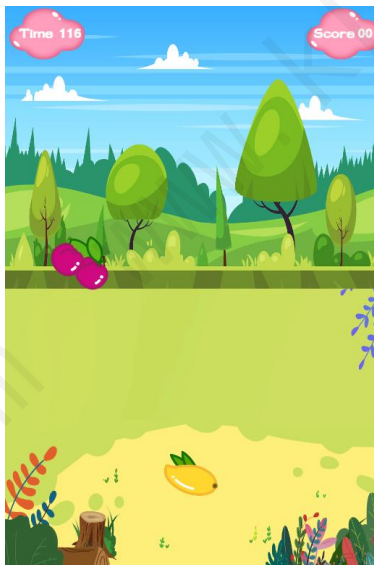
8.Fishing

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training.

Different kinds and sizes of fish will appear on the screen. Players need to touch the screen with their limbs to control the direction of the muzzle and aim at the small fish. Continuously fire cannonballs. The small fish will consume health points until they disappear. Different sizes of fish need to be hit by cannonballs a different number of times. Catching a fish counts as 3 points until the end of the game.

9.Balloon Battle

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training.

During training, balloons will float up from the screen. Players need to touch the balloons to make them explode and get points. Touching one balloon will add 10 points until the time is up.
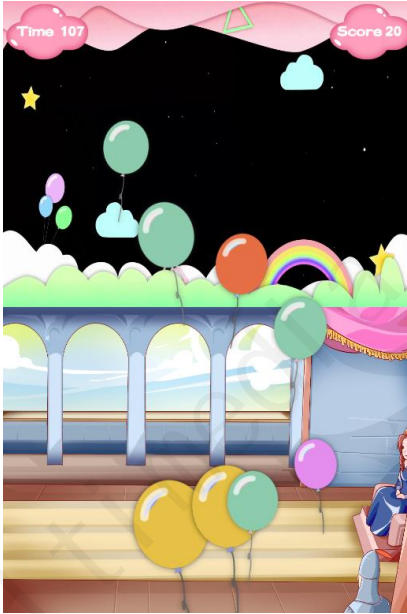
10.Dream Castle

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training.

During training, hot air balloons will fly out from both sides. Players need to touch the hot air balloons to score. The hot air balloons will increase as time goes by. Touching one will add 10 points.
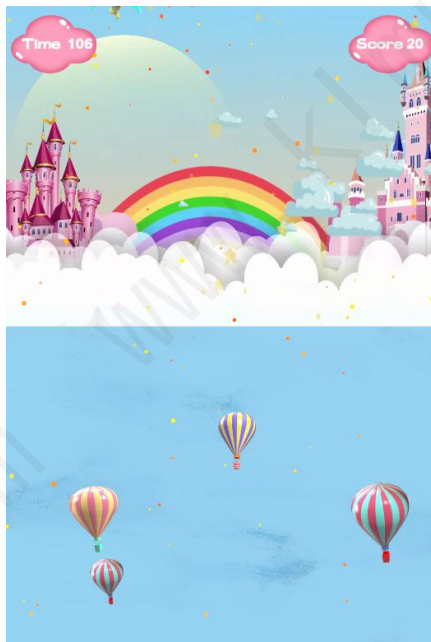
11.Lollipop Battle

Before the training starts, through the control terminal, according to the player's own situation,

select the duration of the game. Then you can enter the operation terminal of the game to start game training.

During training, lollipops will fall from the top of the screen. Players need to touch the lollipops to get points. Players need to distinguish lollipops from stars. Touching stars does not add points. The lollipops will fall to the ground. Players can step on the lollipops with their feet and also get points. Touching one will add 10 points.

12.Flying Kites

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training.

During training, kites will appear from the lower left corner of the screen and fly out slowly. Players need to touch the kites to get points. Touching one will add 10 points.
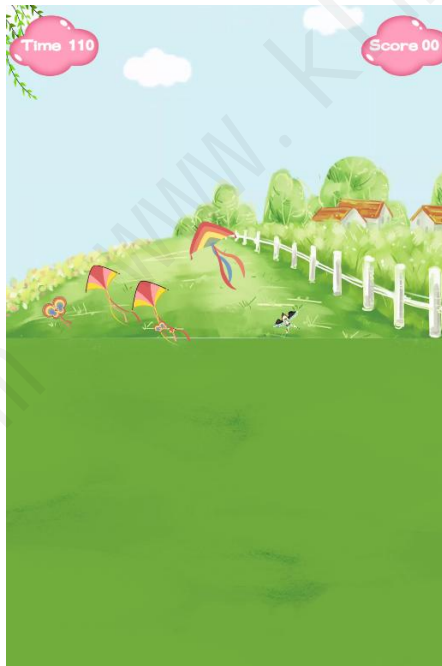
13.Dreamy Planet

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training.

During training, planets will randomly appear on the screen and gradually increase over time. Players need to touch the planets to get points. Touching one will add 10 points.
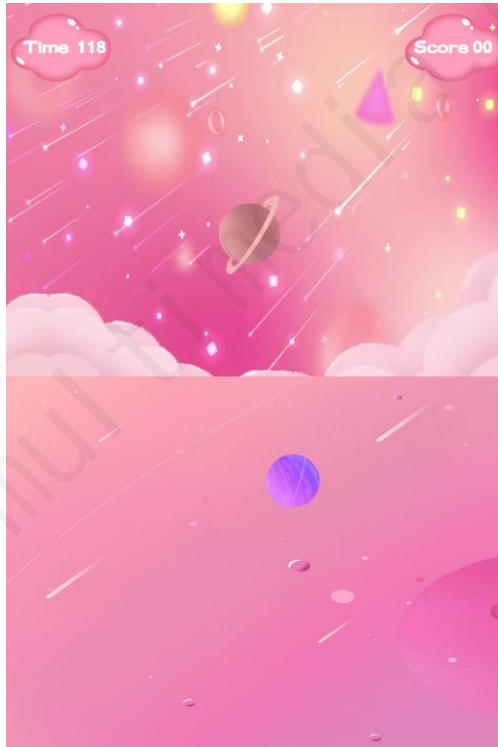
14.Tiger Power

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training.

During the game, tigers will randomly appear in the middle of the screen. Players need to touch the tigers with their limbs to get points. Five tigers will appear on the screen at a time. Players can add 10 points by clicking on the tigers.

15.Rescuing Little Friends

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training.

During the game, the little dog will emit pink bubbles from the car. Players need to touch the bubbles with their limbs to break them and rescue the animals trapped in the bubbles. After touching, the bubbles will explode. Players can also get to know some small animals through this game.

16.Picking Peaches

Before the training starts, through the control terminal, according to the player's own situation, select the duration and difficulty of the game. Then you can enter the operation terminal of the game to start game training.

During the game, there are many peaches on the peach tree in the screen. Players need to touch the peaches with their limbs to pick them. Picking one peach can add 10 points. After the player touches all of them, the peaches will be randomly regenerated on the tree for continuous picking.
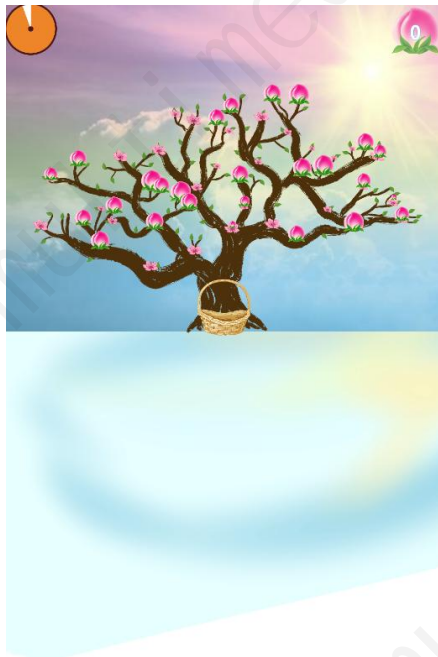
17.Playing Football

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training.

During the game, players need to observe the color and direction arrow on the football goal frame above the screen. Among the three color direction keys at the bottom of the screen, select the key that is the same as the one on the football goal frame to make the football shoot into the goal. If a different direction is selected, it will be blocked by a little mouse and fly out of the goal. Scoring one football can add 10 points.

18.Stepping on Pumpkins

Before the training starts, through the control terminal, according to the player's own situation, select the duration and difficulty of the game. Then you can enter the operation terminal of the game to start game training.

During the game, four jack-o'-lanterns will appear at the bottom of the screen. The jack-o'-lanterns will emit flames according to time. Players need to touch the jack-o'-lanterns with flames to get points. The flames will appear randomly from the four jack-o'-lanterns. Touching one can add 10 points.

19.Picking Pearls

Before the training starts, through the control terminal, according to the player's own situation, select the duration and difficulty of the game. Then you can enter the operation terminal of the game to start game training.

During the game, there will be eight shells at the bottom of the screen. The shells will open randomly, and there will be pearls inside. Players need to touch the pearls in the opened shells to take out the pearls. The time for the shells to open is limited and they will close. Players need to seize the time to touch. Taking out one pearl can add 10 points.

20.Eating Fruits

Before the training starts, through the control terminal, according to the player's own situation, select the duration and difficulty of the game. Then you can enter the operation terminal of the game to start game training.

During the game, the upper half of the screen is the game scene, which are four animals and the fruits that will appear later. At the bottom of the screen are arrow buttons corresponding to the positions of the animals. Players need to correspond to the randomly appearing fruit positions and animal positions. By touching the correct arrow that is in a straight line with the animal, fruit, and arrow with their limbs, feed the small animals to eat fruits. Eating correctly will add 10 points.
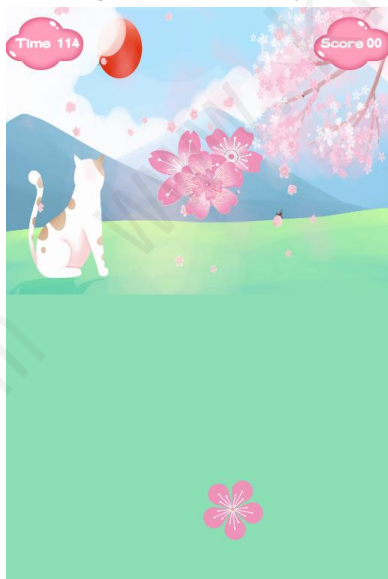
21.Romantic Cherry Blossoms

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training.

During the game, cherry blossoms will appear randomly on the screen. Players need to touch the cherry blossoms on the screen to get points. The cherry blossoms will increase over time. Touching one can add 10 points.
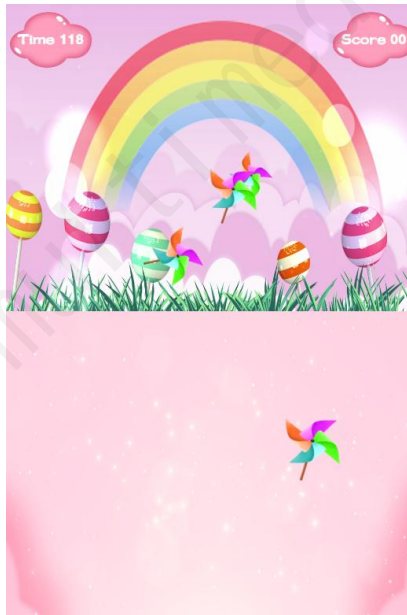
22.Windmills Turning

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training.

Windmills will appear randomly at the bottom of the screen. Players need to touch the windmills with their limbs to get points. Touching one will add 10 points.

23.Dreamy Starry Sky

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training.

During training, stars will appear randomly in the upper half of the screen. The stars will increase over time. Players need to touch the stars to get points. Touching one will add 10 points.
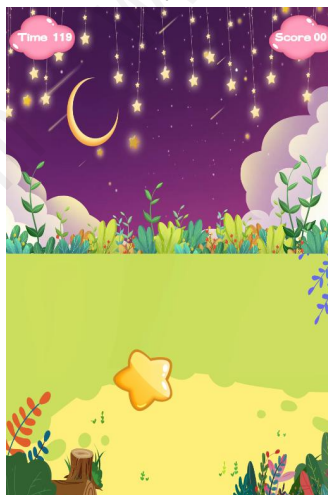
24.Ice Cream Paradise

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training.

During play, ice creams will appear from the top of the screen and then fall to the lower half of the screen. The ice creams will increase over time. Players need to touch the ice creams at the bottom of the screen to get points. Touching one will add 10 points.
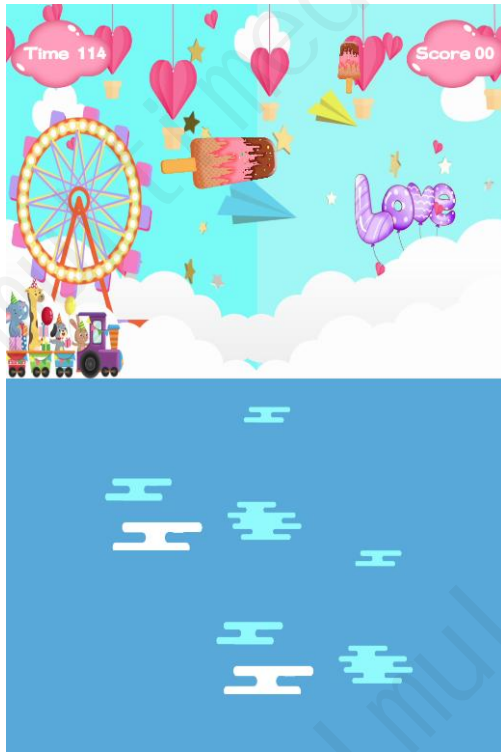
25.Animal Cognition Double Version

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training.

This is a two-player game. The two players find the animals that are the same as their respective prompts among the four animals in the upper half of the screen according to the text prompts given by the rabbit at the bottom of the screen. The two sides do not interfere with each other. After each completion, a new question will appear. Correct answers can get points. Finally, you can compare which player has a higher score.

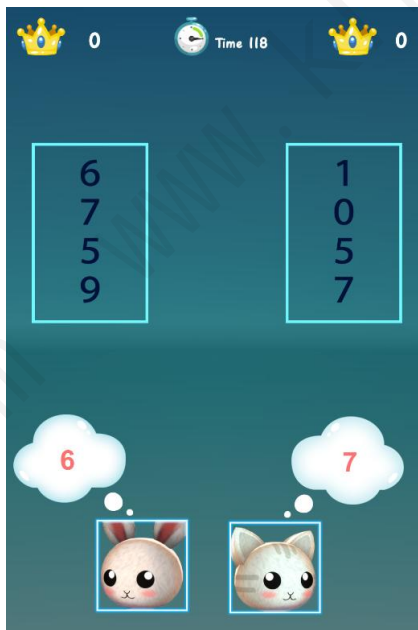## 26.Fruit Cognition Double Version

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training.

This is a two-player game. The two players find the fruits that are the same as their respective prompts among the four fruits in the upper half of the screen according to the text prompts given by the fox at the bottom of the screen. The two sides do not interfere with each other. After each completion, a new question will appear. Correct answers can get points. Finally, you can compare which player has a higher score.

26.Digital Cognition Double Version

A two-player game. According to the text prompts given by the rabbit and the cat, the two players find the same numbers among the four numbers in the upper half of the screen. The two sides do not interfere with each other. Correct answers can get points, and finally, the two players can compare who has a higher score.

27.Fruit Cognition

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training. Players find the same fruit as the given text among the four fruits in the upper half of the screen according to the text prompt given by the fox. Correct answers can get points. If wrong, there will be prompts until the correct one is found.
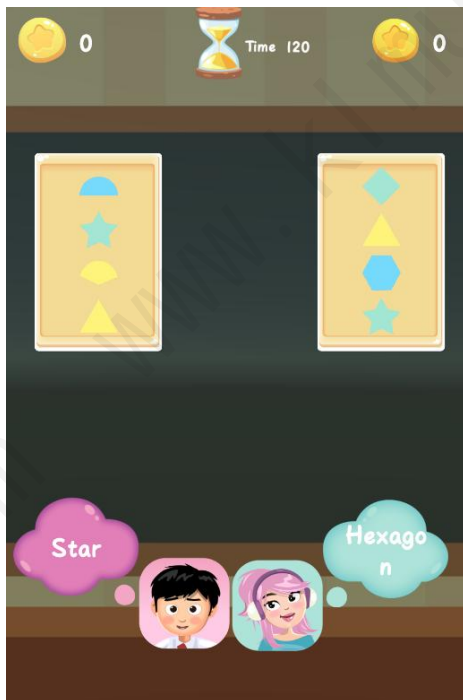

28.Animal Cognition

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training. Players find the same animal as the given text among the four animals in the upper half of the screen according to the text prompt given by the rabbit. Correct answers can get points. If wrong, there will be prompts until the correct one is found.

29.Shape Cognition Double Version

A two-player game. According to the text prompts given by the boy and the girl, the two players find the same pattern among the four shape patterns in the upper half of the screen. The two sides do not interfere with each other. Correct answers can get points, and finally, the two players can compare who has a higher score.
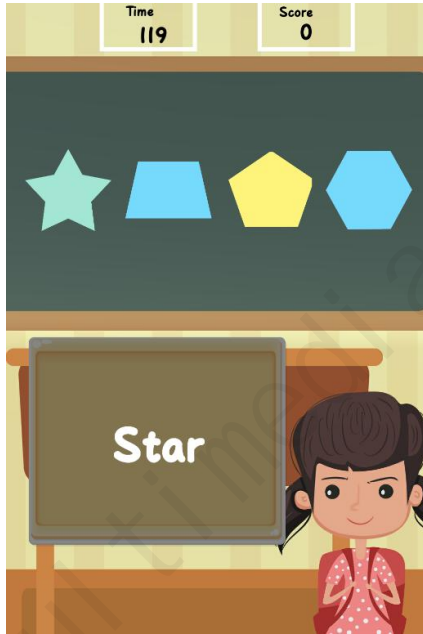
30.Digital Cognition

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training. Players find the same number as the given text among the four numbers in the upper half of the screen according to the number prompt given by the boy. Correct answers can get points. If wrong, there will be prompts until the correct one is found.
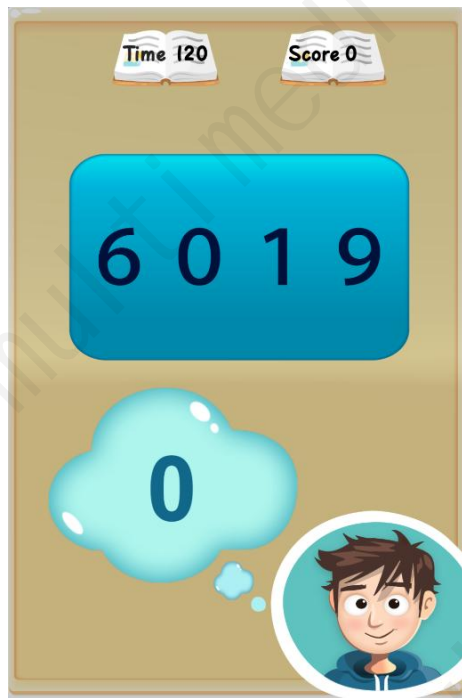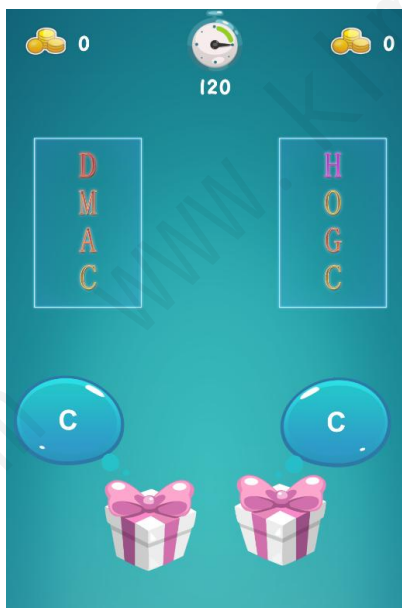

31.Shape Cognition

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training. Players find the same graphic as the given text among the four graphics in the upper half of the screen according to the text prompt given by the girl. Correct answers can get points. If wrong, there will be prompts until the correct one is found.
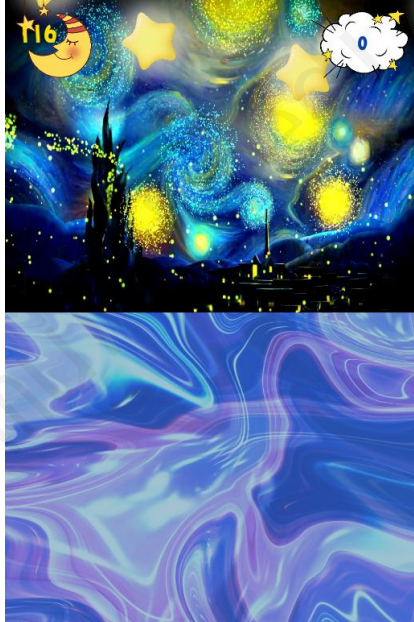
32.Alphabet Cognition Double Version

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training. A two-player game. According to the alphabet prompts given by the gift box, the two players find the same letter among the four letters in the upper half of the screen. The two sides do not interfere with each other. After correct completion, a new question will appear. Correct answers can get points, and finally, the two players can compare who has a higher score.
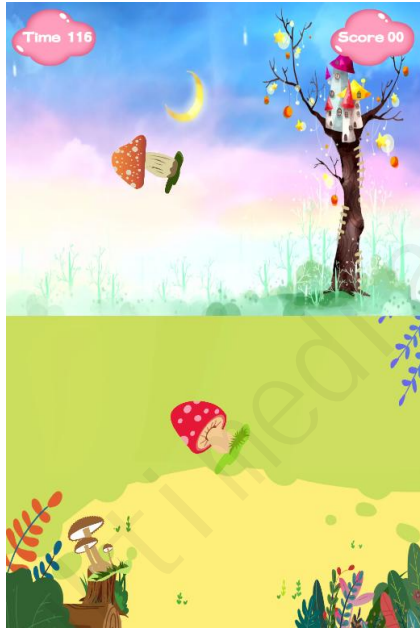
33.Starry Sky

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training. During the game, players touch the falling stars at the bottom of the screen with their limbs. The stars will fall in random numbers and disappear. Touching one adds one point.
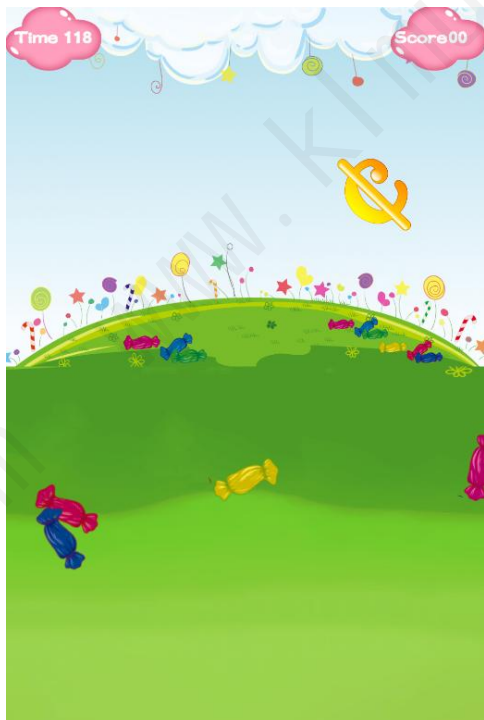

33.Picking Mushrooms

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training. At the beginning of the game, mushrooms will be randomly generated in the lower half of the screen. Players need to touch the mushrooms with their limbs to get points. The mushrooms will increase over time.
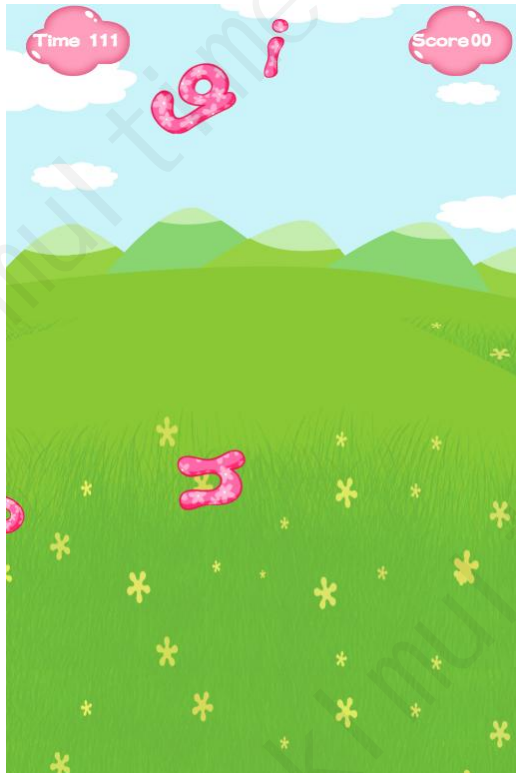
34.Music Village

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training. During the game, notes will fall from the top of the screen. Players need to touch the notes with their limbs to make sounds and get points. The notes will disappear when they fall to the bottom.
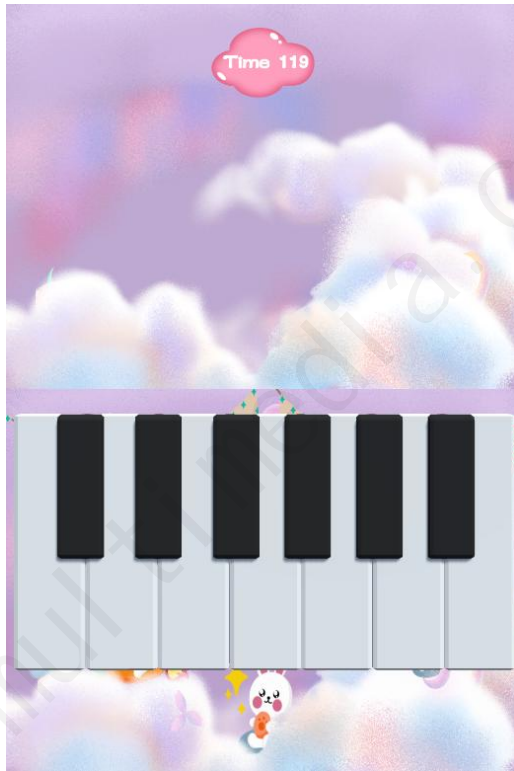
35.English Corner

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training. During the game, English words will appear on the top of the screen. Players need to find the corresponding letters from the falling English letters according to the spelling order of the words. The letters will disappear when they fall to the bottom of the screen. Players need to seize the opportunity to touch the corresponding letters to get points. After success, they will enter the spelling of the next English word.
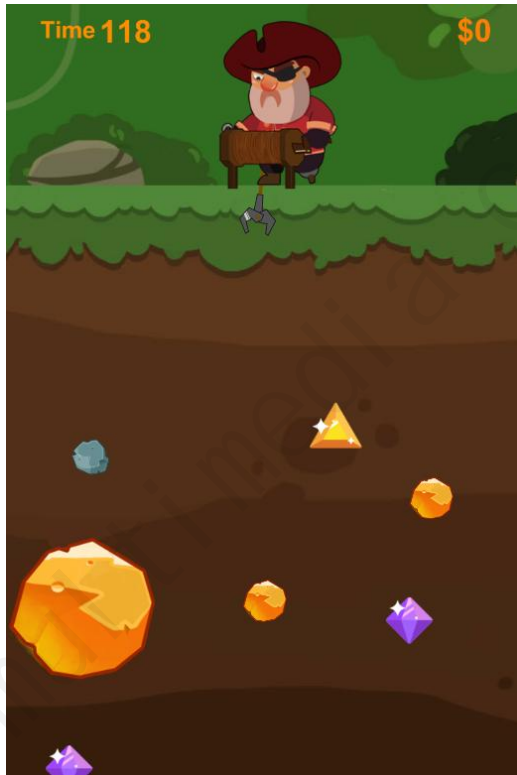

36.Little Pianist

efore the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training. The piano keyboard will appear at the bottom half of the screen. Players can freely play and touch the piano to make music.
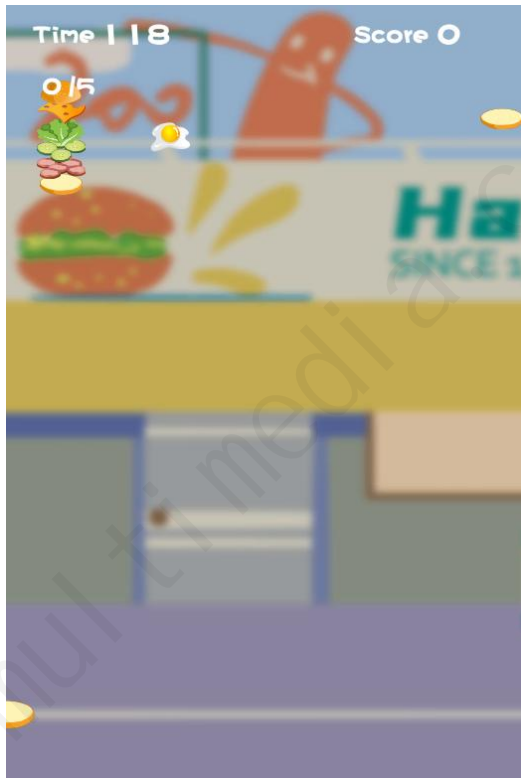
37.Gold Miner

Before the training starts, through the control terminal, according to the player's own situation, select the duration and difficulty of the game. Then you can enter the operation terminal of the game to start game training. Players can touch the area at the bottom of the screen, observe the direction of the miner's hook swaying, seize the opportunity, and touch the screen to make the hook fall. Players need to make the hook catch gold blocks and diamonds to get points.
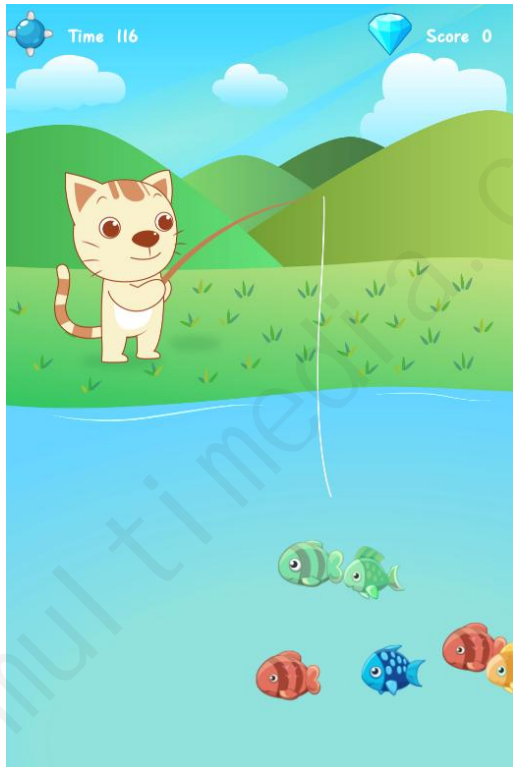
38.Catch Hamburgers

Before the training starts, through the control terminal, according to the player's own situation, select the duration and difficulty of the game. Then you can enter the operation terminal of the game to start game training. During the game, players observe the prompts given on the left. Find the ingredients given in the prompts from the ingredients falling from the top. Then players touch the bottom of the screen and move the position of the hamburger bun to catch the ingredients falling from the top. Correct ingredients can get points, and wrong ingredients will disappear after tilting.
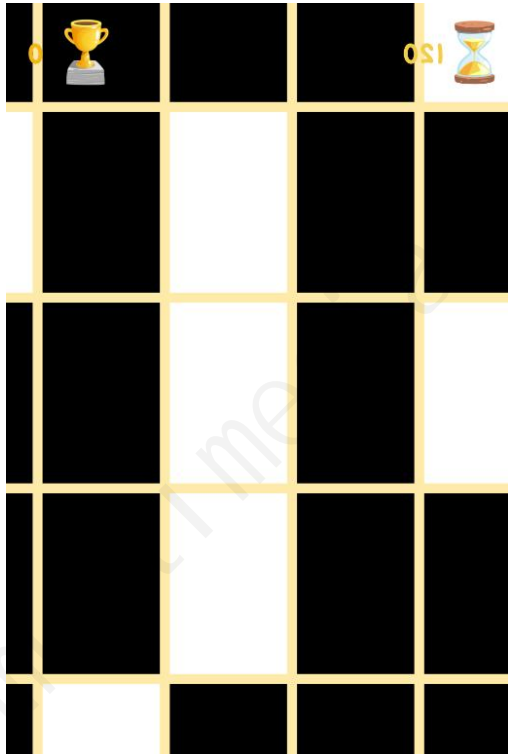
39.Cat Fishing

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training. Players add points by touching the swimming fish at the bottom of the screen. Touching a fish can get 10 points.

40.Don't Step on White Blocks

Before the training starts, through the control terminal, according to the player's own situation, select the duration and difficulty of the game. Then you can enter the operation terminal of the game to start game training. During the game, players touch the black blocks on the screen with their limbs to get points. If they accidentally touch the white ones, points will be deducted.
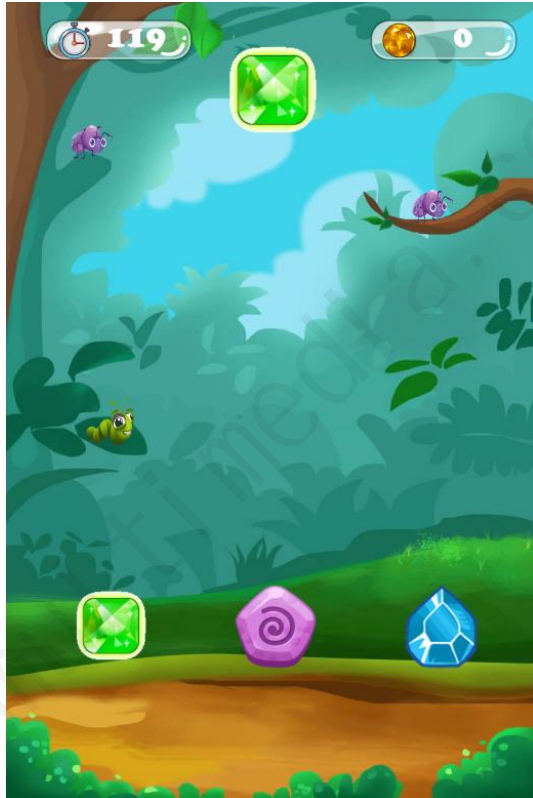
41.Find Friends

Before the training starts, through the control terminal, according to the player's own situation, select the duration and difficulty of the game. Then you can enter the operation terminal of the game to start game training. During the game, players observe the animals given in the upper half of the screen. Find the same animal as the given prompt among the four animals at the bottom of the screen. Then find the button corresponding to the animal's position among the four buttons at the bottom of the screen. Touching correctly can get points.
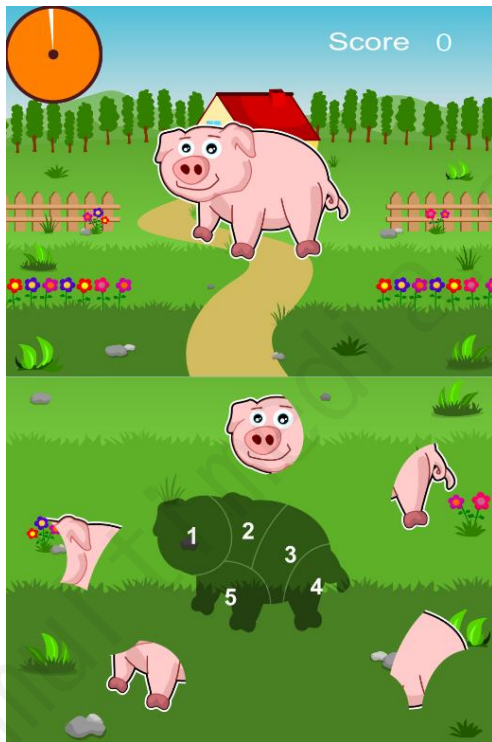
42.Catch Gems

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training. At the beginning of the game, gems will start to fall from the top of the screen. The colors and shapes of the gems appear randomly. Players need to observe the falling gems and find the gems with the same color and shape as the three gems given at the bottom of the screen. Touch with limbs. Correct answers can get 10 points.

43.Shadow Puzzle

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training. Players find the shadow puzzle in the lower half of the screen according to the complete animal shape prompt given in the upper half of the screen. Touch and click with limbs to make the puzzle return to the corresponding position.

44.Catch Animals

Before the training starts, through the control terminal, according to the player's own situation, select the duration and difficulty of the game. Then you can enter the operation terminal of the game to start game training. At the beginning of the game, different kinds of animals will randomly appear in the lower half of the screen. Players catch the animals and drive them into the fence by touching them. Touching can get points.

45.Step on Maple Leaves

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training. Players can step on the maple leaves that appear on the ground according to the prompts on the screen. Stepping on one can get one point. Players can step on it freely on the ground.

46.Catch Squirrels

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training. Players can step on the squirrels that appear on the ground according to the prompts on the screen. Stepping on one can get one point. Players can step on it freely on the ground.
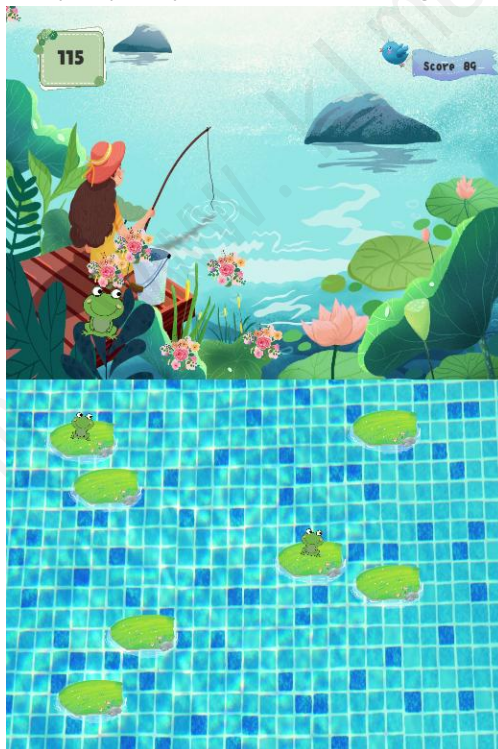
47.Grab Cakes

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training. Players can step on the candies that randomly appear on the ground according to the prompts on the screen. Stepping on one can get one point. Players can step on it freely on the ground.
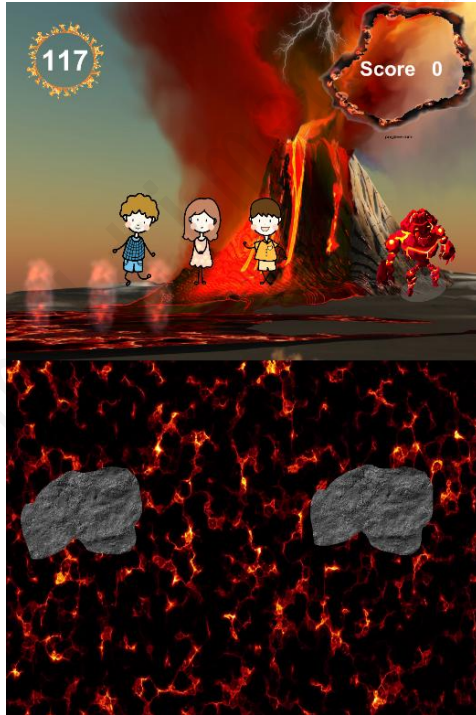
48.Lotus Blooming with Every Step

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training. Players can walk freely on the ground. A flower will appear under their feet with every step. Players can use their imagination to create unique paintings.

49.Flame Mountain

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training. Players can get points by touching the rocks at the bottom of the screen. When touched with limbs, the rocks will explode. Touching once adds one point.

50.Blooming with Every Step

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training.
Players can freely touch the wall and the ground to generate different kinds of flowers to create paintings. Players can use their imagination to freely create their own garden.
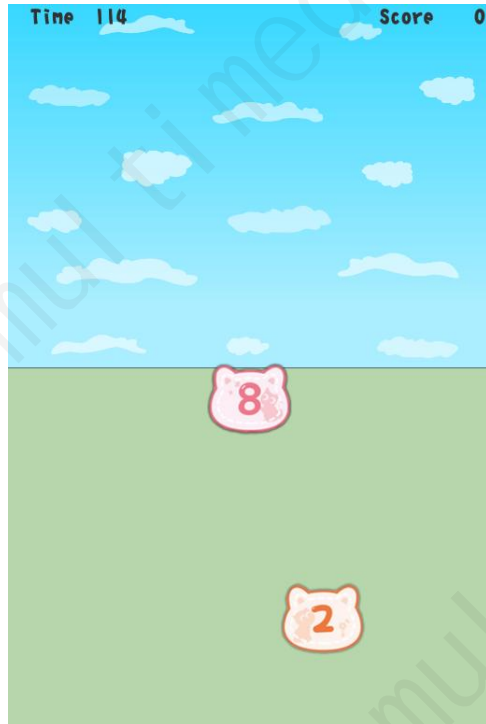
51.Chase Things

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training. At the beginning of the game, a candy will randomly appear in the lower half of the screen. Players need to touch the candy with their limbs. Touching one can add 10 points. After touching the candy, a new candy will be randomly generated.

52.Jump Jump

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training. At the beginning of the game, digital bears will be randomly generated in the lower part of the screen. Players need to touch the digital bears generated on the ground with their limbs. Touching one can add 10 points. The digital bears will increase over time. Players can learn numbers through this game.
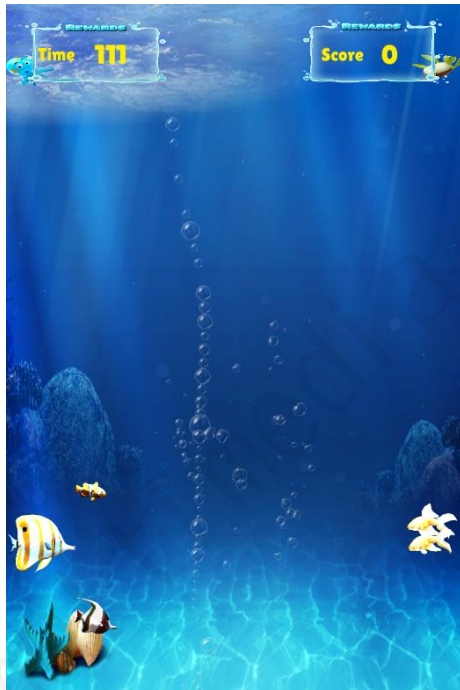

53.Happy Fruit Farmer

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training. At the beginning of the game, fruits will be randomly generated from nine leaves in the lower half of the screen. Players need to touch different kinds of fruits with their limbs. Fruits will be randomly generated according to time. After successful touch, 10 points will be added and then disappear, and new fruits will be generated.

54.Underwater World

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training. At the beginning of the game, different kinds and sizes of fish will randomly swim through different positions. Players need to touch the swimming small fish with their limbs. After successfully touching, the fish will turn into many small bubbles and 5 points will be added. Then new small fish will be generated again.
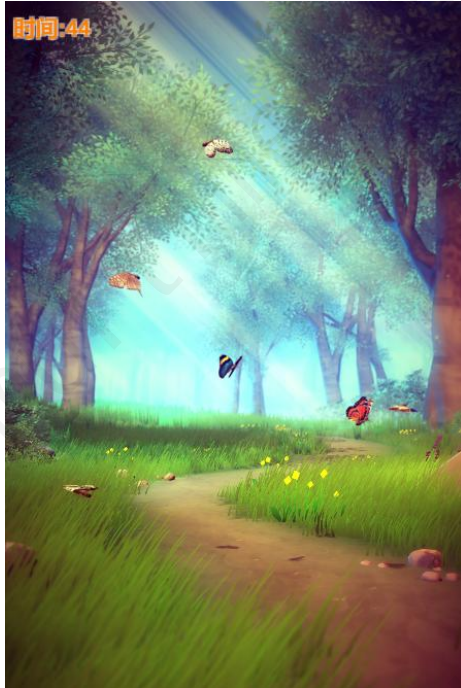
55.Dinosaur World

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training. At the beginning of the game, dinosaurs will randomly run out from different places. Players need to touch the dinosaurs with their limbs to kill them. After successfully touching the dinosaurs, the dinosaurs will fall down and disappear, and new dinosaurs will be generated.
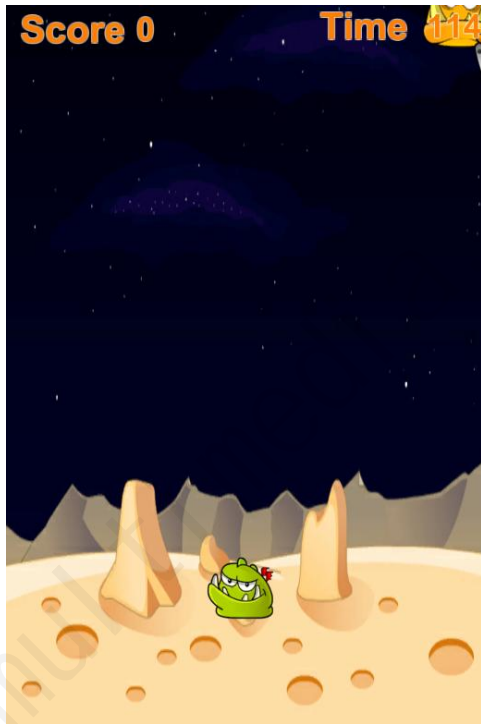
56.Butterfly World

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training. Players can touch on the wall and the ground to generate different kinds of butterflies. Players can use their imagination to freely create their own butterfly world.

57.Defend the Earth

Before the training starts, through the control terminal, according to the player's own situation, select the duration and difficulty of the game. Then you can enter the operation terminal of the game to start game training. At the beginning of the game, monsters will randomly appear from both sides of the earth. Players need to touch the monster bugs with their limbs. After successful touch, the monsters will disappear and accumulate 10 points. Then new monsters will be generated.

58.Hit Balloons

  Before the training starts, through the control terminal, according to the player's own situation, select the duration and difficulty of the game. Then you can enter the operation terminal of the game to start game training. At the beginning of the game, balloons will randomly float out from the bottom of the screen. Players need to touch the balloons with their limbs. After successful touch, the balloons will explode and add 10 points. After a certain period of time, the balloons will disappear. Players need to seize the time to break them.
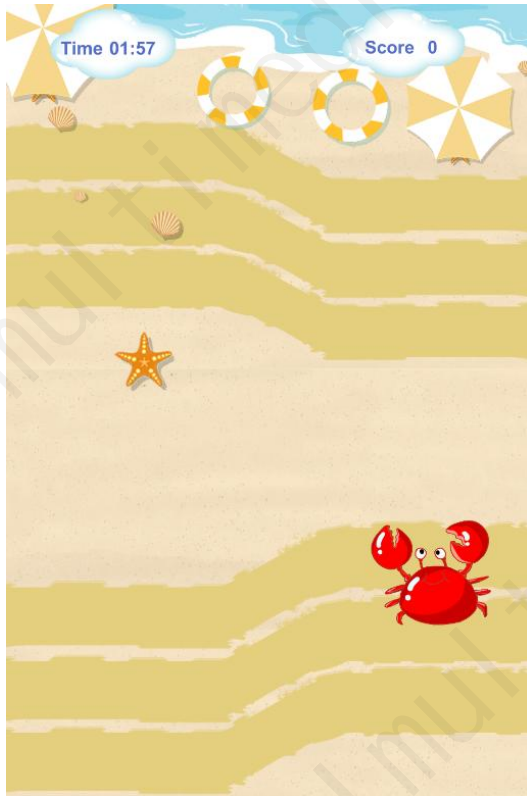
59.Insect Battle

  Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training. At the beginning of the game, different kinds of insects will randomly fly across from both sides of the screen. Players need to touch the insects with their limbs to eliminate them. After successful touch, the insects will be killed and score one point. Then new insects will be generated.
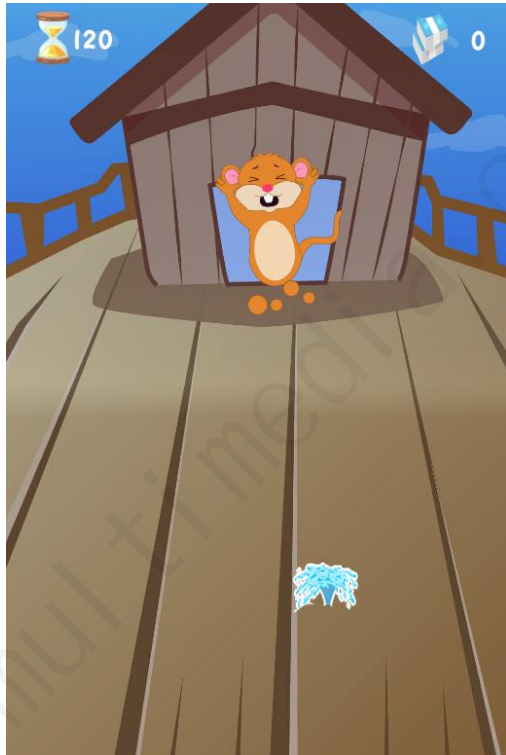
60.Catch Crabs

Before the training starts, through the control terminal, according to the player's own situation, select the duration and difficulty of the game. Then you can enter the operation terminal of the game to start game training. At the beginning of the game, crabs of different colors will crawl from both sides of the screen. Players need to touch the crabs with their limbs. After successful touch, points can be added.

61.Ship Repairing

Before the training starts, through the control terminal, according to the player's own situation, select the duration and difficulty of the game. Then you can enter the operation terminal of the game to start game training. At the beginning of the game, there will be holes in the ship's deck and water sprays will appear. Players need to touch the holes with their limbs to cover them. After successful completion, 10 points can be added. Then new holes will appear.

62.Catch Mice

Before the training starts, through the control terminal, according to the player's own situation, select the duration and difficulty of the game. Then you can enter the operation terminal of the game to start game training. At the beginning of the game, mice will crawl out from the right side of the screen. Players need to touch the mice to eliminate them. After successful touch, the mice will disappear and add 10 points. Then new mice will crawl out.

63.Ink Lotus

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training. At the beginning of the game, lotuses will be randomly generated on the screen. Players need to touch the lotuses with their limbs. Touching one can add one point. The lotuses will be generated at random positions.

64.Grab Red Envelopes

Before the training starts, through the control terminal, according to the player's own situation, select the duration of the game. Then you can enter the operation terminal of the game to start game training. At the beginning of the game, red envelopes will fall from the top of the screen. Players need to touch the red envelopes with their limbs. After successful touch, one point can be added. The red envelopes will disappear after falling to the bottom of the screen. Players need to seize the opportunity to touch them.