



getting the most out of our apps a guide for parents



- Track what kids learn and share their progress with other adults
- Get printable certificates emailed to you when your child reaches a learning milestone
- If they also use the apps at school, then they can carry on from where they left off at home

Contents

Getting started

1.	Our apps	4
2.	What you need to do	5
3.	Sign up	8
3.1	Sign up via the website	9
3.2	Sign up via an app	10
4.	Log in	13
4.1	Log in via an app	14
4.2	Log in via the website	15
5.	Getting in touch	17

Progress tracking

6.	Before you start	20
7.	Certificates	23
8.	Weekly reports	24
9.	Book reading	26

Contents

Admin

10.	Set up your family	27
10.1	Remove a child via an app	30
10.2	Remove a child via website	33
11.	Adding your children	34
12.	Inviting your other adult members of your family	37
13.	Inviting teachers to track your kids' progress	41

Content guide

App. 1	Letter sounds and words	43
App. 2	Storybook summaries	48

1. Our apps



PocketPhonics Stories is a step-by-step reading programme for 4 to 7 year-olds, rated A+ by Balefire Labs. Out of the 3,800 education apps they've reviewed, only four other apps have achieved that top rating.

Replacing the award-winning PocketPhonics used in over 2000 schools, PocketPhonics Stories will guide children through the literacy journey, beginning with helping children to learn their first letter sounds and ending with them being able to read 42 stories within the app by themselves.

The app is available in two versions - a full working version, which is suitable for schools, as well as a free trial version with in-app purchases, which parents may prefer.



PocketPhonics is our original phonics and handwriting app. It's now replaced by PocketPhonics Stories on iPad. It's still though a great app for parents who want their children to learn phonics and handwriting on their iPhone.



Technology in Education called it, "An excellent app to teach numbers/letters/multiplication tables."

Children's Technology Review said, "Featuring outstanding management features, lots of levels ... this collection of 42 dot-to-dot puzzles can be used to practice counting, the alphabet, or times tables."

You can track children's progress in counting online alongside their progress in reading and writing.

Internet not always available?

If you are out with your child and there's no internet, they can still use the app. The app will store up what each child has done. Once you are somewhere that does have internet, start the app up, it will send all the progress the students have made up to our website. This will then update the online progress tracking, and email any certificates for students who have passed learning milestones.

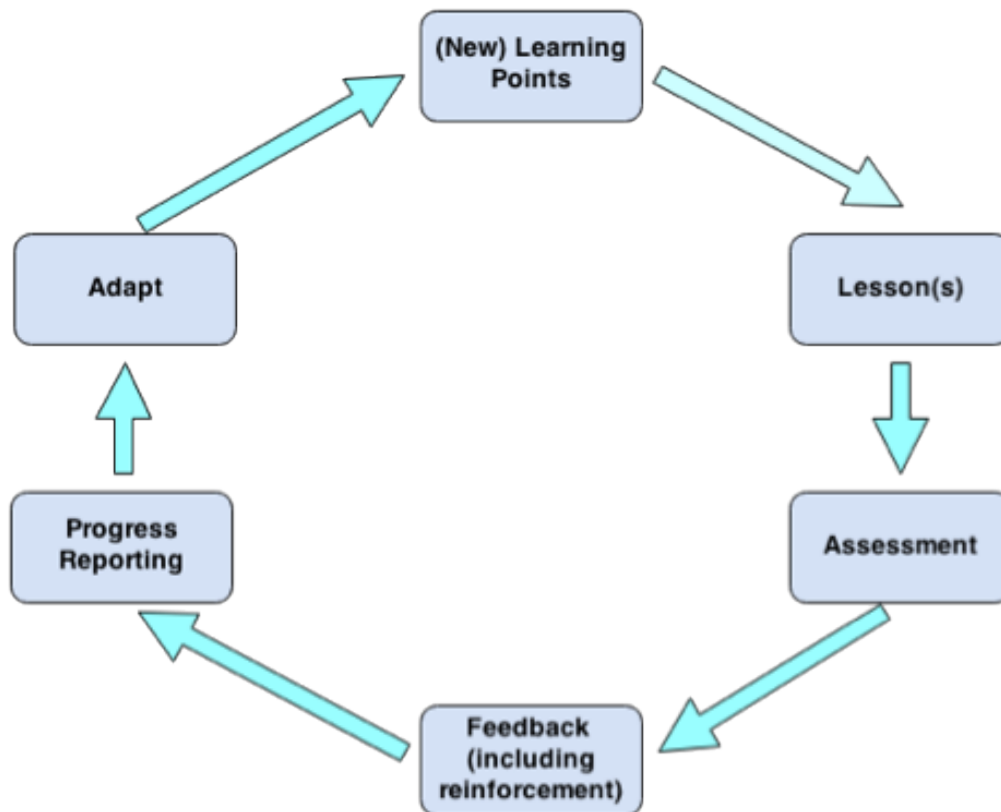


2. What you need to do

How PocketPhonics Stories, PocketPhonics and DotToDot can help parents

As a parent, you know that it's all about kids learning, and that learning happens best when kids know their parents and teachers care about their progress. PocketPhonics Stories, PocketPhonics and DotToDot motivate students and enable parents and teachers to track their progress.

They support the education cycle of setting targets, learning, assessing, providing feedback, reporting progress and setting new targets.



The apps support parents and teachers by assessing progress, reporting that progress and choosing new targets. In this way parents can be confident that they know what each child has learnt and is learning.

PocketPhonics and PocketPhonics Stories motivate kids by emailing you a link to a printable, collectable certificate every time a kid reaches a learning goal. If they are at school, you can invite their teachers to track their progress online and receive certificate emails and/or weekly progress reports.

To provide the above we do of course need to store personal data, such as your email address, so that we know how to contact you.



2. What you need to do

Privacy and data security are of paramount importance

Please be assured that the privacy of personal information and the security of your data is of paramount importance to us. Our apps and the data they collect is stored securely. We apply only the most up-to-date and rigorous security procedures. We liken our security measures to that of the best government and financial institutions.

And we do not and will NOT share you contact details with third parties so they can spam you.

Thousands of people and hundreds of schools in the UK, USA and around the world have bought the apps, signed up with their email and their kids are benefitting.



**APPSTM
IN MY
POCKET**

Track what kids learn and share their progress with families and teachers



2. What you need to do

Your first step is to sign-up with your email address. You then set-up your family on appsinmypocket.com. You then invite other adults like your spouse and grandparents to track your kids' progress as well. If your kids are at school, you can invite their teachers to follow their progress as well.

Once you have done all this, appsinmypocket.com will send weekly progress reports and certificates to those following your kids' progress. If their grandparents have the app, then they can continue from their previous lesson when they go there. Likewise, if school have the app. And much more.

The rest of the document provides a step-by-step guide.



Player Progress

Weekly Report: 27 September 2015 St Paul's School

New PocketPhonics Stories contains 42 storybooks for early readers.
[Watch the video now](#)

Like (1.5k) Follow

Hello Paul Jones,
Player(s) progress report for last week using PocketPhonics and DotToDot numbers & letters.
If you want others to receive this email you need to [invite them](#).

[View organization](#) [Send invite](#) [Download](#)

Mrs Smith (Class 28) [View Mrs Smith \(Class 28\)](#)

Writing letters

Legend: ■ Learnt previously ■ Learnt last week ■ Working on

Name	Progress	Working on
Danielle Bartlett	<div style="width: 70%;"><div style="width: 70%;"></div></div>	mdgeek
Javier Perez	<div style="width: 60%;"><div style="width: 60%;"></div></div>	sofpin
Wesley Davis	No completed rounds of PocketPhonics	—
Angela Gallo	<div style="width: 80%;"><div style="width: 80%;"></div></div>	airser...



3. Sign up

On purchasing PocketPhonics Stories, PocketPhonics or DotToDot you will be invited to 'Sign up' via the app. The 'Sign up' option will continue to be available until you sign up successfully.

Sign up can be done either via an App (section 3.2) or the website (section 3.1). Guidance for each is provided below.

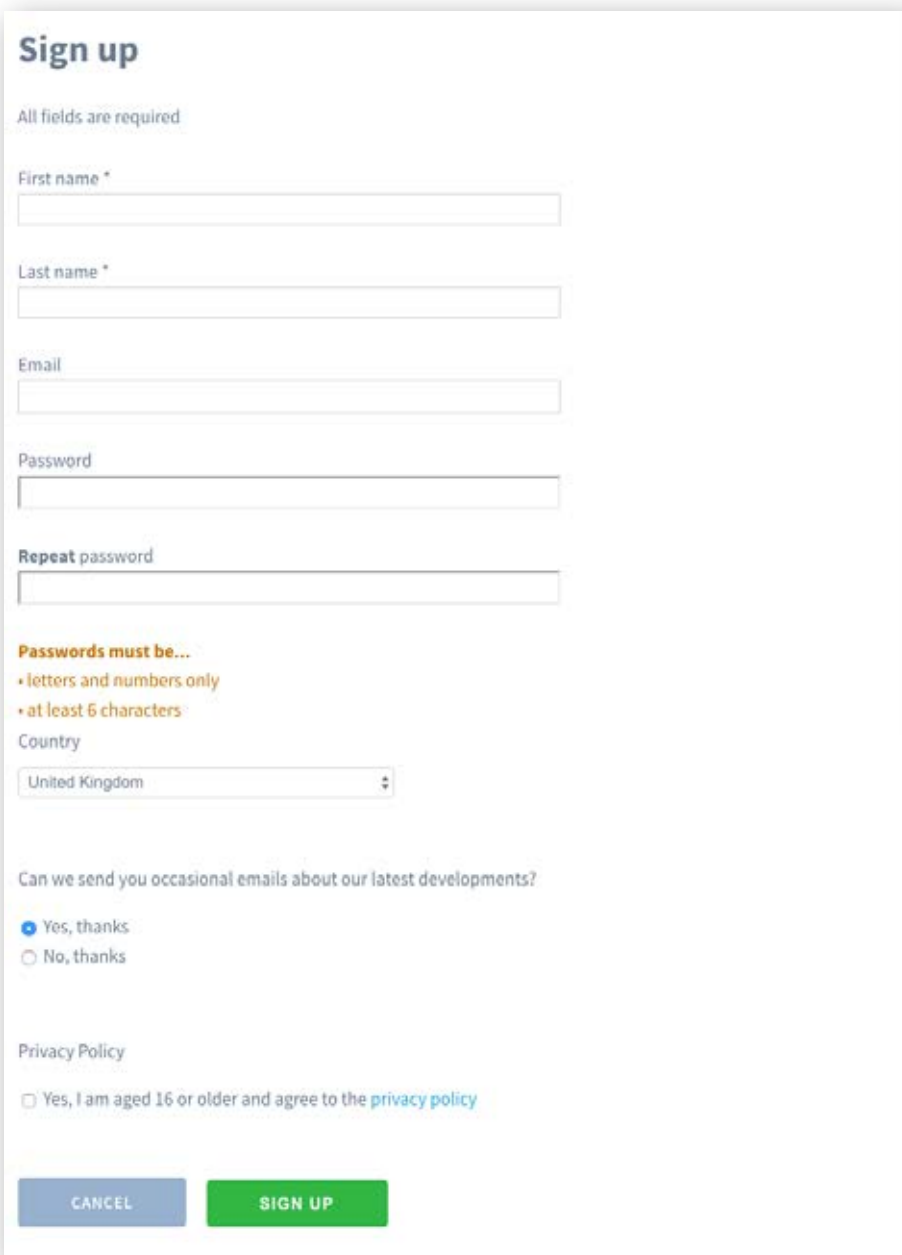


3.1 Sign up via the website

Open a browser and go directly to https://youraccount.appsinmypocket.com/sign_up or select the green 'Sign in' button at the top of the page. On signing up you will receive an email. This is a security measure to make sure 'you are who you say you are' based on you having access to the email account you have signed up with. From the email you need to select the 'Confirm email address' link.

You will now be able to log in to [appsinmypocket.com](https://youraccount.appsinmypocket.com) and be able to set up your family (section 10), add your children to your family (section 11), invite others to track progress (sections 12/13) and see how your kids are progressing.

You will also need to log in to your i-device(s) to make them aware of who you are (section 4).



Sign up

All fields are required

First name *

Last name *

Email

Password

Repeat password

Passwords must be...

- letters and numbers only
- at least 6 characters

Country

Can we send you occasional emails about our latest developments?

Yes, thanks

No, thanks

Privacy Policy

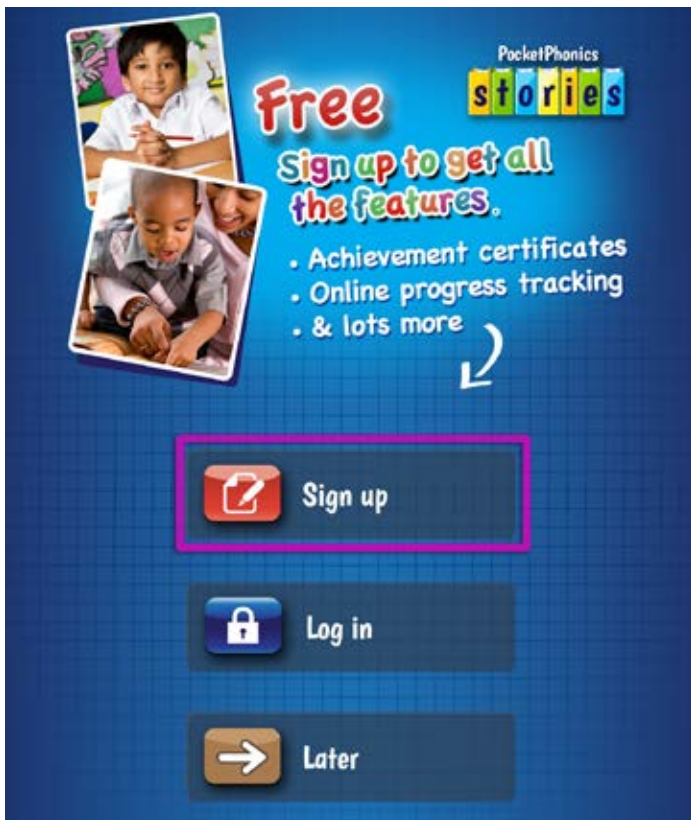
Yes, I am aged 16 or older and agree to the [privacy policy](#)



3.2 Sign up via an app

To sign up via PocketPhonics Stories, PocketPhonics or DotToDot:

Launch the app and choose 'Sign up' on the opening page.

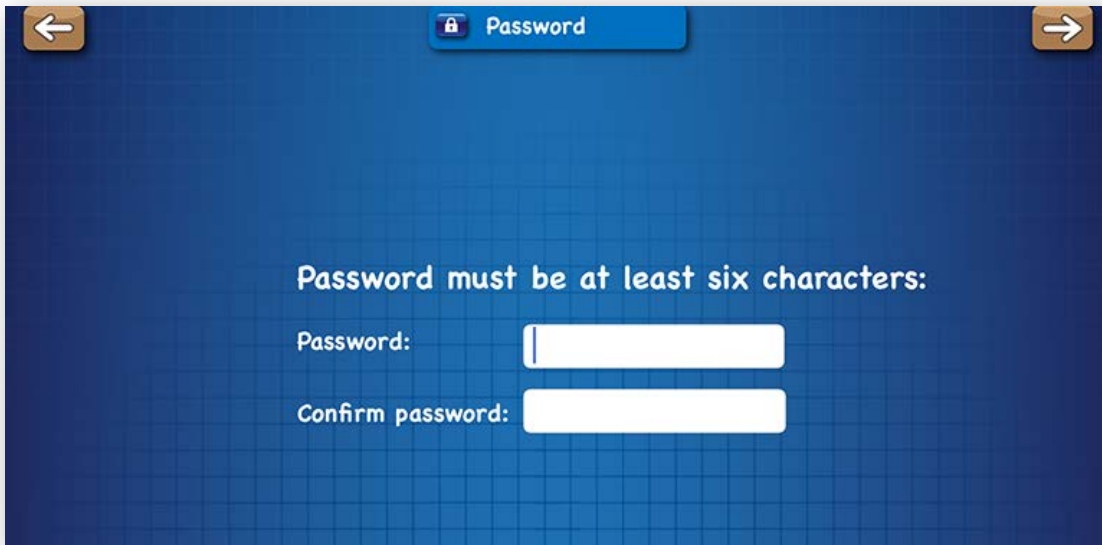


The next page will ask you for your first name, last name and that you confirm you are over 16 years of age. To move to the next page select the right facing white arrow towards the top right of the page.

The image shows the sign-up form in the app. At the top, there is a blue bar with a white left arrow, a "Sign up" button with a red envelope icon, and a white right arrow. Below this, the text "Please tell us your:" is followed by two white input fields for "First Name:" and "Last Name:". Below the input fields is a checkbox with the text "Yes, I am aged 16 or older and agree to the [privacy policy](#)". At the bottom, there is a line of text: "We respect your privacy and would never sell your contact details to third parties." The background is a dark blue grid pattern.

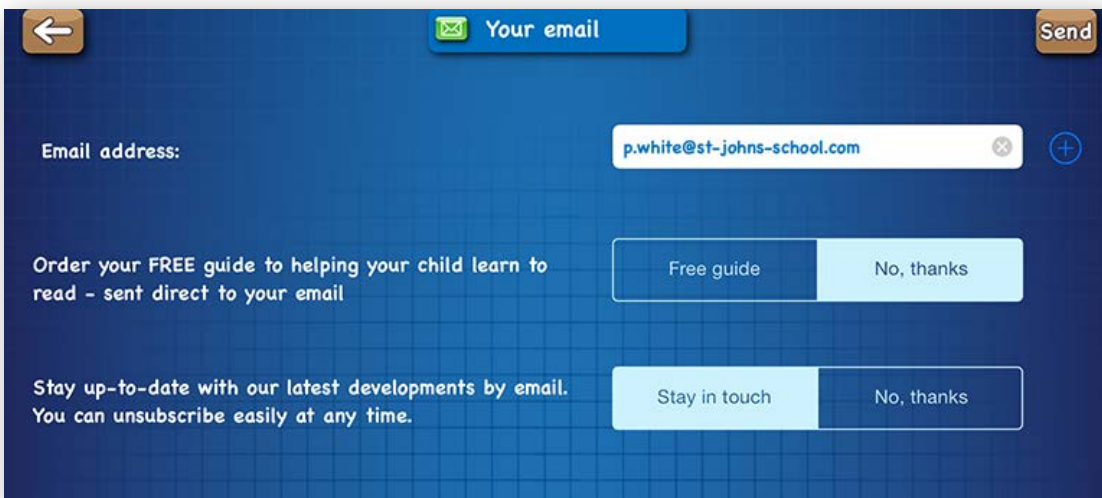
3.2 Sign up via an app

Next provide your chosen password and re-confirm it. The password must be at least 6 characters long. Again use the arrow, top right of page, to move to the next step.

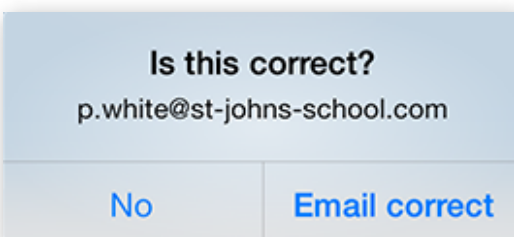


Now provide your email address. You can also choose to obtain a free guide about teaching your child to read and register for updates.

Now select the 'Send' button.



A pop-up will appear asking you whether your email address is correct. If it is, then 'tap' the 'Email correct' button.



3.2 Sign up via an app

A confirmation page will be displayed.



After selecting 'Continue' you will be asked to choose your organization type unless you have already joined an organization. Select family.



And finally provide a name for your family.



4. Log in

You can log in either via an App or the website. In fact you can log in via an App and then access the website via your *i-device*. However, it is easier to use the website via a browser on a monitor. Having logged in, you will be able to manage your account, including setting up children and changing settings.

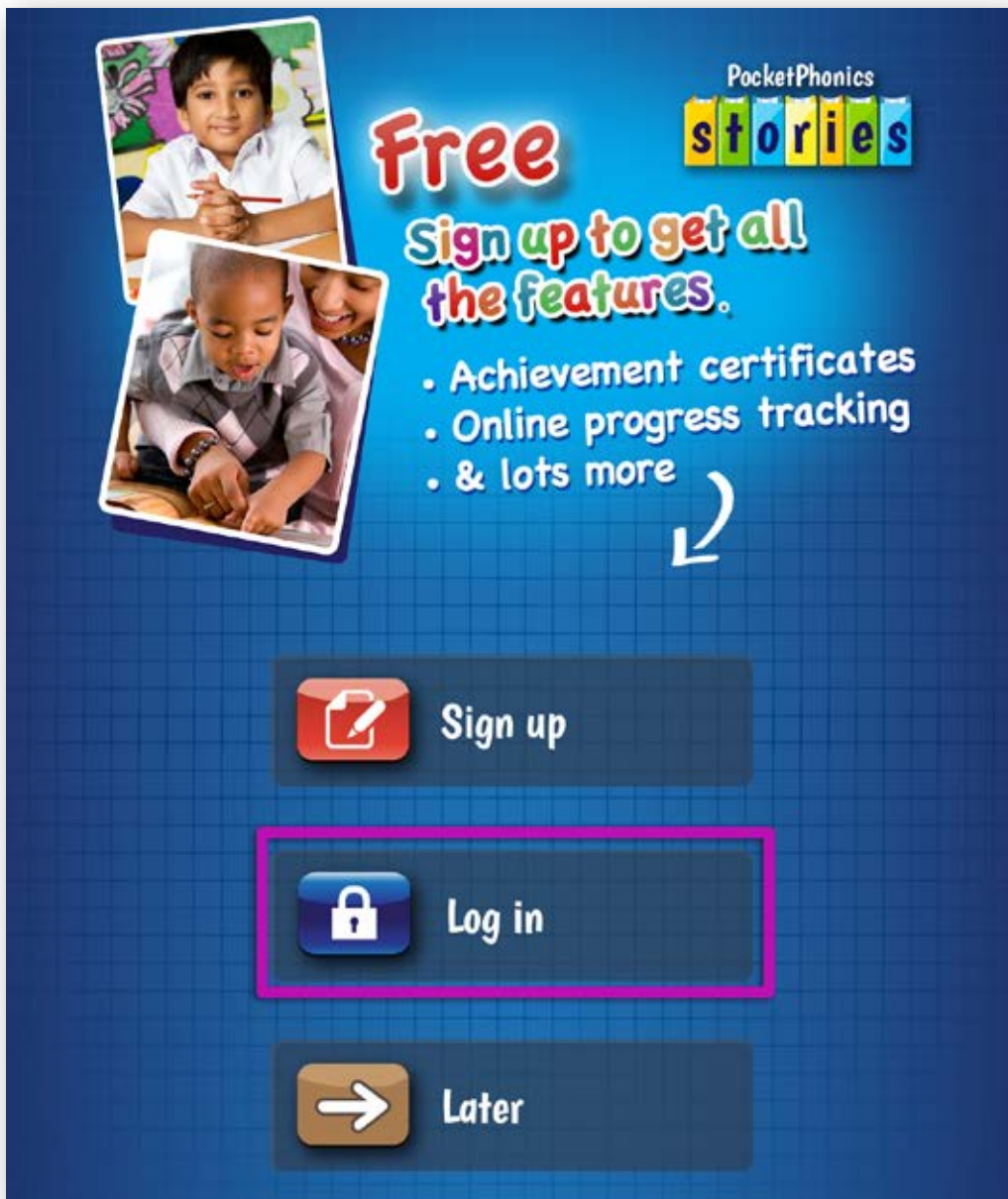
Logging in via a browser allows you to track your kids' progress in more detail, and you can send invites to other adults to track their progress.



4.1 Log in via an app

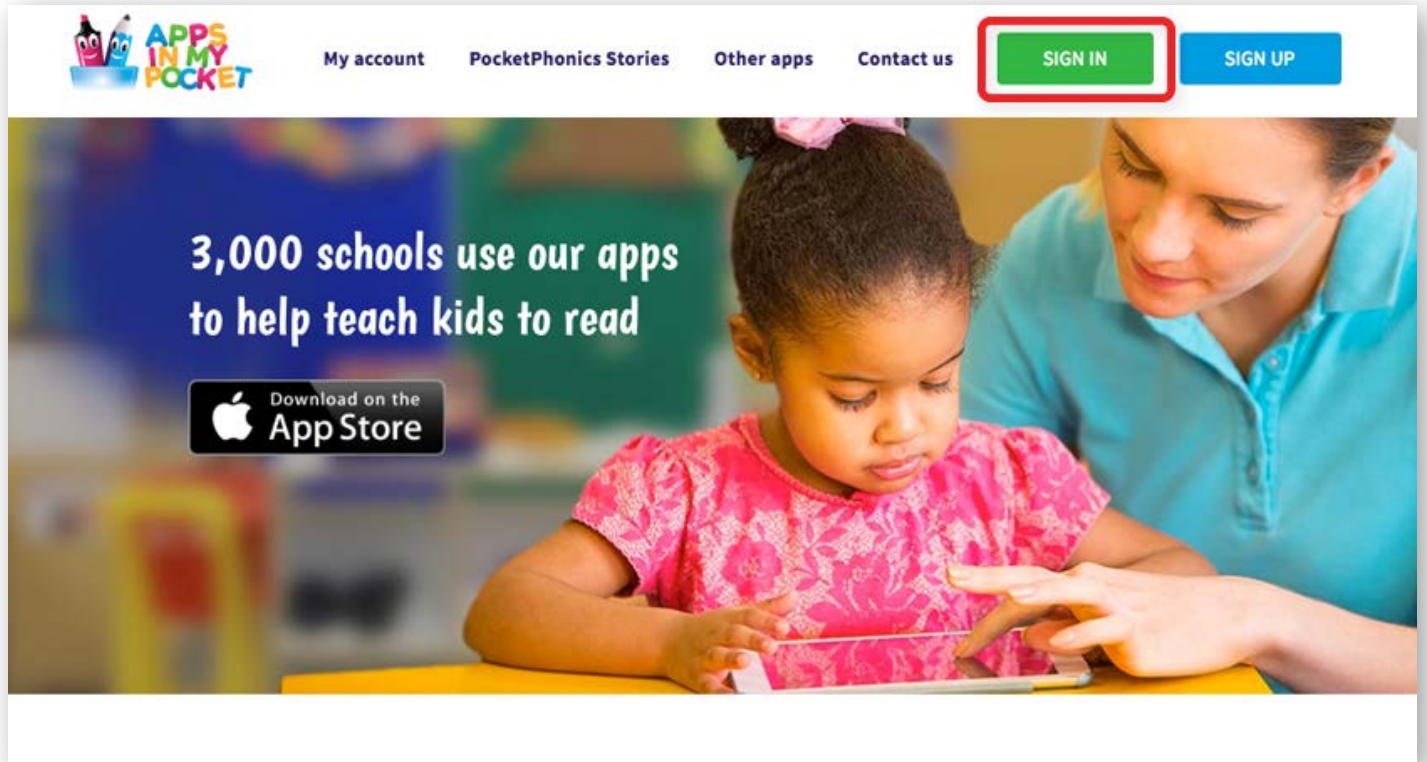
To log in via an app, having launched the app, select the 'Log in' option. Then enter your email address and password.

The Apps default to using 'auto-login', so once you have logged in once on a device you will not need to log in again. However, if you want to be forced to log in each time then there is a setting you can change. This setting is available via the 'Parentzone' option.



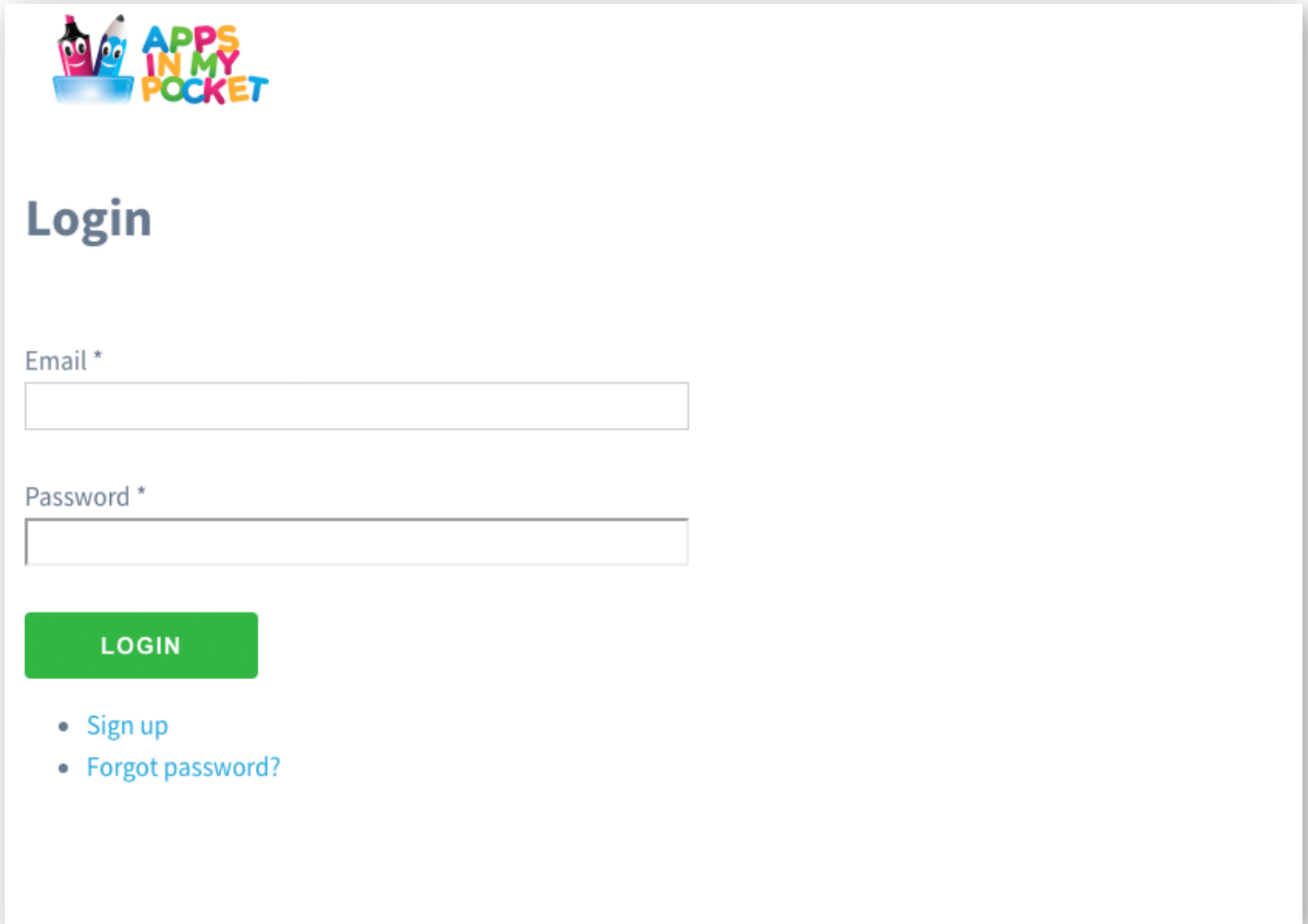
4.2 Log in via the website

Open appsinmypocket.com in a browser and select the green 'Sign in' button.



4.2 Log in via the website

On the 'Login' page enter your 'Email' address and 'Password'. And then select the 'Login' button.



The screenshot shows the login page for 'APPS IN MY POCKET'. At the top left is the logo featuring two cartoon characters and the text 'APPS IN MY POCKET'. Below the logo is the heading 'Login'. There are two input fields: 'Email *' and 'Password *'. Below the 'Password *' field is a green button labeled 'LOGIN'. At the bottom left, there are two links: 'Sign up' and 'Forgot password?'.

Note: If you have not yet signed up then you can do so by clicking on the 'Sign up' link. And if you have forgotten your password then click on the 'Forgot password?' link.

Once logged in you can manage your family, or if you have not yet set up your family then follow the steps in section 10.



5. Getting in touch

Taking the time to send a bug report or give feedback really helps us to improve our apps. We regularly add new features suggested by teachers and parents.

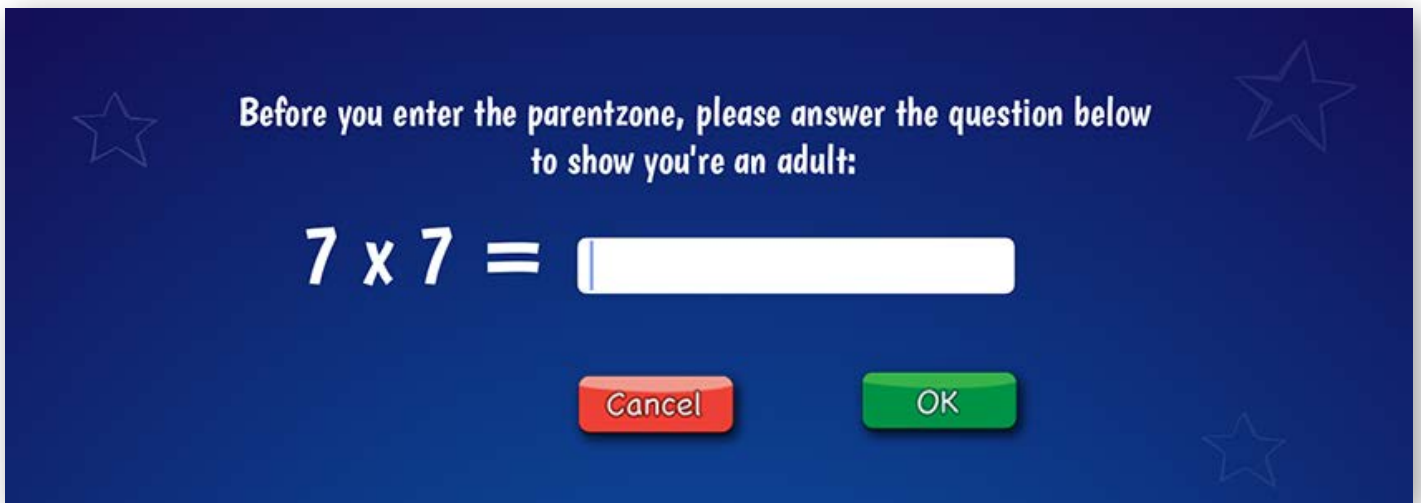
Sending a bug report from within an app also sends detailed diagnostic information which is often vital to fix the issue. If you can't send a bug report from within an app, please send an email to support@appsinmypocket.com

To send a bug report or give feedback, select **Parentzone** on the home screen,

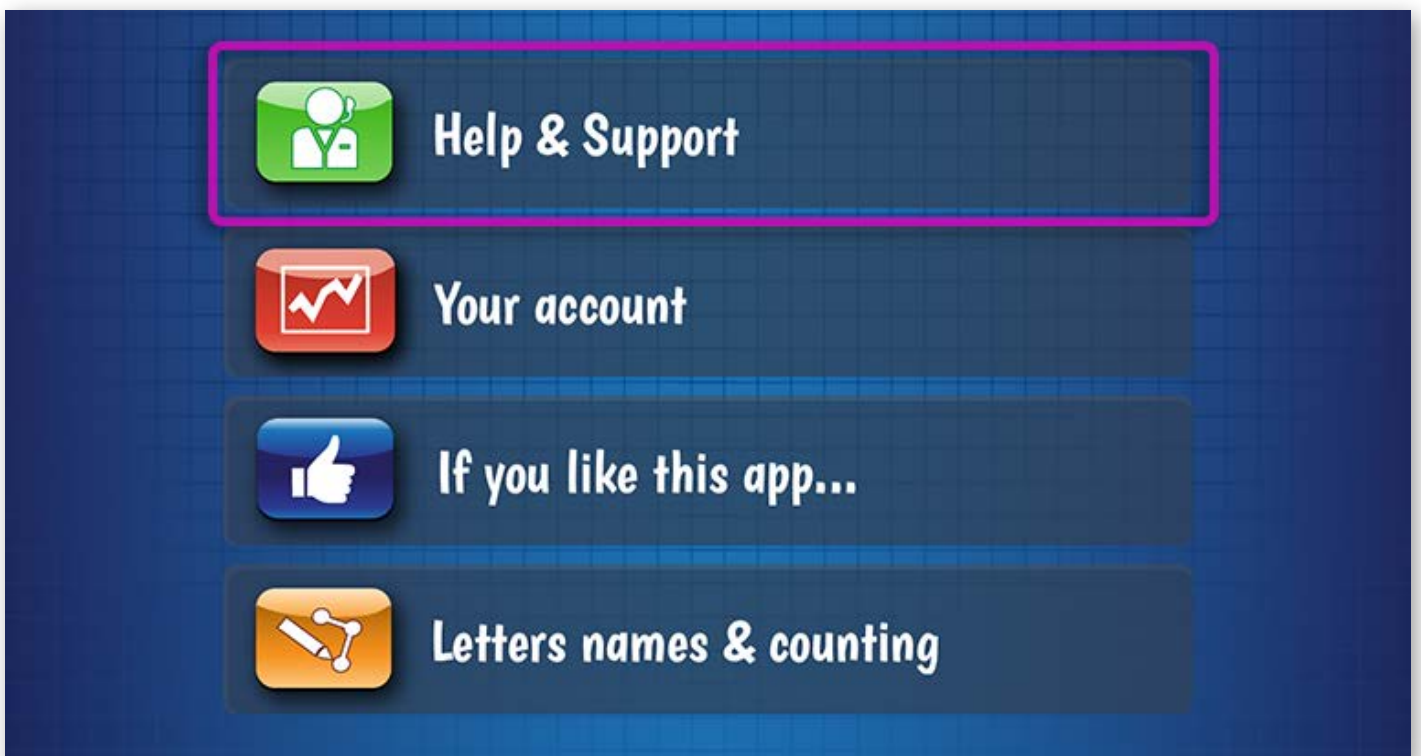


5. Getting in touch

pass the adult test to protect against children deleting data,

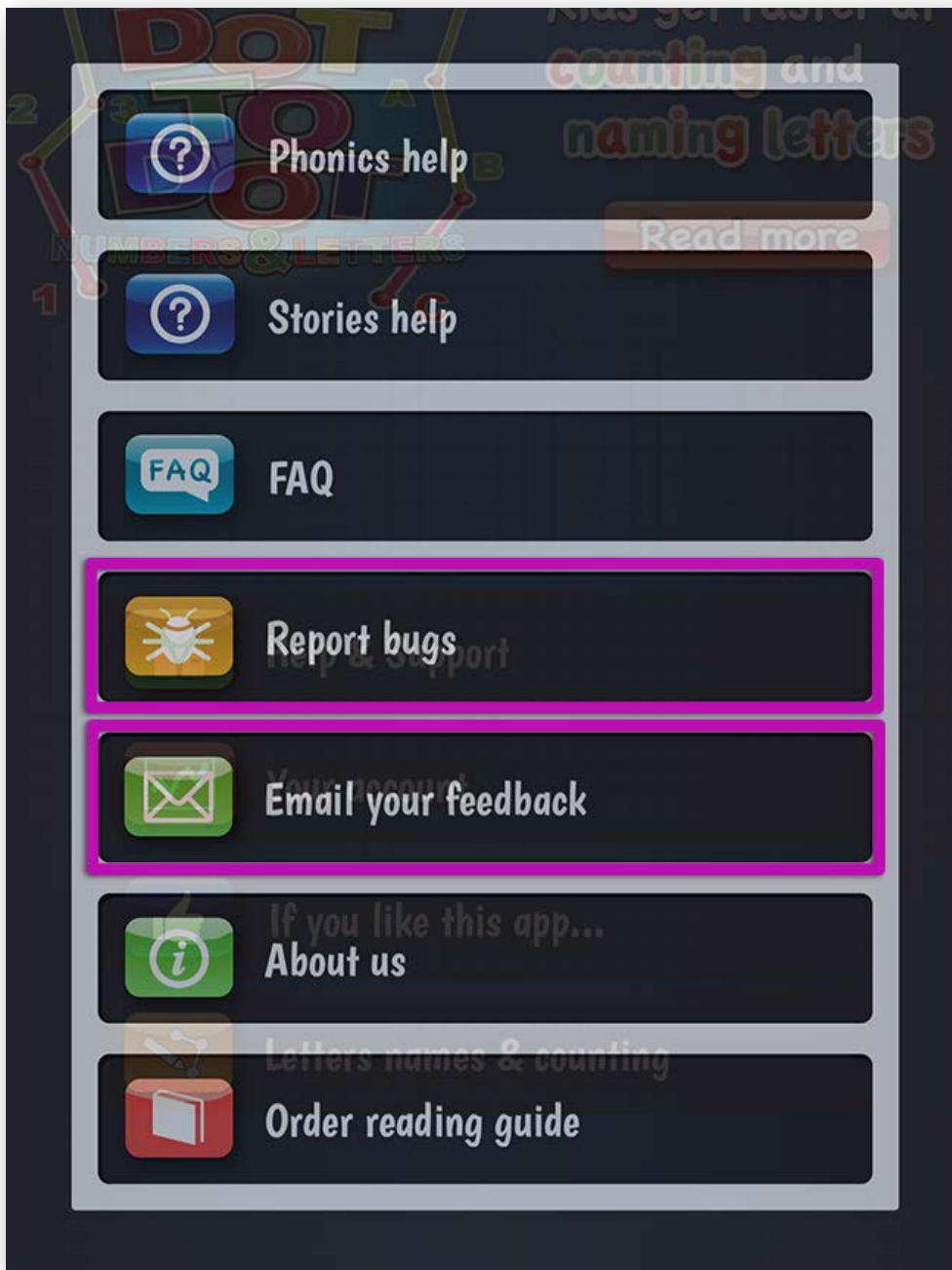


select **Help & Support**,



5. Getting in touch

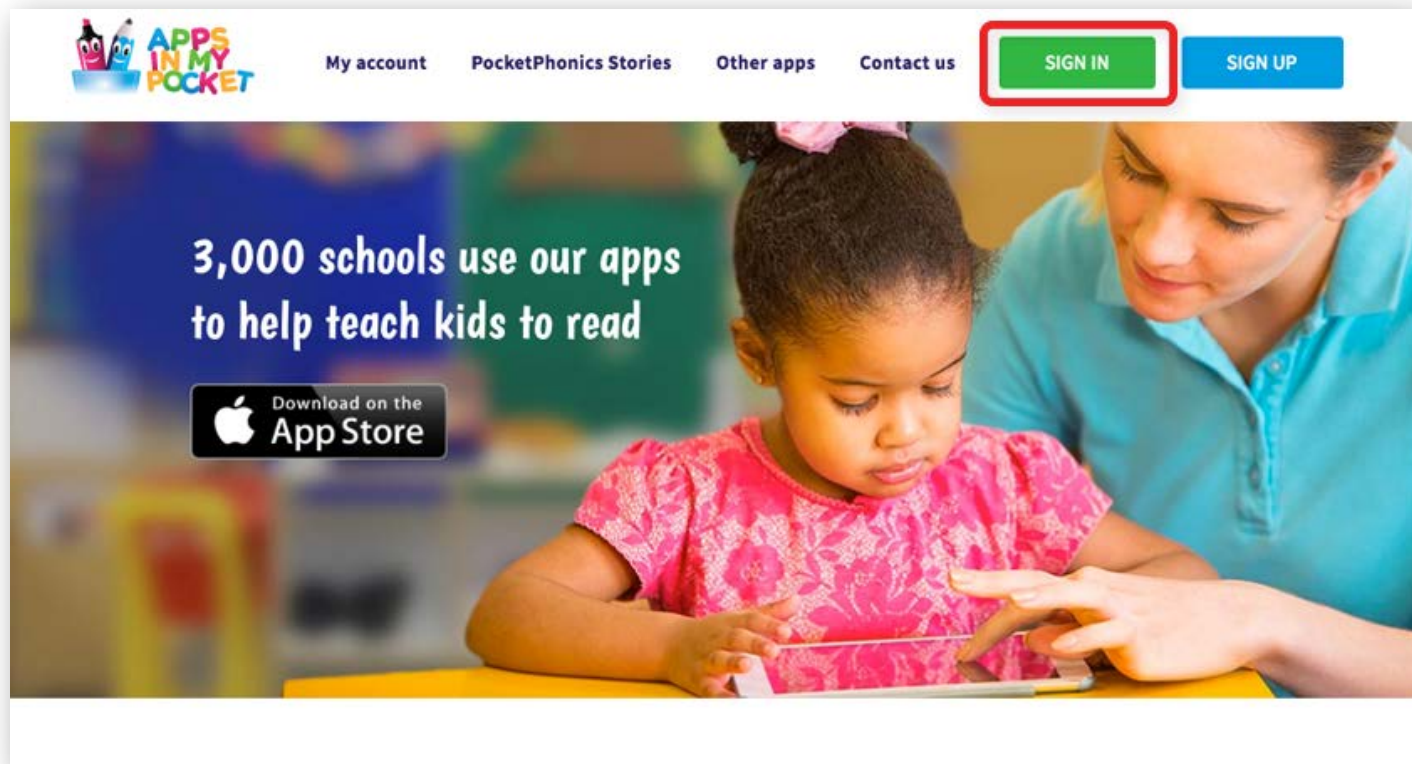
select **Report bugs** or **Email your feedback** then follow the instructions on screen.



6. Before you start

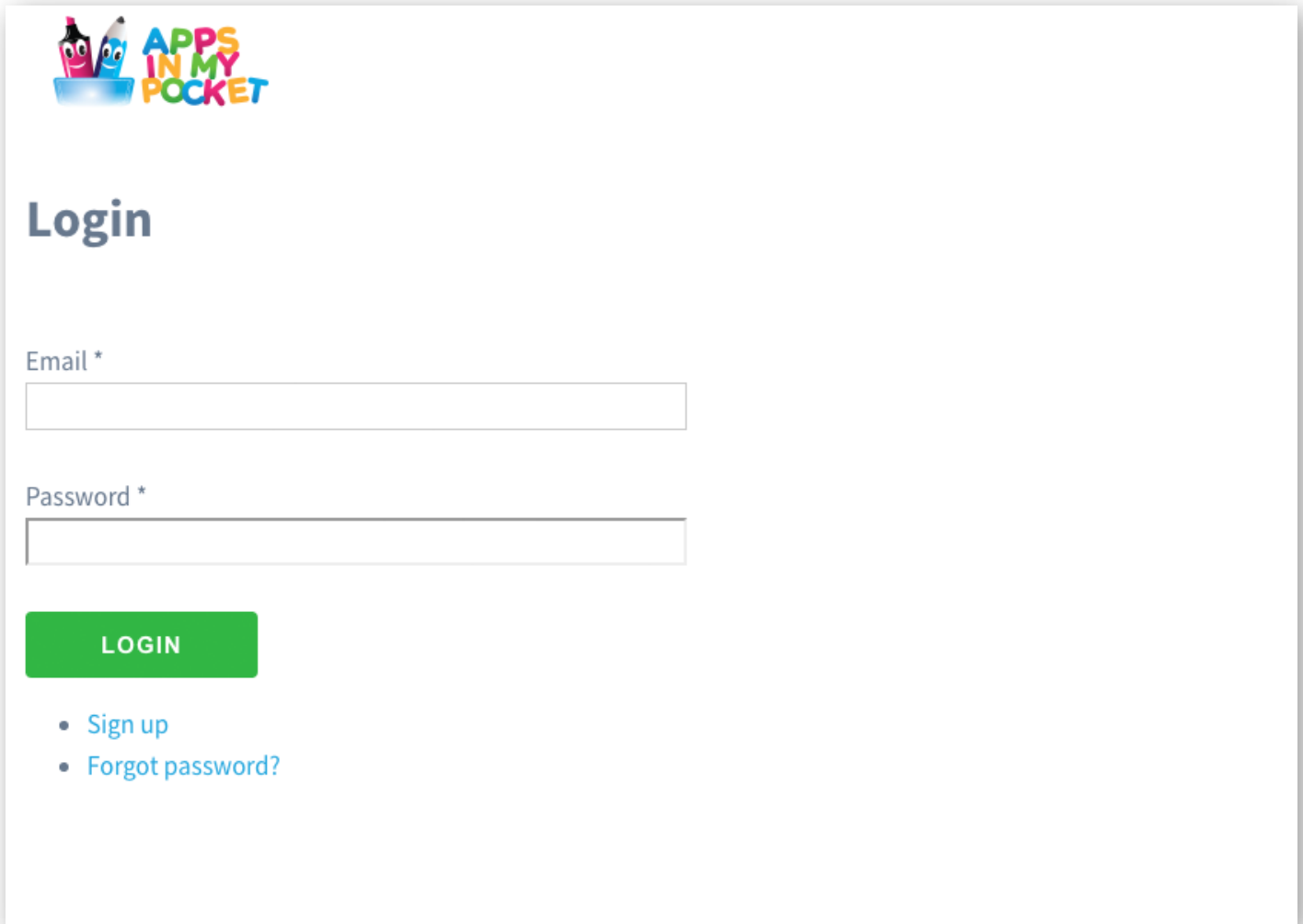
Before you can track the progress of any child, you will need to login. If you haven't signed up to progress tracking yet, then please refer to section 10 – Set up your family.

Open appsinmypocket.com in a browser and select the green 'Sign in' button.



6. Before you start

On the 'Login' page enter your 'Email' address and 'Password'. And then select the 'Login' button.



The screenshot shows the login interface for 'APPS IN MY POCKET'. At the top left is the logo featuring two cartoon characters and the text 'APPS IN MY POCKET'. Below the logo is the heading 'Login'. There are two input fields: 'Email *' and 'Password *'. Below the password field is a green 'LOGIN' button. At the bottom left, there are two links: 'Sign up' and 'Forgot password?'.

Once logged in you will have access to all your organizations and players.

- An **organization** can be a school, a family, a preschool, speech therapy or occupational therapy.
- **Groups** might be classes in a school, special reading groups etc.
- **Players** will typically be a child and do not have access to the website.

Note that groups are optional, so your organization may be shown as a list of players.



6. Before you start

You will now see a list of the organizations you have access to. If you have more than one organization, then click on link (circled in red below).

APPS IN MY POCKET

My account PocketPhonics Stories Other apps Contact us LOG OUT

Track Progress: Organizations

[Add new organization](#)

Your organizations	Send invite to join organization	Edit
Brown family		
Smith family		

Players (children) are shown as a list in alphabetical order. Click on a player to see the player page.

APPS IN MY POCKET

My account PocketPhonics Stories Other apps Contact us LOG OUT

Smith family

All players

Letter sounds Books Numbers Alphabet Admin [Add new player](#)

Name	Age	Last played	Currently working on...		
			Sound group	Writing score	Recognise score
Carol Turner	N/A	20 May 2016	t,a,n,s,i,p	☆☆☆	☆☆☆
Paul Smith	N/A	20 May 2016	t,a,n,s,i,p	☆☆☆	☆☆☆



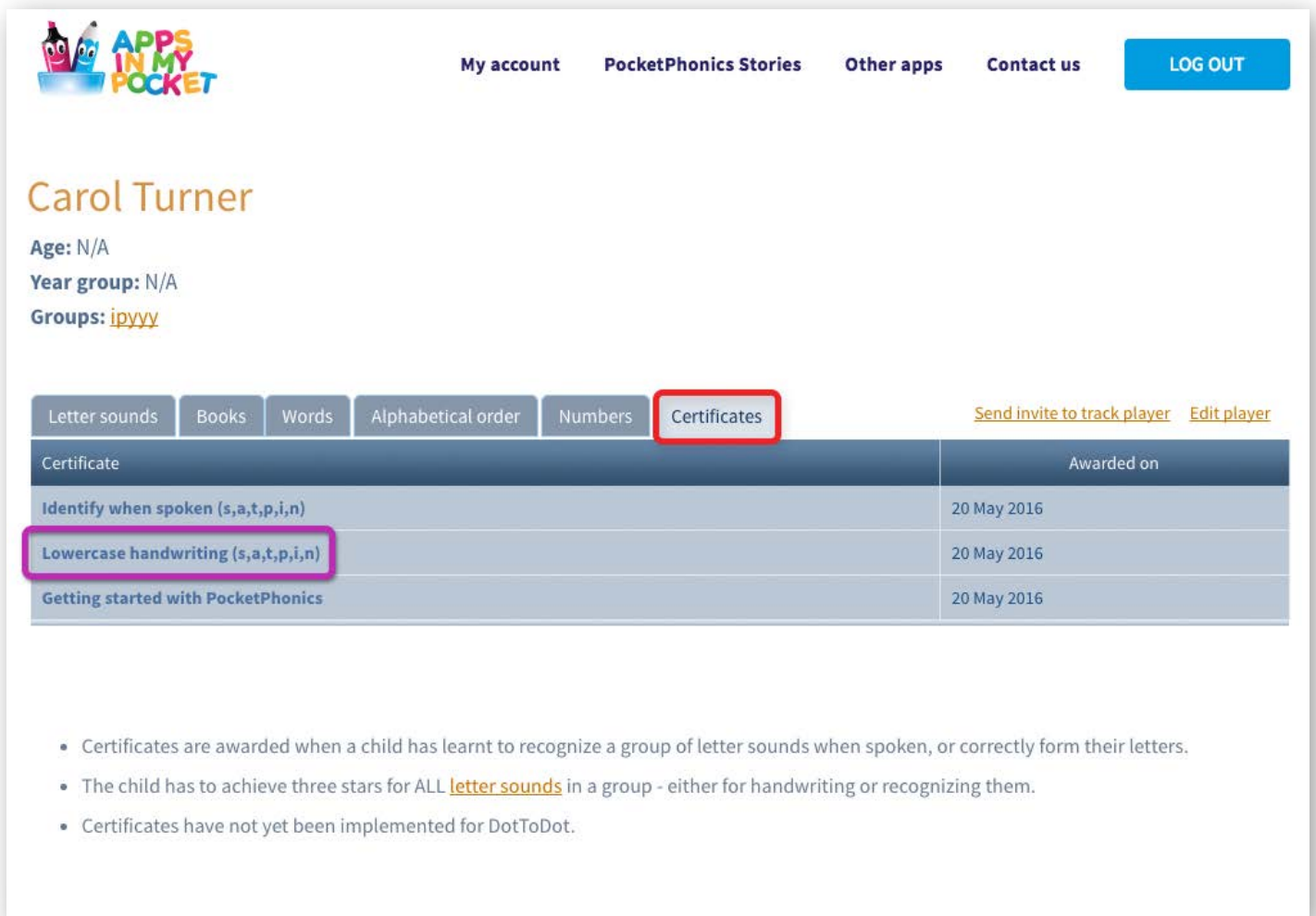
7. Certificates

PocketPhonics and PocketPhonics Stories motivate kids by emailing teachers/parents a link to a printable, collectable certificate every time a tracked child reaches a learning goal.

To view a player's certificates, you must login and then navigate to a player's page. See section 6 – Before you start – if you need help doing this.

On a player's page, click on the Certificates tab (circled in red below) to view a list of all achieved certificates.

Click on a specific certificate (circled in purple below) to view, print, download or share certificates (via Twitter or Facebook).



The screenshot shows the PocketPhonics website interface. At the top left is the logo "APPS IN MY POCKET" with two cartoon characters. To the right are navigation links: "My account", "PocketPhonics Stories", "Other apps", "Contact us", and a blue "LOG OUT" button. Below the navigation is the player's name "Carol Turner" in orange. Underneath are details: "Age: N/A", "Year group: N/A", and "Groups: ipyyy". A horizontal menu contains tabs for "Letter sounds", "Books", "Words", "Alphabetical order", "Numbers", and "Certificates" (which is circled in red). To the right of the tabs are links for "Send invite to track player" and "Edit player". Below the tabs is a table of certificates:

Certificate	Awarded on
Identify when spoken (s,a,t,p,i,n)	20 May 2016
Lowercase handwriting (s,a,t,p,i,n)	20 May 2016
Getting started with PocketPhonics	20 May 2016

The "Lowercase handwriting (s,a,t,p,i,n)" certificate title is circled in purple. Below the table is a list of three bullet points:

- Certificates are awarded when a child has learnt to recognize a group of letter sounds when spoken, or correctly form their letters.
- The child has to achieve three stars for ALL [letter sounds](#) in a group - either for handwriting or recognizing them.
- Certificates have not yet been implemented for DotToDot.



8. Weekly reports

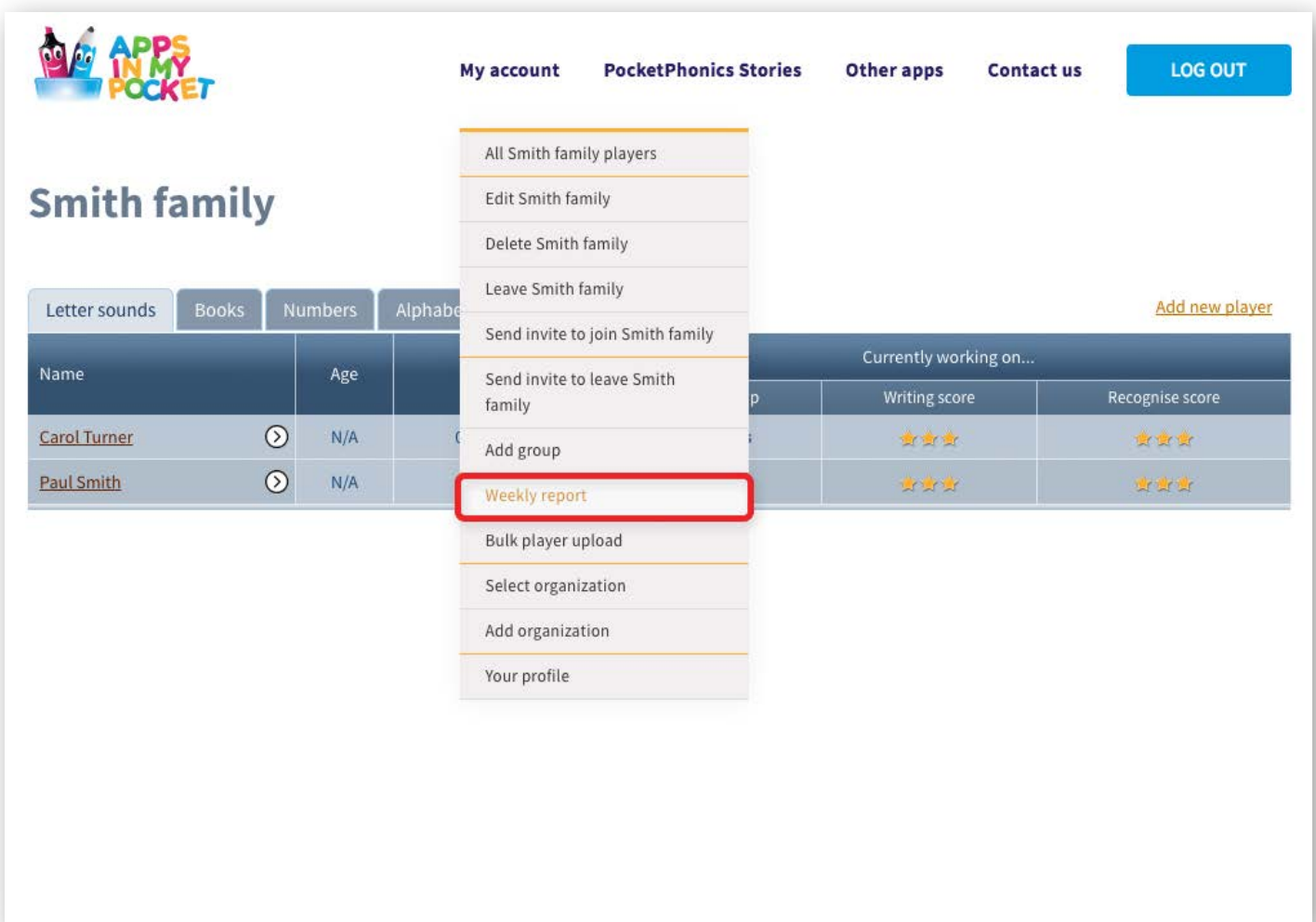
Each week, an email is sent to teachers/parents with a link to a weekly report showing progress for tracked children.

Progress is shown for Writing letters, Letter sounds, Alphabetical order, Counting and Reading and is separated by class.

The data is updated once a week just before the emails are sent out.

To view the weekly report via the website, you must be logged in. See section 6 – Before you start – if you need help doing this.

Choose the 'Weekly report' option from the 'My account' menu.



The screenshot shows the 'My account' menu open on the 'Smith family' page. The menu items are:

- All Smith family players
- Edit Smith family
- Delete Smith family
- Leave Smith family
- Send invite to join Smith family
- Send invite to leave Smith family
- Add group
- Weekly report** (highlighted with a red box)
- Bulk player upload
- Select organization
- Add organization
- Your profile

The background shows the 'Smith family' page with a table of players and a 'Currently working on...' section.

Name	Age	Currently working on...
Carol Turner	N/A	Writing score: ★★☆☆, Recognise score: ★★☆☆
Paul Smith	N/A	Writing score: ★★☆☆, Recognise score: ★★☆☆



8. Weekly reports

Click the Download button (circled in red below) to download a CSV file of the latest progress.

Click on a specific child (circled in purple below) to view a more detailed view of that child.

Player Progress

Weekly Report: 3 July 2016 St Paul's School

New *PocketPhonics Stories* contains 42 storybooks for early readers.
[Watch the video now](#)

Hello Paul Jones,

Player(s) progress report for last week using [PocketPhonics](#) and [DotToDot numbers & letters](#).

If you want others to receive this email you need to [invite them](#).

[View organization](#) [Send invite](#) **Download**

Class 2H [View Class 2H](#)

Writing letters

Completed previously Completed last week Started

Name	Progress	Working on
Carol Turner	<div style="width: 100%;"><div style="width: 100%;"></div></div>	satpin
Paul Smith	<div style="width: 100%;"><div style="width: 100%;"></div></div>	satpin



9. Book reading

It is possible to see an overview of book reading for a selected group. To see the overview, you must be logged in. See section 6 – Before you start – if you need help doing this.

Choose Books tab (circled in purple below). There are three options for book reading (circled in green below):

- 1) **Last Read** shows just the progress for the book a child is currently reading.
- 2) **Book overview** shows the progress of all reading, separated by books.
- 3) **Players yet to start** shows any children that have to yet to start reading a book.

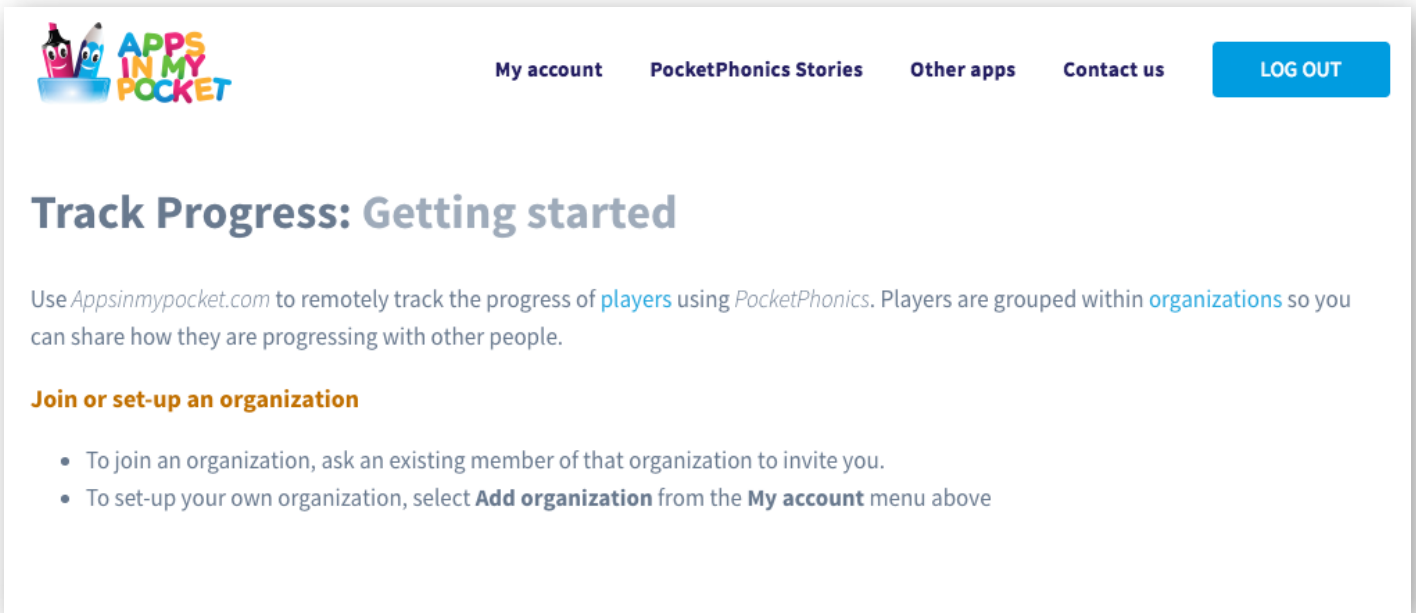
The screenshot shows the 'Smith family' dashboard. At the top, there are navigation links: 'My account', 'PocketPhonics Stories', 'Other apps', 'Contact us', and a 'LOG OUT' button. Below the navigation is the 'Smith family' title. A menu bar contains 'Letter sounds', 'Books' (highlighted in purple), 'Numbers', 'Alphabet', and 'Admin'. Below this, three sub-tabs are visible: 'Last Read', 'Books overview', and 'Players yet to start' (all highlighted in green). A red 'New' badge is next to a text box stating 'PocketPhonics Stories contains 43 storybooks for early readers. Watch the video now' with a play button icon. A legend indicates: green square for 'Completed previously', light green square for 'Completed last week', and orange square for 'Started'. Below the legend is a table with the following data:

Name	Age	Last read							Reading progress
		Date	Last book	Pages read	Time spent on reading	Time spent on quiz	Rating	% of words learnt	
Carol Turner	⊙ N/A	01 Mar 12:26	Pit	3	less than 5 seconds	half a minute	☆☆☆	100.0%	<div style="width: 100%;"><div style="width: 100%;"></div></div>
Paul Smith	⊙ N/A	20 May 09:07	Sip	1	less than 5 seconds	less than 20 seconds	☆☆☆	100.0%	<div style="width: 100%;"><div style="width: 100%;"></div></div>



10. Set Up Your family

Once you have logged in, if you haven't yet set up an organization then you will see the following page:



Track Progress: Getting started

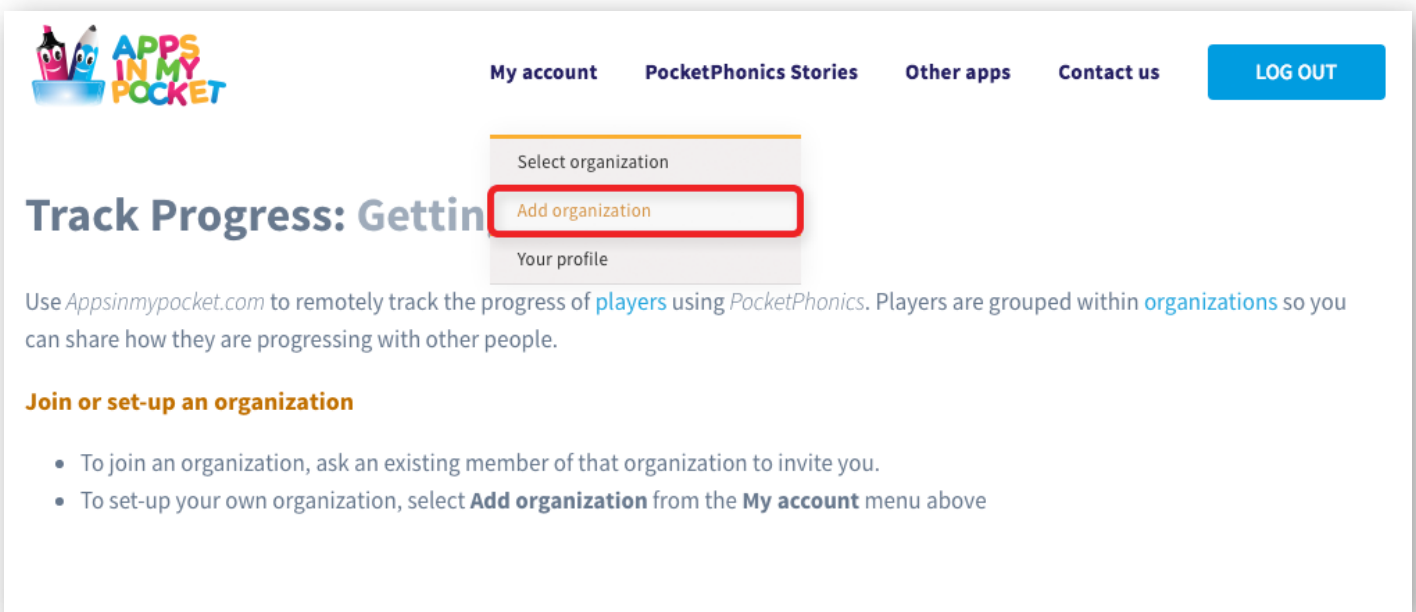
Use *Apps in my pocket.com* to remotely track the progress of [players](#) using *PocketPhonics*. Players are grouped within [organizations](#) so you can share how they are progressing with other people.

Join or set-up an organization

- To join an organization, ask an existing member of that organization to invite you.
- To set-up your own organization, select **Add organization** from the **My account** menu above

From here you can set up your family.

First select the 'Add Organization' option from 'My account' menu.



Track Progress: Getting started

Use *Apps in my pocket.com* to remotely track the progress of [players](#) using *PocketPhonics*. Players are grouped within [organizations](#) so you can share how they are progressing with other people.

Join or set-up an organization

- To join an organization, ask an existing member of that organization to invite you.
- To set-up your own organization, select **Add organization** from the **My account** menu above

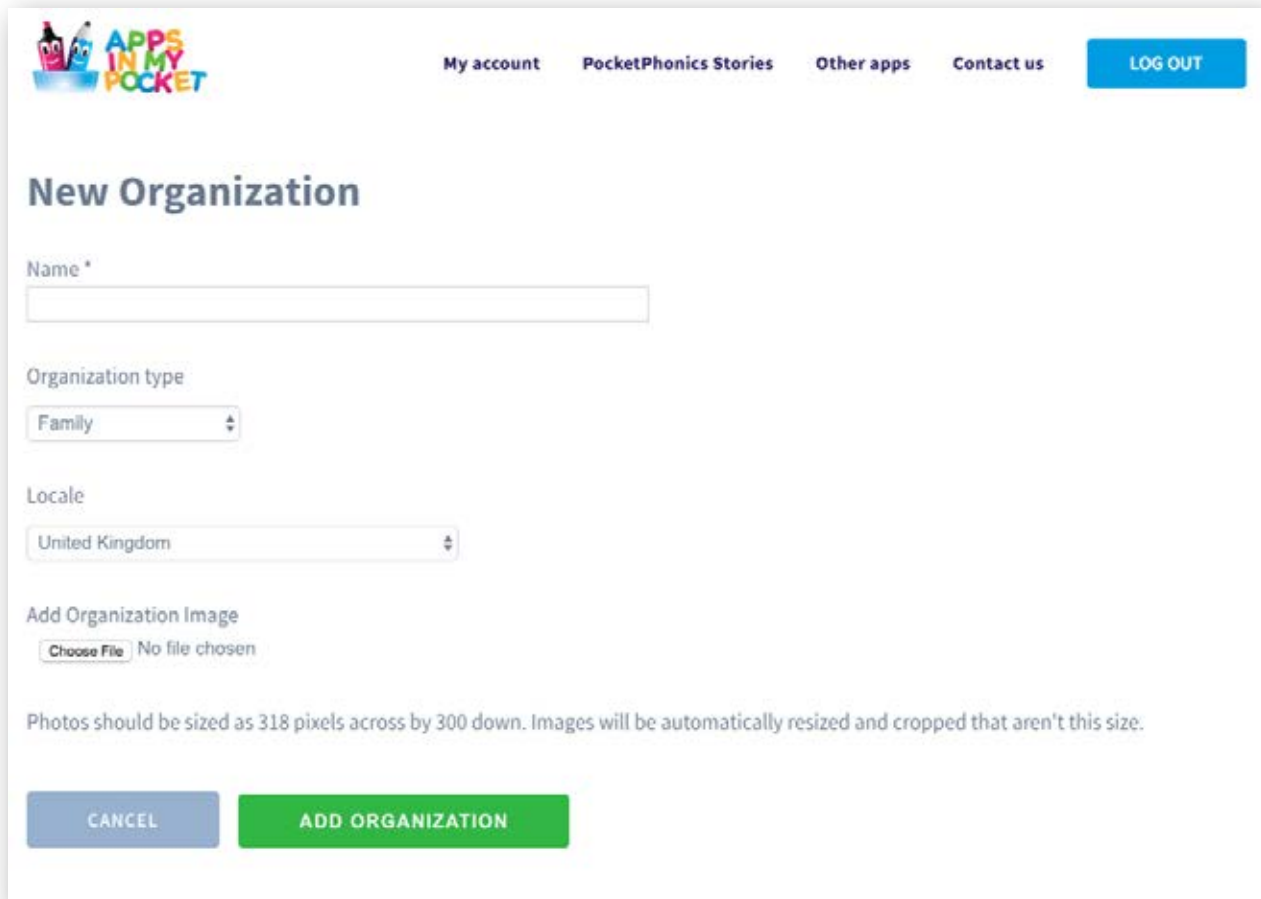


10. Set Up Your family

Next fill in the form that describes your organization by completing:

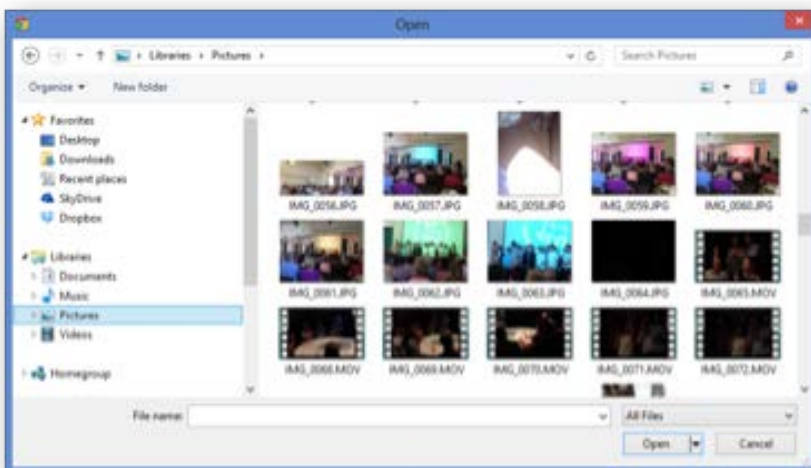
- the name by which you want your family to be referred to
- select 'Family' for the type of organization
- the country where you live

Having filled in the form, select the 'Add organization' button.



The screenshot shows the 'New Organization' form in the 'APPS IN MY POCKET' application. The form includes the following fields and options:

- Name ***: A text input field.
- Organization type**: A dropdown menu with 'Family' selected.
- Locale**: A dropdown menu with 'United Kingdom' selected.
- Add Organization Image**: A section with a 'Choose File' button and the text 'No file chosen'.
- Instructions**: A note stating 'Photos should be sized as 318 pixels across by 300 down. Images will be automatically resized and cropped that aren't this size.'
- Buttons**: 'CANCEL' and 'ADD ORGANIZATION' buttons at the bottom.



You can also add a picture of your family if you wish. This can be any format and size: Apps in My Pocket will resize the picture as necessary. To add a picture select the 'Choose File' button and then use your local file explorer to choose the picture you want.



10. Set Up Your family

You will now see a list of the organizations you have access to. It should include the one you have just added:

APPS IN MY POCKET

My account PocketPhonics Stories Other apps Contact us LOG OUT

Organisation successfully created

Track Progress: Organizations

[Add new organization](#)

Your organizations	Send invite to join organization	Edit
Brown family		
Smith family		

Now you have created your family, you can add your children and then invite parents/guardians/grandparents to follow their child's progress or their teachers (section 12).

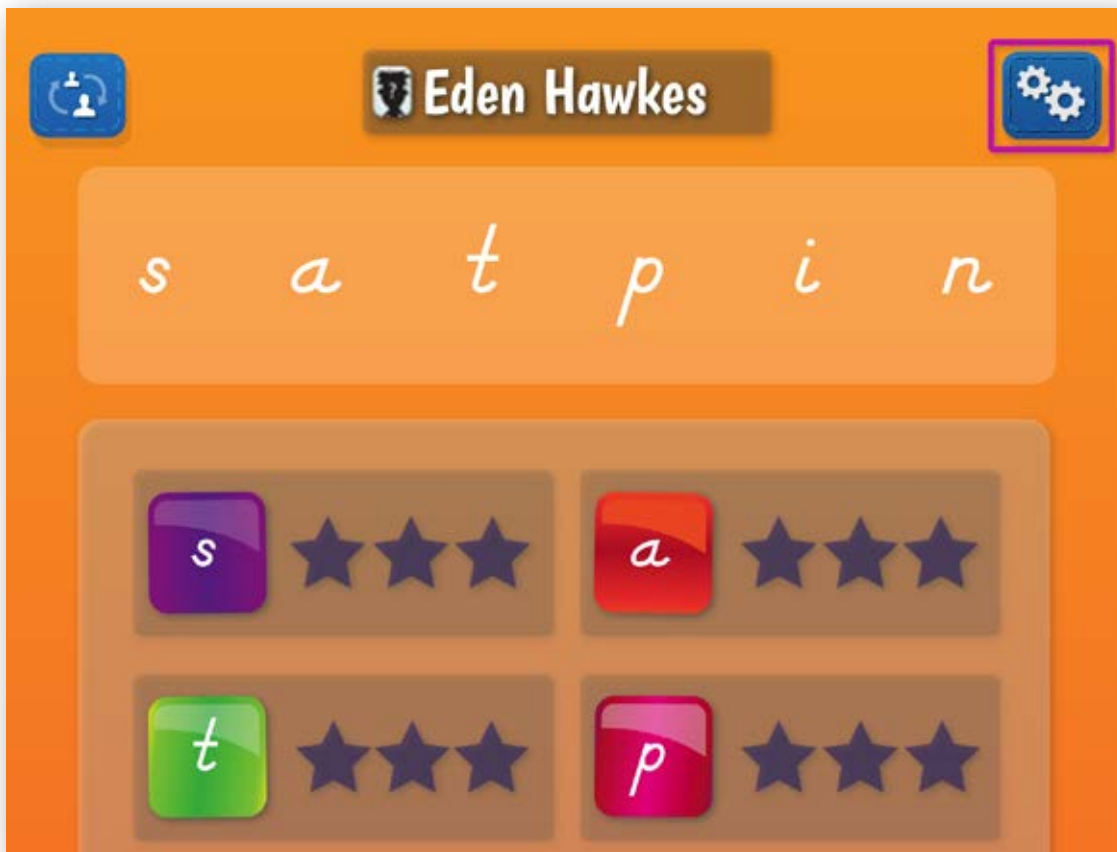


10.1 Remove a child via an app

To remove a child from an app, choose the child on the app's home screen (its first screen),

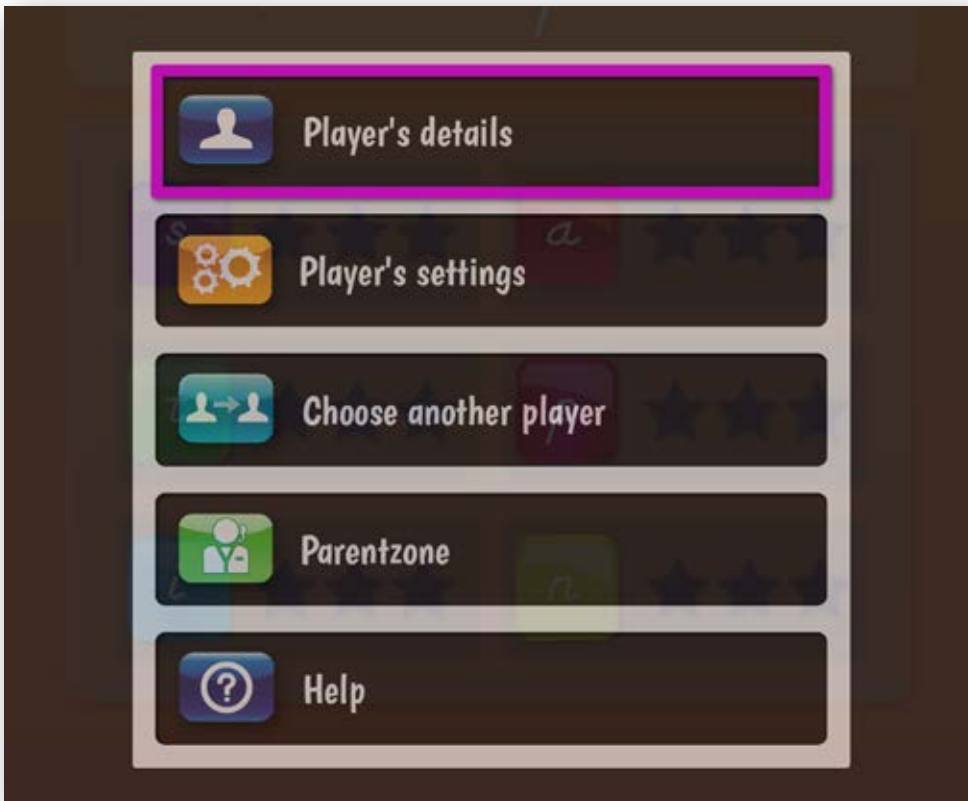


when the next screen appears, touch the menu button in the top right-hand corner,

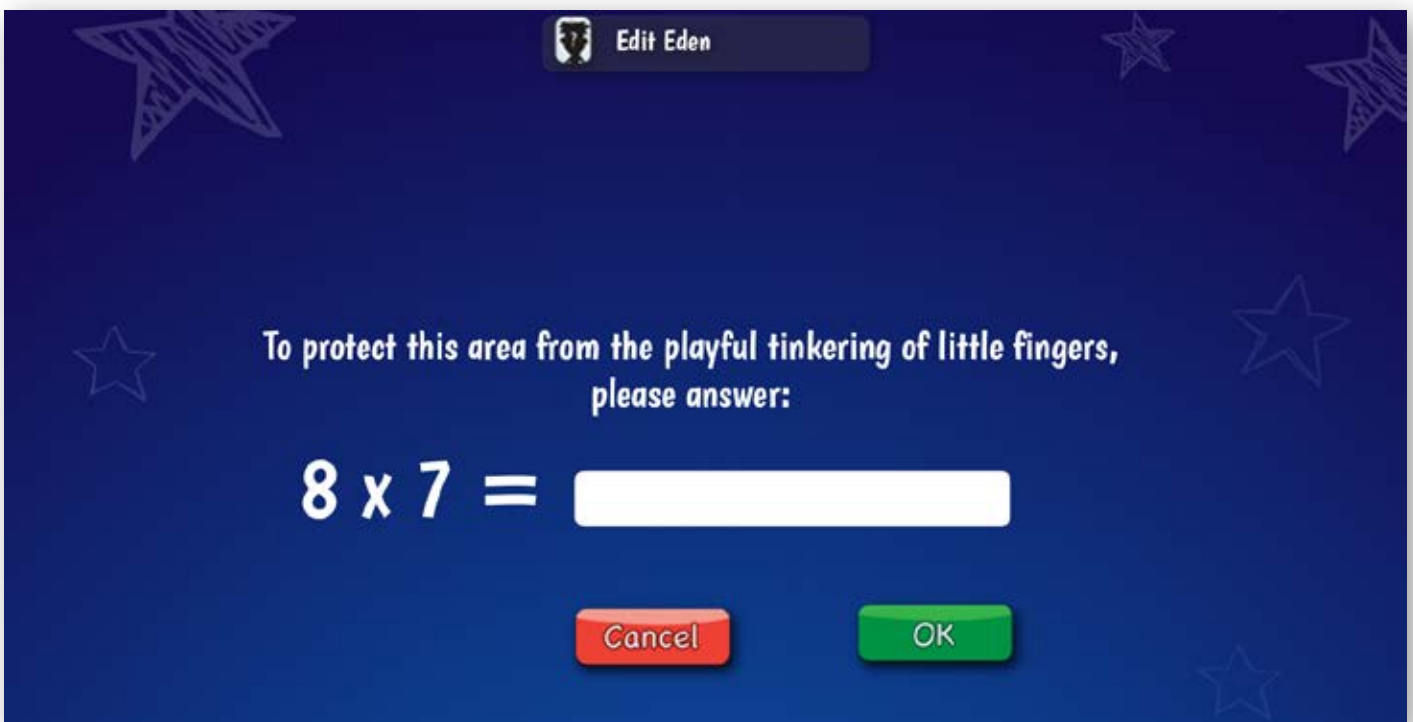


13.1 Remove a child via an app

select the 'player's details' option from the menu,



pass the adult test to protect against children deleting data,



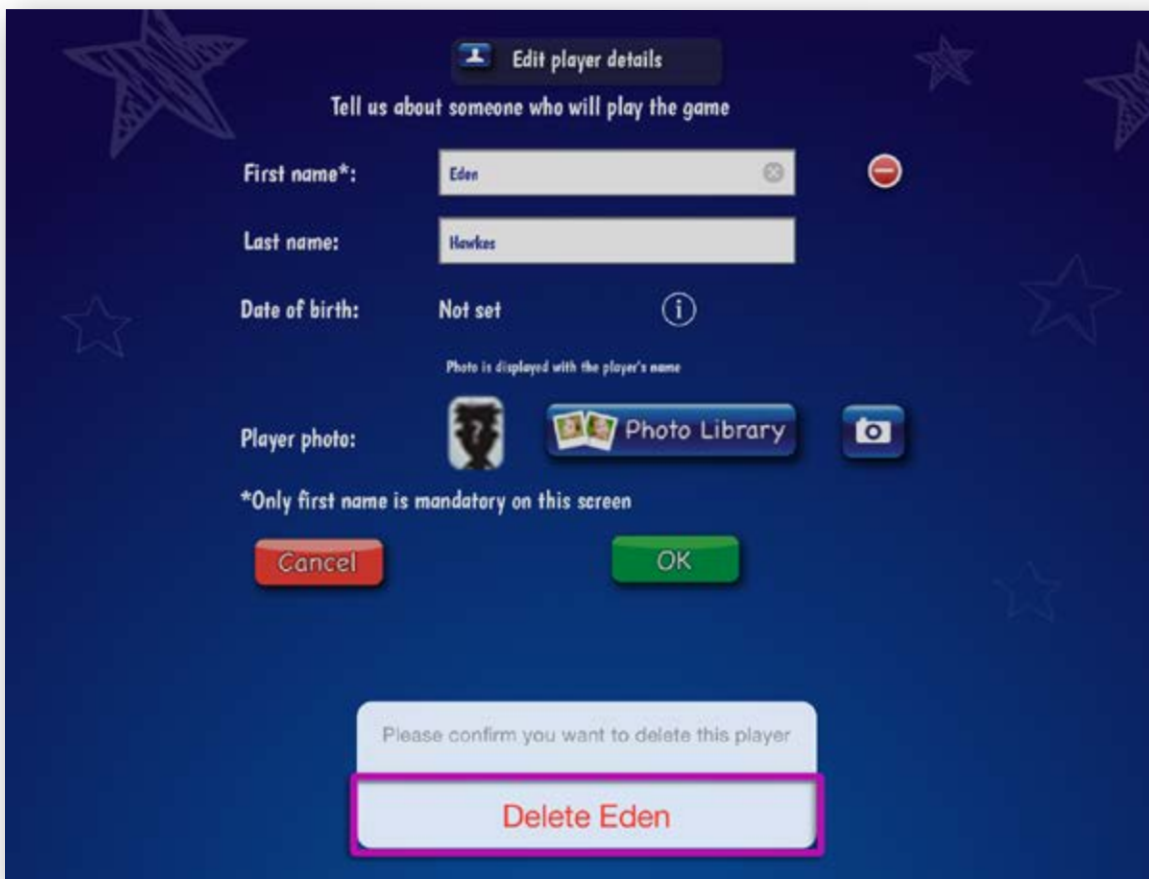
13.1 Remove a child via an app

a new screen will appear. Just to the right of the child's name, top right of the page, there is a red circle with a white bar. Click on this symbol to delete the child from the device.



The screenshot shows the 'Edit player details' screen. At the top, there is a title bar with a person icon and the text 'Edit player details'. Below this is the instruction 'Tell us about someone who will play the game'. The form contains the following fields: 'First name*' with the value 'Eden', 'Last name' with the value 'Hawkes', and 'Date of birth' with the value 'Not set'. There is an information icon next to the date of birth field. Below the form, there is a 'Player photo' section with a placeholder icon, a 'Photo Library' button, and a camera icon. A note at the bottom of the form states '*Only first name is mandatory on this screen'. At the bottom of the screen, there are 'Cancel' and 'OK' buttons. A red circle with a white bar is highlighted next to the 'First name' field.

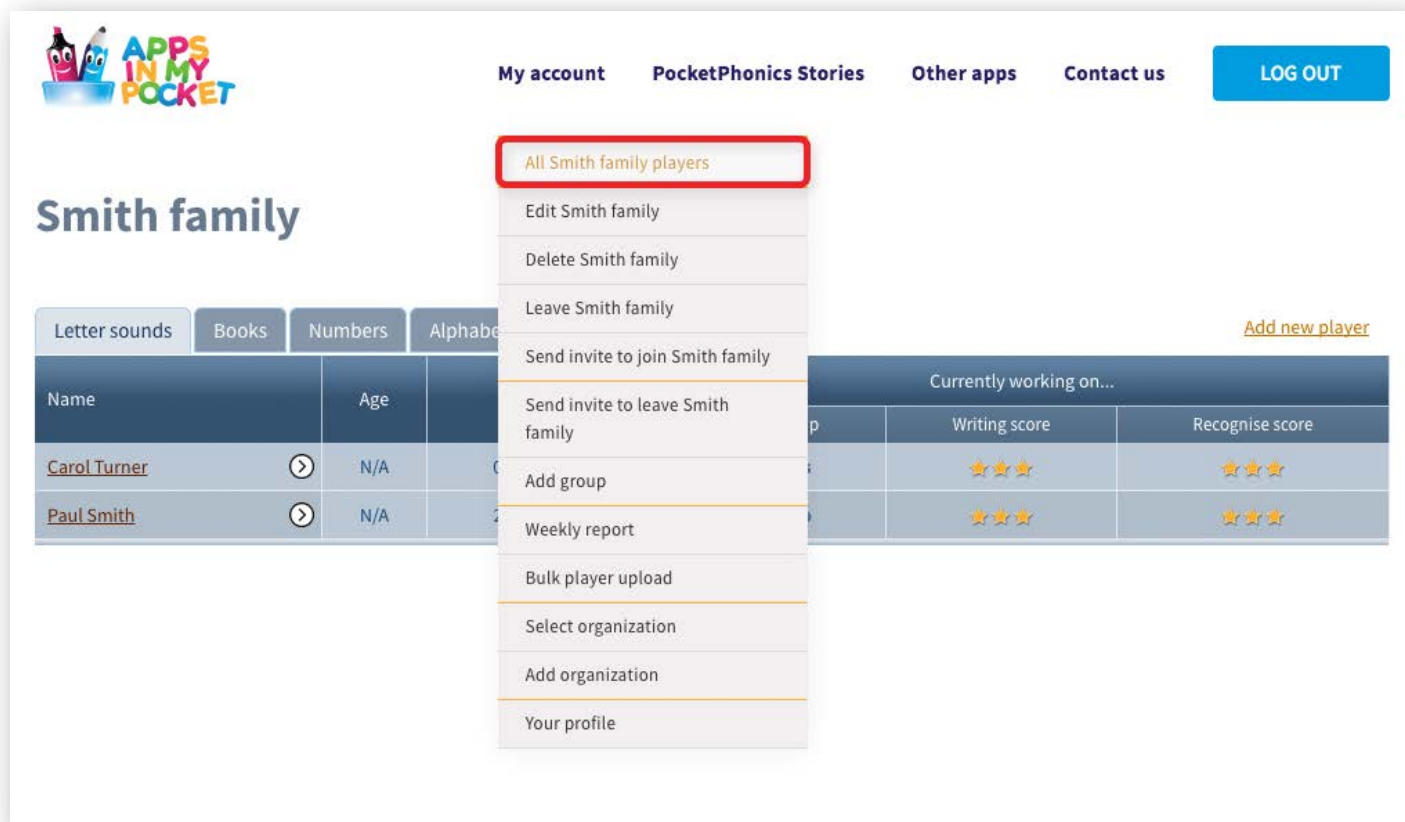
a red text button will appear to confirm deletion of the player. Click outside this area to cancel.



The screenshot shows the 'Edit player details' screen with a confirmation dialog box. The dialog box is titled 'Please confirm you want to delete this player' and has a red 'Delete Eden' button. The background form is the same as in the previous screenshot, but the red delete button is now visible next to the 'First name' field.

10.2 Remove a child via website

Choose the 'All players' option from the 'My account' menu.



The screenshot shows the 'My account' menu with the following options: All Smith family players (highlighted with a red box), Edit Smith family, Delete Smith family, Leave Smith family, Send invite to join Smith family, Send invite to leave Smith family, Add group, Weekly report, Bulk player upload, Select organization, Add organization, and Your profile. The background shows the 'Smith family' page with a table of players and a 'Currently working on...' section.

Name	Age	Currently working on...
Carol Turner	N/A	Writing score: ★★☆☆, Recognise score: ★★☆☆
Paul Smith	N/A	Writing score: ★★☆☆, Recognise score: ★★☆☆

Select the 'Admin' option (circled in red) and select the trash icon (circled in purple) next to player to be deleted. Click 'OK' to delete player.



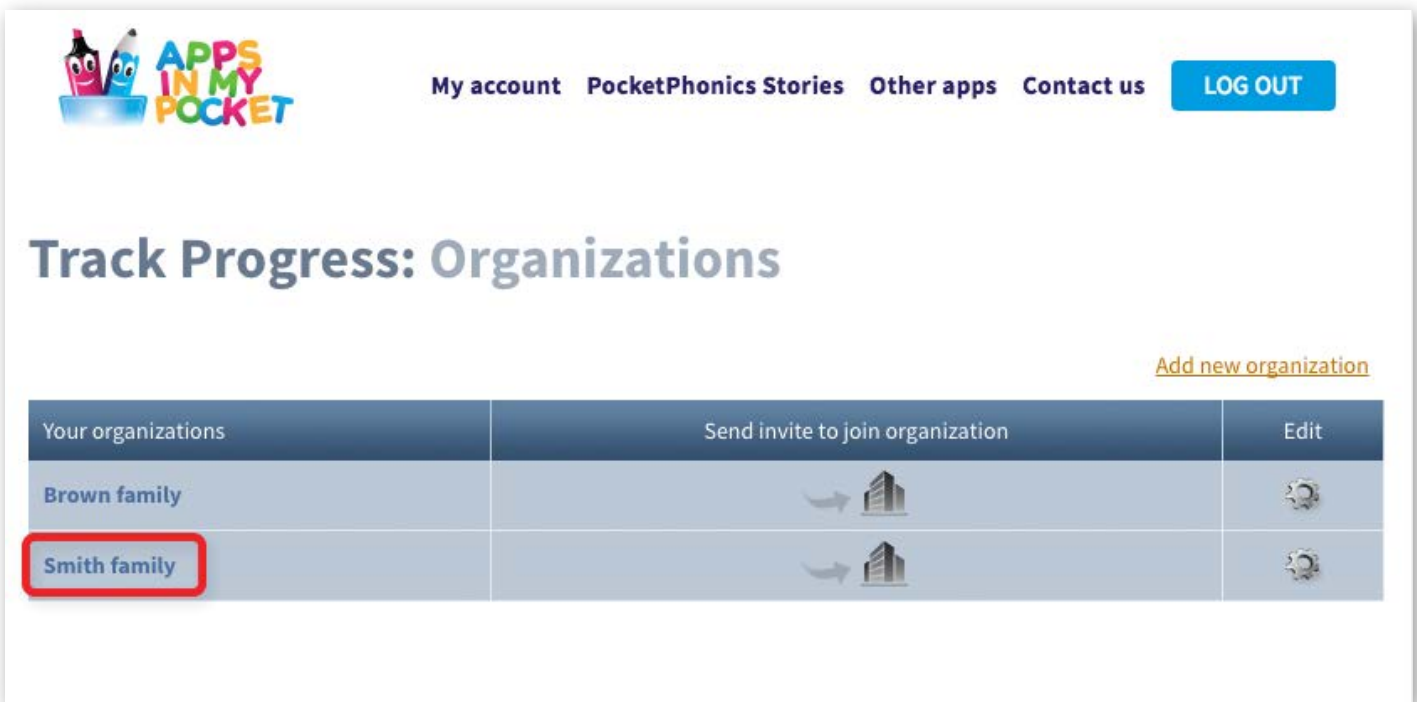
The screenshot shows the 'Smith family' page with the 'Admin' tab highlighted (circled in red). The table below has columns for Name, Age, Last played, Send invite to track player, Edit, and Delete. The trash icon in the 'Delete' column for Paul Smith is circled in purple.

Name	Age	Last played	Send invite to track player	Edit	Delete
Carol Turner	N/A	01 Mar 2016			
Paul Smith	N/A	24 Feb 2016			









11. Adding your children

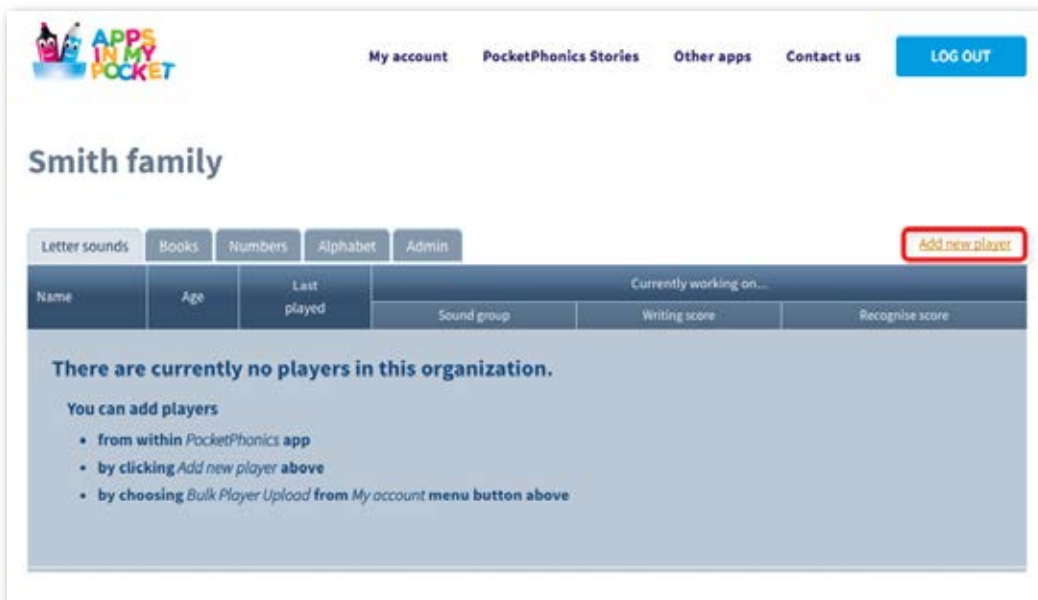
To add children to your family, log in to the website and then select your family on the 'Organizations' page. Alternatively, choose 'Select organization' from the 'My account' menu.



The screenshot shows the 'Track Progress: Organizations' page. At the top, there is a navigation bar with the 'APPS IN MY POCKET' logo, 'My account', 'PocketPhonics Stories', 'Other apps', 'Contact us', and a 'LOG OUT' button. Below the navigation bar, the page title 'Track Progress: Organizations' is displayed. To the right of the title, there is a link 'Add new organization'. Below the title, there is a table with three columns: 'Your organizations', 'Send invite to join organization', and 'Edit'. The table contains two rows: 'Brown family' and 'Smith family'. The 'Smith family' row is highlighted with a red box. The 'Send invite to join organization' column contains a right-pointing arrow and a building icon. The 'Edit' column contains a gear icon.

Your organizations	Send invite to join organization	Edit
Brown family	 	
Smith family	 	

you will now see the following page. Select the 'Add new player' option ...



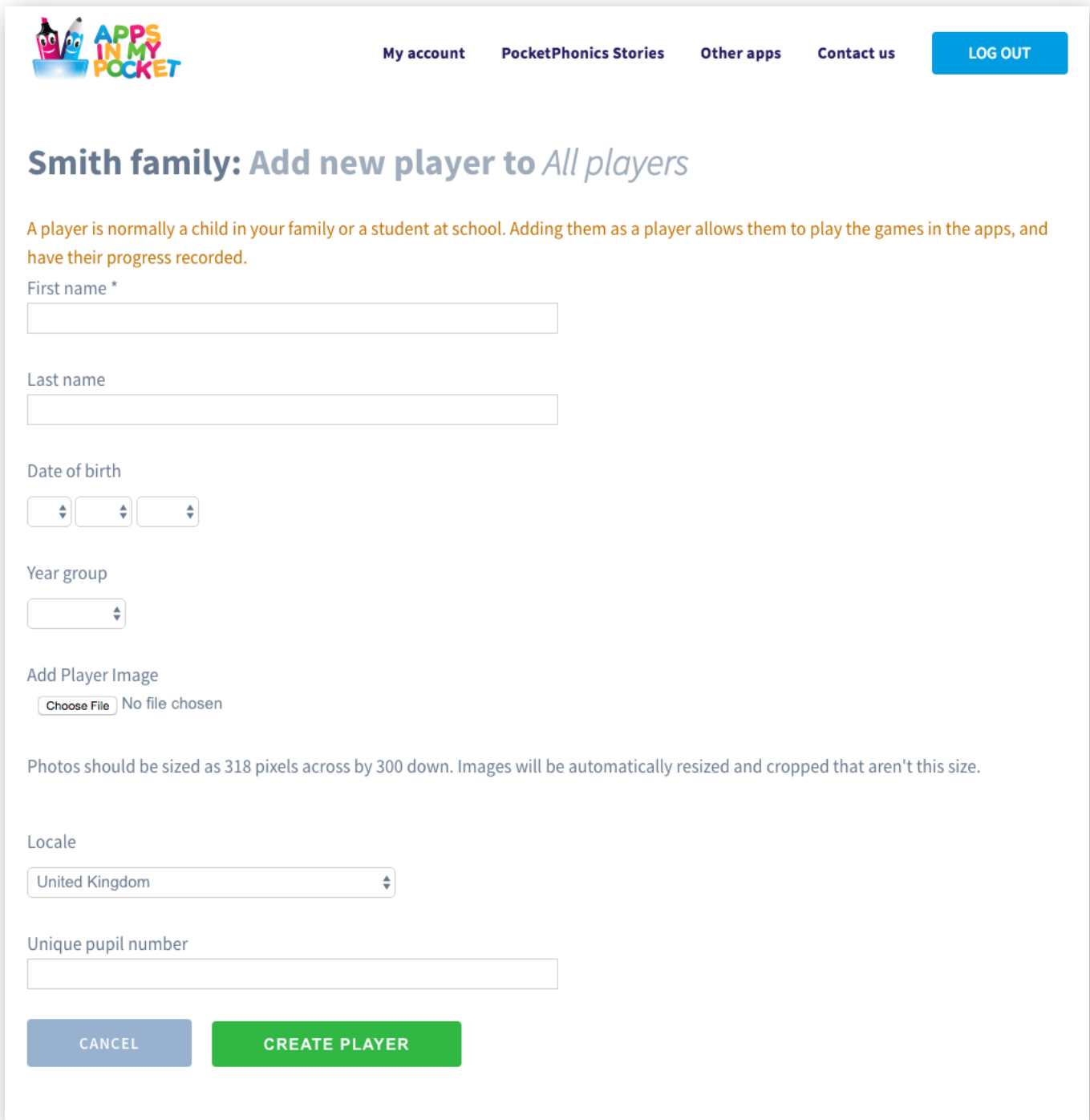
The screenshot shows the 'Smith family' page. At the top, there is a navigation bar with the 'APPS IN MY POCKET' logo, 'My account', 'PocketPhonics Stories', 'Other apps', 'Contact us', and a 'LOG OUT' button. Below the navigation bar, the page title 'Smith family' is displayed. Below the title, there is a row of tabs: 'Letter sounds', 'Books', 'Numbers', 'Alphabet', and 'Admin'. To the right of the tabs, there is a link 'Add new player' highlighted with a red box. Below the tabs, there is a table with columns: 'Name', 'Age', 'Last played', 'Sound group', 'Writing score', and 'Recognise score'. Below the table, there is a message: 'There are currently no players in this organization. You can add players' followed by a list of options: 'from within PocketPhonics app', 'by clicking Add new player above', and 'by choosing Bulk Player Upload from My account menu button above'.

Name	Age	Last played	Sound group	Writing score	Recognise score
------	-----	-------------	-------------	---------------	-----------------



11. Adding your children

and the following form will appear:

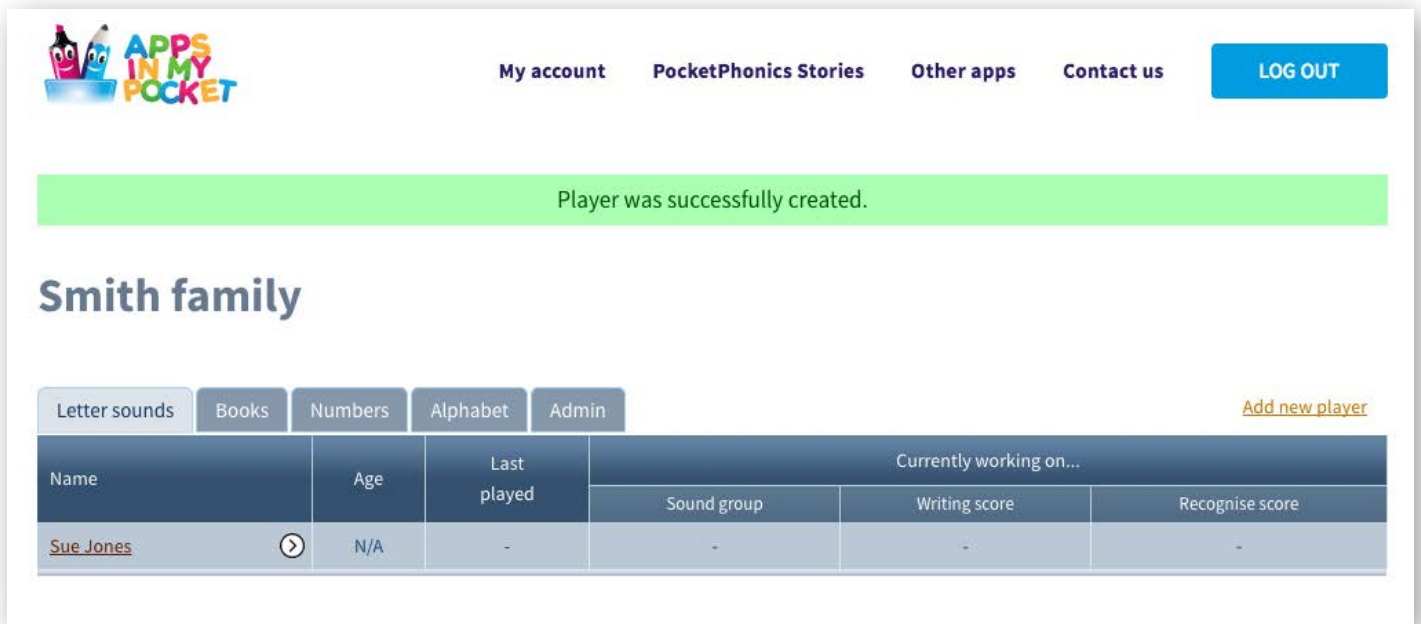


The screenshot shows a web interface for adding a new player. At the top left is the 'APPS IN MY POCKET' logo. The top navigation bar includes 'My account', 'PocketPhonics Stories', 'Other apps', 'Contact us', and a blue 'LOG OUT' button. The main heading is 'Smith family: Add new player to All players'. Below this is an explanatory text: 'A player is normally a child in your family or a student at school. Adding them as a player allows them to play the games in the apps, and have their progress recorded.' The form contains the following fields: 'First name *' (text input), 'Last name' (text input), 'Date of birth' (three dropdown menus for day, month, and year), 'Year group' (dropdown menu), 'Add Player Image' (with a 'Choose File' button and 'No file chosen' text), 'Locale' (dropdown menu showing 'United Kingdom'), and 'Unique pupil number' (text input). At the bottom are two buttons: 'CANCEL' (grey) and 'CREATE PLAYER' (green).

Now add the details of the child. 'First name' is the only mandatory field, but the more information you provide the better. You can also add a picture of the child if you wish. Pictures can be in almost any file format and size. If necessary, Apps in My Pocket will re-size the picture. When you have completed the form, select the 'Create Player' button. The child will be put on the list of children for your family:



11. Adding your children



APPS IN MY POCKET

My account PocketPhonics Stories Other apps Contact us **LOG OUT**

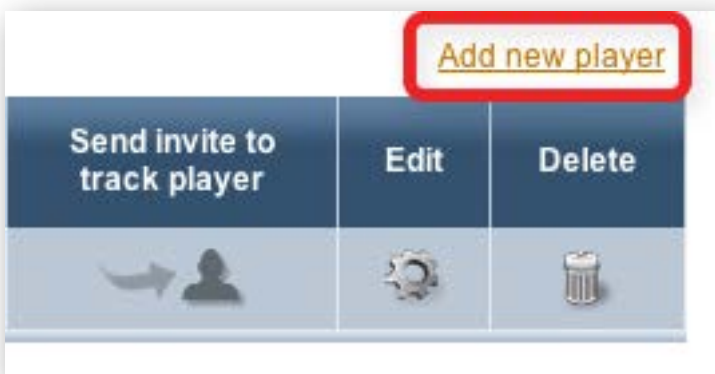
Player was successfully created.

Smith family

Letter sounds Books Numbers Alphabet Admin [Add new player](#)




Name	Age	Last played	Currently working on...		
			Sound group	Writing score	Recognise score
Sue Jones	N/A	-	-	-	-

You can add further children by selecting the 'Add new player' link and entering their details.



[Add new player](#)

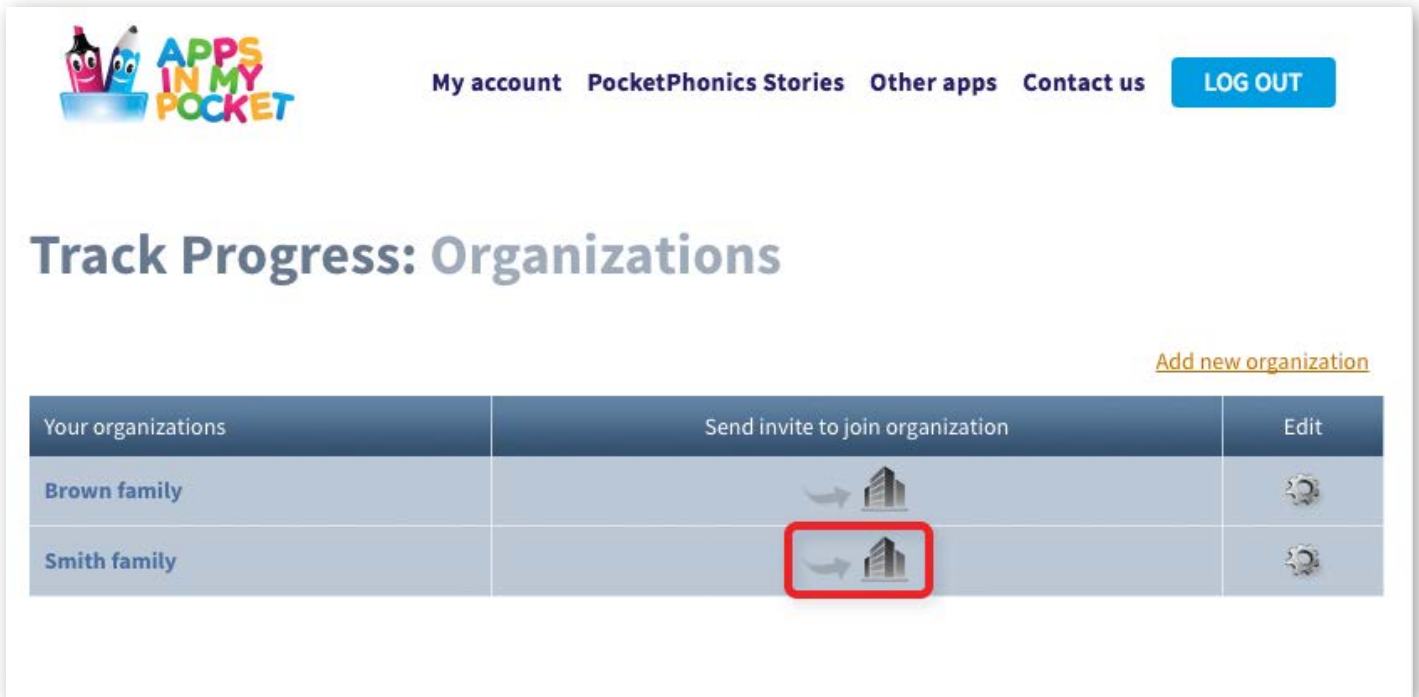
Send invite to track player Edit Delete







12. Inviting your other adult members of your family

If you have set up your family, or have joined a family on appsinmypocket.com, then it is easy to invite other adult members of your family to join your family on appsinmypocket.com to track the kids' progress. Log in to website (see section 4.2). A page like the one shown below will be displayed. All the organizations you are linked to will be shown.



The screenshot shows the user interface for managing organizations. At the top left is the 'APPS IN MY POCKET' logo. To the right are navigation links: 'My account', 'PocketPhonics Stories', 'Other apps', 'Contact us', and a 'LOG OUT' button. The main heading is 'Track Progress: Organizations'. Below this is a link for 'Add new organization'. A table lists existing organizations with columns for the organization name, an action to send an invite, and an edit option.

Your organizations	Send invite to join organization	Edit
Brown family		
Smith family		



12. Inviting your other adult members of your family

In the column titled 'Send invite to join organization', select the family that you would like other(s) to track. A page similar to the one below will appear:

APPS IN MY POCKET My account PocketPhonics Stories Other apps Contact us LOG OUT

Send invite to join: Smith family

You have two options: Click below to choose option, then enter email and click **SEND INVITE** button

Invite to track organization

You can invite someone to join **Smith family**. This allows them to track the progress of **ALL** players in **Smith family**. **1** [More](#)

Email of person to invite to track **Smith family**

2

3

OR

Invite to track player

You can invite someone to track the progress of an **individual player**. They will not be able to track the progress of anyone else in **Smith family**. [More](#)

Choose individual player to track from **Smith family**

Sue Jones

Email of person to invite to track player

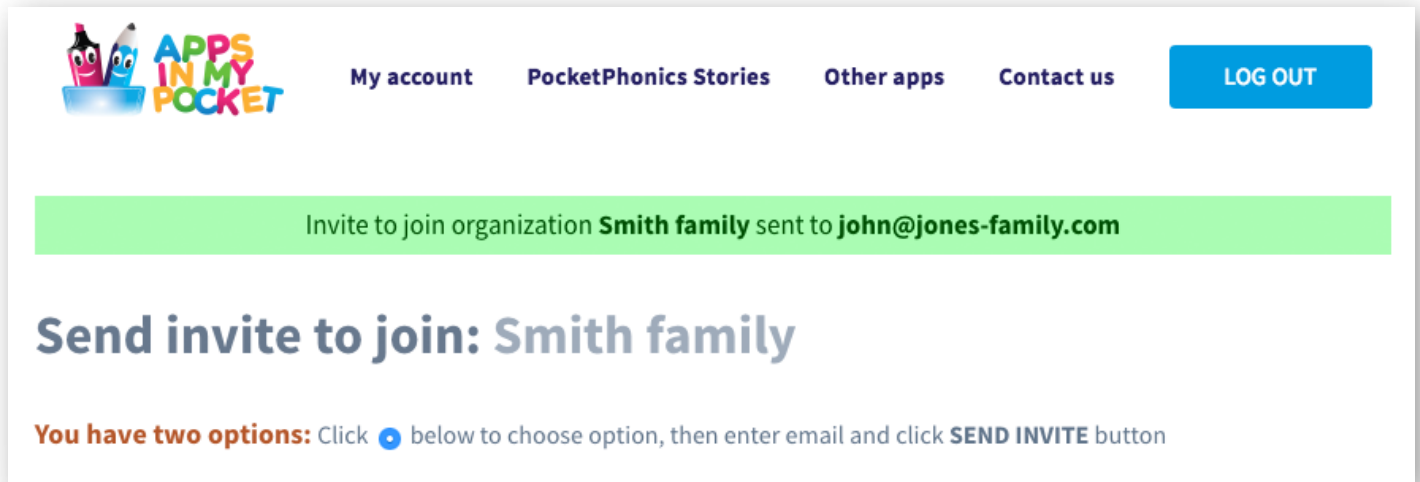
You can now choose whether to send invites to a person to track all of the children in the family or particular children.

To send an invite to someone to track the whole family (1) make sure the radio button in the 'Invite to track organization' box is selected, (2) enter an email address in the field labelled 'Email of person to invite to track the *Smith family*', (3) select the 'Send invite' button.



12. Inviting your other adult members of your family

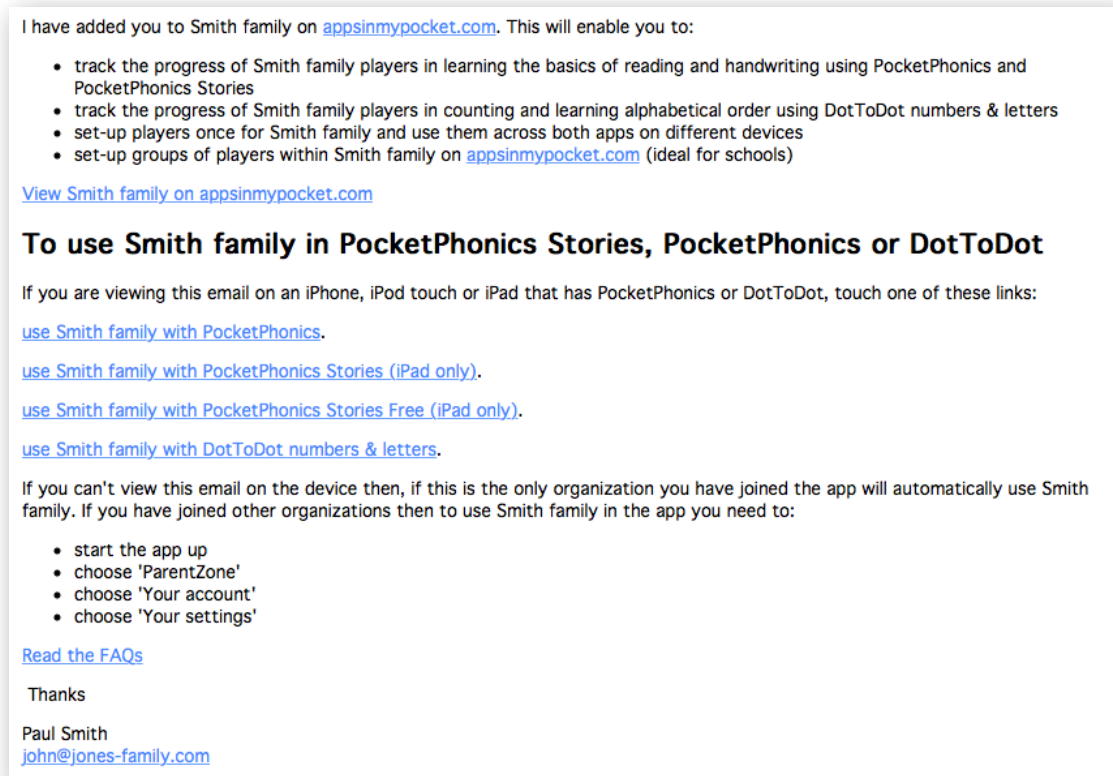
A confirmation will appear towards the top of the page and an email will be sent to the email address you provided.



The screenshot shows the top navigation bar of the 'APPS IN MY POCKET' website. The navigation items are 'My account', 'PocketPhonics Stories', 'Other apps', 'Contact us', and a blue 'LOG OUT' button. Below the navigation bar, a green banner displays the message: 'Invite to join organization **Smith family** sent to **john@jones-family.com**'. The main heading reads 'Send invite to join: Smith family'. Below this, a note states: 'You have two options: Click below to choose option, then enter email and click **SEND INVITE** button'.

The email that will be sent will depend upon whether the person invited is a registered user or not.

1) When sending an invite to a registered user, the new organization is automatically added to their organization list. The email that will be sent will look similar to the following:



The screenshot shows an email notification. The text reads: 'I have added you to Smith family on appsinmypocket.com. This will enable you to:' followed by a bulleted list of features: track progress in reading and handwriting, track progress in counting and alphabetical order, set-up players across devices, and set-up groups. A link 'View Smith family on appsinmypocket.com' is provided. The email title is 'To use Smith family in PocketPhonics Stories, PocketPhonics or DotToDot'. It then provides mobile-specific links for using the family with different apps. A note states that if the email is not viewed on a device, the app will automatically use the 'Smith family' organization, and provides instructions to start the app, choose 'ParentZone', 'Your account', and 'Your settings'. A link to 'Read the FAQs' is included, followed by 'Thanks', the sender's name 'Paul Smith', and email 'john@jones-family.com'.



12. Inviting your other adult members of your family

2) When sending an invite to a new user, the new organization is only added to their organization list if they register and accept the invite. The email that will be sent in this case will look similar to the following:

please join me in Smith family on appsinmypocket.com. This will enable you to:

- track the progress of Smith family players in learning the basics of reading and handwriting using PocketPhonics and PocketPhonics Stories
- track the progress of Smith family players in counting and learning alphabetical order using DotToDot numbers & letters
- set-up players once for Smith family and use them across both apps on different devices
- set-up groups of players within Smith family on appsinmypocket.com (ideal for schools)

Don't forget to use john@jones-family.com when accepting this invitation.

[Accept the invite to join Smith family on appsinmypocket.com](https://appsinmypocket.com)

To use Smith family in PocketPhonics or DotToDot

If you have one of the apps, to capture progress from it, join via that app. View this email on the device and then:

- [Join via PocketPhonics](#)
- [Join via PocketPhonics Stories.](#)
- [Join via PocketPhonics Stories Free.](#)
- [Join via DotToDot numbers & letters](#)

Note if you have both apps on a device then once you have joined the organization via one app, the other app will also know about it.

[Read the FAQs](#)

Thanks

Paul Smith
paul@smith-family.com



13. Inviting teachers to track your kids' progress

To invite someone to track one, or a few named children, (1) select the 'Invite to track player' option, (2) select the child from the drop-down list that shows the children in the selected family, (3) enter email address of person to be invited and (4) select the 'Send invite' button.

APPS IN MY POCKET My account PocketPhonics Stories Other apps Contact us LOG OUT

Send invite to join: Smith family

You have two options: Click below to choose option, then enter email and click **SEND INVITE** button

Invite to track organization

You can invite someone to join **Smith family**. This allows them to track the progress of **ALL** players in **Smith family**.
[More](#)

OR

Invite to track player

You can invite someone to track the progress of **an individual player**. They will not be able to track the progress of anyone else in **Smith family**.
1 [More](#)

Choose individual player to track from **Smith family**

2 Carol Turner
 Paul Smith

Email of person to invite to track player

3

4

Once a teacher has accepted your invite to track your child's progress, if they use the app at school then they'll be able to carry on from where they left off when they get home.



13. Inviting teachers to track your kids' progress

Another route for sending invitations is: having logged in and selected the appropriate family, select the option 'Send invite to track player' which is next to each child.



The screenshot shows the 'APPS IN MY POCKET' user interface. At the top, there is a navigation bar with the logo on the left and links for 'My account', 'PocketPhonics Stories', 'Other apps', 'Contact us', and a 'LOG OUT' button. Below the navigation bar, the page title 'Smith family' is displayed. Underneath the title, there are tabs for 'Letter sounds', 'Books', 'Numbers', 'Alphabet', and 'Admin'. To the right of these tabs is a link 'Add new player'. The main content is a table with the following columns: Name, Age, Last played, Send invite to track player, Edit, and Delete. The table contains two rows of data:

Name	Age	Last played	Send invite to track player	Edit	Delete
Carol Turner	N/A	01 Mar 2016			
Paul Smith	N/A	24 Feb 2016			

Your choices are then the same as described above.



Appendix 1: Letter Sounds and words for PocketPhonics Stories

Lesson	Letter Sounds	Phonically decodable words
Letter sound group 1		
Lesson 1	s, a, t	at, sat
Lesson 2	p	pat, sap, tap
Lesson 3	i	pit, pip, is, it, sit, sits, its, sip
Lesson 4	n	in, nap, pin, an, ant
Letter sound group 2		
Lesson 5	m	am, stamp, mat, man
Lesson 6	d	and, did, sad, damp, sand, stand, dad, mad
Lesson 7	g	pig, gap
Lesson 8	o	not, on, pond, spot, got, dog, stop
Lesson 9	c	camp, cat, picnic, can, panic
Lesson 10	k	kid, kit
Letter sound group 3		
Lesson 11	ck	pick, tick, pack
Lesson 12	e	set, dentist, get, ten, tent
Lesson 13	u	must, sun, cut, up, us, upset
Lesson 14	r	run, rat, red, ran, rock, rest
Lesson 15	h	hug, him, hen, had, hat, hot, hop
Lesson 16	b	bed, bat, beg, but, crab, big, back, sobs, bad, best, bus, bag, band, grab



Appendix 1: Letter Sounds and words for PocketPhonics Stories

Lesson	Letter Sounds	Phonically decodable words
Letter sound group 4		
Lesson 17	f	fat, if, fan, from
Lesson 18	ff	off, puff
Lesson 19	l	help, black
Lesson 20	ll	tell, still, fill, fell
Lesson 21	ss	kiss
Lesson 22	j	jam, jab, just, jump, jug
Letter sound group 5		
Lesson 23	v	van
Lesson 24	w	went, will, well, web
Lesson 25	x	six
Lesson 26	y	yes
Lesson 27	z	zip
Lesson 28	zz	buzz
Letter sound group 6		
Lesson 29	qu	quit
Lesson 30	ch	much, chat
Lesson 31	sh	wish, shop
Lesson 32	th	thank, thin
Lesson 33	th	then, that, with, them, this
Lesson 34		



Appendix 1: Letter Sounds and words for PocketPhonics Stories

Lesson	Letter Sounds	Phonically decodable words
Letter sound group 7		
Lesson 35	ai	pain
Lesson 36	ee	keep, sleep, three, queen, green, see, bee, tree
Lesson 37	igh	night, right
Lesson 38	oa	boat, coat
Lesson 39	oo	good, took
Lesson 40	oo	moo, too, boot, zoo
Letter sound group 8		
Lesson 41	ar	arm, dark, farm, car
Lesson 42	or	for
Lesson 43	ur	fur
Lesson 44	ow	how, now, cow
Lesson 45	oi	coin
Lesson 46	ear	rear, ear, hear, year, near, fear
Letter sound group 9		
Lesson 47	air	fair, pair, air, hair
Lesson 48	si	his, arms, nails
Lesson 49	er	her
Lesson 50	ou	out
Lesson 51	ue	blue
Lesson 52		



Appendix 1: Letter Sounds and words for PocketPhonics Stories

Lesson	Letter Sounds	Phonically decodable words
Letter sound group 10		
Lesson 53	oy	boy
Lesson 54	wh	when
Lesson 55	ir	girl
Lesson 56	ph	elephant
Lesson 57	ie	tie
Lesson 58	ew	new
Letter sound group 11		
Lesson 59	ea	read, each, eat, clean
Lesson 60	aw	paw, saw
Lesson 61	oe	goes, toe
Lesson 62	au, or ii	author
Lesson 63	o iii	do
Letter sound group 12		
Lesson 64	a iv	waving, a
Lesson 65	a v	about, away, agree
Lesson 66	e vi	the, children
Lesson 67	e vii	me, he, we
Lesson 68	f viii	of
Lesson 69	i ix	I, kind, hi



Appendix 1: Letter Sounds and words for PocketPhonics Stories

- i s Often at end of words, the grapheme 's' makes the sound (phoneme) /z/
- ii or In *author*, the grapheme 'or' makes the sound (phoneme) /er/.
- iii o In *do*, the the grapheme 'o' makes the sound (phoneme) /oo/.
- iv a In *waving*, the the grapheme 'a' makes the sound (phoneme) /ai/.
- v a In *about*, the the grapheme 'a' makes the sound (phoneme) /u/.
- vi e In *the*, the the grapheme 'e' makes the sound (phoneme) /u/.
- vii e In *me*, the the grapheme 'e' makes the sound (phoneme) /ee/.
- viii f In *of*, the the grapheme 'f' makes the sound (phoneme) /v/.
- ix i In *hi*, the the grapheme 'i' makes the sound (phoneme) /igh/.



Appendix 2: Storybook summaries

There are storybooks for each of the 12 groups of letter sounds. Note that some letters make different sounds in different words, thus some letters appear in several groups below.

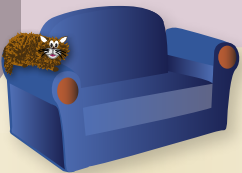
S A T P I N

Sip



Introducing two characters, Pat and Pip, as they have a cool drink in the park with a friend.

Nap

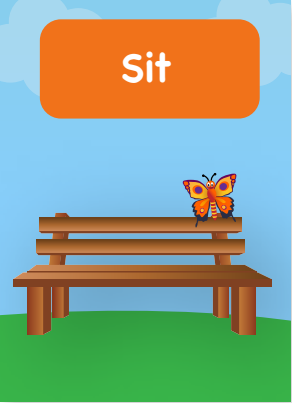


Pat and Pip rest on the sofa with a friend.



S A T P I N (continued)

Sit



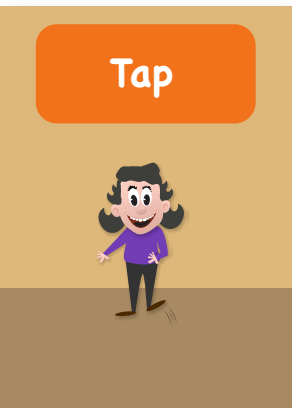
Pat and Pip have a cool drink in the park with a friend.

Pit



Pat and Pip dig in a pit with a friend.

Tap



Pat and Pip have a dance with a friend.



M D G O C K

Sam



Introducing Sam, who has an accident in the kitchen.

The pond



Animal adventures by the pond.

Kim



Introducing the character Kim, as she spends time with her pet dog and mum/ mom.



M D G O C K (continued)

Camp



A boy is at camp when the weather takes a turn for the worst.

Dad is mad



Dad spots a pig, then the story builds into a more complex sentence.

A cat sat



A cat is sat on a mat, then the story builds into a more complex sentence.



CK E U R H B

Dentist



Kim and Sam visit the dentist for the first time.

Panic at a picnic



Sam, Kim, Grandma and Grandad take a trip to the beach and get a surprise.

The band



Sam and Kim go to their local park to see a music concert.



F FF L LL SS J



An animal fantasy adventure featuring a race up the hill between a slug and a frog. Who will win?



Introducing Bob the dog, as he goes for a walk in the park with Kim and Sam.



Sam and Kim go the park with their Dad and youthful Grandma.



Sam and Kim can't understand the fuss over the birth of a new baby.



V W X Y Z ZZ

Liz the vet



Liz the vet stops for a lunch at her favourite beauty spot, but gets more than she bargained for.

Cat in a box



Introducing the character Rob, as his cat Tim has an accident.

Fun at camp



Sam and Kim go camping with their parents. Although not all goes to plan, they still have a memorable time.



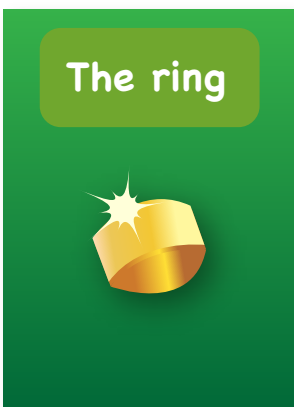
QU CH SH TH TH NG



Sam and Kim help Grandma after she returns from the shops in the rain.



Sam and Kim have a eventful day out with their grandparents at the harbour.



Rob, Sam and Kim dress up in a medieval adventure in their garden/yard, but they are one person short.



AI EE IGH OA OO OO

Hush, Bob!



Sam and Kim plan a secret midnight snack, but Bob their dog has other ideas.

Deep in the woods at night



Bob the dog and Tim the cat go on a late night adventure.

The man in the coat and hat



Sam and Kim go on a trip to the zoo, but make an unexpected discovery.



AR OR UR OW OI EAR

Shark!



Sam and Kim go to a water slide park, playing tricks on each other.

Art in the sand



Sam's and Kim's artistic talents making sandcastles attract interest.

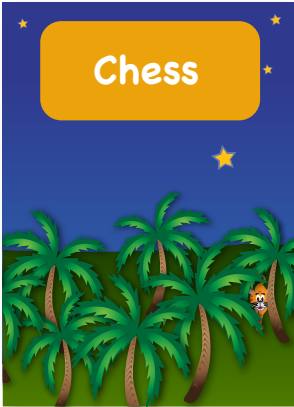
Howling Bob



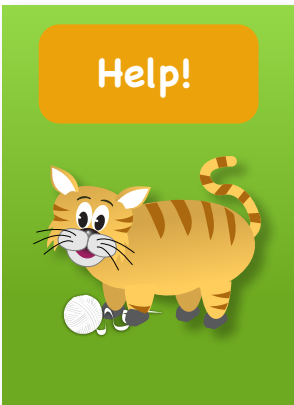
Friends Rob and Sam go jogging in the park with Bob the dog, but he soon gets distracted.



AIR S ER OU UE AY



An animal fantasy adventure as a chimpanzee and owl play chess in the jungle.



Tim the cat has a sleep after lunch and becomes a superhero, at least until he wakes up.

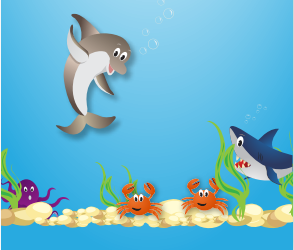


Sam has a special invitation to see how an airport is run.



OY WH IR PH IE EW

Zog the dolphin



An animal fantasy adventure as Zog the dolphin plays with his friends in the sea.

Alf the bee



Sam and Kim's magical adventure as they talk to Alf the bee in their garden/ yard.

Dressing up



It's Rob's birthday, so Sam and Kim join him for a fancy dress picnic party in the garden/yard.



EA AW OE AU OR O



Kim goes to sleep in her bed, but her doll Jill goes on a magical pirate adventure.



Rob, Kim and Tim the cat are playing at home, when Sam and Bob arrive. Then the full house gets another surprise guest.



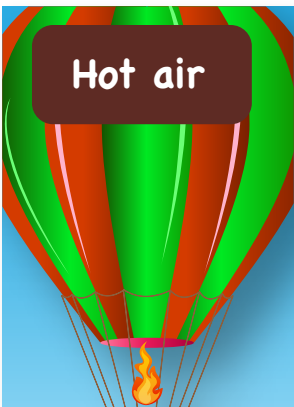
After eating a cheese sandwich late at night, Sam has some magical dreams.



A A E E F I



Sam and Kim try to get passed Bob the guard dog, so they can eat some cupcakes before they are supposed to.



Sam and Kim spot a hot air balloon, but then help out as it makes an unexpected landing.



How some of the stories looked to a bird.

End of this document

