Product Documentation: “English Explorer”
Audience: Children aged 7
Platform: Mobile (iOS and Android)
Purpose: To support young learners in developing English vocabulary, listening, speaking, and reading skills through engaging and interactive activities.

1. 🌟 Product Overview
Name: English Explorer
Tagline: Learn English with Fun and Adventure!
Target Users: Primary school students (Age 7), early English learners
Main Goals:

Build foundational English vocabulary and grammar.

Improve pronunciation and listening comprehension.

Encourage learning through gamified experiences.

Support parents and teachers with progress tracking.

2. 🔁 Core Product Interactions

Feature	Description	Interaction Flow
Onboarding	Friendly character welcomes the child and introduces the app.	Child enters name, selects avatar, and gets a tour.
Daily Missions	Short, engaging learning sessions (5-10 mins)	Includes 3 activities: Vocabulary Game, Listening Challenge, Speaking Practice
Mini-Games	Games like Word Puzzle, Match-the-Word, Sentence Builder	Visual drag & drop, tapping for answers
Speaking Buddy	Voice-recognition-based speaking tasks with feedback	Child repeats words/sentences and gets a score
Story Time	Short illustrated stories with read-along audio	Words highlighted as narrator reads aloud
Progress Garden	Virtual garden that grows as the child learns	Rewards like flowers or animals unlocked by completing lessons
Parent Dashboard	Summary of child’s learning progress	Accessible via password-protected parent area

3. 🎯 Learning Modules
Module Description Skills Covered

Module	Description	Skills Covered
My First Words	Basic nouns and verbs	Vocabulary
Let's Talk!	Common phrases and dialogues	Speaking, Listening
Sound it Out	Phonics and pronunciation	Pronunciation
Read with Me	Simple illustrated stories	Reading, Listening
Word Builders	Sentence formation with drag & drop	Grammar, Sentence Structure

4. 👤 User Stories
🧒 Child User
Story 1: Daily Practice
As a 7-year-old learner, I want to play fun games every day so that I can learn new English words and see my garden grow.

Story 2: Pronunciation Help
As a child, I want to hear how words sound and practice speaking them so that I can talk in English like my favorite character.

Story 3: Story Listening
As a child, I want to listen to bedtime stories in English so that I can learn while enjoying fun adventures.

👨‍👧 Parent User
Story 4: Track Progress
As a parent, I want to see how many words my child has learned so that I can support their progress and stay involved.

Story 5: Set Time Limits
As a parent, I want to limit screen time to 20 minutes per day so that my child has a balanced routine.

👩‍🏫 Teacher User (Optional)
Story 6: Group Learning
As a teacher, I want to assign group activities from the app during class so that all students can learn in sync.

5. 🎨 Visual and UX Principles
Colorful, cartoon-style UI with large touch targets.

Avatars and characters to guide and motivate.

Reward-based progression: badges, stars, and garden upgrades.

Audio-first design: suitable for children who can’t read fluently yet.

No Ads or In-App Purchases in the child-facing interface.

6. 🔐 Safety and Accessibility
COPPA-compliant: parental consent and age-gating.

Optional offline mode for safe, ad-free usage.

Voice narration and audio descriptions for non-readers.

Dyslexia-friendly font options.