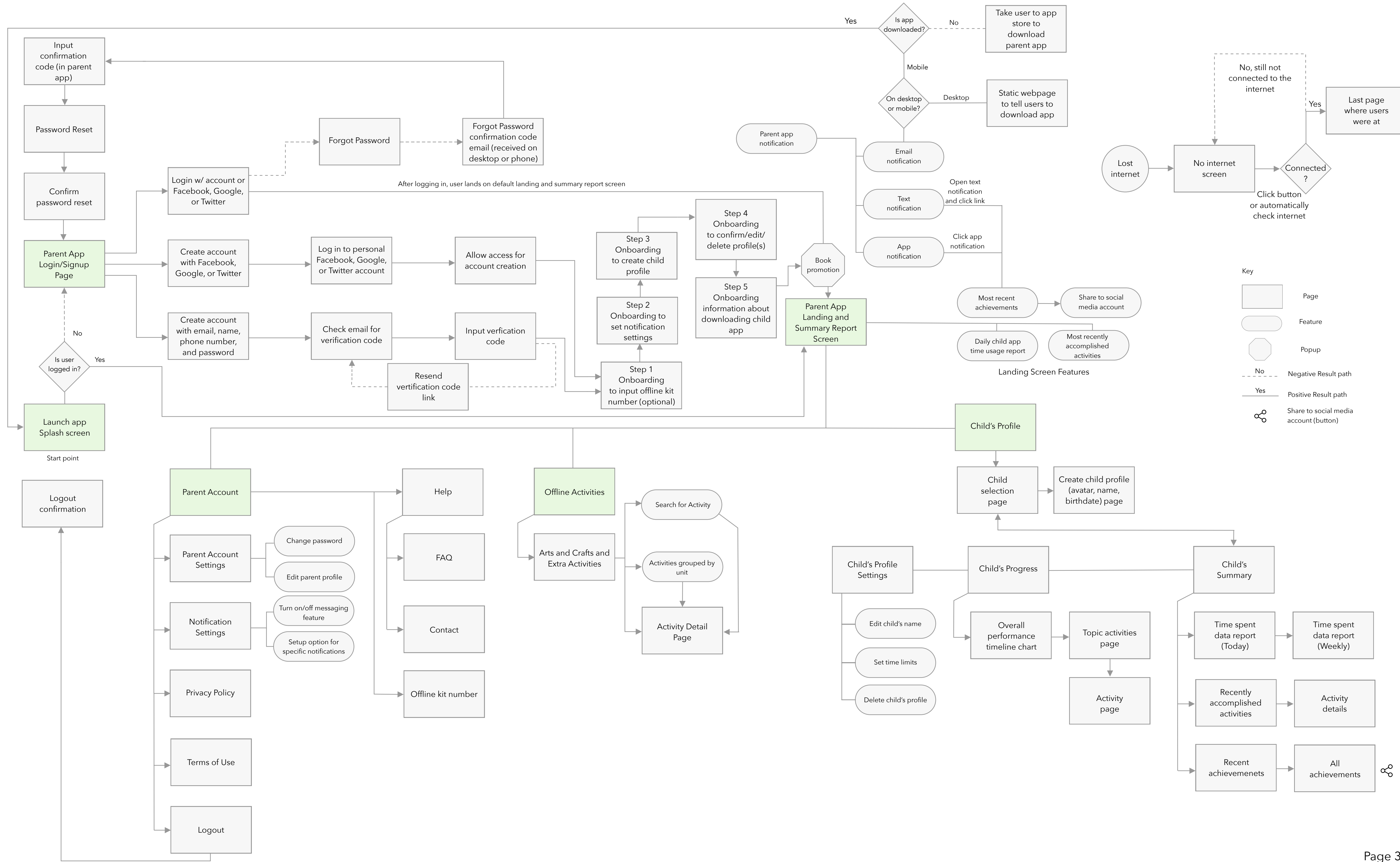


AILA – Parent App – UX Document
Sitemap & Wireframes
1/13/20
V2.3

Update Notes 1/13/20:

- Updated current wireframes with feedback and changes
- Updated sitemap with feedback and changes

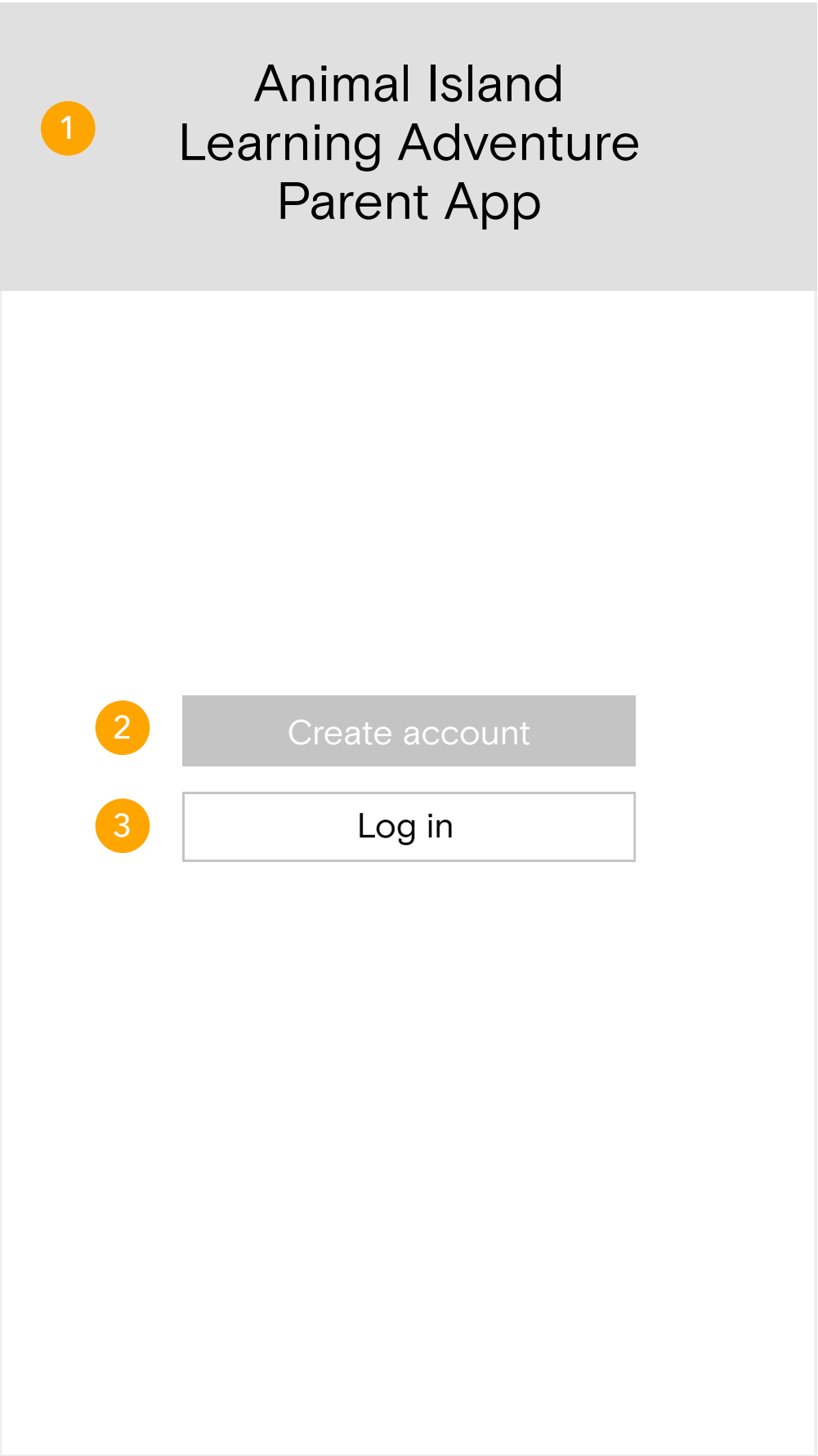




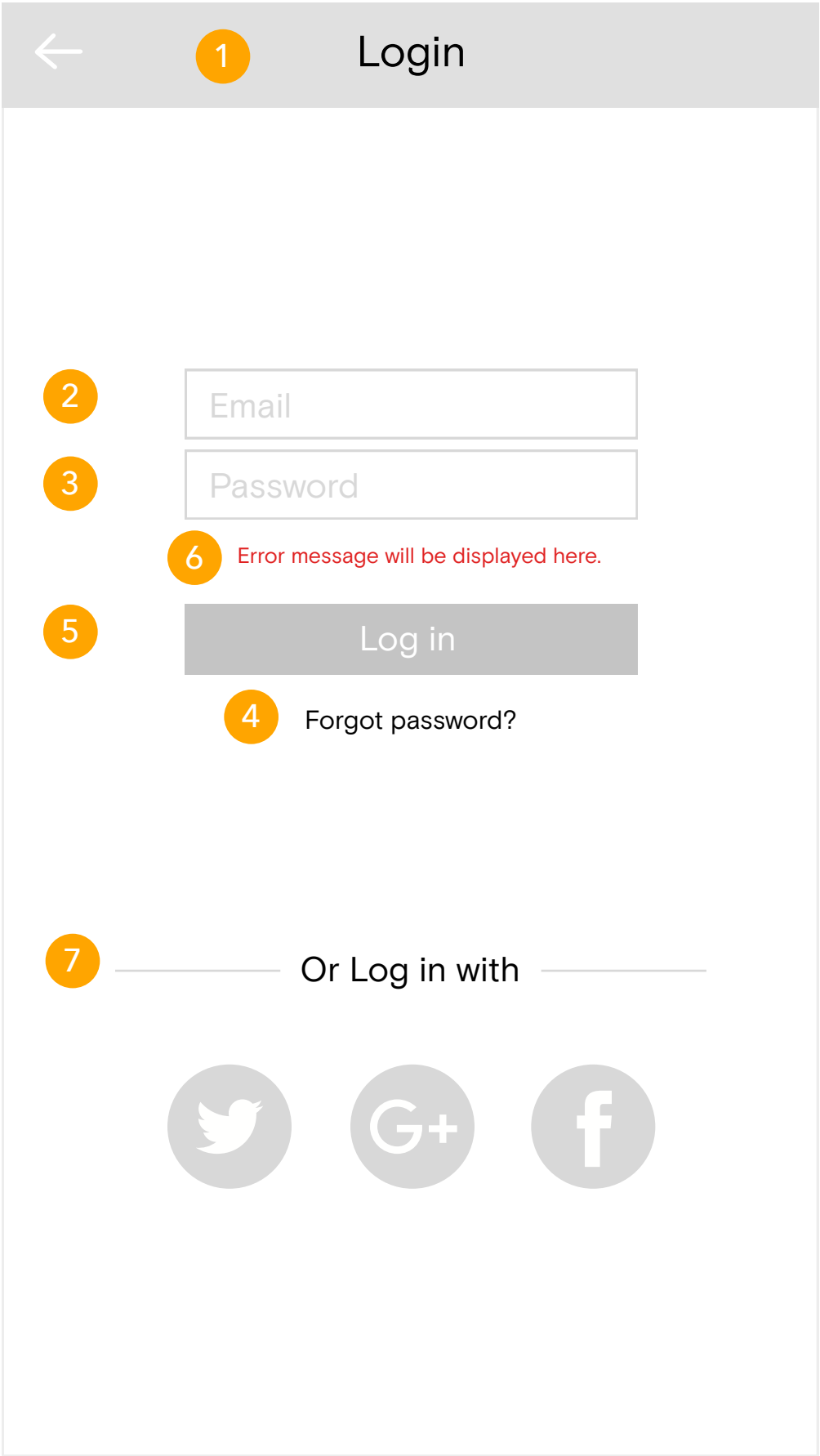
- 1 Splash screen landing page.**
This is the first screen users see. If users are not logged in/signed up, then they will be taken to to the Signup/Login page. If they are already logged in, they will be taken to the Landing and Summary Report Screen.
- 2 AILA logo asset.**
- 3 Loading bar and text.**
Loading bar and text will be displayed here. The loading bar will show users how much time they have left before being taken to either the Login page or the Landing and Summary Report Screen.



1 DMAI logo asset.



- 1 **AILA header and text.**
- 2 **Create account button.**
Clicking the Create account button takes the user to the Create account page.
- 3 **Login button.**
Clicking the Login button takes the user to the Login page.



- 1 Login header and text.**
- 2 Email input field.**
User clicks on the field to input their email address. By default, the placeholder text “Email” will be displayed in the field.
- 3 Password input field.**
User clicks on the field to input their password. By default, the placeholder text “Password” will be displayed in the field.
- 4 Forgot password text link.**
Clicking on the text will bring users to the Forgot Password page.
- 5 Login button.**
The button will be inactivated and grayed out until users input both their email and password. Clicking on the button will submit the email and password to the server.
- 6 Login error text.**
When a user inputs an invalid username and/or password, the login error message will be displayed here.
- 7 Social media log in text and buttons.**
Users have the option of logging in with an email or social media account (Google, Facebook, or Twitter). Clicking on the individual button will use the native OS options to log in. Successfully logging with Facebook/Google/Twitter will provide us with their email.

1

2 Sign up

3

Enter your information to get started

4

Name

5

Email

6

7

8

9

Password

?

8

9

Weak

Phone number

I agree to the [Terms of Use](#) and [Privacy Policy](#).

Error message will be displayed here.

Create account

Or Sign up with

G+

f

- 1

Back button.
Clicking the back button takes the user to the previous login page.
- 2

Sign up header and text.
- 3

Enter your information to get started text.
- 4

Name input field.
User clicks on the field to input their name. By default, the placeholder text “Name” will be displayed in the field.
- 5

Email input field.
User clicks on the field to input their email. By default, the placeholder text “Email” will be displayed in the field.
- 6

Password input field.
User clicks on the field to input their password. By default, the placeholder text “Password” will be displayed in the field.
- 7

Password info button.
Clicking on the password info button launches a popup for pasword requirement description.
- 8

Password strength bar.
The password strength bar appears beneath the password input field when a user types out a password. If the password is less than eight characters, the password strength is weak. If the password is equal to eight characters, then the password strength is fair. When the password is more than eight characters, the password is strong.
- 9

Phone number input field.
User clicks on the field to input their phone number. By default, the placeholder text “Phone number” will be displayed in the field.

←

Sign up

Enter your information
to get started

Name

Email

Password

?

Password strength: Weak

Phone number

1

☐ I agree to the [Terms of Use](#) and [Privacy Policy](#).

2

Error message will be displayed here.

3

Create account

4

Or Sign up with

G+

f

1

Terms of Use and Privacy Policy checkbox button.
User clicks the checkbox button to confirm that they agree to the Terms of Use and Privacy Policy. Clicking the Terms of Use or Privacy Policy text links will take them to a popup that'll display the content.

2

Sign up error message text.
When a user inputs an invalid email, password, and/or phone number, the sign up error message will be displayed here.

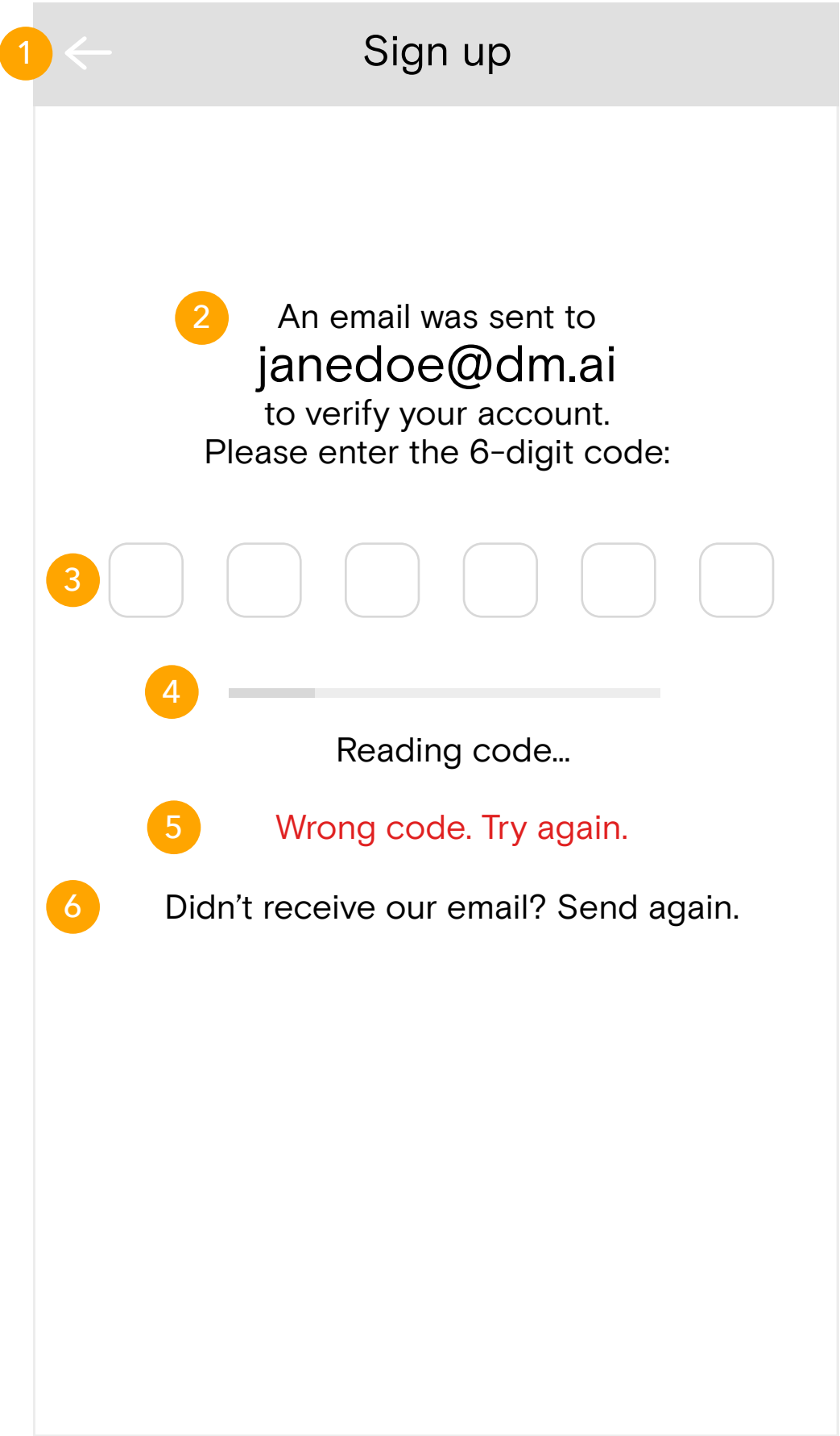
3

Create account button.
The button will be inactivated and grayed out until the user has filled out all input fields and check marked the agreement checkbox. Clicking on the button will submit the information to the server and take the user to the next sign up step.

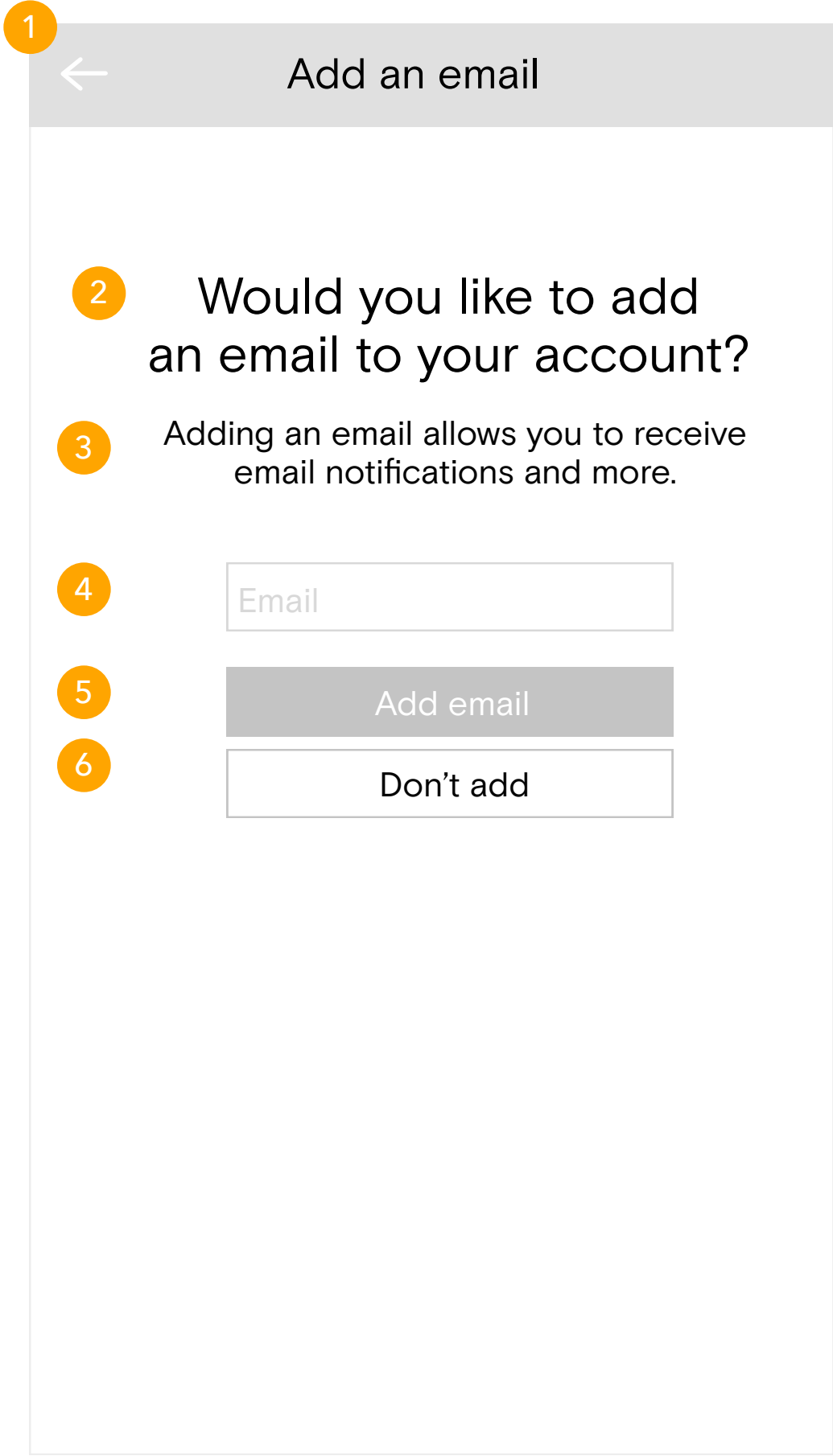
4

Social media sign up text and buttons.
Users have the option of signing up with their social media account. Clicking on the individual button takes them to the native OS options for using their social media accounts for login.

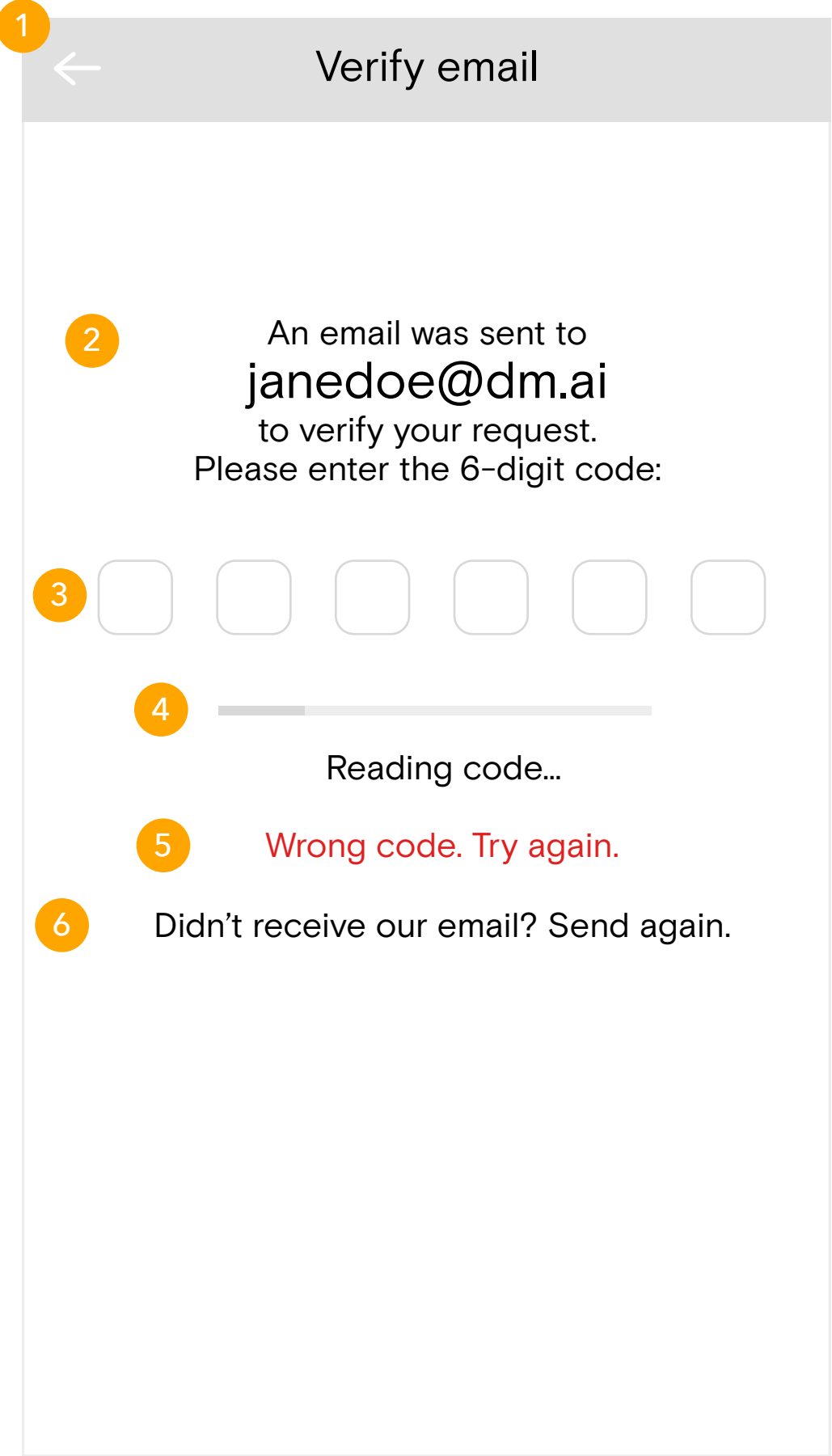
Page 9



- 1 Back button.**
Clicking the back button takes the user to the previous sign up page.
- 2 Email verification code text.**
Users will receive an email with a 6 digit verification code, which they will use to complete the sign up process.
- 3 Verification code input field.**
When users tap on the numerical input field, the numerical keyboard will appear on the phone. They can type all 6 digits together without having to individually input each digit. Once they finish inputting, the code will be automatically checked.
- 4 Reading code loading bar and text.**
While the verification code is being read, the loading bar and text will be displayed here to show how much time is left for the code to be read.
- 5 Error message.**
When a user enters a code that doesn't match the one sent to their phone, then the error message will be displayed here.
- 6 Didn't receive the verification code text button.**
If a user doesn't receive the verification code email, they click the text. The text will disappear, then be replaced by "We've sent you a new email" text. After about a minute, the "We've just sent a new email" text will revert back to the "Didn't receive our email? Send again." text.



- 1 Add an email after social media sign up.**
If a user signs up to Facebook (for example) with only their phone number, they can add their email address after they finish linking their Facebook account.
- 2 Would you like to add an email to your account? text.**
- 3 Adding an email... text.**
- 4 Email input field.**
Where users can input their email. Clicking on the input field causes the iOS keyboard to appear underneath.
- 5 Add email button.**
Clicking on the Add email confirms the user's email input and stores the email, which can be located in the user's personal account settings. The button will be grayed out until an email is inputted into the field.
- 6 Don't add button.**
Clicking on the Don't add button takes the user onto the next step in the onboarding process.



- 1 Add an email after social media sign up.**
After adding their email they will be taken to this page (refer to Page 11), and then start the onboarding process.
- 2 Email verification code text.**
Users will receive an email with a 6 digit verification code, which they will use to verify their request and start the reset password process.
- 3 Verification code input field.**
When users tap on the numerical input field, the numerical keyboard will appear on the phone. They can type all 6 digits together without having to individually input each digit. Once they finish inputting, the code will be automatically checked.
- 4 Reading code loading bar and text.**
While the verification code is being read, the loading bar and text will be displayed here to show how much time is left for the code to be read.
- 5 Error message.**
When a user enters a code that doesn't match the one sent to their phone, then the error message will be displayed here.
- 6 Didn't receive the verification code text button.**
If a user doesn't receive the verification code email, they click the text. The text will disappear, then be replaced by "We've sent you a new email" text. After about a minute, the "We've just sent a new email" text will revert back to the "Didn't receive our email? Send again." text.

1

←

Forgot password

2

Enter the email address associated with your Animal Island Learning Adventure account.

3

Email

5

Error message will be displayed here.

4

Continue

- 1

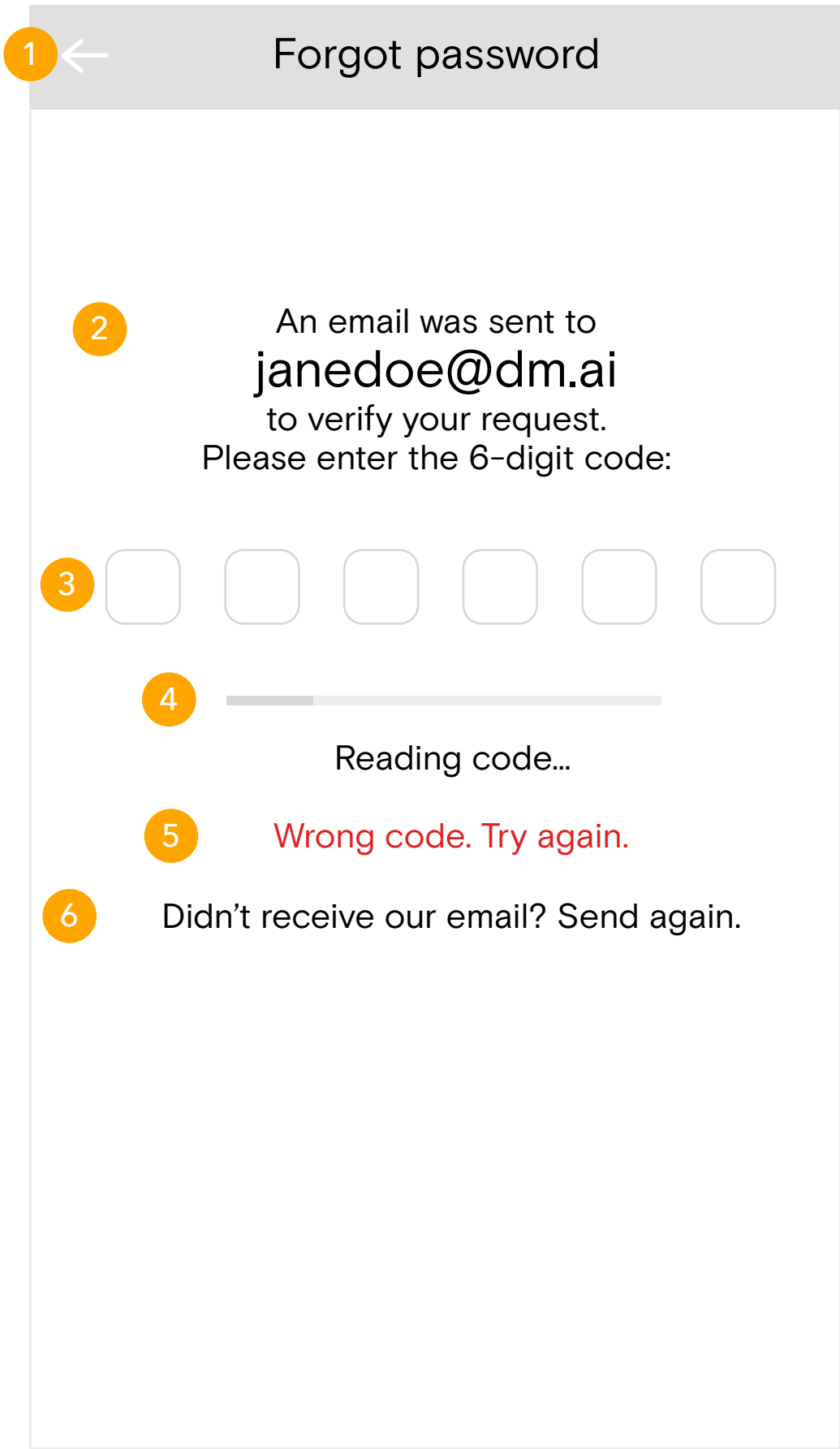
Back button.
Clicking the back button takes the user to the previous login page.
- 2

Enter email address text.
- 3

Email input field.
User inputs email address associated with their AILA parent account. By default, the placeholder text “Email” will display in the input field.
- 4

Continue button.
Continue button will be inactivated and grayed out until an email is entered into the input field.
- 5

Error message text.
Error message for invalid (doesn’t exist) email will be displayed here.



- 1 Back button.**
Clicking the back button takes the user to the previous forgot password enter email page.
- 2 Email verification code text.**
Users will receive an email with a 6 digit verification code, which they will use to verify their request and start the reset password process.
- 3 Verification code input field.**
When users tap on the numerical input field, the numerical keyboard will appear on the phone. They can type all 6 digits together without having to individually input each digit. Once they finish inputting, the code will be automatically checked.
- 4 Reading code loading bar and text.**
While the verification code is being read, the loading bar and text will be displayed here to show how much time is left for the code to be read.
- 5 Error message.**
When a user enters a code that doesn't match the one sent to their phone, then the error message will be displayed here.
- 6 Didn't receive the verification code text button.**
If a user doesn't receive the verification code email, they click the text. The text will disappear, then be replaced by "We've sent you a new email" text. After about a minute, the "We've just sent a new email" text will revert back to the "Didn't receive our email? Send again." text.

Reset your password

1

We'll ask for this password whenever you log in.

2

Enter new password

?

3

Password strength: Weak

4

Re-enter new password

5

Reset my password

6

Cancel

- 1

Reset password information text.
- 2

New password input field.
User clicks on the field to input their new password. By default, the placeholder text “Enter new password” will be displayed in the field.
- 3

Password strength bar.
The password strength bar appears beneath the password input field when a user types out a password. If the password is less than eight characters, the password strength is weak. If the password is equal to eight characters, then the password strength is fair. When the password is more than eight characters, the password is strong.
- 4

Re-enter new password input field.
User clicks on the field to re-enter their new password. By default, the placeholder text “Re-enter new password” will be displayed in the field.
- 5

Reset my password button.
The button will be inactivated and grayed out until the user has filled out both reset password input fields. Clicking on the button will submit the information to the server and take the user to the next step.
- 6

Cancel button.
Clicking the cancel button aborts the step of resetting the user’s password and returns them to the Sign up/Login screen.

Reset your password

1

Hi Jane, your password was changed successfully.

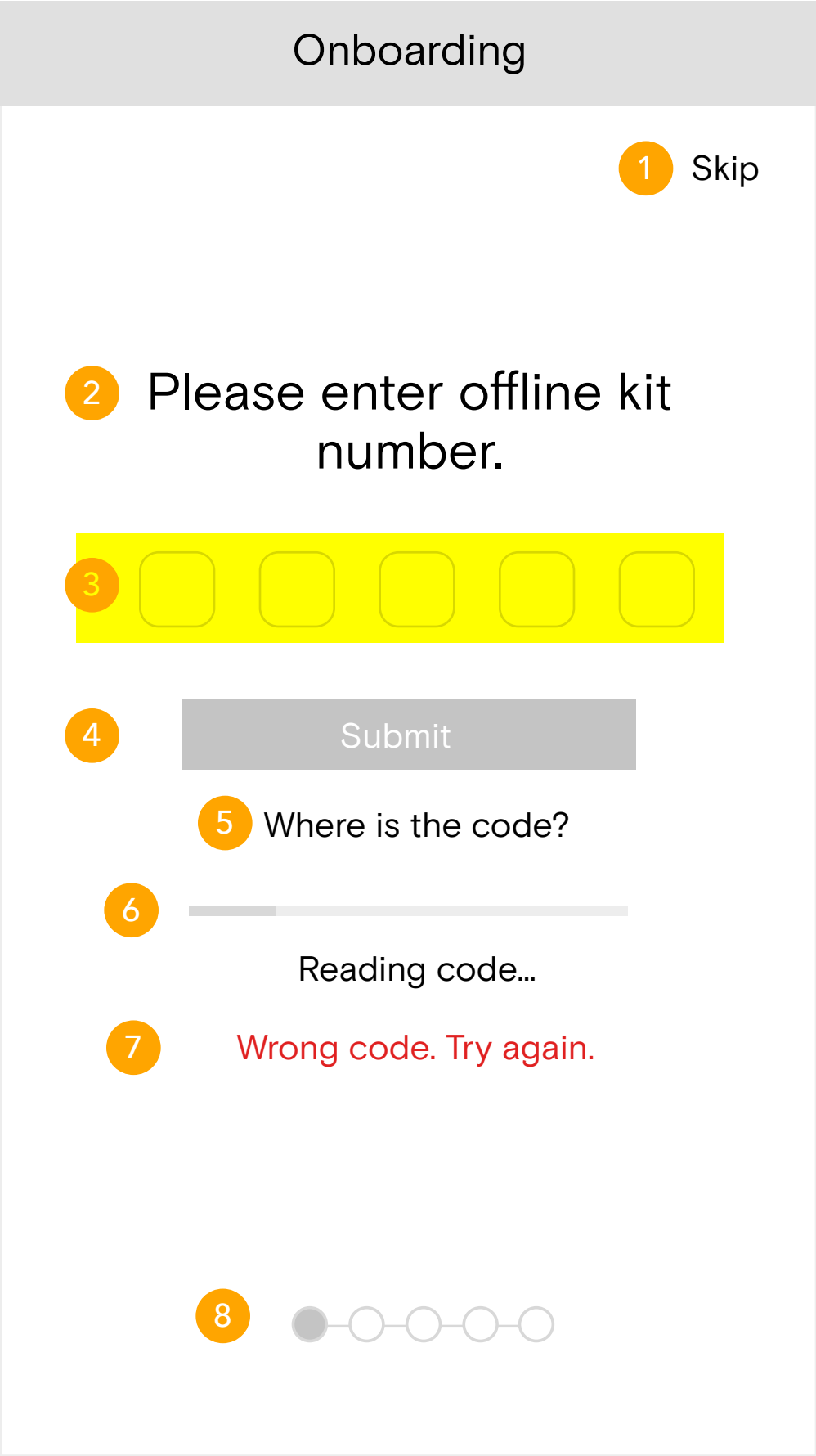
2

Log in

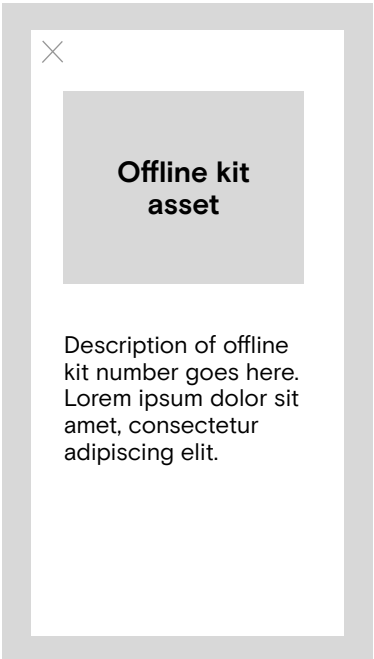
- 1

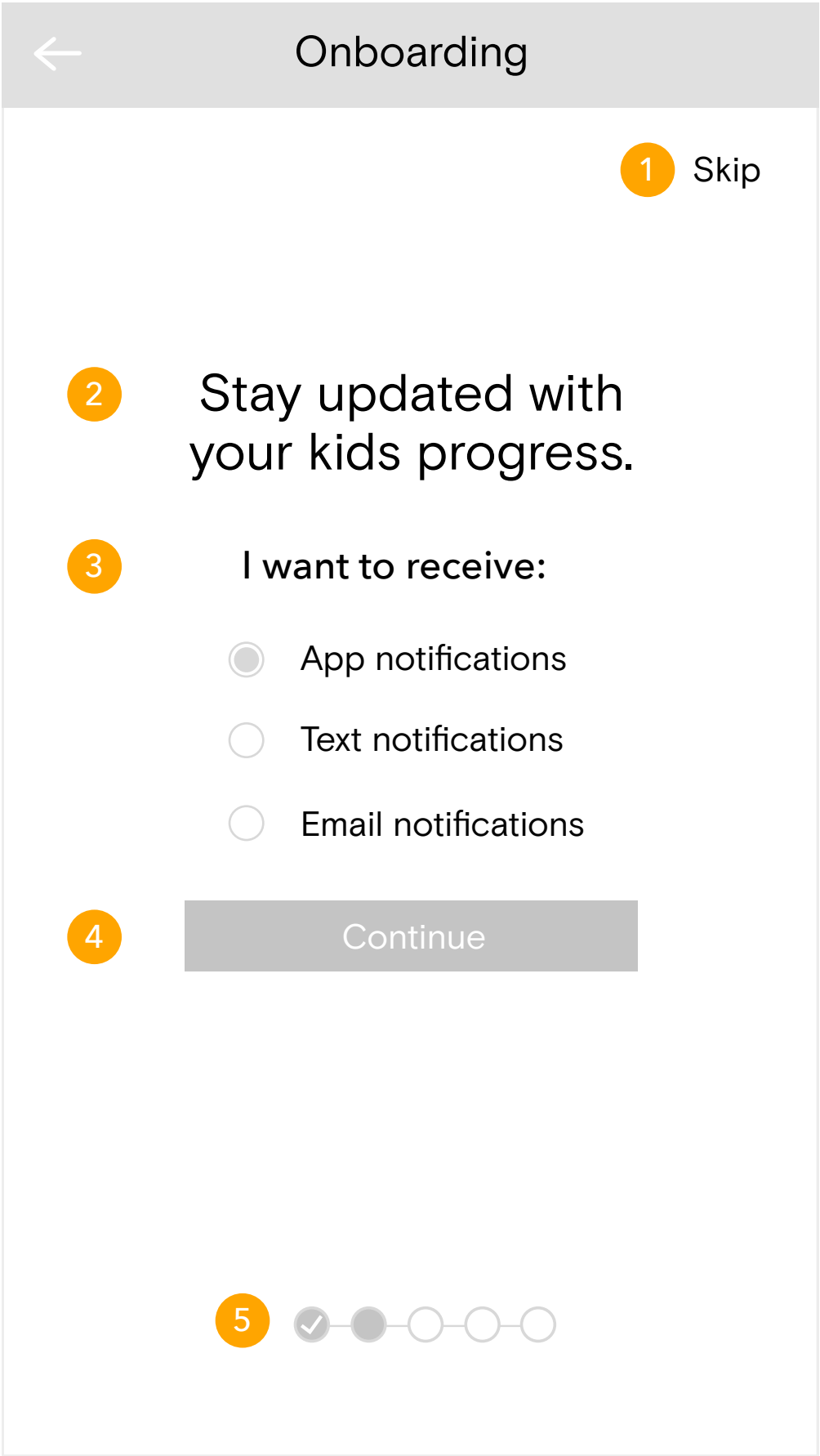
Reset password confirmation text.
- 2

Login button.
Clicking the Log in button takes the user back to the main AILA parent account login page, where they can log in with their new credentials.



- 1 Skip button.**
Clicking the Skip button takes the user to the next onboarding step.
- 2 Please enter offline kit number text.**
- 3 Verification code input field.**
When users tap on the numerical input field, the numerical keyboard will appear on the phone. They can type all digits together without having to individually input each digit. Once they finish inputting, the code will be automatically checked.
- 4 Submit button.**
Clicking the submit button submits the code the user inputted and is checked to verify if it is a valid code or not. If it is, the user will be taken to the next onboarding step.
- 5 Where is the code? popup.**
If users are unsure where to locate the offline kit number, they can click the text, which will open a popup on the screen. See the example to the right.
- 6 Reading code loading bar and text.**
While the verification code is being read, the loading bar and text will be displayed here to show how much time is left for the code to be read.
- 7 Error message.**
When a user enters a code that doesn't match the one sent to their phone, then the error message will be displayed here.
- 8 Progress bar.**
Users can see their progress in the onboarding process by looking at the progress bar. The filled in circle corresponds to the step the user is at, with the empty circles corresponding to other steps in the onboarding process that have yet to be completed. Once the user is finished with a step, a checkmark will fill the circle.





- 1

Skip button.
Clicking the Skip button takes the user to the next onboarding step.
- 2

Stay updated text.
- 3

Types of notifications radio buttons.
By default, the app notifications option will be preselected. Users can click the Skip button if they would like to opt out of receiving notifications. If they click the Skip button, a popup will appear with “You didn’t select a notification option. Are you sure you want to move on?” Underneath that there will be smaller text, which states “You can change the notifications settings later in the My Account page.”

If a user signs up with a social media account that is not linked to their phone number, the Text notifications text will be grayed out and when users click on it an input field will appear beneath where they can enter their phone number if they would like to receive notifications for it.

☒ App notifications

☐ Text notifications

☐ Email notifications

☒ App notifications

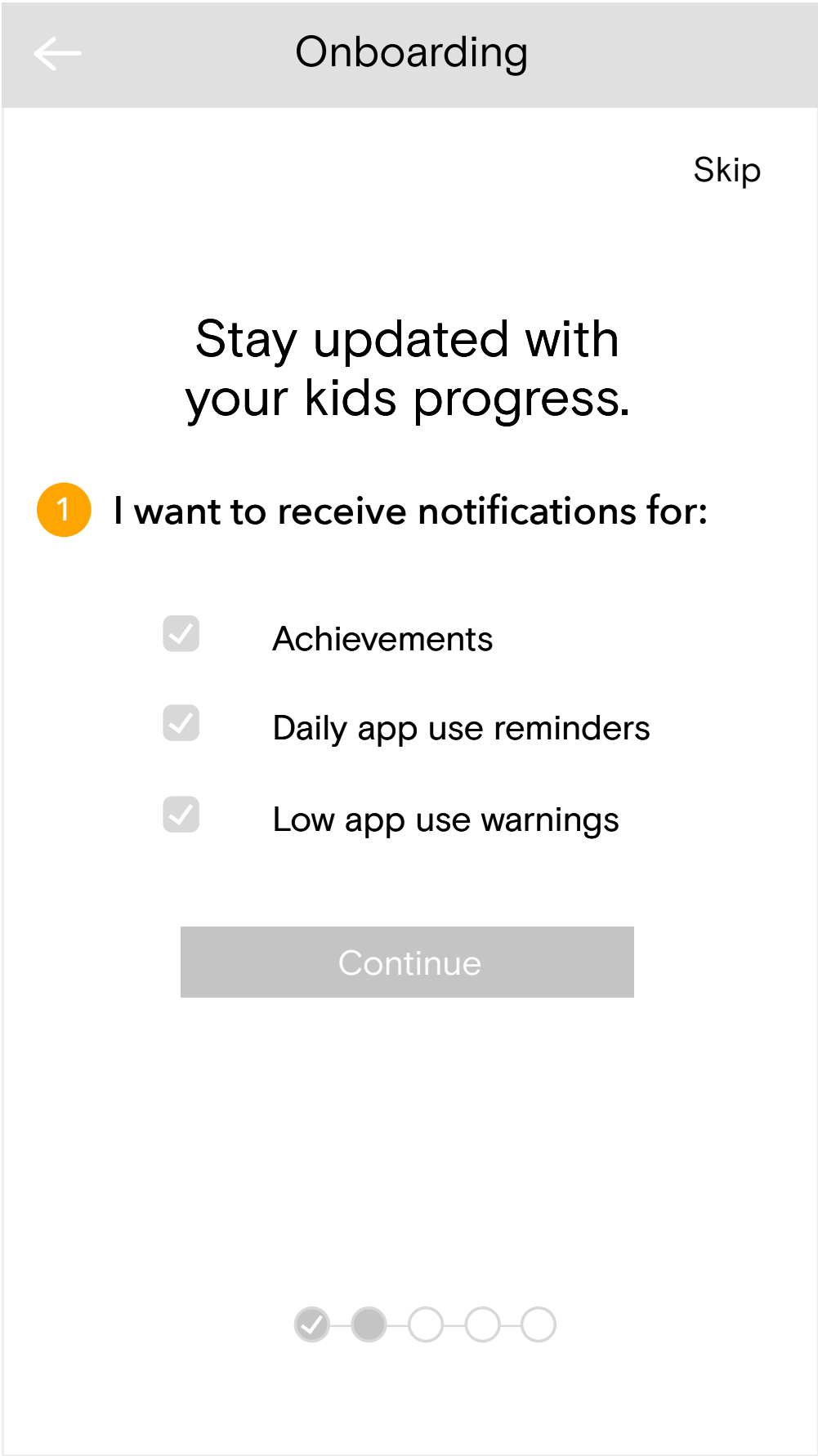
☐ Text notifications

+1 (123) 456 - 7890 |

☐ Email notifications
- 4

Continue button.
Clicking the continue button takes the user to the next onboarding step.
- 5

Progress bar.
Users can see their progress in the onboarding process by looking at the progress bar. The filled in circle corresponds to the step the user is at, with the empty circles corresponding to other steps in the onboarding process that have yet to be completed. Once the user is finished with a step, a checkmark will fill the circle.



1

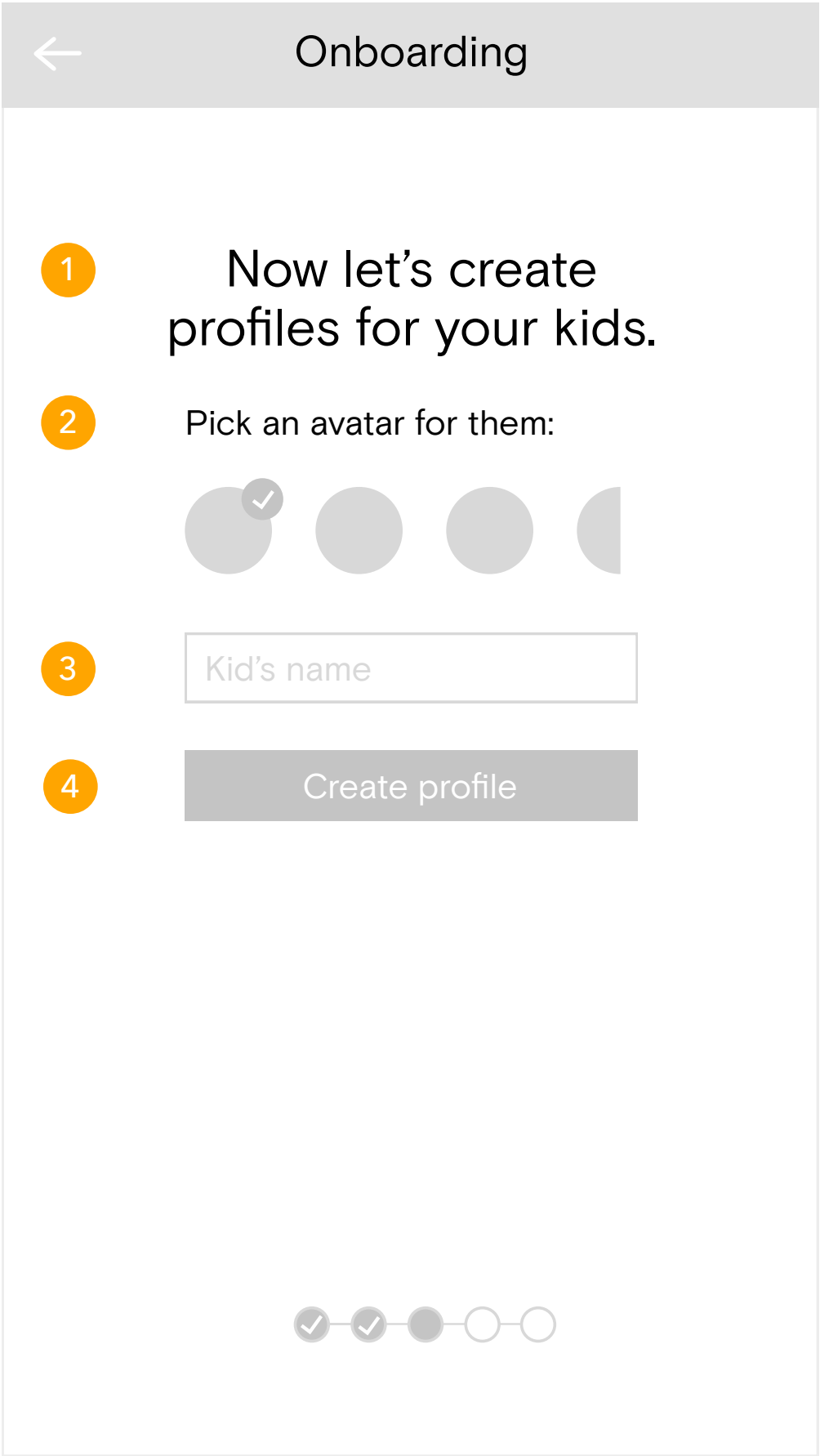
Types of notification checkbox buttons.

Users can choose what they want to receive notifications for by selecting the Achievements, Daily app use reminders, and/or Low app use warnings options.

If users deselect all options and tap on the Continue button, a popup appears with the text “You didn’t select any notifications. Are you sure you want to move on?” Underneath that, there will be small text that states “You can change the notifications settings later in the My Account page.”

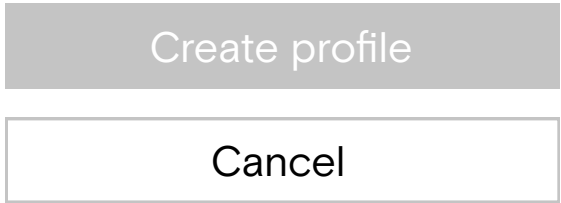
By default, all options will be preselected.

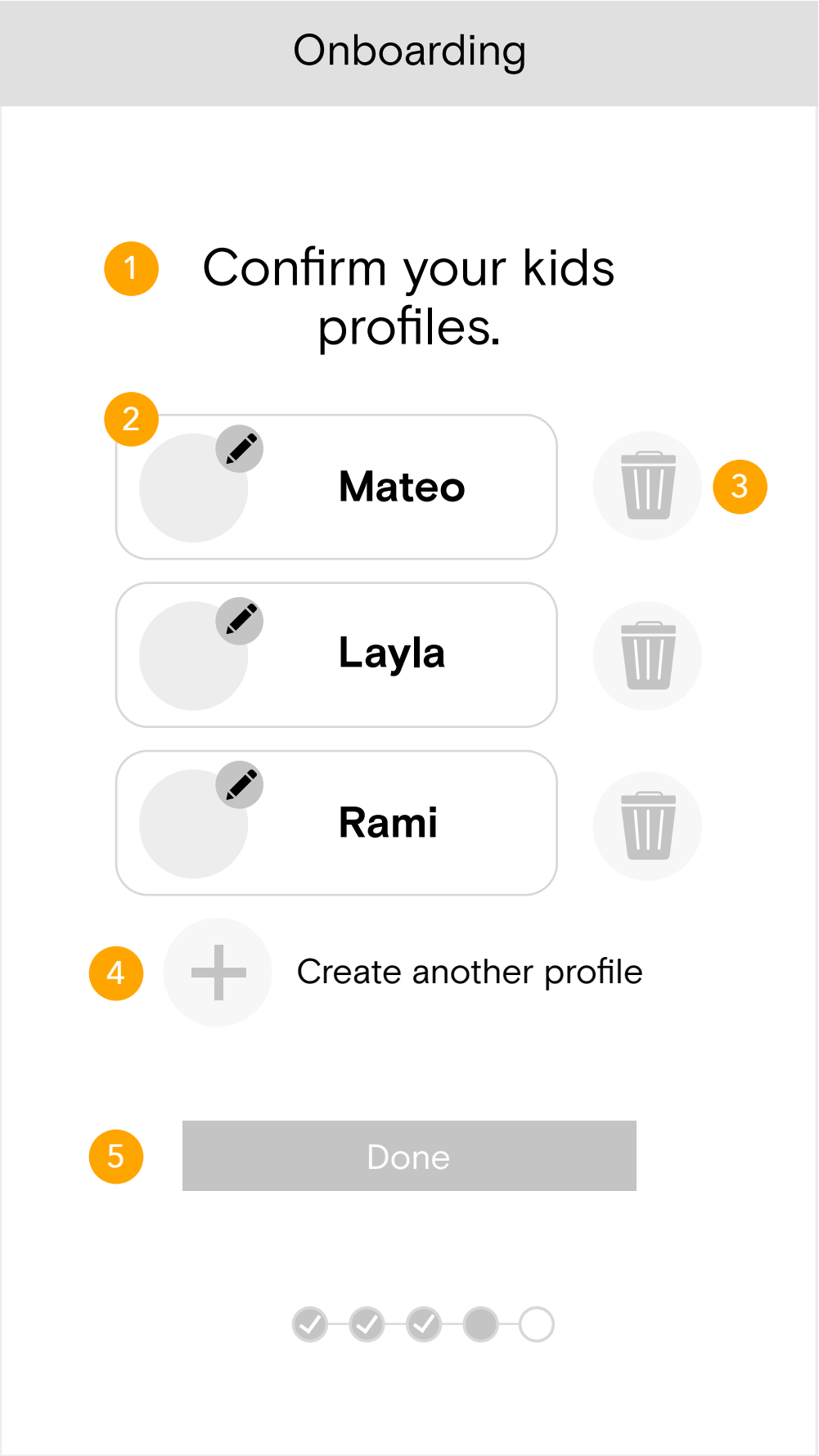
- ☒ Preselected option.
- ☐ Deselected option.



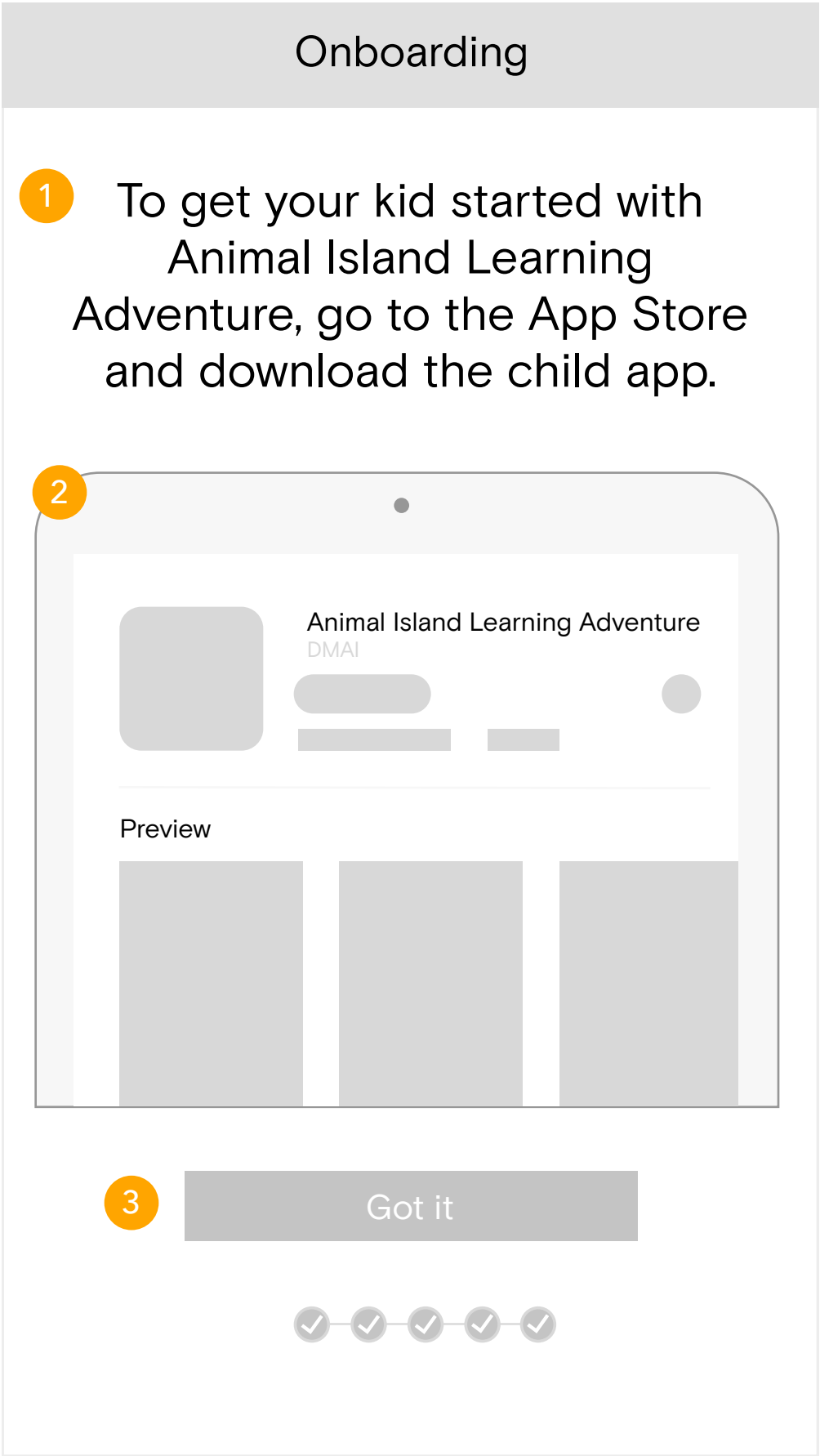
- 1 **Let's create a profile for your kids text.**
- 2 **Pick an avatar.**
Users pick an avatar for their kids by selecting one of the provided options. Once clicked, the avatar will change to an activated state.
- 3 **Kid's name input field.**
User clicks on the field to input their kid's name. By default, the placeholder text "Kid's name" will be displayed in the field.
- 4 **Create profile button.**
The Create profile button will be inactivated and grayed out until users select an avatar and add a name for their child. Clicking the Create profile button takes the user to the next onboarding step, child profile confirmation page.

For one user, there will only be the Create profile button. Once users return to this page after creating additional child profiles, a Cancel button will appear underneath the Create profile button. This button only appears after more than 1 child is created.

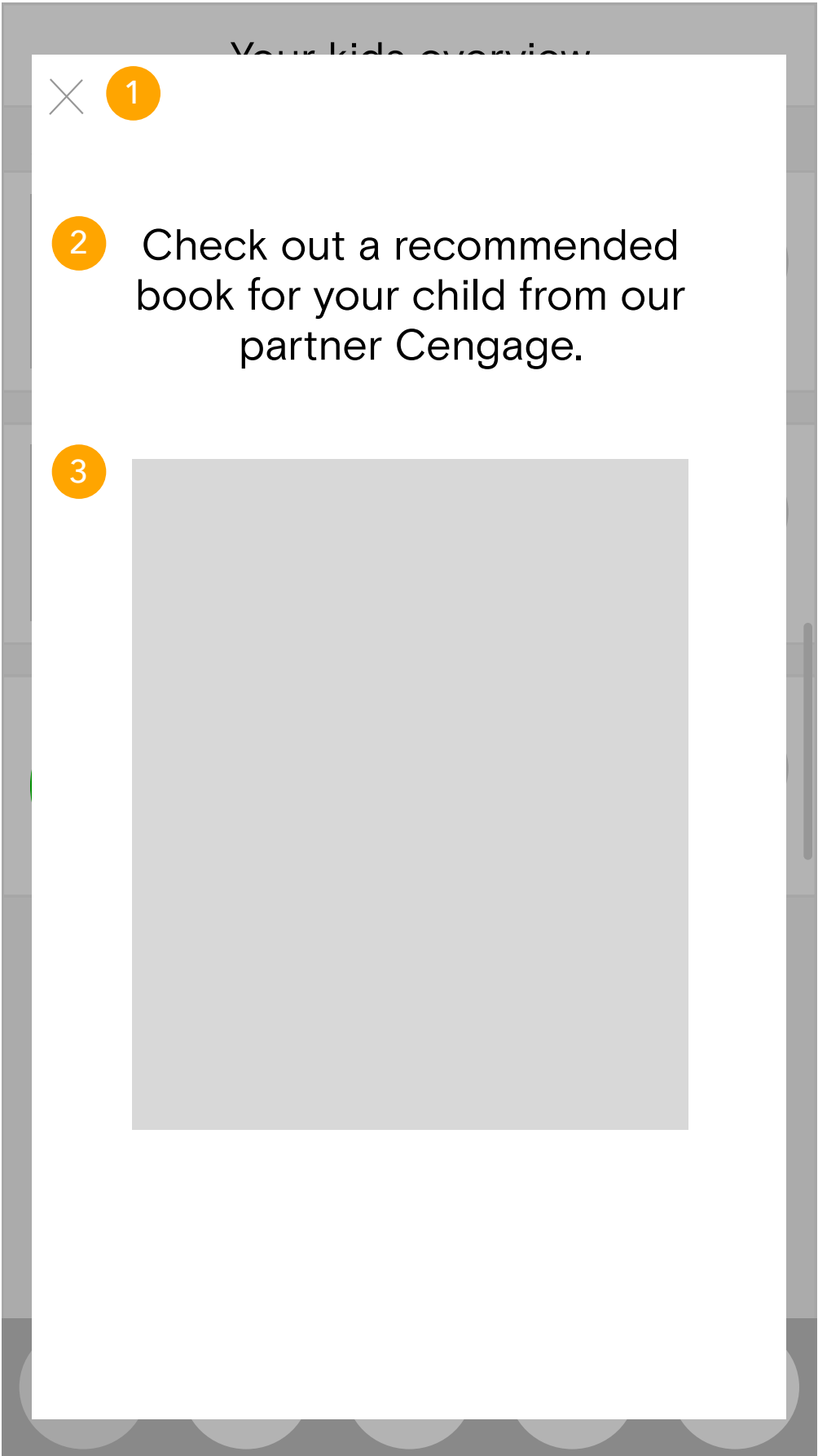




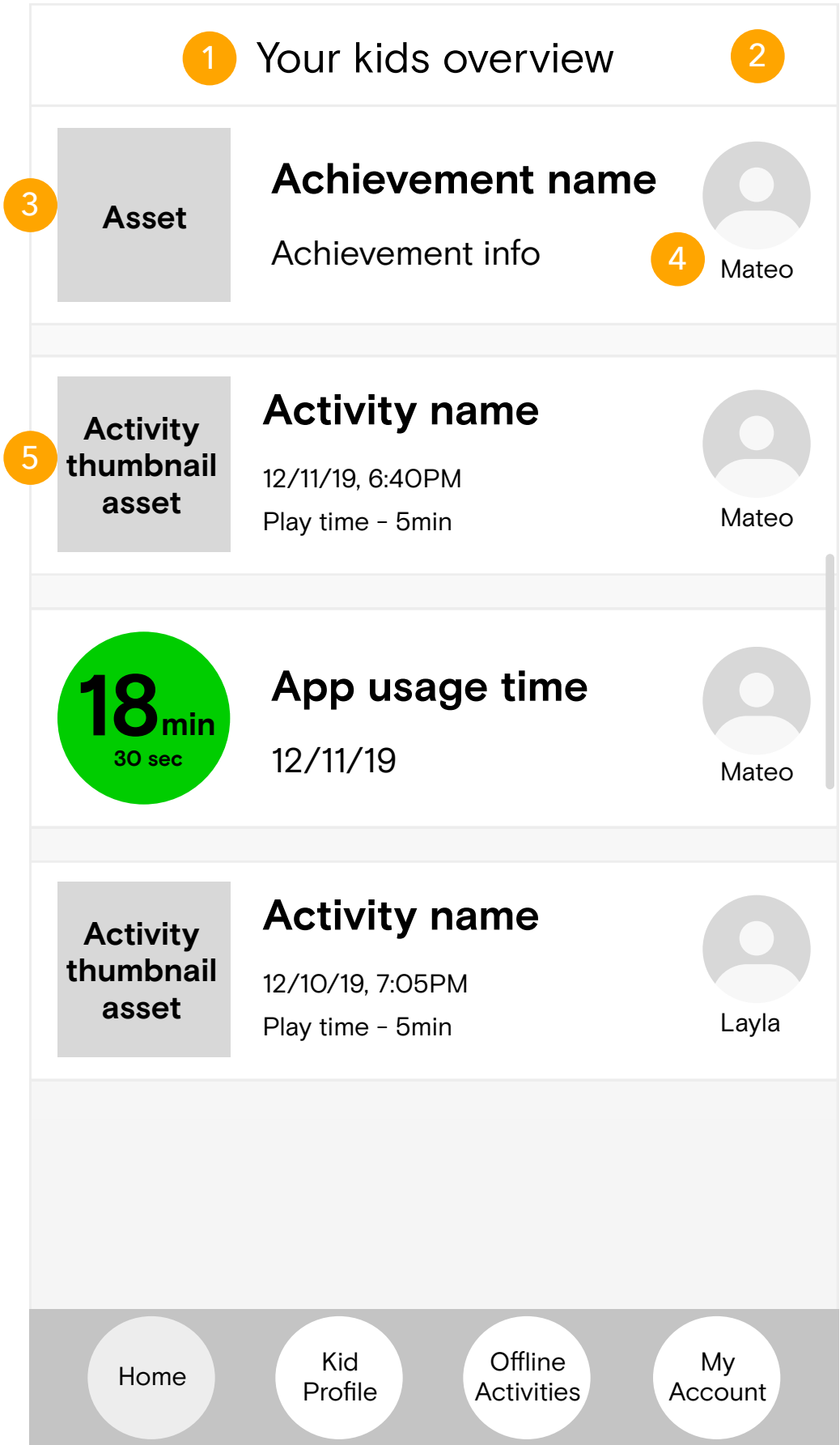
- 1 Confirm your kids profiles text.**
- 2 Child profile and edit button.**
Child's profile information including avatar and name will be displayed in the container. On the avatar icon, there will be a pencil button that, once clicked, will allow the user to edit their child's information.
- 3 Delete child profile button.**
Clicking on the delete button will cause a popup to appear on the screen to either confirm or cancel the user deleting a child's profile.
- 4 Create another profile text and button.**
Clicking on the Create another profile button will take the user back to the previous screen where they can create another child profile. If all child profiles are deleted, then this text and button will move to the top.
- 5 Done button.**
Clicking the Done button takes the user to the next onboarding step. The Done button will be grayed out if all child profiles are deleted or there are no child profiles.



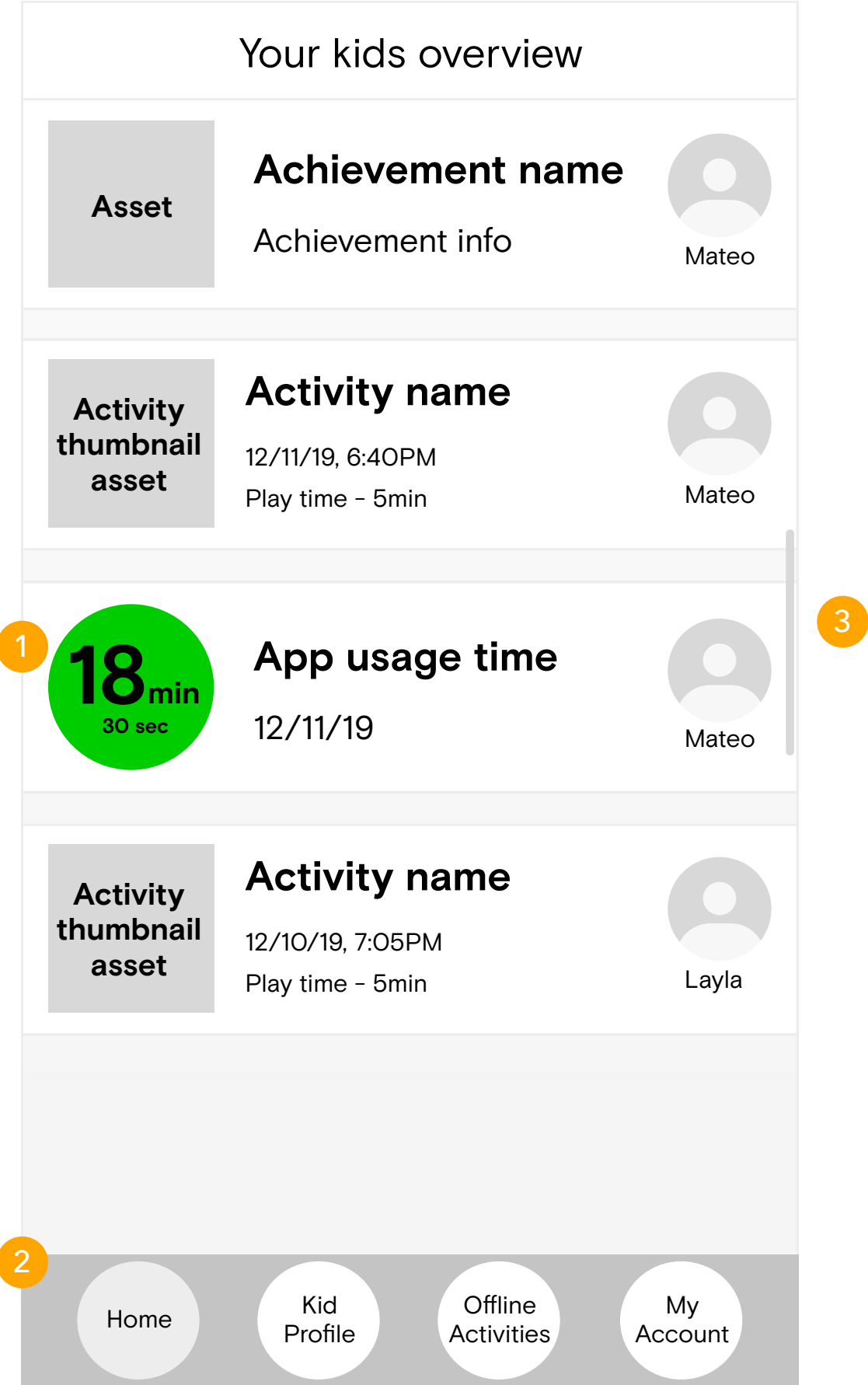
- 1 **Download AILA child app information text.**
- 2 **AILA child app in iOS App store tablet asset.**
- 3 **Got it button.**
Clicking the Got it button takes the user to the last step of the onboarding process.



- 1 Close button.**
Clicking the close button closes the popup and takes the user to their Landing Page.
- 2 Advertisement message text.**
Advertisement message text will be displayed here. Clicking on the text brings them to a webpage with the book for the user to learn more about.
- 3 Book asset.**
Asset of book will be displayed here. Clicking on the book asset also brings the user to a webpage with the book for the user to learn more about.



- 1 **Your kids overview header and text.**
- 2 **Overview.**
By default, all of the feature types will be sorted by most recent in the timeline view. If there are multiple children, the features that are most recently completed/achieved will be shown first.
- 3 **Achievements.**
Achievements will be shown first. This is the most recent child's achievement. In the container, the achievement asset, achievement name, the achievement info, and the child avatar will be displayed.
- 4 **Child avatar and name text.**
Child avatar and name text will be displayed here in each container.
- 5 **Recent activity.**
Recent activity will be shown fourth. This is the most recent activity a child has played. In the container, the game thumbnail asset, game name, time and date the child played, the play time, and the child avatar will be displayed. If it's an art activity, then the user can click the container to be taken to the page.



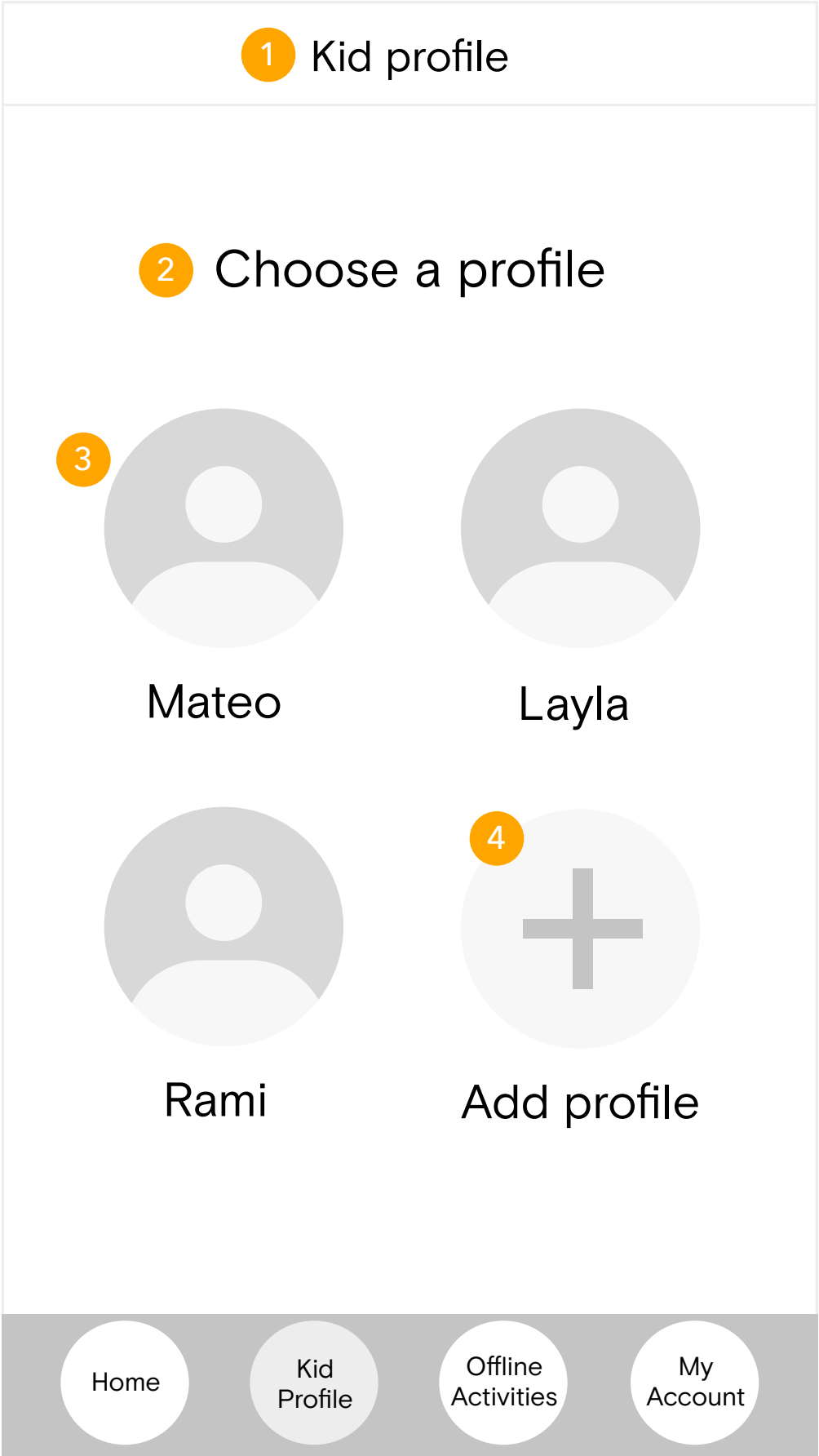
1 App usage time.
App usage time will be shown last. This is the overall time usage for the app. In the container, the app usage time, “App usage” text, date the child played, and the child avatar will be displayed. The app usage time display will be colored according to how the time. A green display, which is good, means that the child has played at least 15 minutes. A yellow display, which is average, means that the child played between 10–15 minutes. A red display, which is poor, means the child played less than 10 minutes.



When a child has completed less than 10 minutes of playtime, the time usage icon will glow. When users click on the icon, a popup will appear educating users on what the different time usage icon colors mean.

2 Global navigation bar.
This navigation bar will remain on all pages, and is related to parents. Users will be able to access the Home (current page), Kid Profile, Offline Activities, and My account pages. If a user is on a current page, the icon for that page will be highlighted as seen with the Home icon.

3 Scrollbar.
Users can scroll down the screen to see more content and information.



- 1 **Kid profile header and text.**
- 2 **Choose a profile text.**
"Choose a profile" text will be displayed here.
- 3 **Child profile selection.**
The child's avatar and name will be displayed in a grid. Clicking on the avatar selects the child and takes the user to the child's page.
- 4 **Add profile button.**
Clicking on the Add profile button takes the user to a page where they can add a new child profile.

Add a new child

1

Create a profile for your kid.

2

Pick an avatar for them:

3

4

Create profile

5

Cancel

Home

Kid Profile

Offline Activities

My Account

- 1

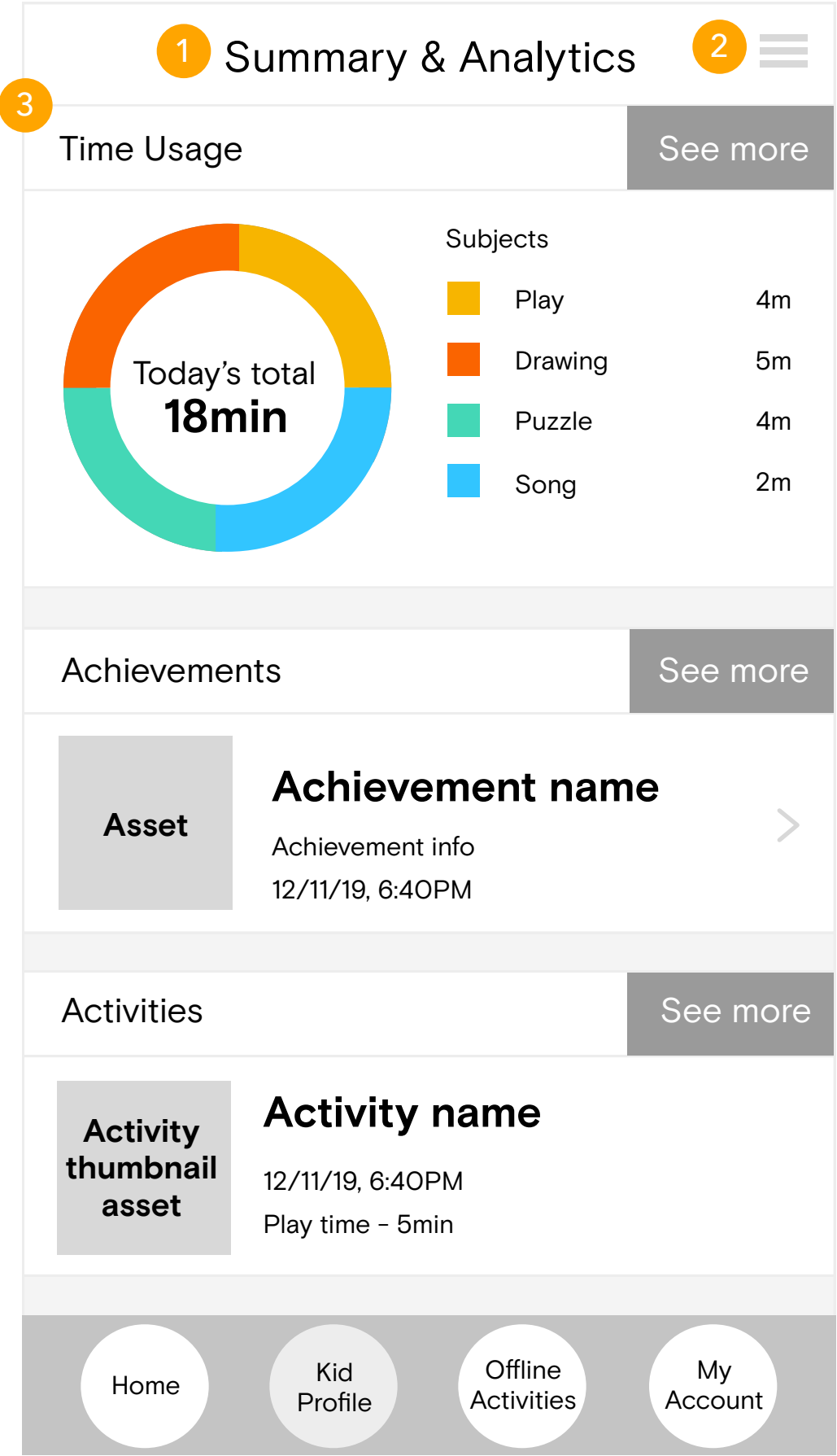
Create a profile for your kid text.
- 2

Pick an avatar.
Users pick an avatar for their kids by selecting one of the provided options. Once clicked, the avatar will change to an activated state.
- 3

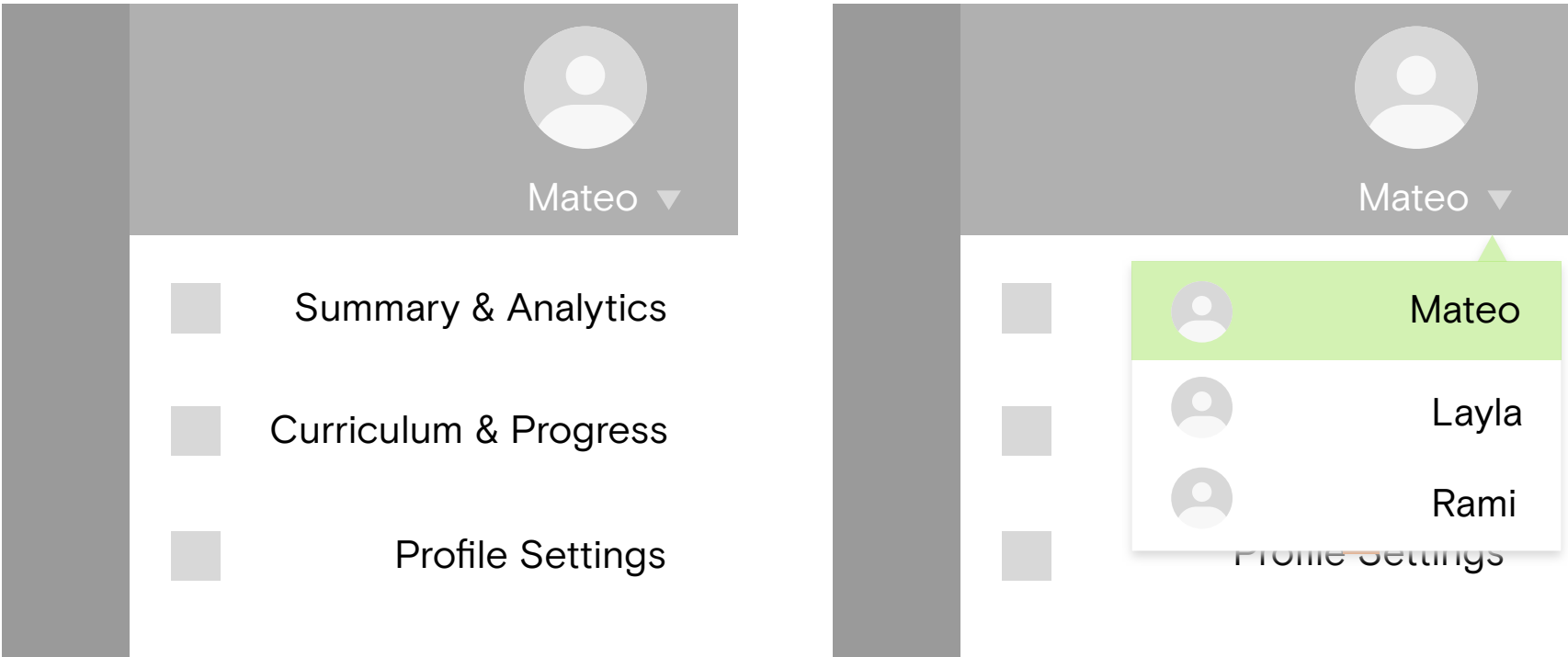
Kid's name input field.
User clicks on the field to input their kid's name. By default, the placeholder text "Kid's name" will be displayed in the field.
- 4

Create profile button.
The Create profile button will be inactivated and grayed out until users select an avatar and add a name for their child. Clicking the Create profile button takes the user to the next onboarding step, child profile confirmation page. Clicking the Cancel button cancels the creation of a child profile and returns the user to the previous Child selection page.
- 5

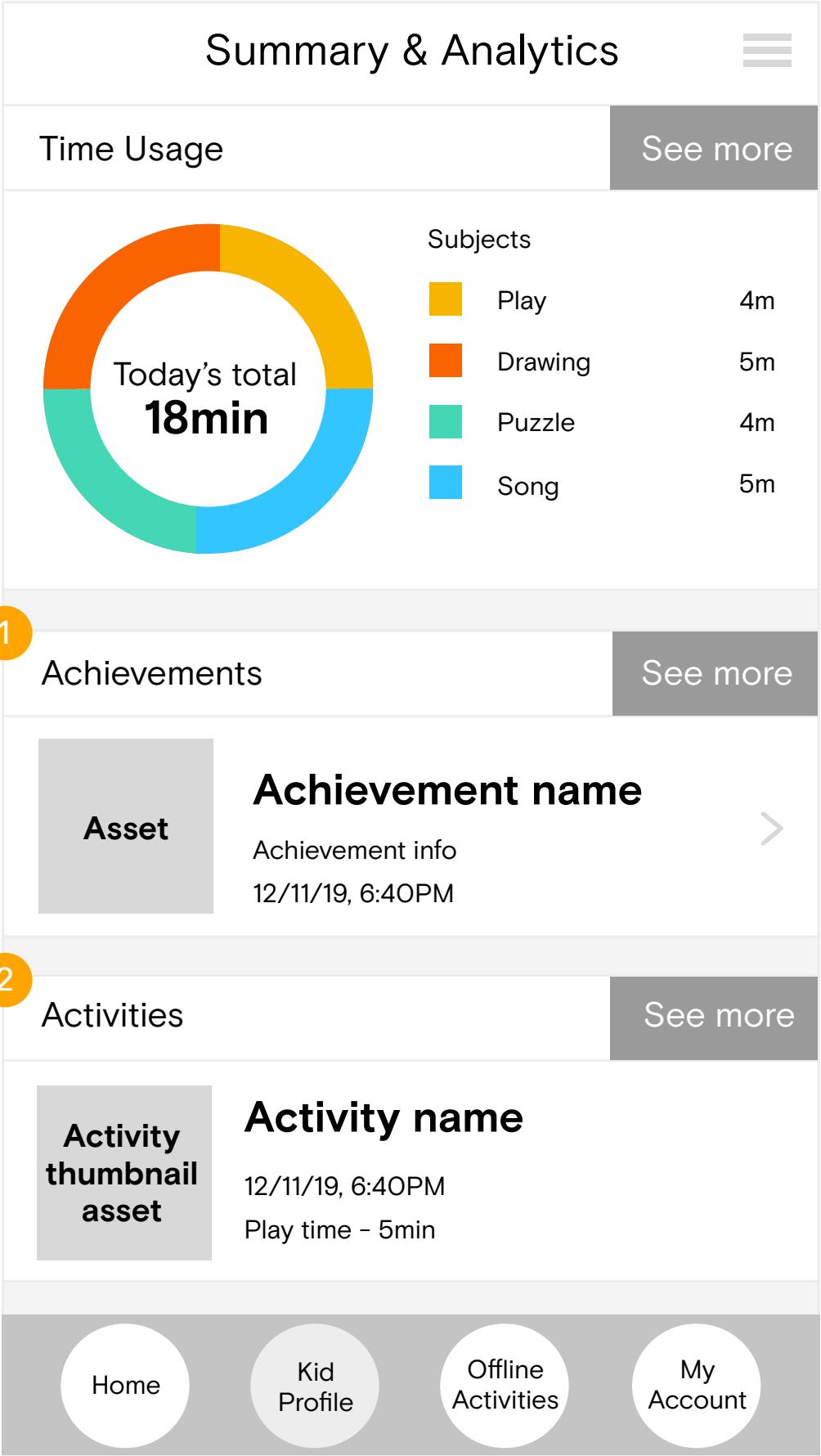
Cancel button.
Clicking the Cancel button cancels the creation of a child profile and returns the user to the previous Child selection page.



- 1** Child Summary header and text.
- 2** Hamburger menu. Clicking the hamburger menu button causes a modal to overlay upon the page from right to left. Here, a user can access more specific pages pertaining to their child, such as the Summary & Analytics, Curriculum & Progress, and Profile Settings pages. They can also switch users by clicking the arrow next to the name, which will drop down with a list of other children associated with the user's account. Clicking on the other child name will bring to that child's version of the current page the user is on.



- 3** Time usage report. Users see the time usage report for the last time their child has played. The total time is displayed with a breakdown of the times for different subjects to the right of the circle graph. Clicking on the See more button takes the user to a page where they can see the total time for each day in a week, with the option of viewing previous weeks and activity types. The Subjects will break down into these categories: Play, Drawing, Puzzle, Song, Story, and Video.



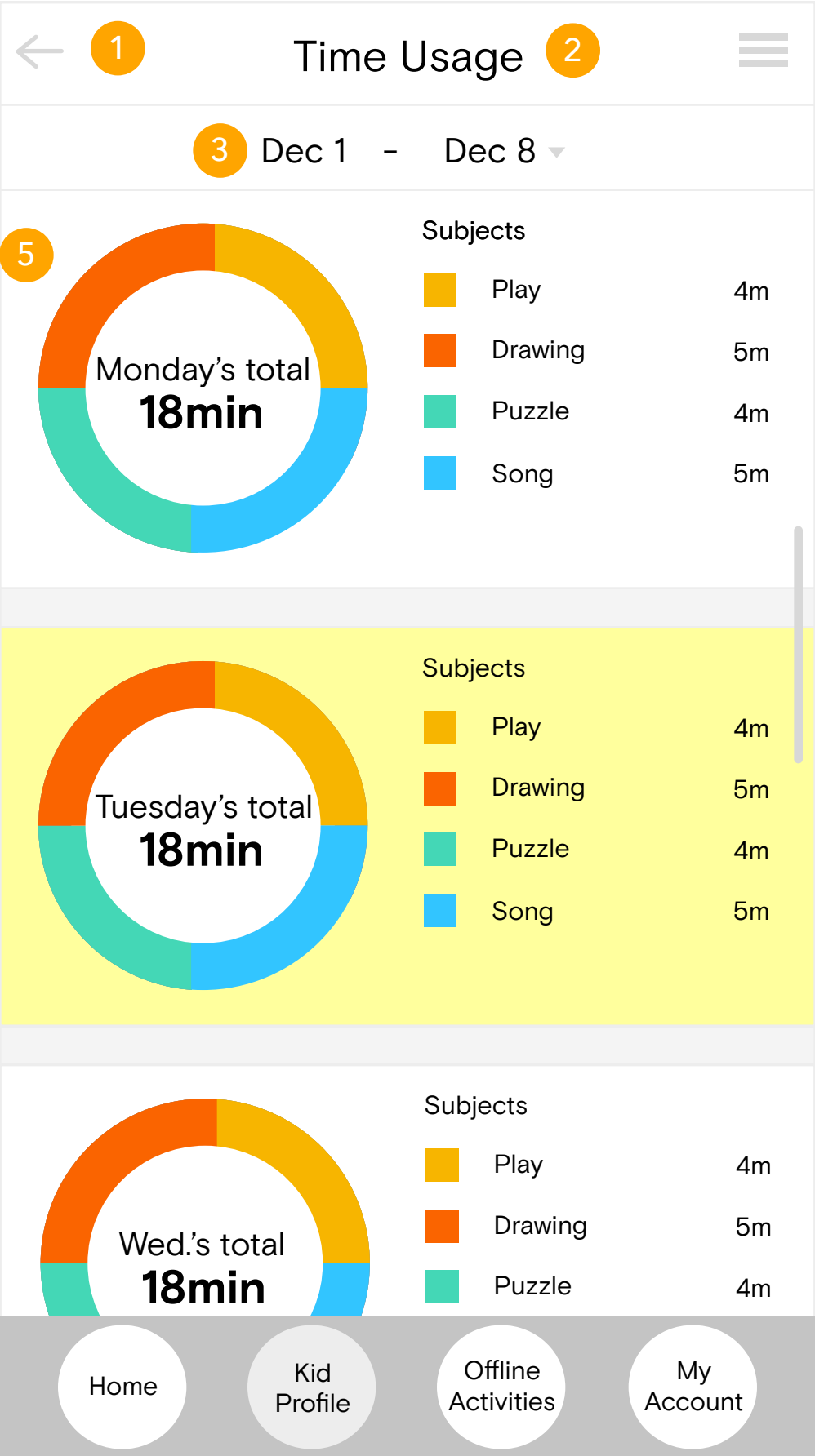
- 1

Achievements.

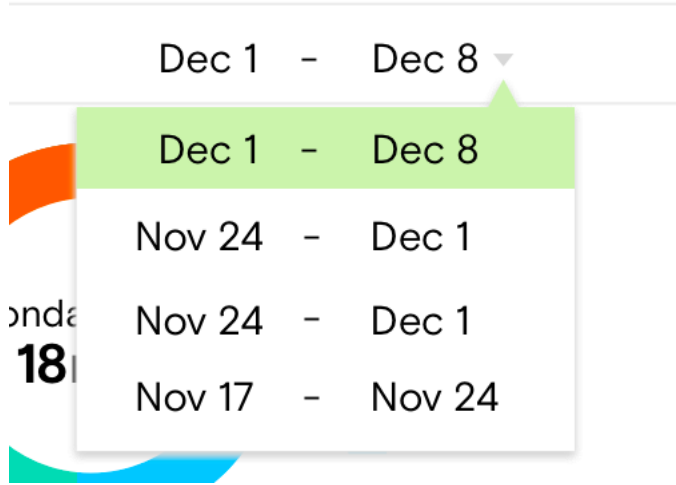
Most recent achievement is displayed here. The achievement asset, name, info, and date and time achievement was received will be displayed in the container. Clicking the See more button will take the user to a page where all achievements are displayed. Clicking on the arrow within the container brings the user to the Achievement detail page where they can share the achievement.
- 2

Recent activities.

Most recent activity a child has played will be displayed here. The game thumbnail asset, game name, time and date the activity was played, and the play time for the activity will be shown in the container. Clicking the See more button will take the user to a page where they can see all activities.

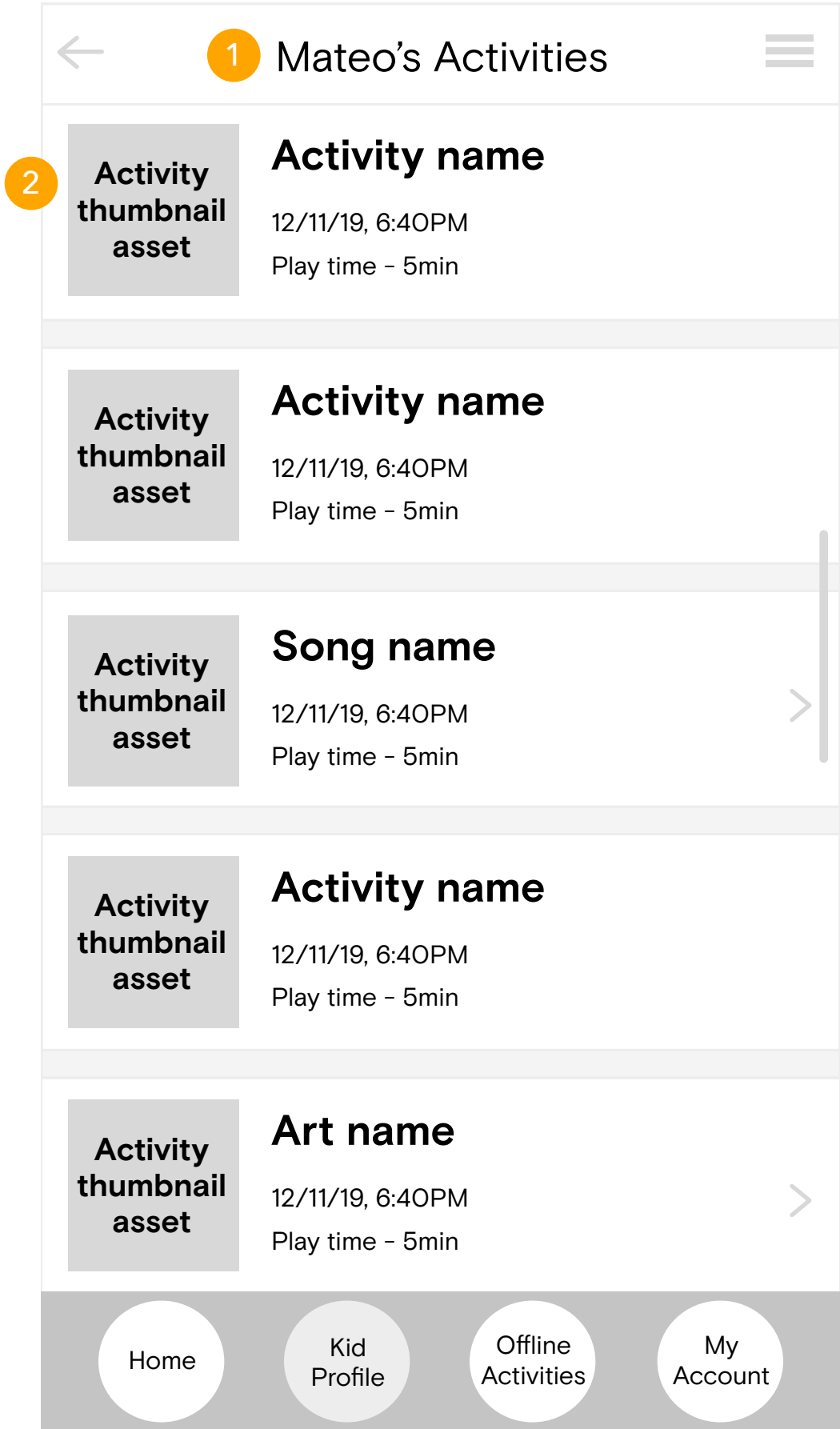


- 1 **Back button.**
Clicking on the back button takes the user to the previous Child Summary Page.
- 2 **Time Usage header and text.**
- 3 **Date drop-down menu.**
Clicking the drop-down menu shows this:



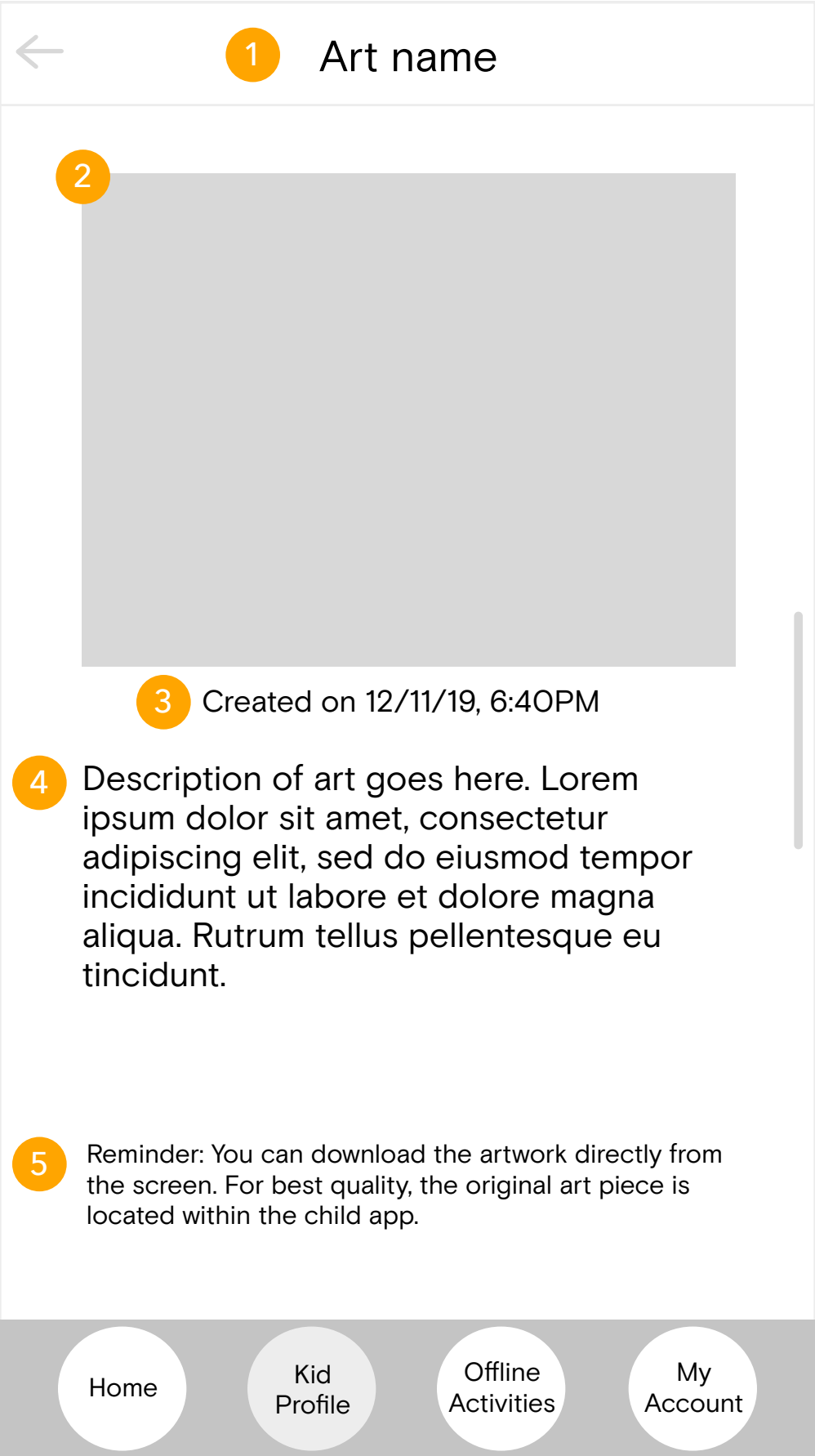
Current dates that the user is on will be highlighted. When a user selects another date range, then the previous date range will become white and the selected date range will become highlighted. The date ranges span one week for all weeks that the child has played so far. They can scroll through to see all weeks.

- 4 **Subject and Activity Types buttons.**
By default, the time usage will be by Subject when users go to the Time Usage Page. Clicking on the Activity Type button changes all the time usage reports in the selected week to activity type.
- 5 **Time usage.**
When users click on the weekly view from the previous page, the page will automatically scroll through until it lands on the day they clicked on in the previous page. This day will be highlighted. In the weekly view, the time usage reports will be listed by each date: Monday, Tuesday, Wednesday, and so on. Users can scroll through the page in order to see all dates.

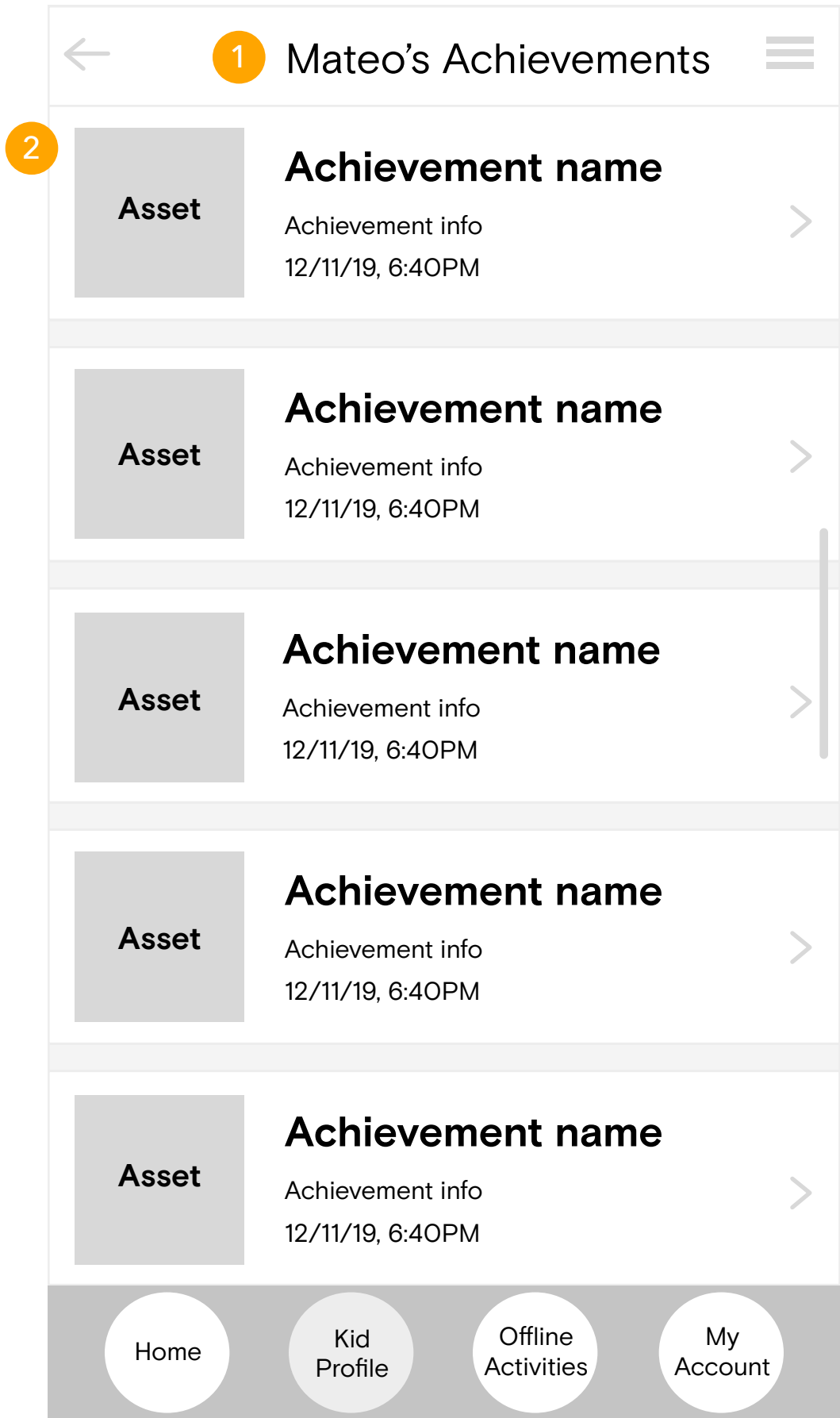


1 [Child's] Activities header and text.

2 **Activity.**
Just like what is seen on the Child Summary Page, in the activity container the game thumbnail asset, game name, time and date the activity was played, and the play time for the activity will be shown. Activities will be displayed by most recent. Clicking on the arrow allows the user to see more detail about the activity (for art activity, see Page 37).

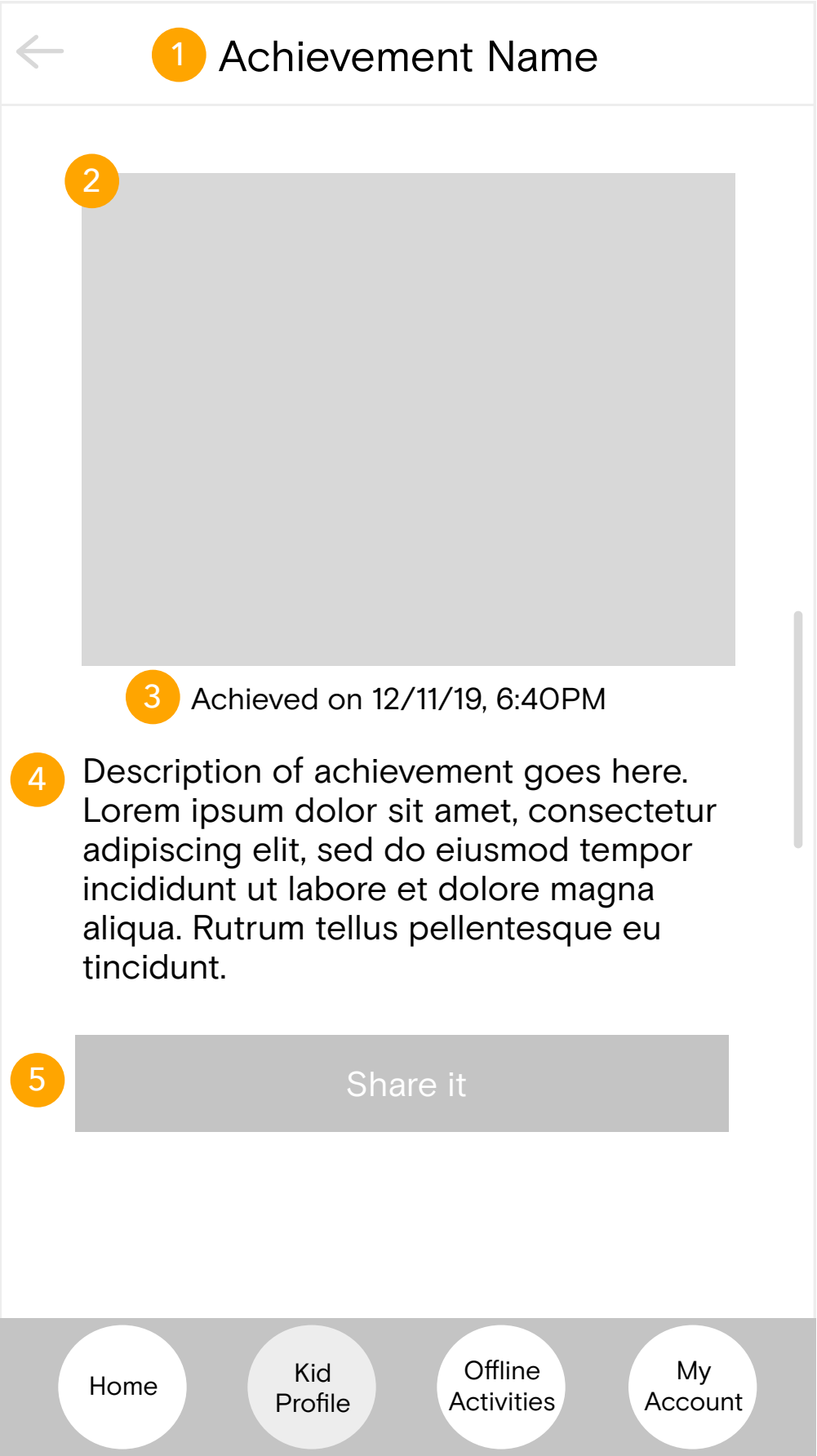


- 1 Art name header and text.
- 2 Art asset.
- 3 Art created on date and time text.
- 4 Art description text.
- 5 **Reminder text.**
Tells the parent that they can download the art work directly from the screen, but for best quality grab the art work from the child app.

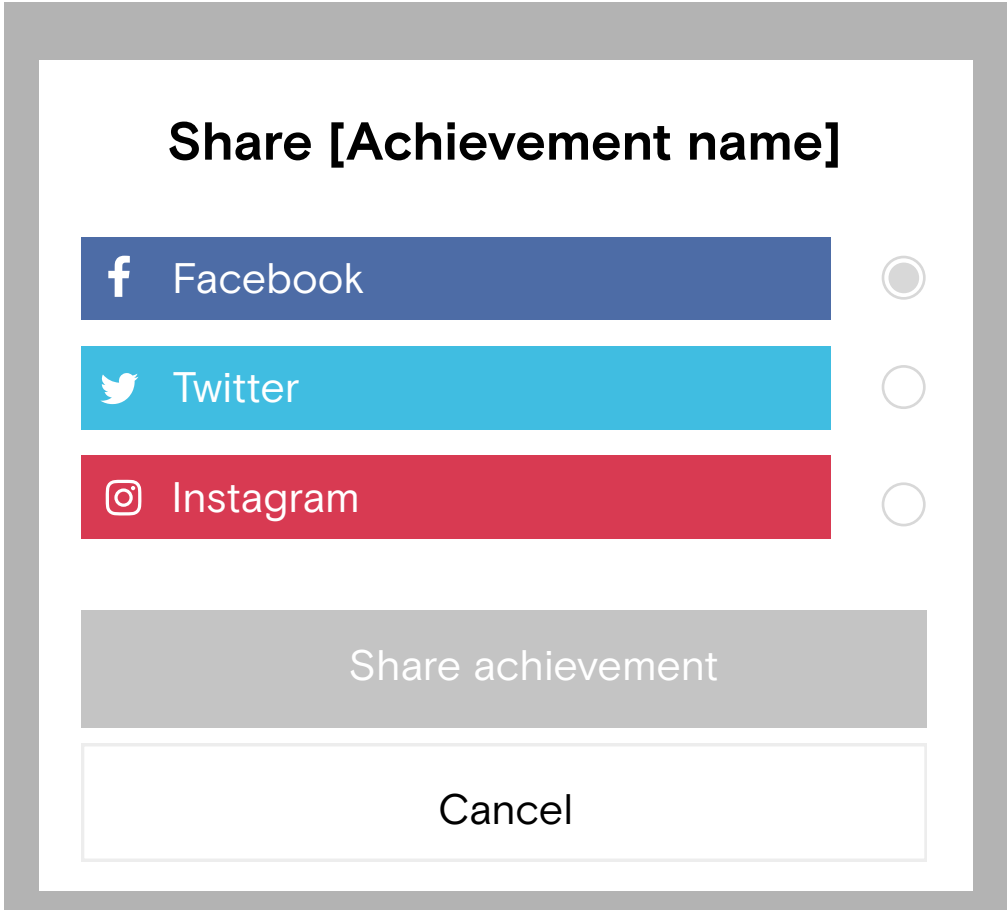


1 [Child's] Achievements header and text.

2 **Achievements.**
Just like what is seen on the Child Summary Page, in the container the achievement asset, achievement name, achievement info, time and date achievement was achieved will be shown. Clicking on the container brings the user to a page where they can choose to share the sticker to their social media accounts. Achievements will be displayed by most recent.

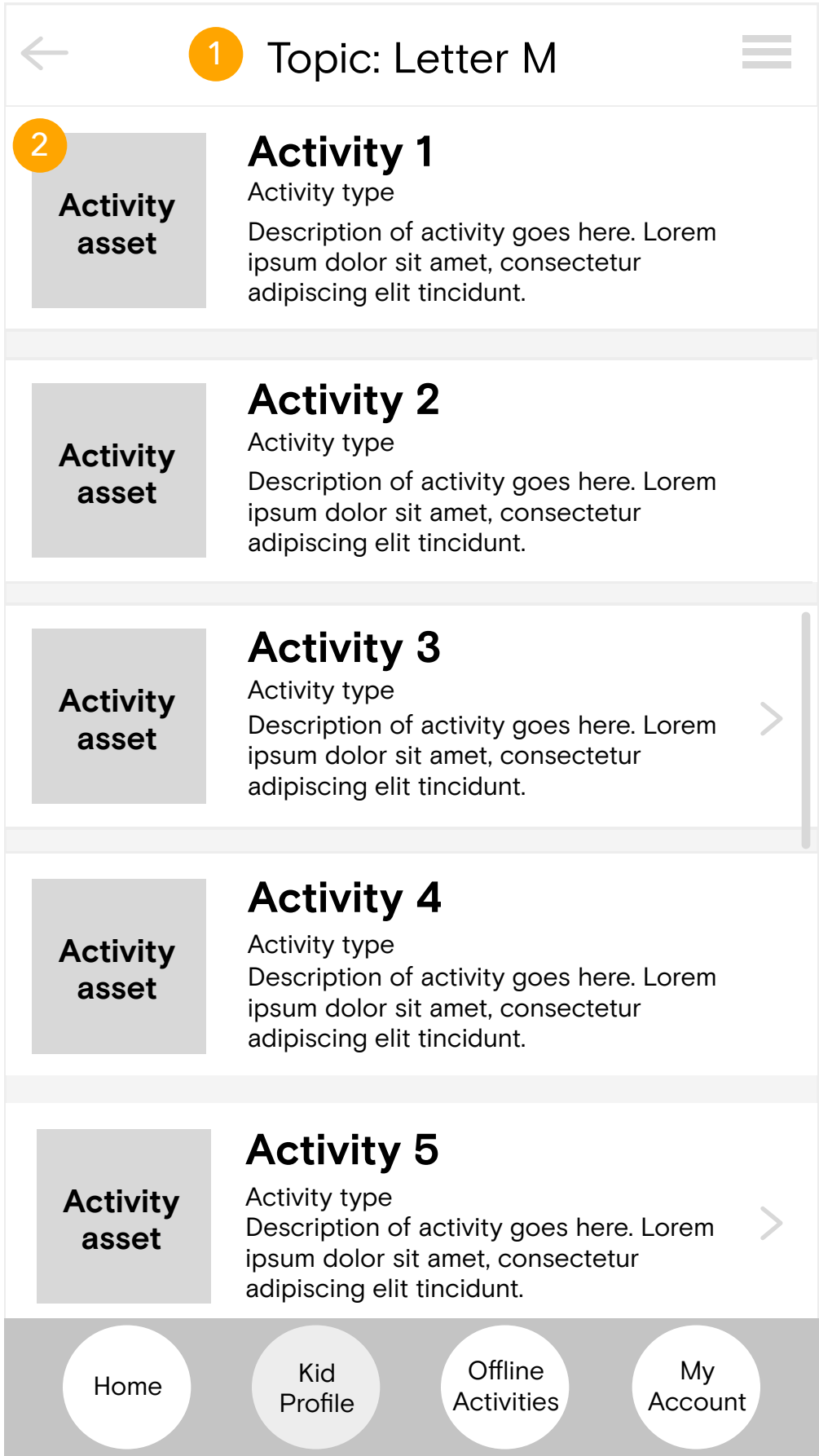


- 1 Achievement Name header and text.
- 2 Achievement asset.
- 3 Date and time achieved text.
- 4 Achievement description text.
- 5 Share it button.
Clicking on the Share it button allows the user to choose if they would like to share to Facebook, Twitter, or Instagram. Native OS share features will be used here.



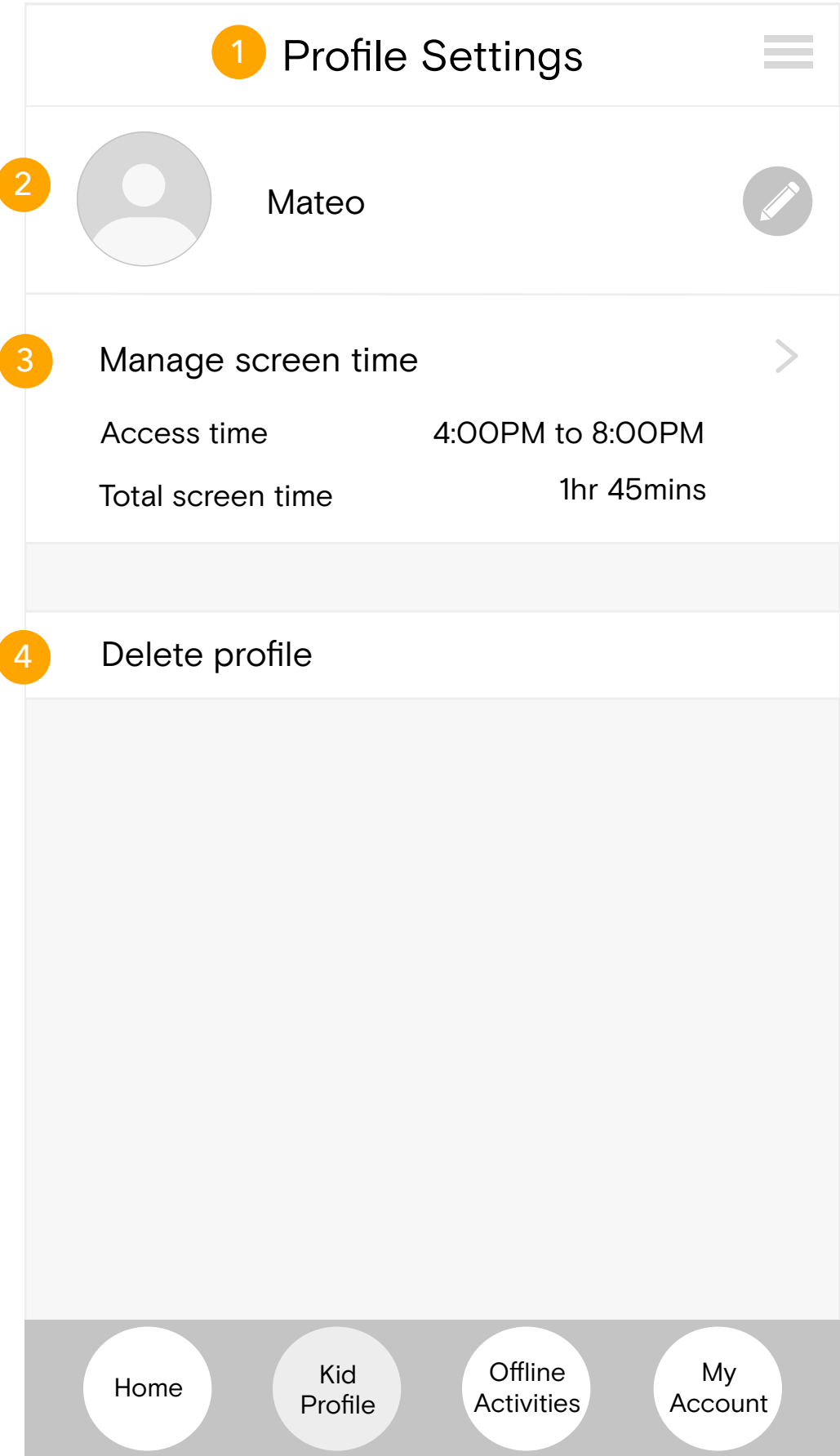
1 Curriculum & Progress					
	2 Topic 1	Topic 2	Topic 3	Topic 4	Topic 5
3 Unit 1	Intro to AILA	4 Letter A	Number 1	Letter B	Shape
Unit 2	Letter C	Number 2	Shape	Number 3	Color
Unit 3	Letter D	Number 4	Shape	Letter O	Color
Unit 4	Letter E	Number 5	Shape	Letter P	Color
Unit 5	Letter F	Number 6	Shape	Letter Q	Color
Unit 6	Letter G	Number 7	Shape	Letter R	Color
Unit 7	Letter H	Number 8	Sounds	Letter S	Color
Unit 8	Letter I	Number 9	Parts of the body	Letter T	Color
Unit 9	Letter J	Number 10	Sounds	Letter U	Color
Unit 10	Letter K	Number 1-5	Rooms in the house	Letter V	Color
Unit 11	Letter L	Number 1-10	Animals	Letter W	Color
Unit 12	Letter M	Letter Y	Letter Z	Letter X	Review all Colors
<div>HomeKid ProfileOffline ActivitiesMy Account</div>					

- 1 Curriculum & Progress header and text.
- 2 Topics.
Topic 1, 2, 3, 4, and 5 will be displayed consecutively in this row.
- 3 Units.
Units 1 through 12 will be displayed consecutively in this column.
- 4 Progress area.
The curriculum progress for the user's child will be displayed here by unit and topic. Each unit contains 5 topics, and there are 12 units total. Topics that have been completed will be in green, current topic will be highlighted, and future topics will be grayed out. Users can click on each topic to learn more about the activities for that topic.

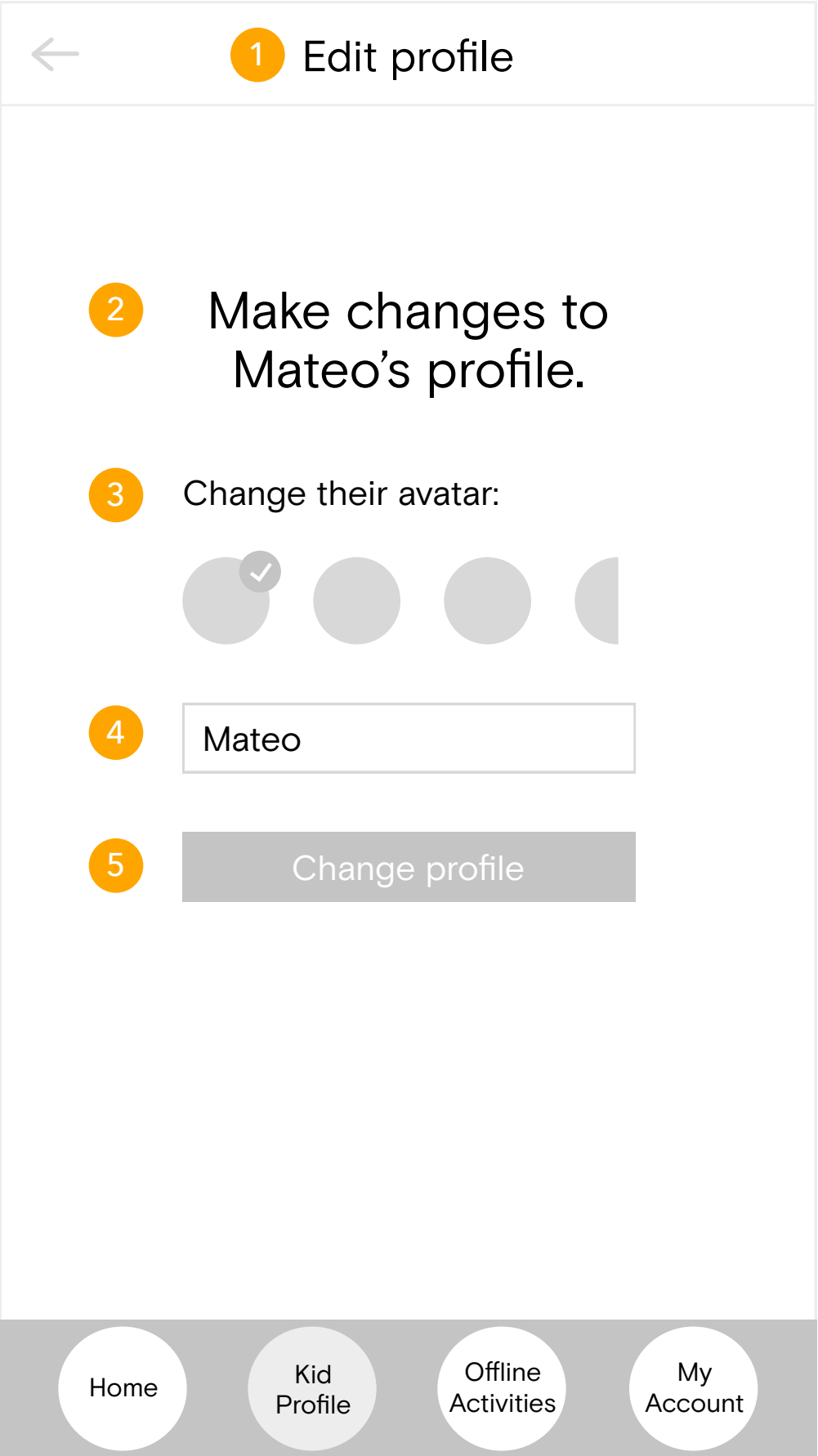


1 Topic: [] header and text.

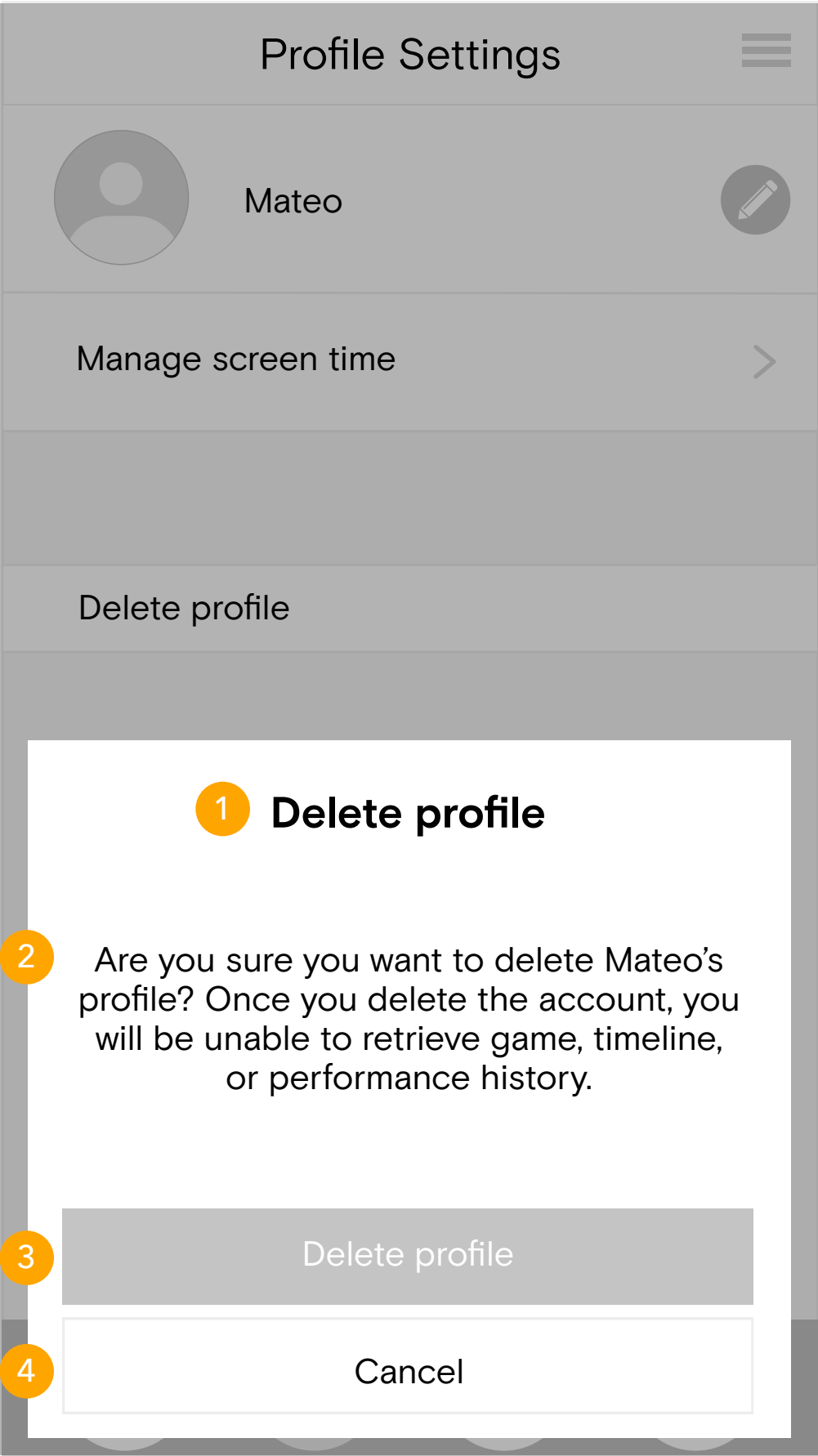
2 Topic activity container.
For each topic, there are six activities. In each activity container, there will be an activity related asset, name, type, and description. Clicking on the arrow button allows the user to learn more about the activity in detail (see Page 37 for art activities). Users can scroll to the bottom of the screen to see all six activity containers.



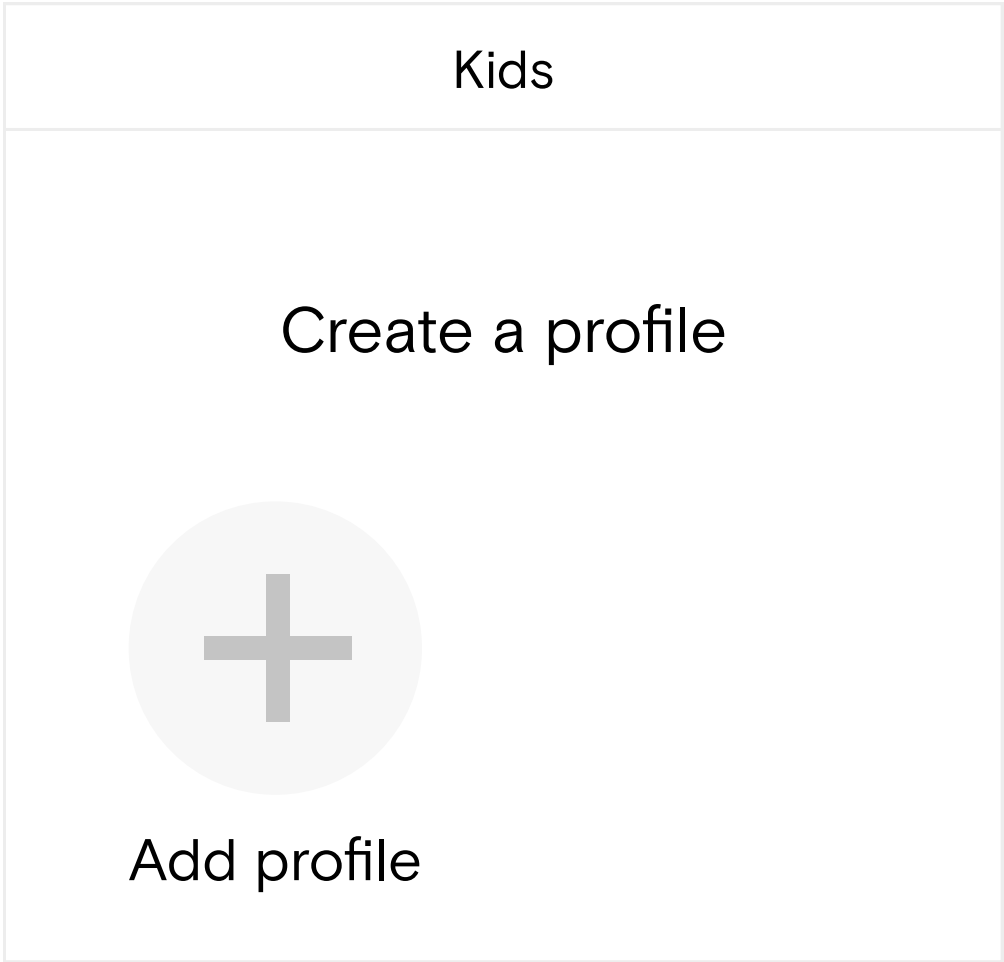
- 1 **Profile Settings header and text.**
- 2 **Edit profile.**
Users click on the arrow within the profile container to make changes to their child's avatar and name. The child's avatar and name will be displayed. A pencil icon will be displayed on the right so that when they click it, they will be brought to a page where they can edit the child's profile.
- 3 **Manage screen time.**
Users click on the arrow within the container to make changes to their child's screen time, including access time and total screen time. "Manage screen time" text will be displayed here. Also, basic information will be shown related to the options the user chose in screen time management. If manage screen time is off, the text underneath "Manage screen time" will be "Unlimited".
- 4 **Delete profile.**
Clicking on the Delete profile button takes the user to a popup where they can confirm or cancel their intention to delete the profile.



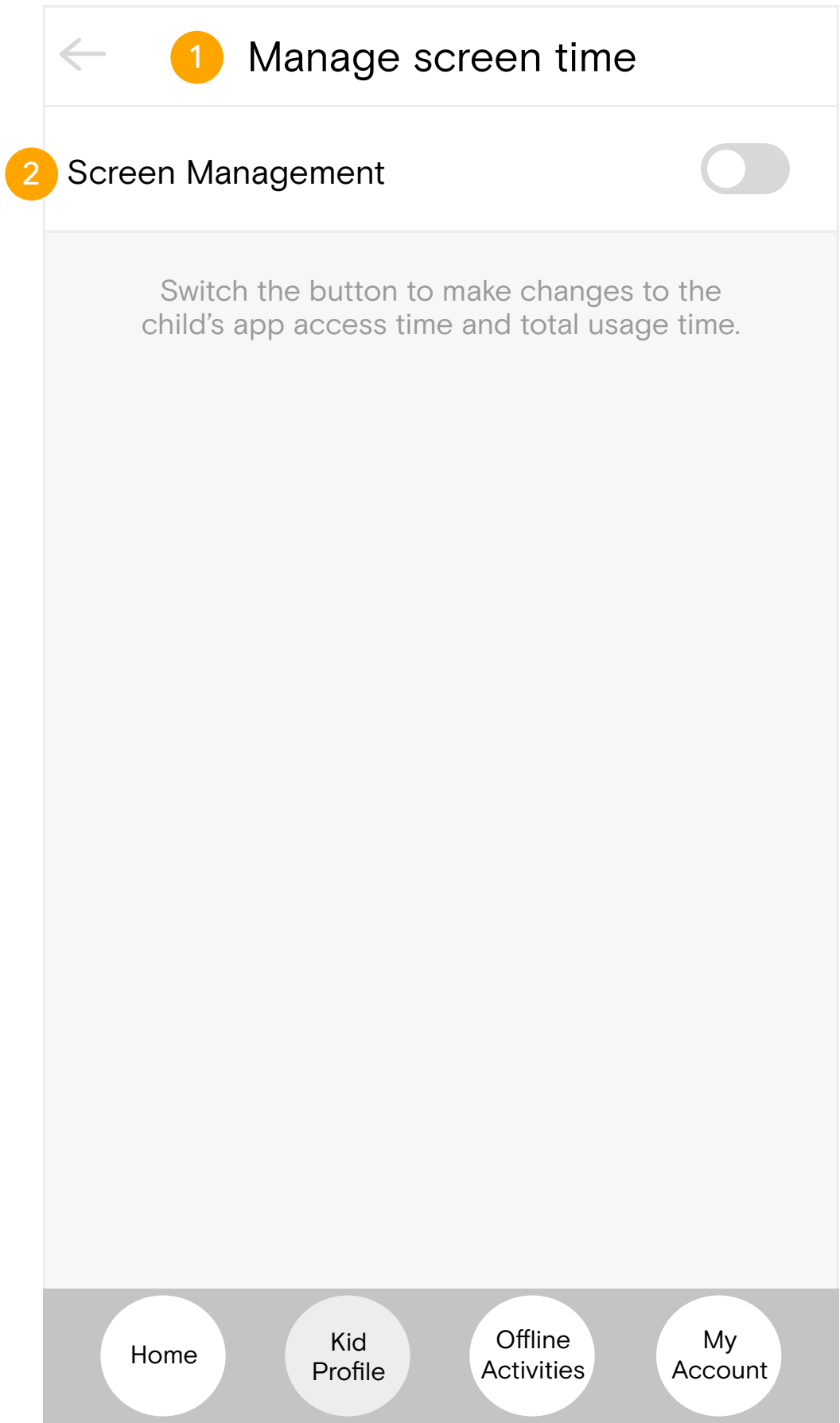
- 1 **Edit Profile header and text.**
- 2 **Make changes to profile text.**
- 3 **Change child avatar.**
Current child avatar will be displayed first, with a checkmark in the upper right hand corner of the icon. Clicking on another child avatar will deselect the former child avatar and have a checkmark in the upper right hand corner of the selected icon.
- 4 **Change child's name.**
Current child name will be displayed in the input field. Clicking on the input field will cause the alphabetical iOS keyboard to appear so the user can make changes.
- 5 **Change profile button.**
Clicking on the Change profile button confirms the changes they've made to their child's profile. If they have not made any changes or do not care to confirm them, they can click the back button at the top of the screen.



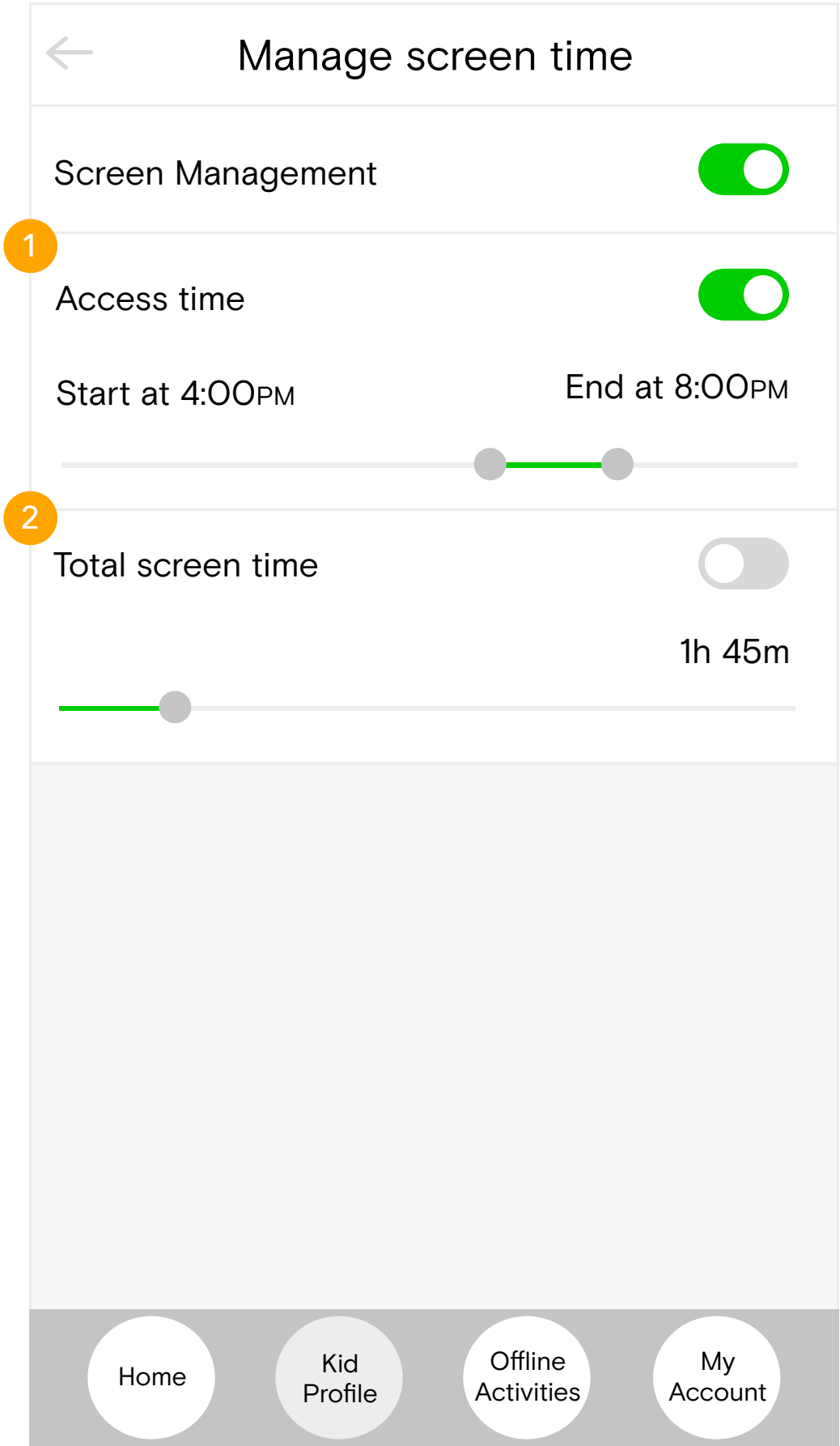
- 1 **Delete profile text.**
- 2 **Confirm deleting profile text.**
- 3 **Delete profile button.**
Clicking the Delete profile button confirms deleting the child's profile. After a child's profile is deleted, they will return back to the Child selection screen where they can select a different child's profile. If this was the only child profile, then the page will be shown like this (the user must create a new child profile):



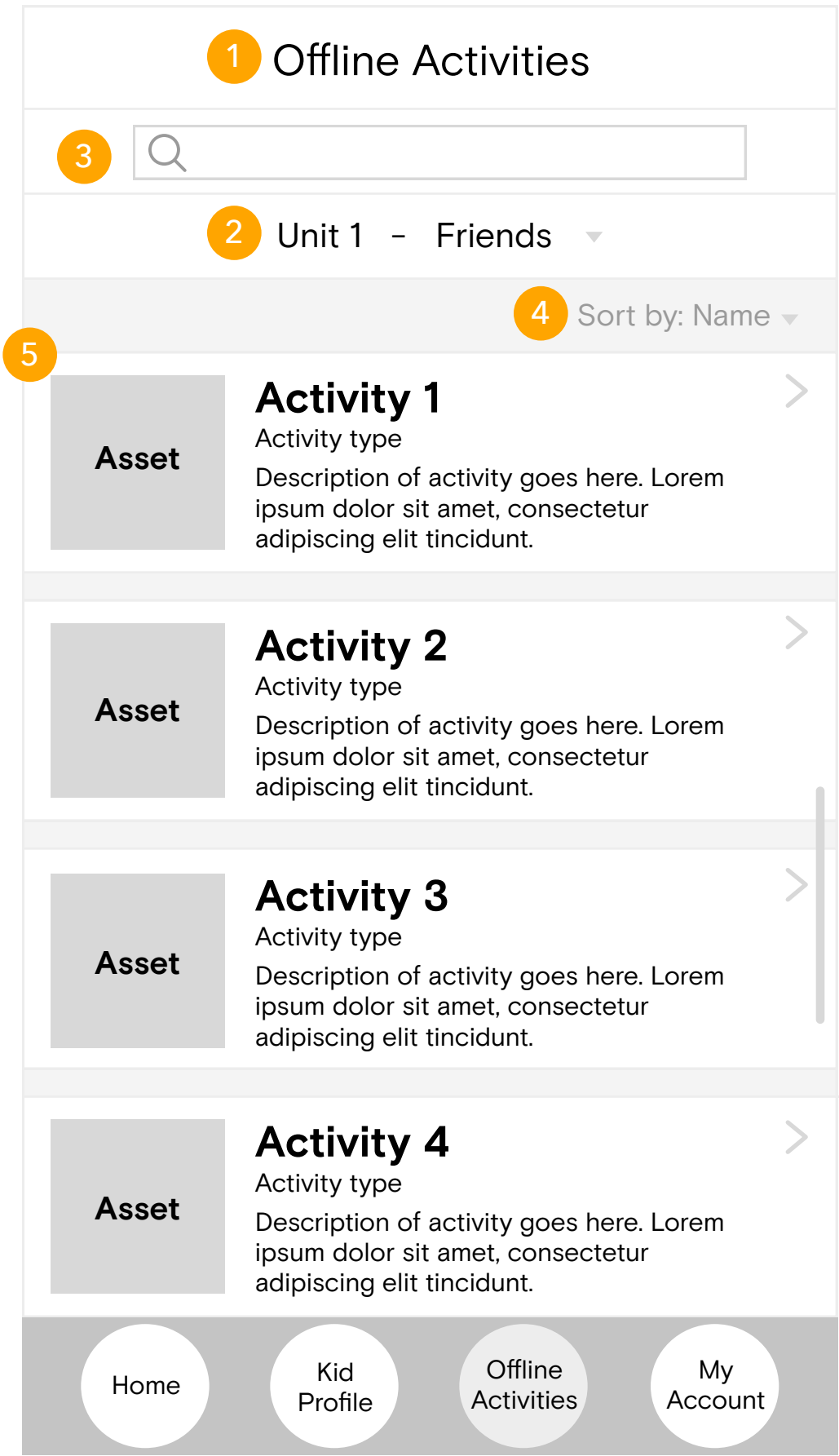
- 4 **Cancel button.**
Clicking the Cancel button cancels deleting the child's profile and returns the user back to the Edit profile page.



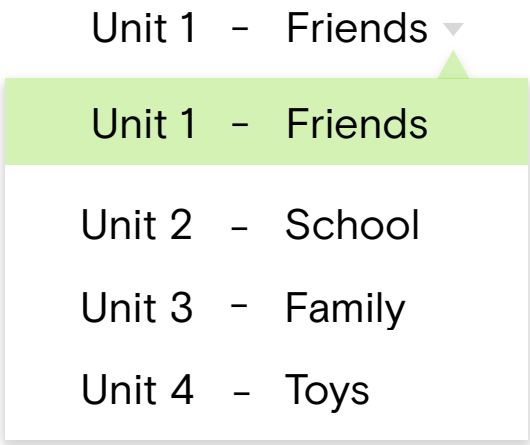
- 1 **Manage screen time header and text.**
- 2 **Screen Management toggle button.**
Users can toggle the Screen Management button to an On or Off state. When it's toggled to an Off state (as seen in the example), there are no additional features that the user can manage the child's screen time for. Only when the button is toggled to an On state will they be able to see and change the additional features.



- 1 Access time.**
Users can choose when kids can access the child app by moving the circles on the slider. On the left is the start time and the end time is on the right. The earliest start time is 12:00AM and the latest end time is at 11:59PM. Users will not be able to slide the circles over each other - the left is designated for start and the right is designated for end. Users can turn off the access time feature by sliding the toggle. Then, kids can access the app whenever they like.
- 2 Total Screen time.**
Users can choose for how long their child can use the child app by moving the circle on the slider. The circle can start at 0 minutes and end at 6 hours. As the user moves the circle, the time will show above the slider. Users can turn off the total screen time feature by sliding the toggle. Then, kids can access the app for however long they would like.



- 1 **Offline Activities header and text.**
- 2 **Date drop-down menu.**
Clicking the drop-down menu shows each unit (that their child has done so far) that they can scroll through. The current unit is highlighted. Clicking on a different unit causes that unit to be highlighted, and takes the user to a page with all the offline activities for that unit. By default, when users visit the page, it will be the unit the child is on, and corresponding activities.



- 3 **Search bar.**
Users can filter through activities by inputting keywords and clicking enter.
- 4 **Sort by.**
Users can sort through activities by name and curriculum goals. Since the activities are shown by unit, there will be no need to sort them by recent and oldest activities.
- 5 **Offline activities.**
Offline activities will be displayed in a grid, with an activity related asset and name for each one. Clicking on an activity brings the user to that activity detail page, which could be an article, an instructional guide, etc.

Offline Activities

1

oral fluency

All units

20 results

Sort by: Name

Asset

Activity 1

Activity type

Description of activity goes here. Lorem ipsum dolor sit amet, consectetur adipiscing elit tincidunt.

Asset

Activity 2

Activity type

Description of activity goes here. Lorem ipsum dolor sit amet, consectetur adipiscing elit tincidunt.

Asset

Activity 3

Activity type

Description of activity goes here. Lorem ipsum dolor sit amet, consectetur adipiscing elit tincidunt.

Asset

Activity 4

Activity type

Description of activity goes here. Lorem ipsum dolor sit amet, consectetur adipiscing elit tincidunt.

Home

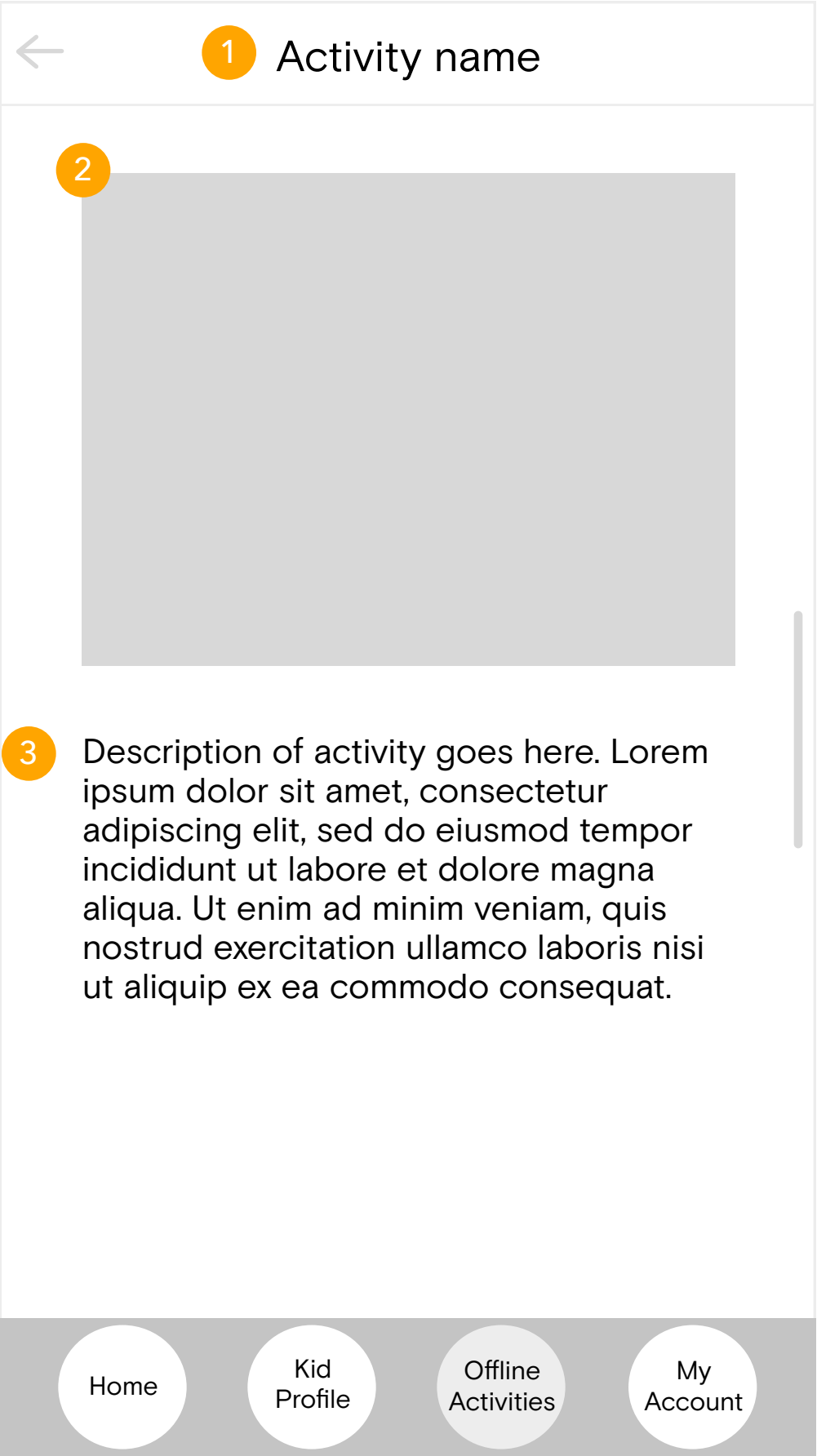
Kid Profile

Offline Activities

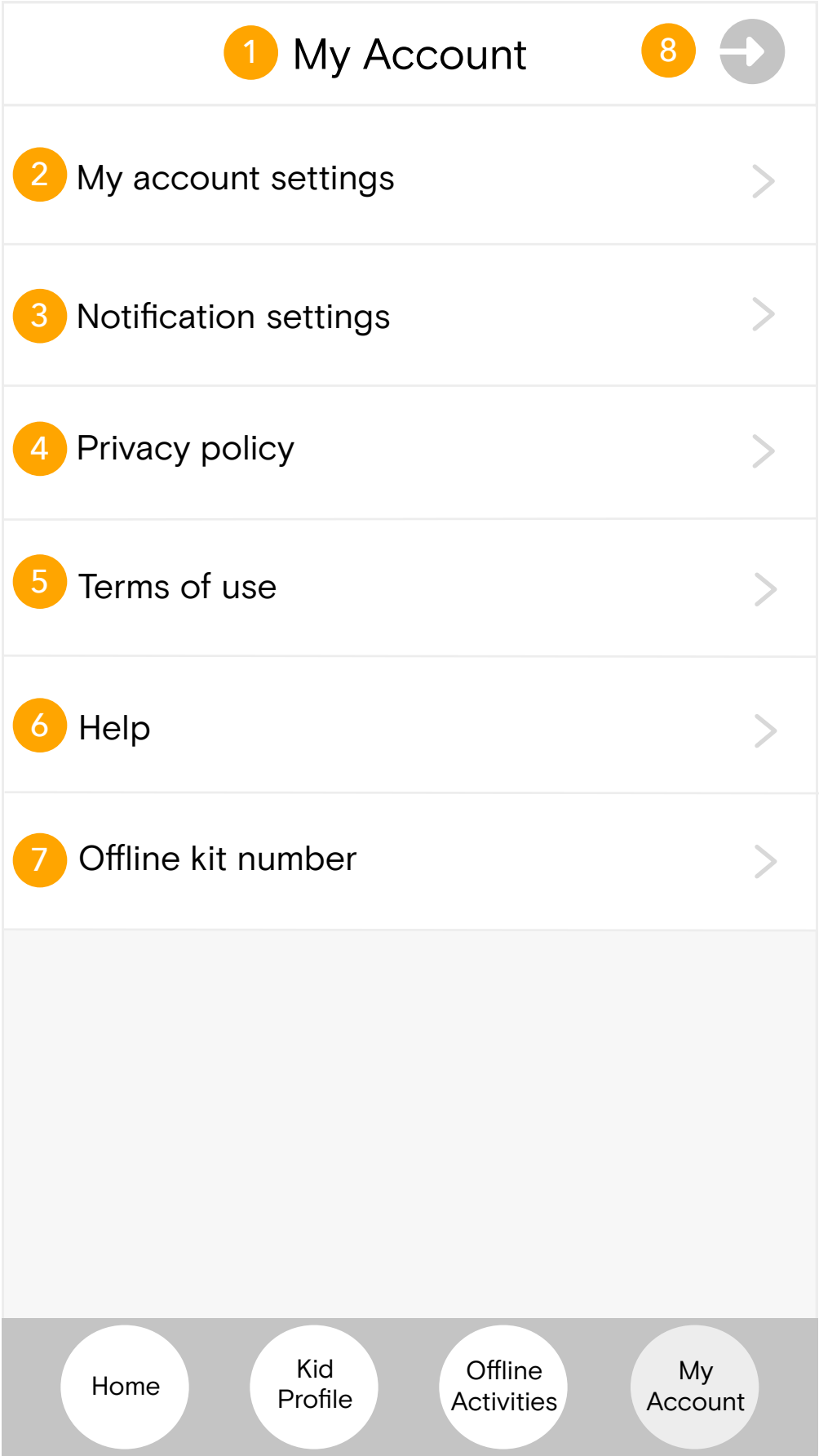
My Account

1 Offline Activities search results.
After inputting a keyword, the keyword will remain in the search bar. The Unit selection button will also include the number of results found for that unit. By default, search results of all units will show first, then users can tap on the drop down menu in order to see the results of each unit.

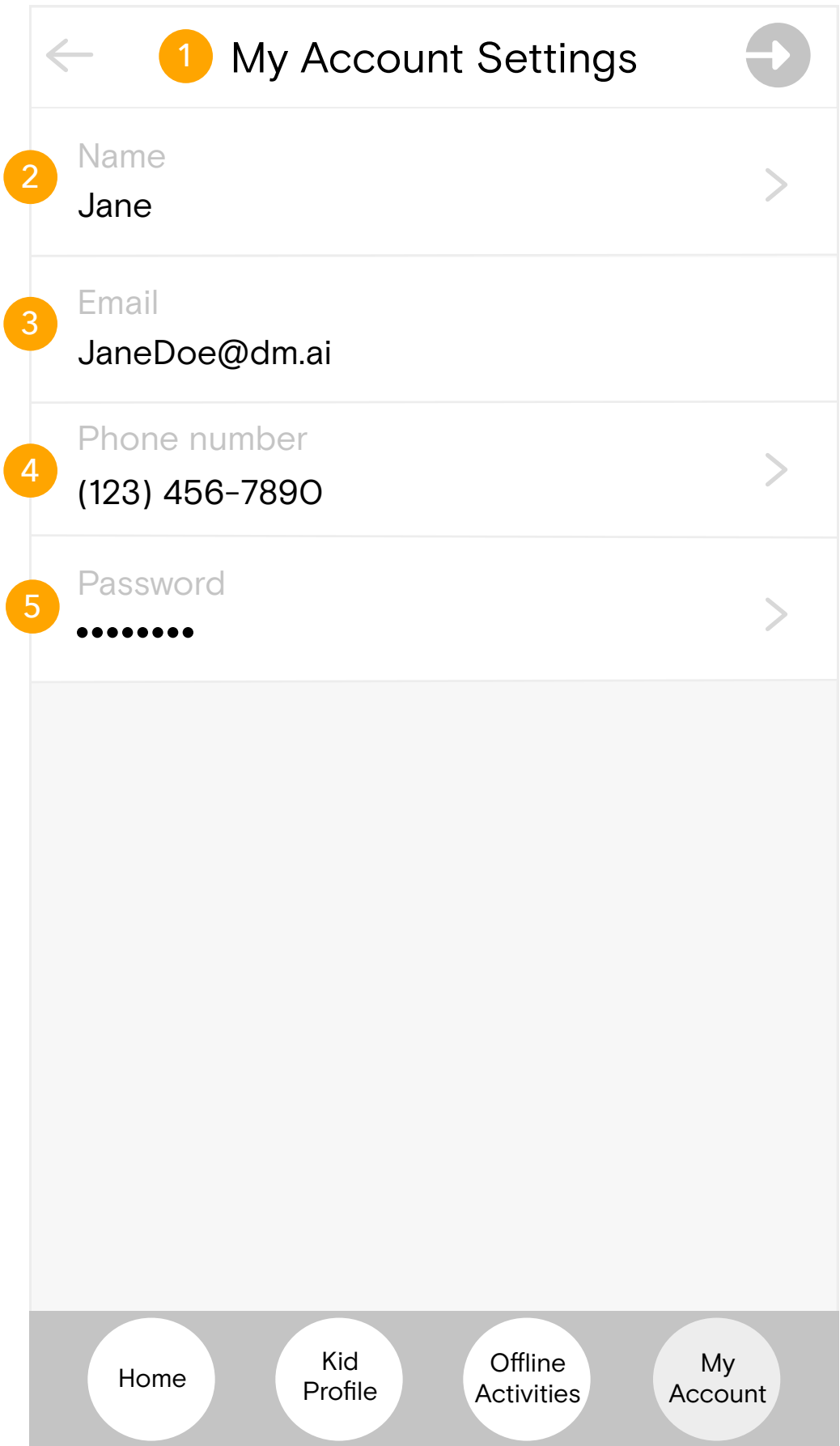
All Units	20 results
All Units	20 results
Unit 1 - Friends	5 results
Unit 2 - School	10 results
Unit 3 - Family	5 results



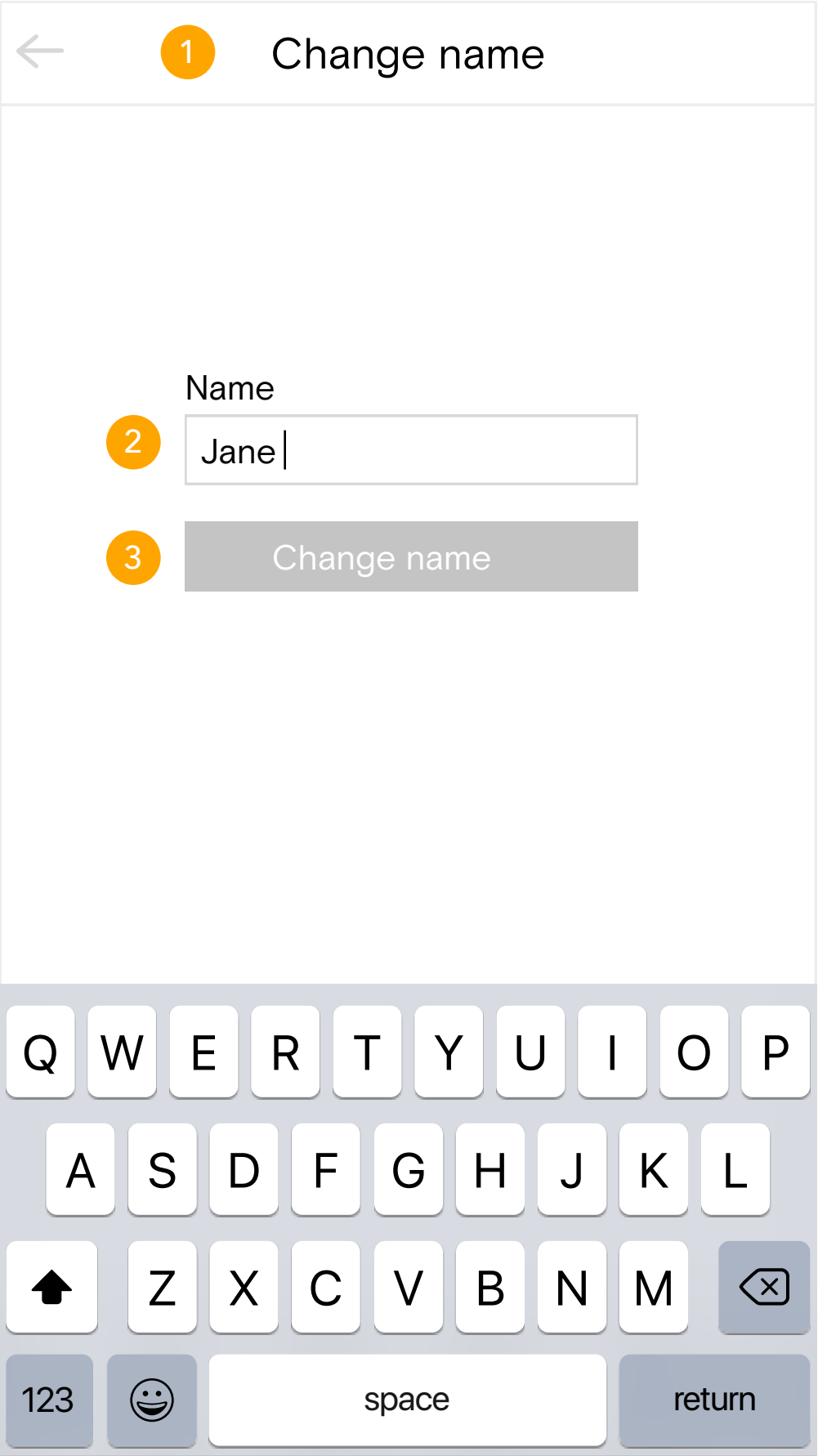
- 1 Activity name header and text.**
- 2 Activity asset.**
In this area, some will be text and images, and some of them are videos, depending on the activity.
- 3 Activity description text.**
Activity description text will be displayed here. When users scroll the page, if there is only one activity asset, the text area will be scrollable so the asset can stay at the top of the screen.



- 1 My Account header and text.**
- 2 My account settings.**
Users can review and make changes to their account settings by clicking the arrow within the container.
- 3 Notification settings.**
Users can review and make changes to their notification settings by clicking the arrow within the container.
- 4 Privacy policy.**
Users can review the privacy policy by clicking the arrow within the container.
- 5 Terms of use.**
Users can review the terms of use by clicking the arrow within the container.
- 6 Help.**
Users can read Help - FAQ and submit a message by clicking the arrow within the container.
- 7 Offline kit number.**
If users entered the number already during the onboarding process, then the number will replace the arrow. If not, users click the arrow to go to the Offline kit number page.
- 8 Sign out.**
Users can click the text to sign out of their account. After confirming that they would like to sign out, they will be returned to the Parent App Sign up/Login page.



- 1 **My Account Settings header and text.**
- 2 **Name.**
Users can make changes to their name by clicking the arrow. By default, the “Name” text and their current name will be displayed.
- 3 **Email.**
User’s email will be displayed in this container. However, they can not make any changes to the email they used to sign up with (indicated by lack of an arrow icon).
- 4 **Phone number.**
Users can make changes to their phone number by clicking the arrow. By default, the “Phone number” text and their current phone number will be displayed.
- 5 **Password.**
Users can make changes to their password by clicking the arrow. By default, the “Password” text and the length of their current password hidden by black circles will be displayed.



- 1 **Change name header and text.**
- 2 **Edit phone number.**
By default, the user's name will be displayed in the input field. Automatically, the iOS alphabetical keyboard will popup so they can make changes to the number.
- 3 **Change name button.**
Clicking the Change name button confirms the name change.

1 Edit phone number

2 Phone number

+1 (123) 456 - 7890 |

A verification code will be sent to this number.

3 Update phone

1

2ABC

3DEF

4GHI

5JKL

6MNO

7PQRS

8TUV

9WXYZ

+ * #

0

- 1 Edit phone number header and text.
- 2 Edit phone number.
By default, the current phone number in use will be displayed in the input field. The text “Phone number” will be displayed above the field, and “A verification code will be sent to this number.” below. Automatically, the iOS numerical keyboard will popup so they can make changes to the number. The phone number users can input are restricted to USA & Canada (+1 numbers only). If a user tries to input an incorrect number, there will be an error message at the bottom of the page.
- 3 Update phone button.
Clicking the Update phone button changes the phone number in use within the app, and takes the user to a phone number confirmation page.

Phone number confirmation

1

2

A text message was sent to your new number. Please enter the 6-digit code:

3

4

Reading code...

5

Wrong code. Try again.

6

Didn't receive our text? Send again.

- 1 Phone number confirmation header and text.
- 2 Phone number verification code text.
Users will receive a text message with a 6 digit verification code, which they will use to verify their request and start the reset password process.
- 3 Verification code input field.
When users tap on the numerical input field, the numerical keyboard will appear on the phone. They can type all 6 digits together without having to individually input each digit. Once they finish inputting, the code will be automatically checked.
- 4 Reading code loading bar and text.
While the verification code is being read, the loading bar and text will be displayed here to show how much time is left for the code to be read.
- 5 Error message.
When a user enters a code that doesn't match the one sent to their phone, then the error message will be displayed here.
- 6 Didn't receive the verification code text button.
If a user doesn't receive the verification code text, they click this text. The text will disappear, then be replaced by "We've sent you a new text" text. After about a minute, the "We've just sent a new text" text will revert back to the "Didn't receive our text? Send again." text.

1 Change password

2

Current password|

3

New password

?

4

Confirm password

5

Change password

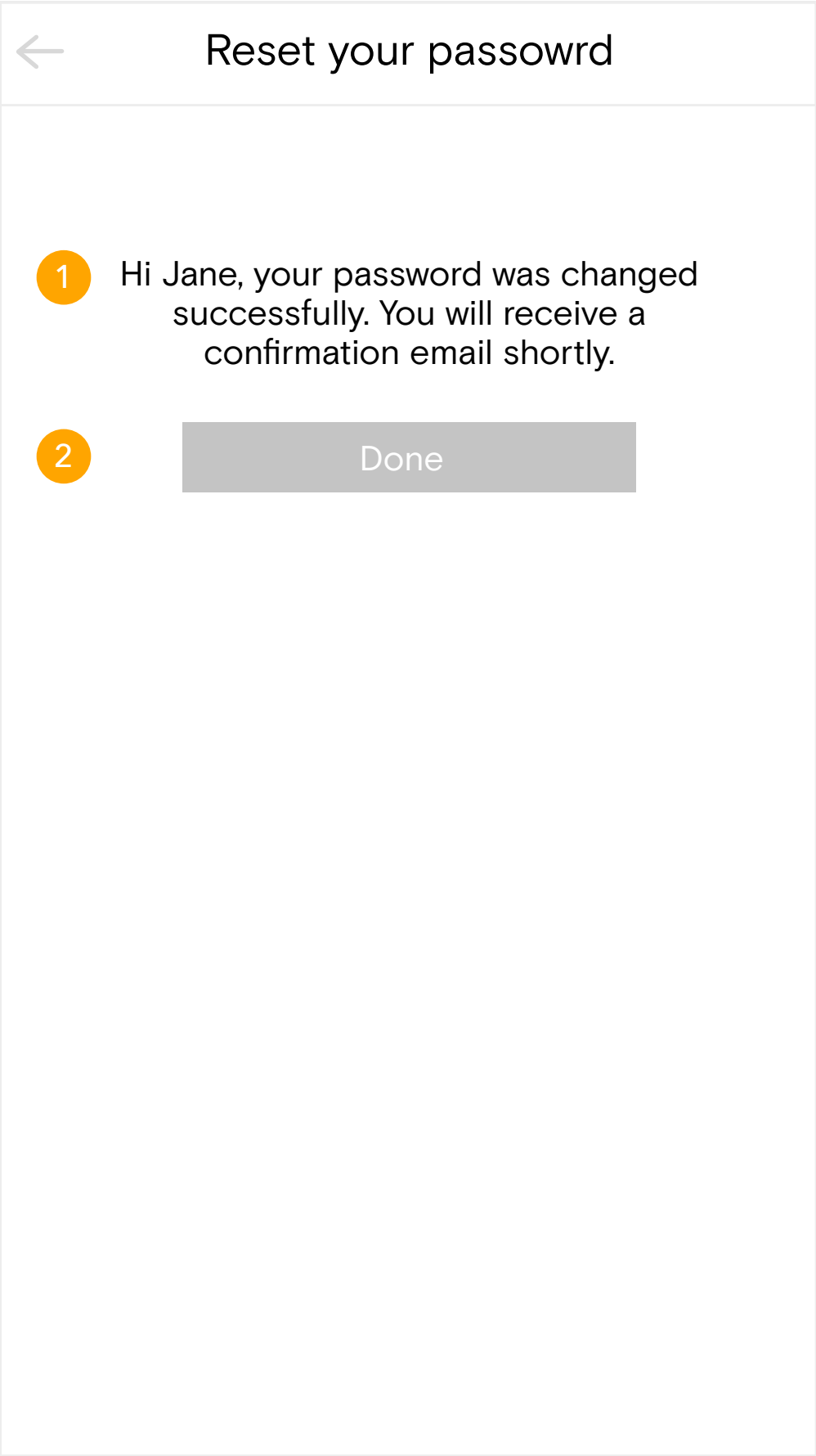
QWERTYUIOP

ASDFGHJKL

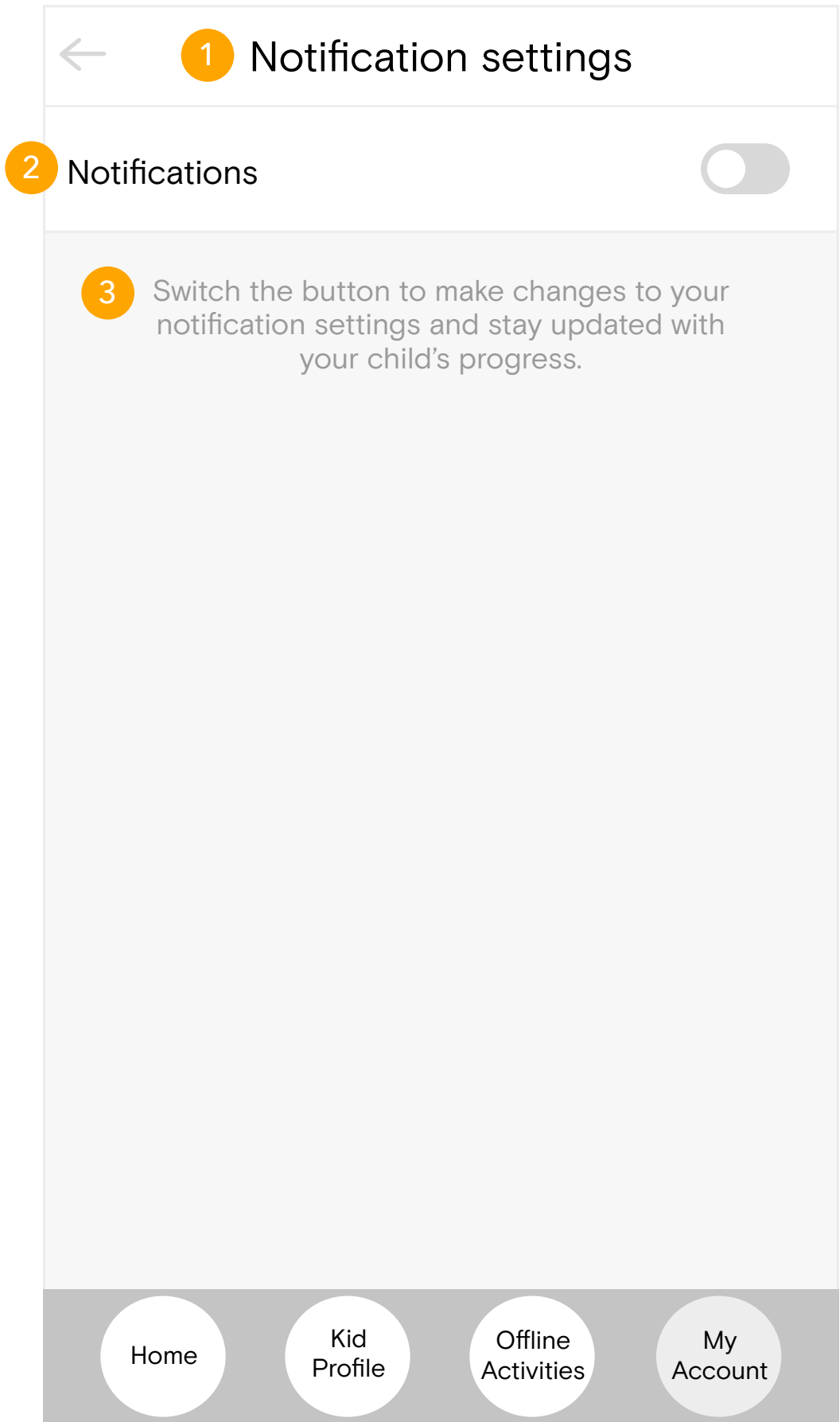
↑ZXCVBNM⌫

123😊spacereturn

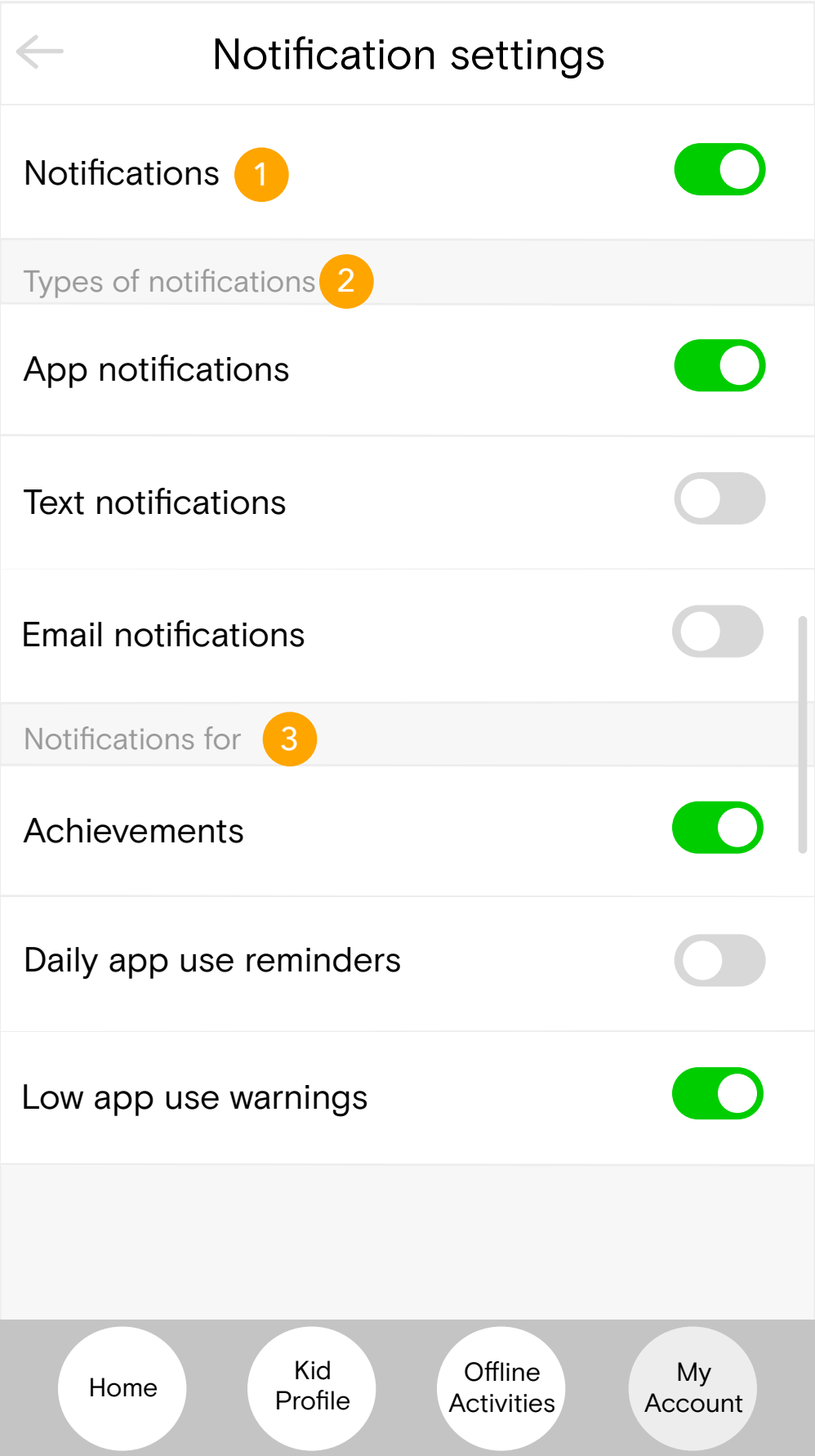
- 1 Change password header and text.
- 2 Old password input field.
For security reasons, the user will input their old password first before entering their new password. The iOS keyboard will automatically appear from below when the user is on the page for ease of use.
- 3 New password input field.
Users enter their new password here. (The password must meet password standards, if the password does not or the user needs help, they can click the question mark icon to the right.)
- 4 Confirm password input field.
Users confirm their password by retyping it in the input field.
- 5 Change password button.
Users confirm the new password by clicking the button, which takes the user to the password confirmation page, and finally back to the Parent Sign up/Login Page. The Change password button will be deactivated and grayed out until users input into all fields.



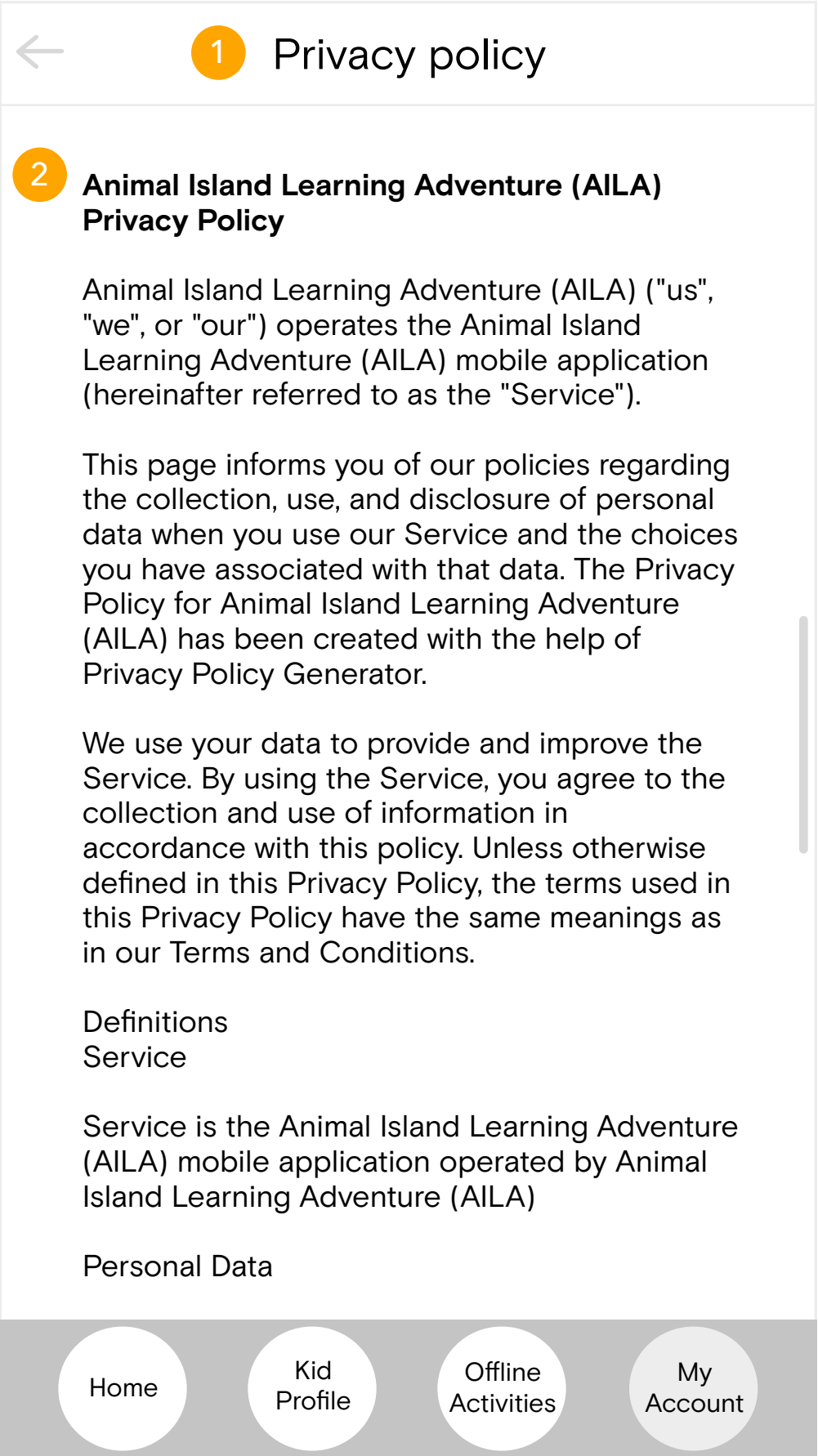
- 1 **Change password confirmation text.**
- 2 **Done button.**
Clicking the Done button or Back button takes the user to their Account Settings page.



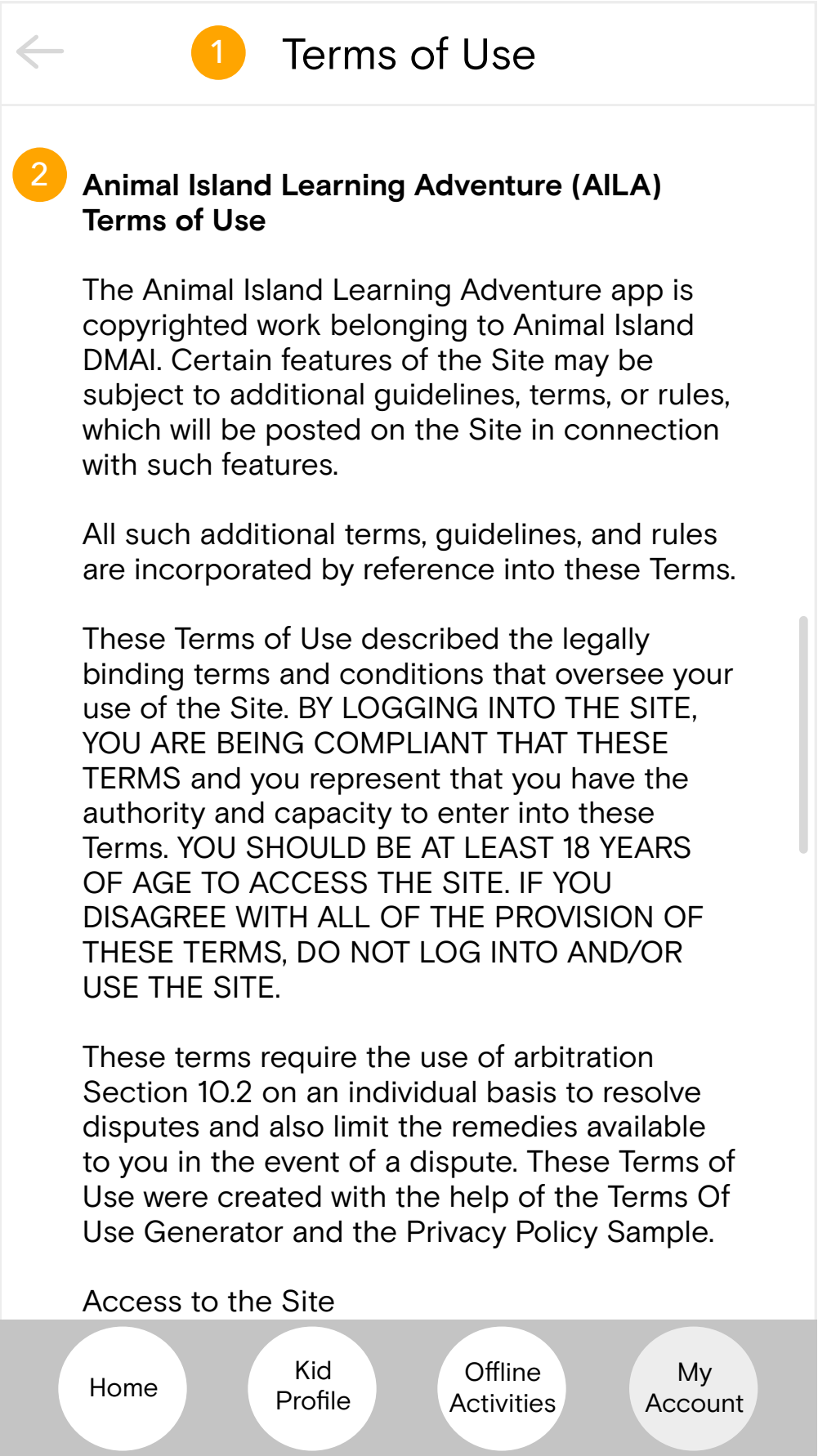
- 1 **Notification settings header and text.**
- 2 **Notification settings - Off.**
Here, the notification settings is turned off in the toggle bar. Switching it on expands the area underneath and reveals setting options that users can change. When the user turns the notification settings off, they no longer receive any updates of their child's progress via email, text, or app notifications.
- 3 **Notification settings information text.**
Notification settings information text will be displayed here to educate users about what notification settings are for and how changing them will affect what updates they receive about their child's progress.



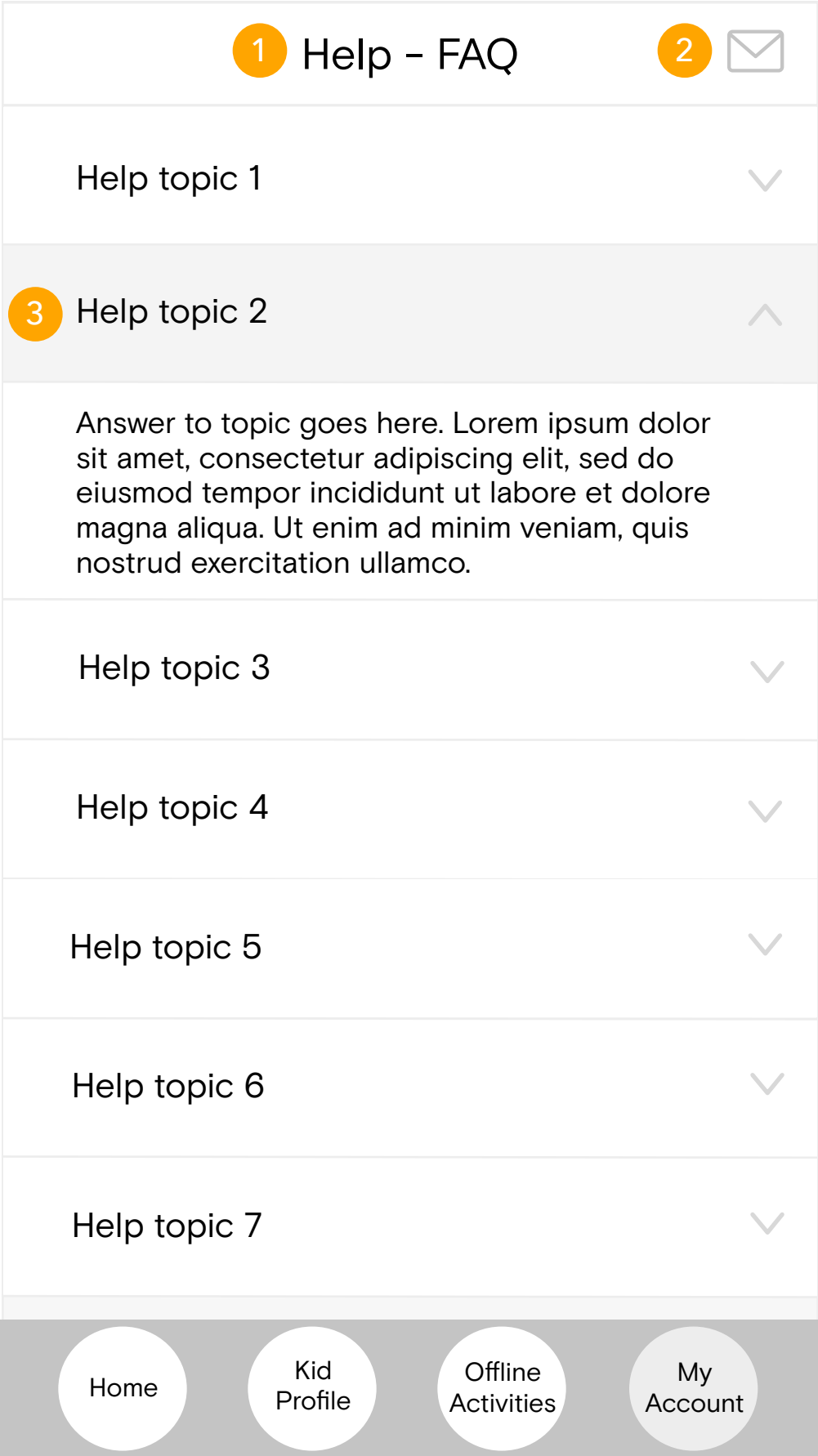
- 1 Notification settings - On.**
Here, the notification settings is turned on in the toggle bar. Switching it on expands the area underneath and reveals setting options that users can change.
- 2 Notification types.**
During the onboarding process, users can only choose one method of receiving notifications. Here, they are provided the option of multiple methods of notifications: app, text, or email, which they can receive by switching the toggle.
- 3 Notification for.**
During the onboarding process, users were able to select as many different notifications they wanted to receive as possible. Here, they can make changes to achievements, daily app use, and low app use warnings by switching the toggle.



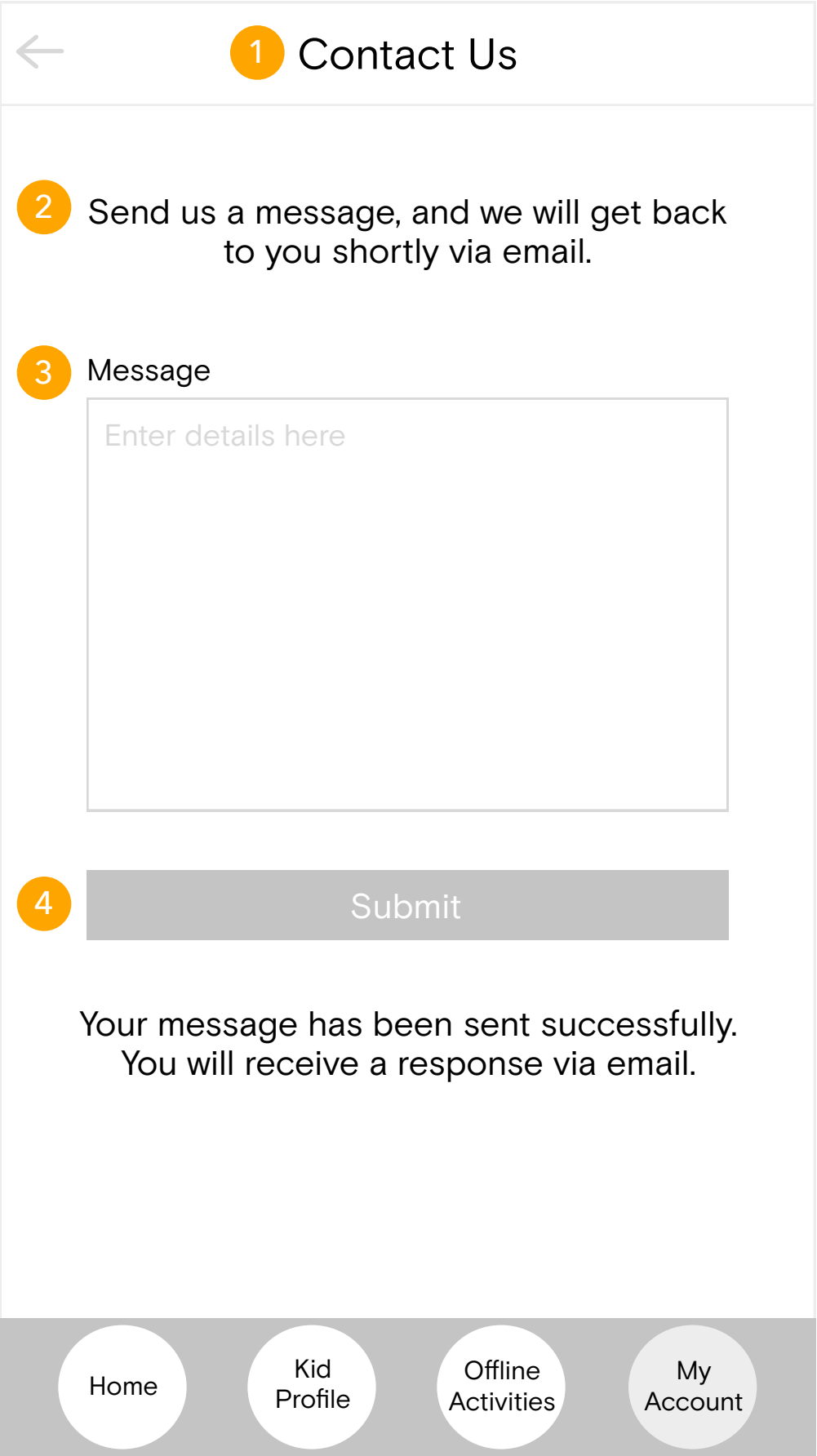
- 1 Privacy policy header and text.
- 2 Privacy policy text.
Privacy policy text will be displayed here.



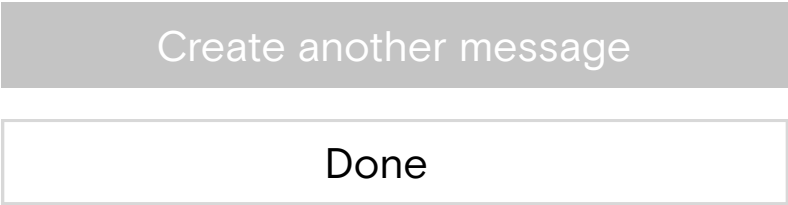
- 1 **Terms of Use header and text.**
- 2 **Terms of Use text.**
Terms of Use text will be displayed here.

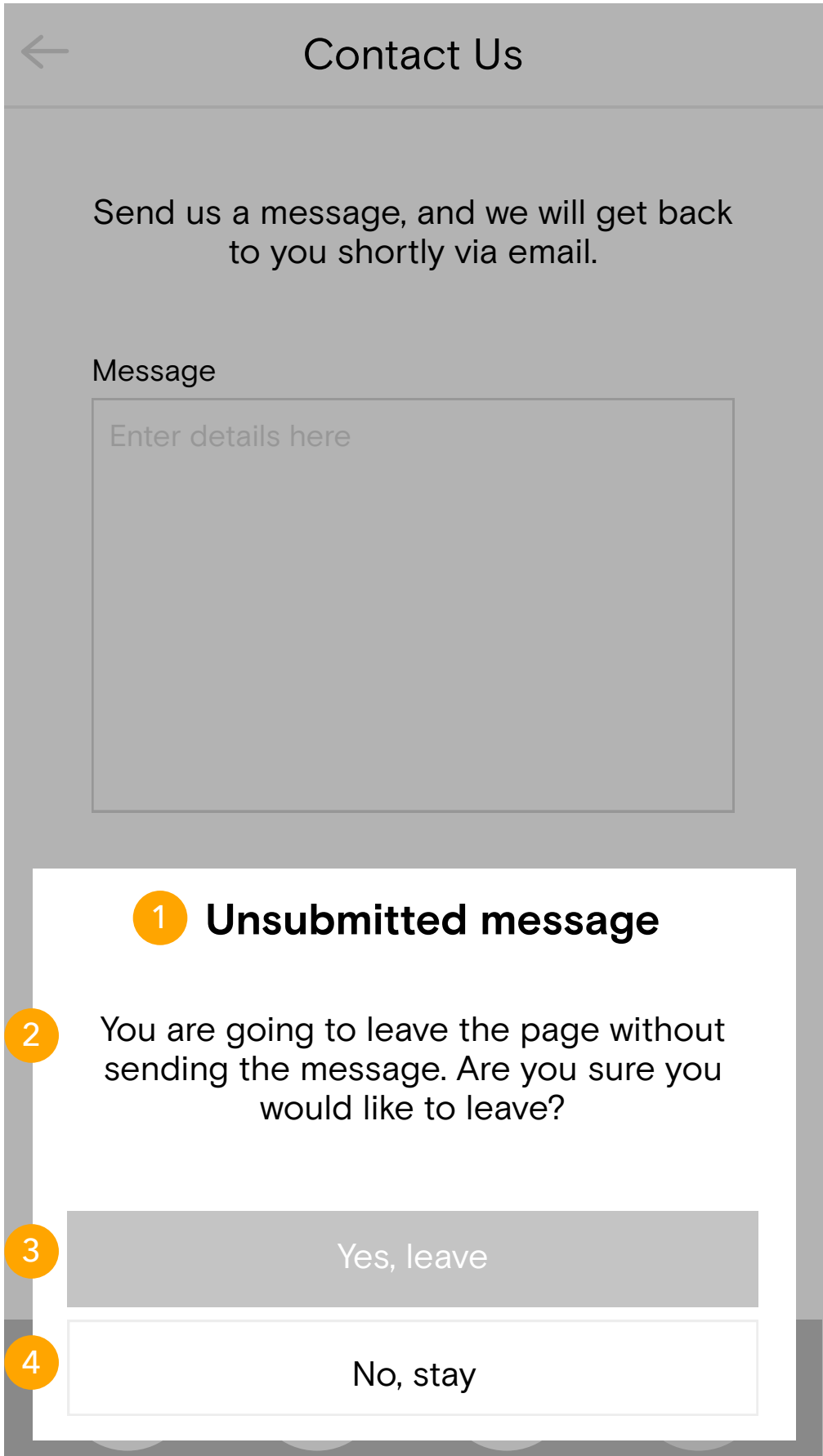


- 1 **Help header and text.**
- 2 **Conact us button.**
Clicking on the Contact us button takes the user to a page where they can send a message.
- 3 **Help topic.**
Each help topic container will have the name of the help topic, with a down arrow that expands the container to show the answer to the Help topic below.



- 1 **Contact Us header and text.**
- 2 **Send us a message text.**
- 3 **Message.**
The message input field will be displayed here. “Message” text will be shown above the field, and “Enter details here” will be shown within. Clicking on the input field will cause the alphabetical iOS keyboard to appear on the screen.
- 4 **Submit button.**
Clicking on the Submit button submits the message to the system. The user will get a reply via email. After submitting the message, the “Your message has been sent successfully. You will receive a response via email” text will appear at the bottom of the screen. If users click the Submit button for the first time, then the following buttons will appear. Users can either click the Back button or the Done button to go back to the Help page.





- 1 **Unsubmitted message header text.**
- 2 **Are you sure? confirmation text.**
- 3 **Yes, leave button.**
Clicking the Yes, leave button confirms the user's intention to leave and returns to the user to the previous Help page. If the user returns to the Contact Us Page, all the text they've inputted into the Message field will be gone.
- 4 **No, stay button.**
Clicking on No, stay button returns the user to the Contact Us page underneath, with the text that the user inputted remaining within the Message input field.

←

1 Offline kit number

2 Please enter offline kit number.

3

4

Submit

5 Where is the code?

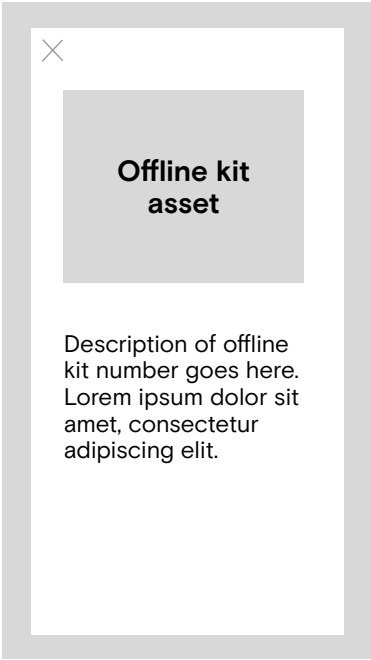
6

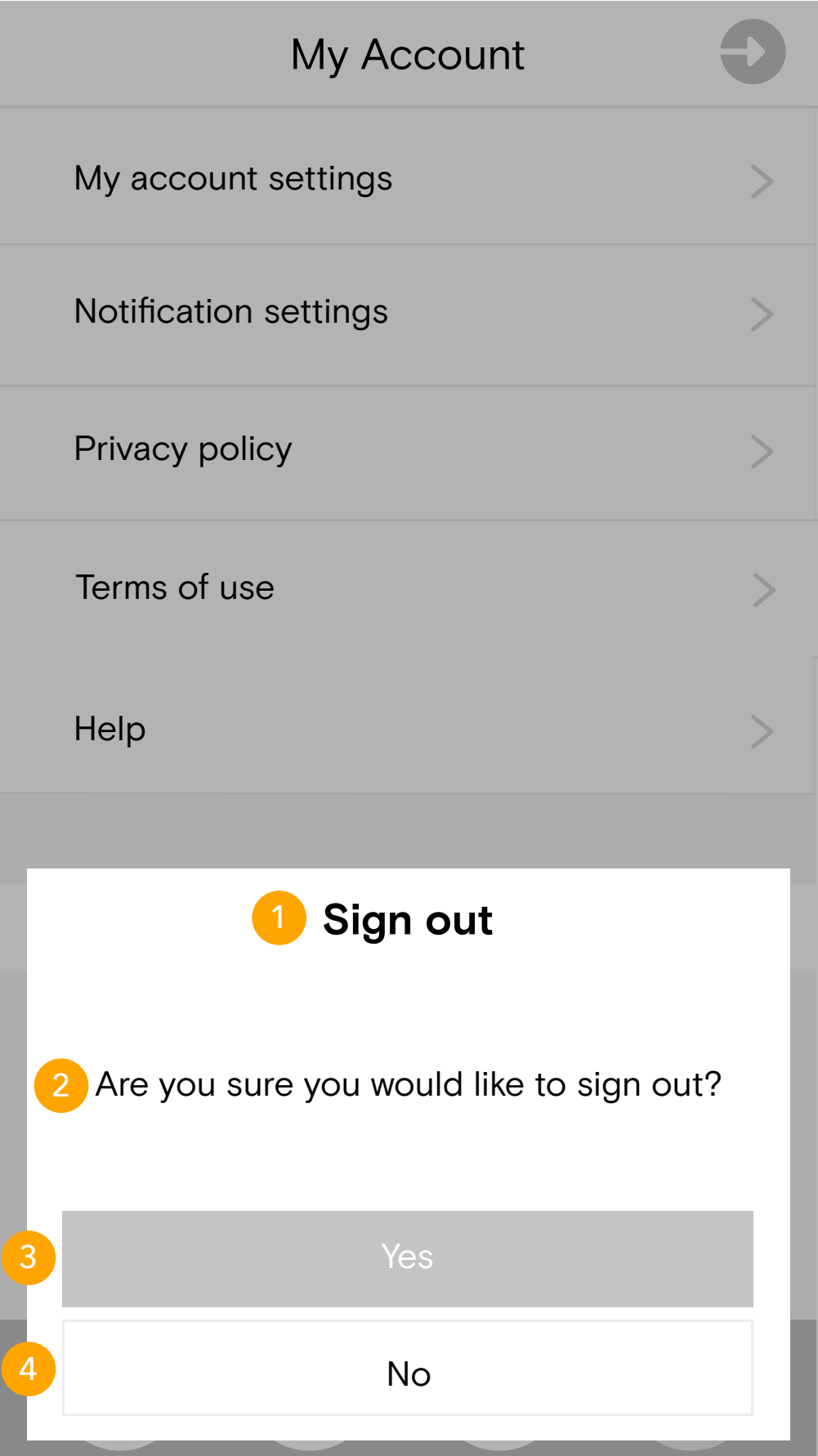
Reading code...

7

Wrong code. Try again.

- 1 Offline kit number header and text.
- 2 Please enter offline kit number text.
- 3 Verification code input field.
When users tap on the numerical input field, the numerical keyboard will appear on the phone. They can type all digits together without having to individually input each digit. Once they finish inputting, the code will be automatically checked.
- 4 Submit button.
Clicking the submit button submits the code the user inputted and is checked to verify if it is a valid code or not. If it is, the user will be taken to the next onboarding step.
- 5 Where is the code? popup.
If users are unsure where to locate the offline kit number, they can click the text, which will open a popup on the screen. See the example to the right.
- 6 Reading code loading bar and text.
While the verification code is being read, the loading bar and text will be displayed here to show how much time is left for the code to be read.
- 7 Error message.
When a user enters a code that doesn't match the one sent to their phone, then the error message will be displayed here.





- 1 **Sign out text.**
- 2 **Are you sure you would like to sign out? text.**
Text informing users of what clicking the Sign out button would do is displayed here.
- 3 **Yes button.**
Clicking yes confirms the user's intention and signs them out of their account, bringing them back to the Parent app Sign up/Login Page.
- 4 **No button.**
Clicking no brings the user back to the My Account Page and does not sign them out of their account.