

## Counting with Animals for iOS - Kids 1 - 5: Count, Hear and Name Animals

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ShEk Tech today introduces Counting with Animals 1.0 for iOS, its app made to give kids ages 1 to 5 practice in counting as they learn the names and sounds of 9 different animals. After identifying an animal and hearing its sound, touching the screen releases a small square photo of the animal, which falls to the bottom of the screen, as the young narrator counts aloud "1," and the number appears. Each touch releases another photo and continues the counting up to 10, followed by a counting song.

Islamabad, Pakistan - ShEk Tech today is pleased to introduce Counting with Animals 1.0 for iOS, its new education app for kids ages 1 to 5, designed to give young children practice in counting, as they learn the names of animals and the sounds they make. After identifying an animal and hearing its sound, touching the screen releases a small square photo of the animal, which falls to the bottom of the screen, as the young narrator counts aloud "1," and the number appears. Each touch releases another photo, and the narrator counts each square as it falls, bounces, and stops moving. After counting all 10 photos, there is a reward of applause or a counting song. The app includes 9 different animals, helping kids begin to understand the valuable concepts of counting, numbers, and written numerals.

### Feature Highlights:

- \* Counting with the numbers from 1 to 10
- \* Nursery rhymes with light music while counting to 10
- \* Animations of 9 animals, which are full sprites that engage kids
- \* Sounds of the animals
- \* Names of the animals
- \* Physics based animations of cards with pictures of animals
- \* Ad free

The primary objective of Counting with Animals is teaching kids how to count. To help keep them engaged in the learning process, the app offers wonderful, 3D animations of 9 different animals plus actual photos of the animals depicted. The app encourages kids to actively participate in rehearsing, identifying, and counting the animals. First, a 3D animation of an animal appears and the young narrator says, "This is a...," and pauses to let the child answer before identifying the animal aloud.

Second, touching the face of the iDevice releases a small square photo of the animal from the top of the screen, which falls and comes to rest at the bottom. As each square falls, the child's attention is engaged in watching it fall and interact with the squares that have already dropped. Interactions between squares are physics based, and the elasticity of the squares varies from animal to animal, so this process always remains interesting. As it falls, a large number appears onscreen as the narrator continues to count aloud. The higher the count, the more excited the narrator's voice becomes, until he finally reaches 10, and children are rewarded with a clapping animation or a counting song.

The kid-friendly app is simple to play with, and young learners cannot interrupt the app by touching something at the wrong time. It is also free of any ads or inappropriate material. Kids will discover hidden features by tapping and swiping the animal photos. The realistic, 3D computer animations include the following animals: butterfly, cat, dinosaur, dog, dolphin, elephant, lion, shark, and whale.

"Is your kid able to tap on your iPhone? Do you want to give your kid a jump start into counting, numbers, and recognizing animals?" asked a spokesperson from ShEk Tech. "This is an app for those curious kids that are starting to learn counting, the names of animals,

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and the sounds those animals make."

Device Requirements:

- \* iPhone, iPad, or iPod touch
- \* Universal app optimized for display on all iOS devices
- \* Requires iOS 4.3 or later
- \* 8.0 MB

Pricing and Availability:

Counting with Animals 1.0 is \$1.99 (USD) and available worldwide exclusively through the App Store in the Education category. Review copies are available on request. Counting with Animals Free 1.0, with limited features, is also available.

ShEk Tech:

<http://www.shektech.org>

Counting with Animals 1.0 :

<http://www.shektech.org/portfolio/>

Purchase and Download :

<https://itunes.apple.com/app/counting-with-animals/id586531747>

Screenshots :

<https://picasaweb.google.com/111592842738367717662/SnapshotsForIOS?authuser=0&authkey=Gv1sRgCKzu272h05LnoQE&feat=directlink>

App Icon:

<http://a3.mzstatic.com/us/r1000/088/Purple/v4/ee/ac/0c/eeac0c74-6c51-acfc-9ded-4c9181ea5cde/mzl.zmgpdvnd.175x175-75.jpg>

Based in Islamabad, Pakistan, ShEk Tech was founded by Muddassir Malik in 2012. The company's motto is to create cutting edge apps that are efficient, effective and usable. It is a smartphone development company specializing in iOS and Android based games and edutainment (interactive learning) apps. Copyright (C) 2012 ShEk Tech. All Rights Reserved. Apple, the Apple logo, iPhone, and iPod are registered trademarks of Apple Inc. in the U.S. and/or other countries. Other trademarks and registered trademarks may be the property of their respective owners.

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