

Coco + Francois 1.0 for iPad: Word Games for Preschoolers in 6 Languages

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Cocorico, Languages for Kids today introduces Coco & Francois 1.0 for iPad, its collection of 3 interactive vocabulary games for kids 2-7, which lets them master their native language and foreign languages too. Kids can enjoy gameplay in any one of 6 languages: French, English, Spanish, German, Mandarin and Arabic, and hearing them aloud, kids effortlessly learn the words for farm animals, sea creatures, and common actions. Guided by Coco the Rooster & Francois the Snail, each game has 3 levels.

Sydney, Australia - Cocorico, Languages for Kids today is pleased to introduce Coco & Francois 1.0 for iPad, its integrated suite of three interactive vocabulary games for kids 2-7, which helps them gain mastery of their native language and foreign languages too. Kids can enjoy gameplay in any one of 6 languages: French, English, Spanish, German, Mandarin, and Arabic, and hearing them aloud, kids effortlessly learn the words for farm animals, sea creatures, and common actions. Hosted by the animated characters Coco the Rooster and Francois the Snail, each of the three games has three levels of difficulty. Featuring dynamic, realistic graphics and animation, Coco & Francois 1.0 for iPad engages young players through sound, sight, and touch.

Coco & Francois includes three different learning games, Catch Coco! (learn animal names), Fishing! (learn the names of sea creatures), and Action! (learn the names of actions). In each game, players hear the word as they touch the screen, learning as they play. At each level of play, the vocabulary words remain the same, but an additional challenge is added in the form of game-related manual tasks necessary to complete each level, increasing their facility with each word.

Feature Highlights:

- * Coco & Francois 1.0 for iPad includes 3 games for kids 2-7
- * Each game has 3 levels: Easy, Medium, and Hard
- * Kids can play each game and level while hearing the words aloud in any of 6 different languages: French, English, Spanish, German, Mandarin, and Arabic
- * Players can master the vocabulary of their native language or multiple languages
- * Always fun to play, these educational games are non-competitive

There are many educational apps that help young children learn their native language. And Coco & Francois, with native speakers, ingenious interactive games, multiple playing levels, and physics-enhanced graphics and animation, is one of the best. But Coco & Francois is also among the very few apps that capitalize on the natural joy and enthusiasm preschoolers have for learning language, by exposing them to two or more languages simultaneously, within the same context. For example, a native English speaker can play one of the app's vocabulary games in English, and then play the same game, with all the same graphics and animation, in French. Naturally and without strain, kids soak up both versions of the same game, such that the two versions become equivalent. This fundamental approach is the key to language acquisition as play, rather than work.

Neuroscientists have confirmed that from birth to age 7 children assimilate language rapidly and without effort. This window of opportunity closes gradually after age 7, and by puberty, most experts consider it closed. That means that learning a second language is extremely difficult by the time many students begin foreign language study in school. It has also been demonstrated that the brains of bilingual children and adults show many more neuronal interconnections, which gives those individuals much greater flexibility in problem solving.

Coco & Francois are mascots helping to bring the joy of languages to young children.

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According to their creator, Judith Krieger, "Coco the rooster is positive, capable and little bit quirky, but endowed with a charming simplicity that will endear him to his preschool fan. Francois the snail has a more complex array of emotions, and is not afraid to show them."

Device Requirements:

- * Compatible with iPad
- * Requires iOS 5.0 or later
- * 35.2 MB

Pricing and Availability:

Coco & Francois 1.0 is \$0.99 (USD) and available worldwide exclusively through the App Store in the Games category. Review copies are available on request.

Coco & Francois 1.0:

<http://www.cocorico.com.au>

Purchase and Download :

<https://itunes.apple.com/app/coco-francois!-hd/id608070623>

Cocorico Apps on iTunes:

<https://itunes.apple.com/artist/judith-krieger/id460821345>

Screenshot 1 :

<http://a1.mzstatic.com/us/r1000/065/Purple2/v4/0a/ee/a3/0aeea3d8-8c01-43a3-1176-04228a68d2b2/mzl.uyrvuxzi.480x480-75.jpg>

Screenshot 2 :

<http://a4.mzstatic.com/us/r1000/082/Purple/v4/eb/cb/95/ebcb9545-b6f4-b0ac-ec0a-44cf0b678df9/mzl.hfbzernq.480x480-75.jpg>

App Icon :

<http://a2.mzstatic.com/us/r1000/120/Purple/v4/e0/6e/e0/e06ee0f0-71b3-7248-35ea-e07f43d1c747/mzl.yshkdiyy.175x175-75.jpg>

Based in Sydney, Australia, Cocorico, Languages for Kids was founded by Judith Krieger in 2001. The company focus and goal is to have a whole series of books, apps, hands-on games, and animations available in various languages for use both at home and in childcare/school teaching environments. Copyright (C) 2013 Cocorico, Languages for Kids. 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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