

Getting Started with Readymades

A practical guide to
finding and using accessible
curriculum activities.



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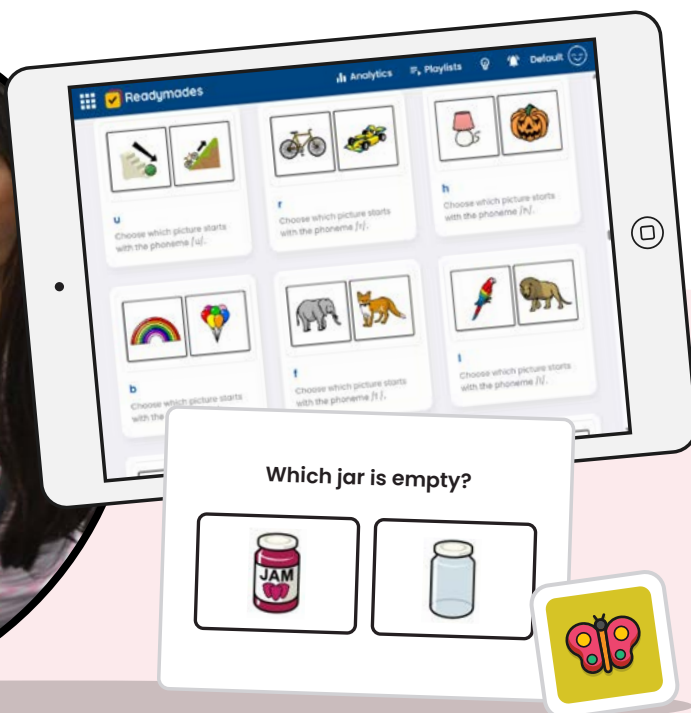
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Welcome to Chooselt Readymades.



Chooselt Readymades gives you a ready-made collection of accessible curriculum activities.

This guide will help you prepare a learner, find a suitable activity, run a simple first session and use the results to decide what to try next.

It also introduces shared HelpKidzLearn features, including

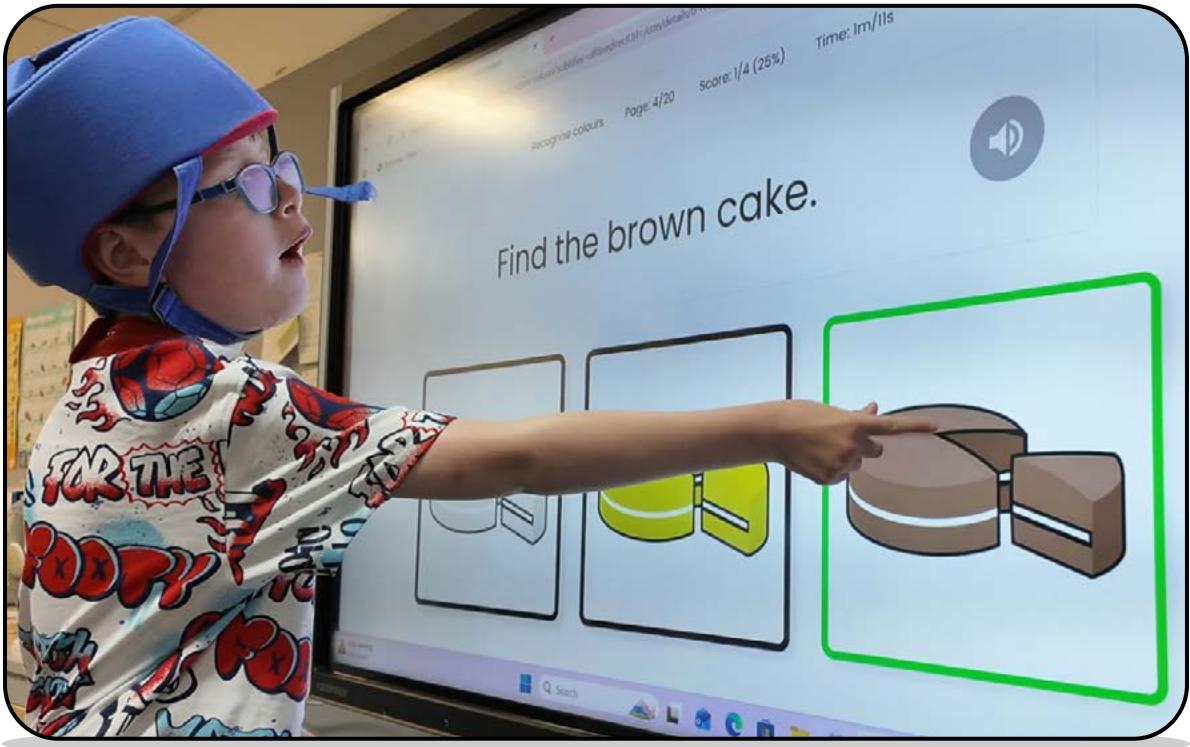
Student Profiles, Playlists and Analytics.

Start with a topic you are already teaching and explore the activities that could support your learner's learning.

You don't need to work through every activity.

What is Readymades ?

Chooselt Readymades is a collection of more than 660 ready-to-use, multiple-choice activities designed to make curriculum learning more accessible.



Covering **Numeracy, Literacy** and **Science**, the collection includes more than 14,500 carefully graded questions. Activities are organised by topics and learning objectives found in curriculum standards, making it easier to find suitable content for what each learner is practising.

Correct answers are rewarded with animation, music and spoken encouragement.

If a learner selects an incorrect answer, there is no negative feedback. They can simply explore and try again, helping to build confidence through positive, repeated practice.

What Chooselt Readymades includes.

- Activities are organised by topics and learning objectives.
- Carefully graded multiple-choice questions.
- Access by mouse and keyboard, touch, one or two switches and eye gaze.
- Positive reinforcement and no negative feedback for an incorrect choice.
- Student Analytics to help you review progress and plan the next step.

Before you begin.

A few simple checks will help you get ready to explore Chooselt Readymades or use an activity with a learner.

Choose who's playing.

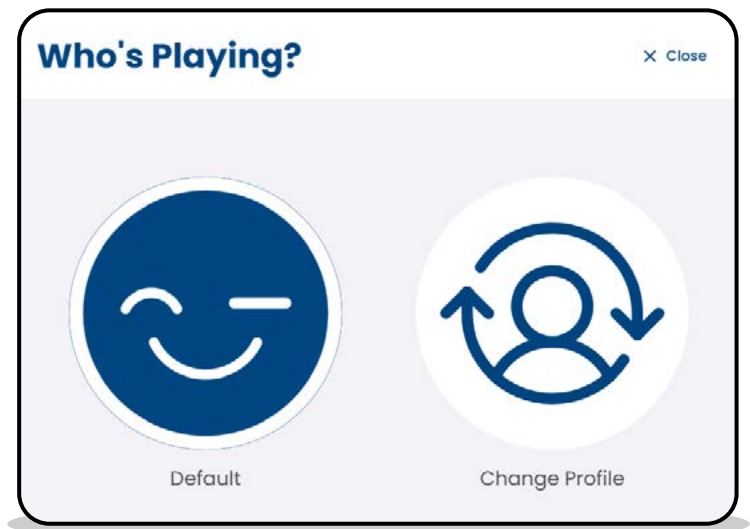
When you open the software, you will be asked "Who's playing?"

Select **Default** if you want to explore the activities yourself. You can get started without creating a Student Profile.

Select **Change Profile** to choose an existing learner profile or create one. A Student Profile saves the learner's access settings and allows you to review their activity results in Student Analytics.

If you want to review an individual learner's progress over time, select **their profile** before they begin.

You'll find full setup instructions in the [Student Profiles](#) section later in this guide.



You can save the access method in a Student Profile or change it within an activity using the settings (cog) icon.



Supported access methods.

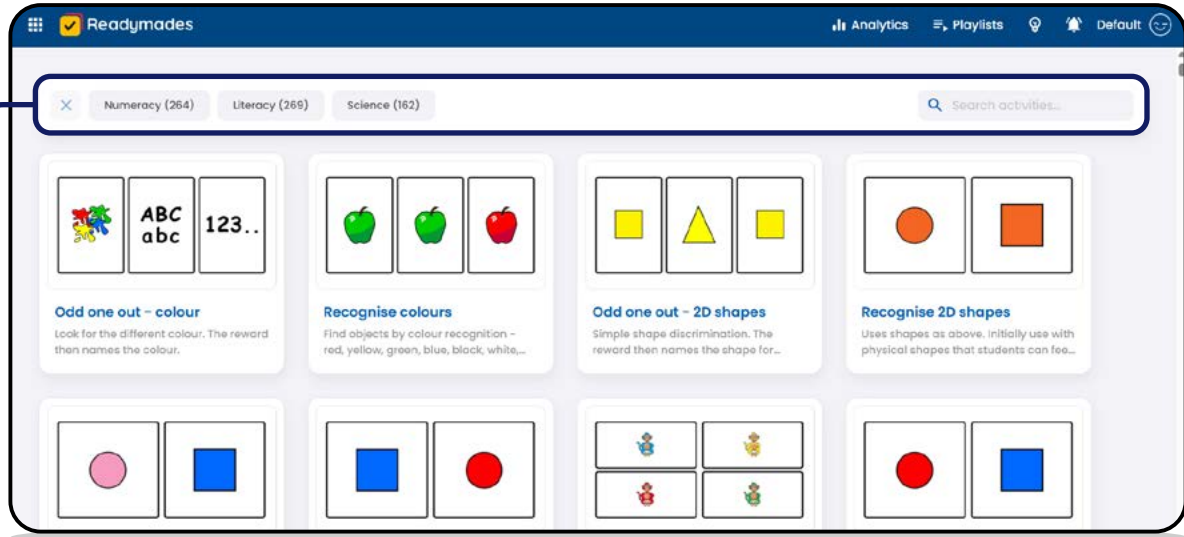
- **Touch** – direct selection on touchscreens and tablets.
- **Mouse or trackpad** – move the cursor and click or tap to select.
- **One-switch scanning** – the highlight moves through options and the learner presses to select.
- **Two-switch scanning** – one switch moves the highlight and the second switch selects.
- **Eye gaze with dwell** – the learner looks at a cell for a set time to select it.

Quick setup tips.

- If using scanning, slow the scan speed at first so the learner has time to notice the highlight.
- If using eye gaze, turn the mouse cursor on so you can see where the learner is looking.
- Adjust dwell time so the learner can select without accidental activations.
- Test the activity before the session so the access method is ready.

Find an activity.

Chooselt Readymades is organised so you can move from a broad curriculum area to one activity that matches what the learner is practising.



Move from curriculum area to topic, learning objective and activity.

1. Choose a curriculum area:

Numeracy (264) Literacy (269) Science (162)

Start with Numeracy, Literacy or Science.

2. Choose a topic:

Literacy (269) Listening Skills (26) Initial Sounds (39)

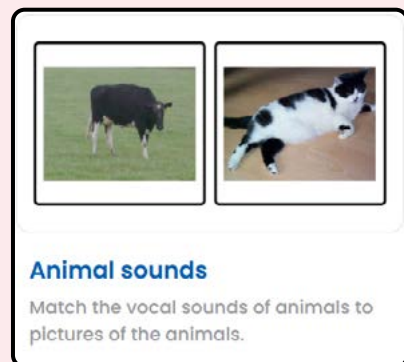
Open the topic that best matches the lesson, session or current learning goal.

3. Choose a learning objective:

Literacy (269) Listening Skills (26)

Look for the objective that most closely matches what you want the learner to practise.

4. Choose an activity:



Open an activity, check that it feels appropriate and select Play Activity when you are ready.

If you are unsure where to start, choose familiar content and an activity with clear, visually distinct choices.

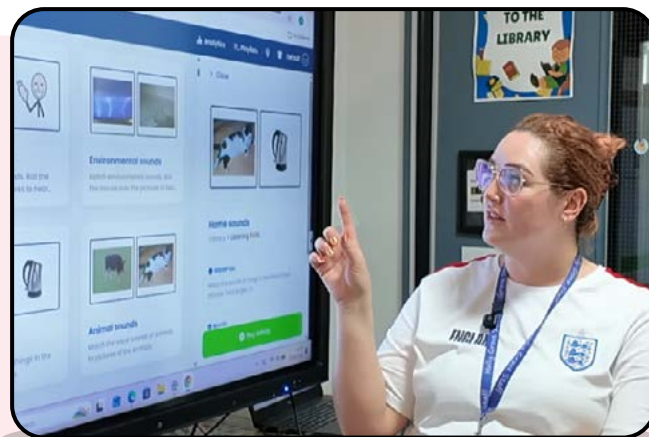
You can adjust your selection after seeing how the learner responds.

Your first session.

The first session is a chance to check access, notice the learner's response and build familiarity. It does not need to cover a full topic or several activities.

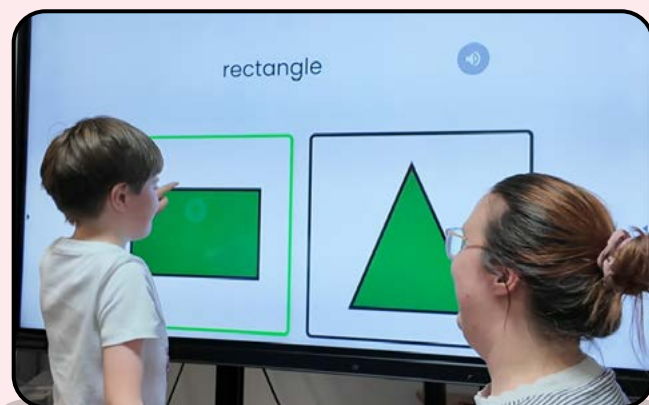
Before the activity.

- Choose one familiar topic and one activity.
- Select the learner's Student Profile if you want to save their settings and review individual progress.
- Check the access method and test any equipment.
- Position the learner and equipment comfortably.
- Reduce distractions and allow time for the learner to settle.



During the activity.

- The learner hears or reads the question.
- They choose from the available answers.
- A correct answer triggers animation, music and spoken encouragement.
- An incorrect choice receives no negative feedback, allowing them to try again.
- The session result appears when the activity finishes.
- Notice attention, anticipation, choice-making and use of the access method as well as correct answers.
- Pause or stop if the learner needs a break.



After the activity.

- Recognise the learner's effort and participation.
- Look at the session result and note what appeared easy or difficult.
- Decide whether to repeat the activity, try a related activity or reduce the challenge next time.



A successful first session might be one confident choice, a longer period of attention, a more purposeful switch press or simply becoming familiar with the activity.

Tip: Choose depth over quantity.

You do not need to move quickly through the collection. Repeating a well-matched activity can help a learner understand the task, anticipate what happens and respond with greater confidence.

Numeracy.

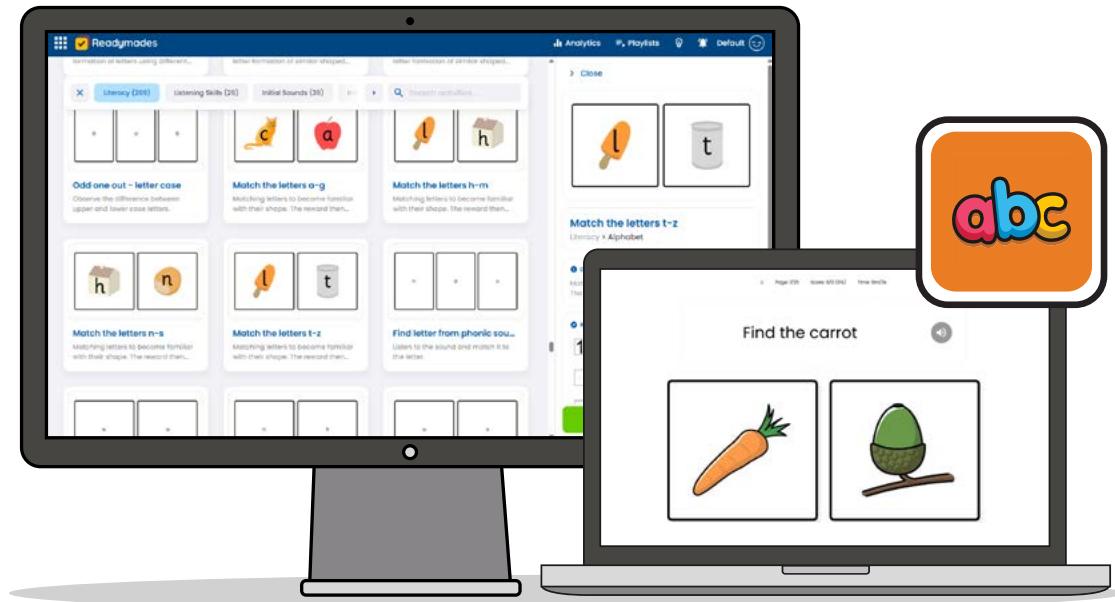
Numeracy includes more than 250 curriculum-aligned activities and over 6,500 interactive pages. The activities cover early concepts through to number, money, measure and time.



Activity set.	What learners can practise.
Foundation Shape, Space and Measure. (24 activities)	Colours, 2D and 3D shapes, positional language, opposites, sequencing and early time awareness.
Key Stage 1 Shape, Space and Measure. (21 activities)	Shape recognition, sequencing, sides, symmetry, weight, length, capacity, nets and planes.
Early Number. (32 activities)	Recognising and using numbers one to three.
Number 0 to 5. (28 activities)	Comparing quantities, counting sets, counting on and back, and matching sets to numerals.
Number 5 to 10. (38 activities)	Counting sets, more and less, numeral recognition and simple addition.
Number 0 to 100. (31 activities)	The 100 square, counting in 2s, 5s and 10s, number bonds and doubling.
UK Money. (26 activities)	UK coin recognition, spending, change and affordability.
US Money. (26 activities)	US coin recognition, spending, change and affordability.
Time. (38 activities)	Analogue and digital time, five-minute intervals, weeks, months and seasons.

Literacy.

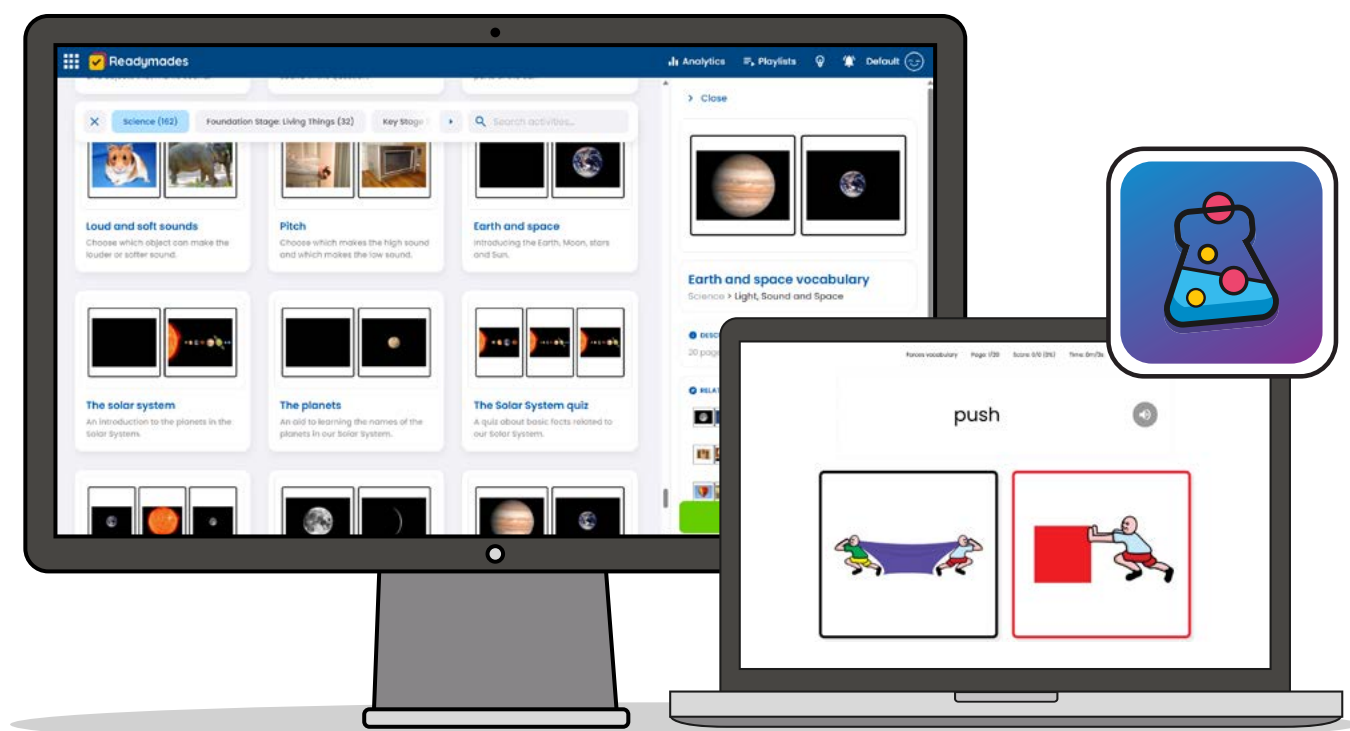
Literacy includes more than 250 curriculum-aligned activities and over 5,000 interactive pages. Learners can build listening, phonological awareness, letter recognition, reading and spelling skills.



Activity set.	What learners can practise.
Listening Skills. (26 activities)	Environmental sounds, instruments, nursery rhymes, rhyming, syllables and alliteration.
Initial Sounds. (39 activities)	Individual letter sounds, beginning sounds and early VC and CVC blending.
Initial Letters. (33 activities)	Matching and identifying written letters A to Z.
Initial Blends: Sounds. (26 activities)	Common blended sounds including ch, sh, th and qu.
Initial Blends: Letters. (43 activities)	Matching and recognising written blends.
Tricky High-Frequency Words. (30 activities)	Reading and identifying words that are often difficult to learn and spell.
Alphabet. (42 activities)	Letter names, upper and lower case, alphabetical order and dictionary skills.
Everyday Words. (30 activities)	Colours, numbers, days, months and seasons.

Science.

Science includes more than 160 curriculum-aligned activities and over 3,000 interactive pages. The activities introduce and reinforce concepts about living things, materials, forces, electricity, light, sound and space.



Activity set.	What learners can practise.
Foundation Living Things. (32 activities)	Humans, animals, plants and the surrounding environment.
Living Things. (38 activities)	Biological processes, habitats and more advanced ideas about living things.
Materials. (31 activities)	Properties including texture, strength and flexibility.
Forces and Electricity. (30 activities)	Pushes, pulls, movement, circuits and basic electrical concepts.
Light, Sound and Space. (31 activities)	Earth, the solar system, light and sound.

Student Profiles.

Student Profiles help you personalise the experience and keep sessions consistent.

They are especially helpful if different adults support the same learner, or if you are working across teaching and therapy.

Use a profile to keep access choices and preferences consistent, and to make it easier to pick up where you left off.



Why Create a Student Profile?

- **Consistent experience:** Profiles remember access method and key settings.
- **Time-saving:** No need to reconfigure settings each time.
- **Supports independence:** Learners can access their preferred setup with less adult input.
- **Tracks progress:** Profiles link directly to Student Analytics for meaningful progress tracking.
- **Works across titles:** Profiles apply to all HelpKidzLearn products.
- **Manage groups:** Create groups for classes, therapy groups or specific cohorts.
- **Use playlists:** Assign grouped activities to individual learners.
- **Share information:** Keep support consistent across staff teams.

It's easy to get started.



Step 1:

Log in to your HelpKidzLearn Hub account.



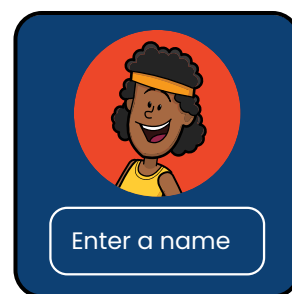
Step 2:

Click the profile image on the top right to select profiles.



Step 3:

Select Create Profile.



Step 4:

Add a name and set the access method.

Build Student Playlists.

Playlists group activities together so they are ready when you need them.

They can support a short session, a planned sequence, a regular routine or a particular learning objective.

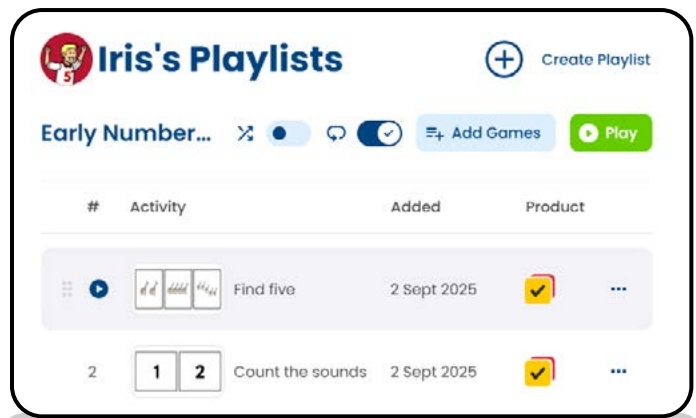
- Group activities around one topic or learning objective.
- Prepare a short sequence before a lesson or therapy session.
- Reduce the need to stop and search between activities.
- Keep familiar activities together for revision and repeated practice.
- Combine individual and group activities within a planned routine.

Why Use Playlists?

- **Time-saving:** Set up once, use again and again.
- **Structured sessions:** Start with a familiar activity, build to a target task, and end with a predictable finish.
- **Flexible:** Group activities by theme, skill, access method or lesson objective.

Playlists can support:

- **Personalisation:** Match activities to a learner's interests and goals.
- **Consistency:** Access settings apply when used with a Student Profile.
- **Progress tracking:** Use alongside Analytics to reflect on engagement and next steps.
- **Mixed learning:** Combine Chooselt Readymades with Games & Activities, Inclusive Stories and other HelpKidzLearn content.



Playlist.	Possible focus.
Shape, Space and Measure.	Shape recognition, position, size and measurement.
Early Number.	Counting, numeral recognition and matching sets to numbers.
Living Things.	Humans, animals, plants and habitats.
Literacy practice.	Listening, initial sounds, letters or everyday words.
Revision.	A small group of familiar activities from a recently taught topic.

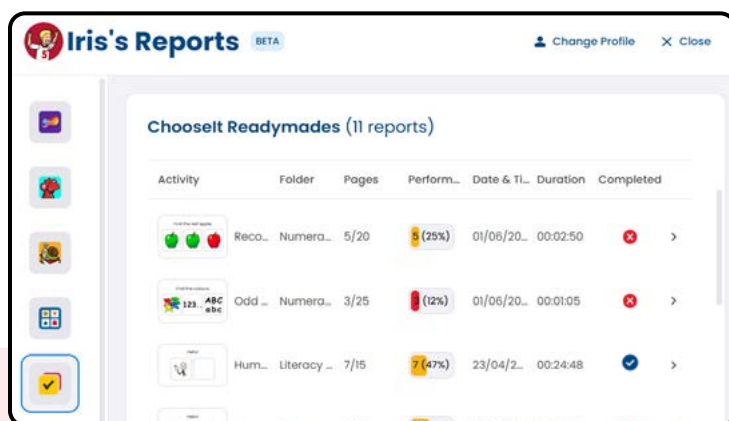
Use related activities.

When an activity works well, look at the related activities shown alongside it. They can help you continue practising the same area, explore a connected topic or increase the challenge gradually without beginning a new search.

Use Student Analytics.

Student Analytics brings activity results together so you can review what a learner has completed and look for patterns over time.

You'll need to select an **individual Student Profile** to view reports in Student Analytics.



The screenshot shows a web interface titled 'Iris's Reports' with a 'BETA' label. On the left is a sidebar with icons for different report categories. The main area displays a table titled 'Chooselt Readymades (11 reports)'. The table has columns: Activity, Folder, Pages, Perform..., Date & TI..., Duration, and Completed. It lists three activities: 'Reco...' (Numeracy, 5/20 pages, 25% performance), 'Odd...' (Numeracy, 3/25 pages, 12% performance), and 'Hum...' (Literacy, 7/15 pages, 47% performance). Each row includes a small icon, a progress bar, and a status indicator (red 'X' for failed, blue checkmark for completed).

Activity	Folder	Pages	Perform...	Date & TI...	Duration	Completed
Reco... 	Numer...	5/20	25%	01/06/20...	00:02:50	
Odd... 	Numer...	3/25	12%	01/06/20...	00:01:05	
Hum... 	Literacy	7/15	47%	23/04/2...	00:24:48	

Summary section.

- Activity name and folder.
- How many pages were completed.
- Performance score.
- Time and date accessed.
- Duration of the session.

Overview charts.

- Correct and incorrect responses by page.
- Attempt frequency.
- Page completion time.
- Overall performance.

Page-by-page breakdown.

- Page title and number of cells.
- Duration and response time.
- How many selections were made.
- Whether the correct cell was selected.
- Preview of the page and interactions made.

Use this information to decide whether to repeat the activity, choose a simpler activity, offer a clearer verbal prompt, select an activity with fewer choices or try a different access method.

What to look for.

- Are errors linked to a particular page?
- Does the learner struggle when more cells are added?
- Are choices affected by position or layout?
- Would a clearer prompt, fewer cells or a different access method help?

To access Analytics:

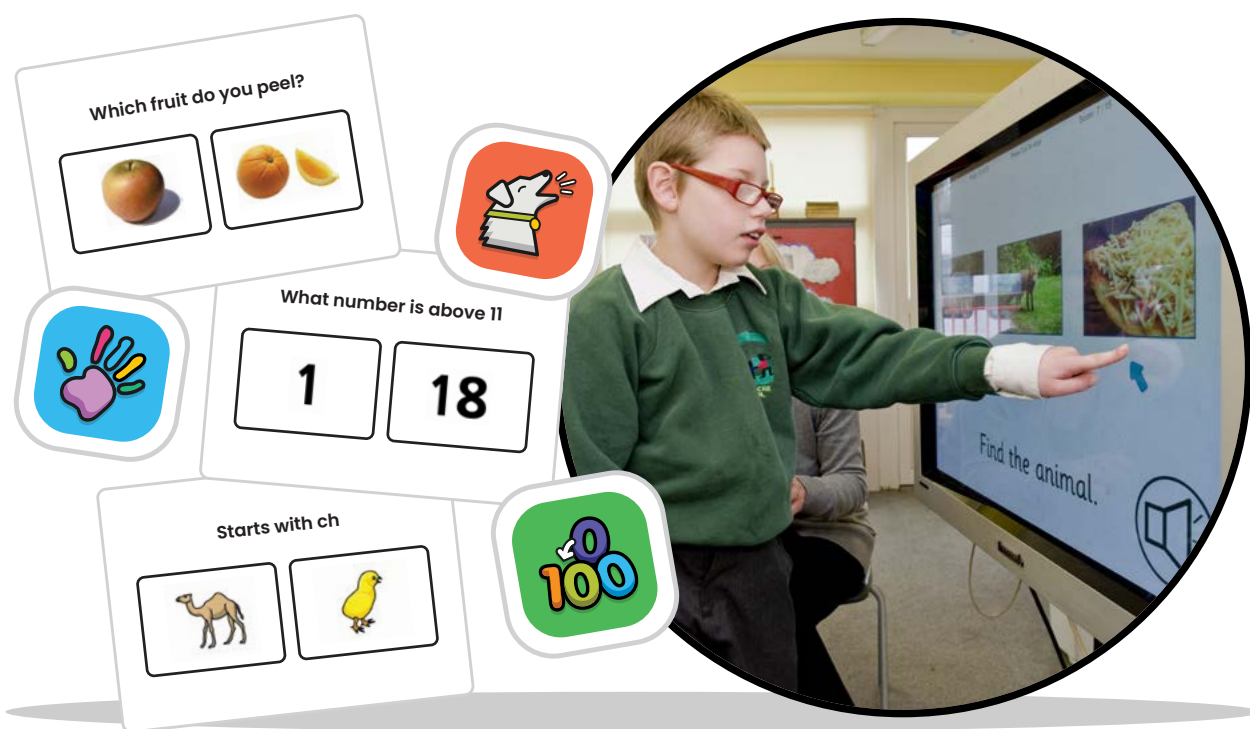
- Select **Analytics** from the top menu bar.
- Make sure the correct **Student Profile** is selected.
- Select **Chooselt Readymades** from the reports menu.
- Select the **activity report** you want to review.

Look beyond correct answers.

Progress may also appear as stronger attention, a clearer choice, more consistent use of an access method, greater confidence or more independent participation. Use the activity result alongside what you observed during the session.

Analytics can support your judgement, but it does not need to turn every session into a test. Keep the experience positive and use the information to shape what happens next.

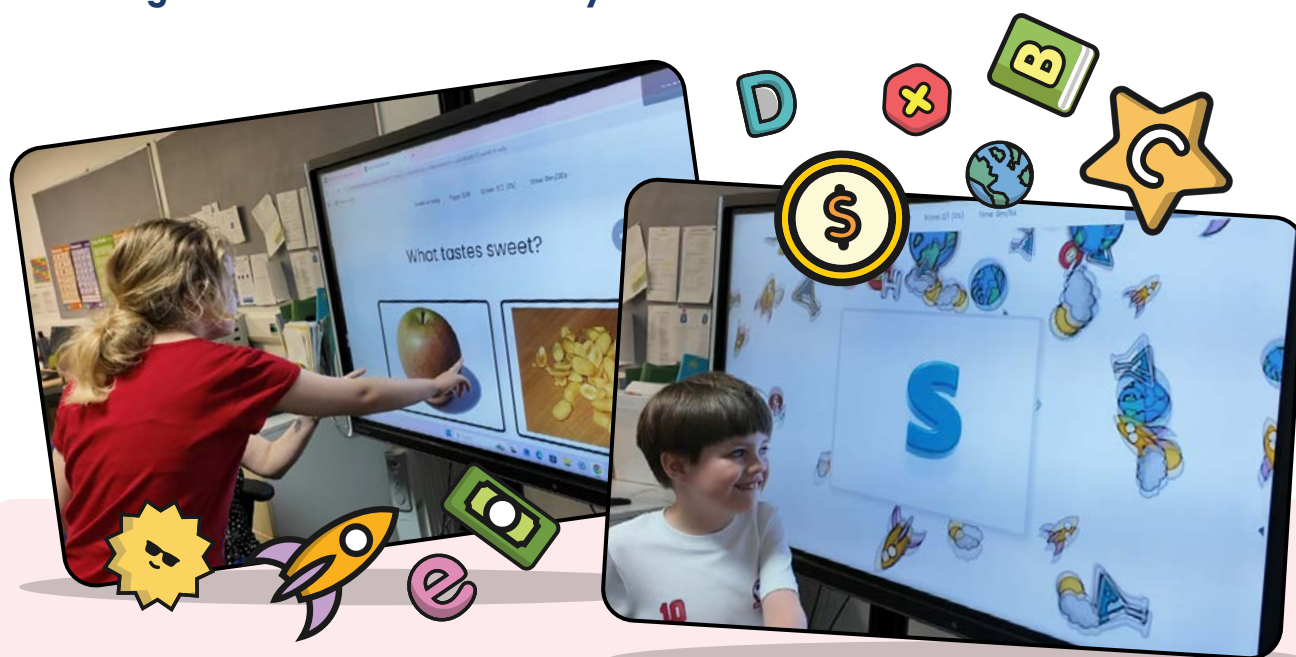
Ways to use Chooselt Readymades.



Approach.	How to use it.
Topic-based learning.	Choose activities linked to a current curriculum topic and group them in a Student Playlist.
Practice.	Return to activities for opportunities for repeated practice.
Whole-class learning.	Use an interactive classroom display to encourage discussion, participation and turn-taking.
Small-group learning.	Use shared activities to support working together, learning from others and taking part.
One-to-one learning.	Select activities that match one learner's access needs and current learning goal.
Independent exploration.	Give a learner time to practise familiar activities at their own pace.

Tips for supporting learners.

A few simple approaches can help learners feel confident, take part at their own pace and get more from each activity.



Start with familiar content.

Choose a topic the learner recognises and an activity that matches what they are currently practising.

Check access before starting.

Select the correct Student Profile, confirm the access method and position any equipment comfortably.

Give processing time.

Pause and allow the learner enough time to understand the question, consider the choices and respond.

Keep instructions clear.

Use short, consistent language and avoid giving additional prompts before the learner has had time to respond.

Encourage exploration.

Incorrect choices do not trigger negative feedback, so learners can explore the options and try again.

Stay responsive.

Follow the learner's lead. Continue when they are engaged, repeat when it helps and pause if they need a break.

Build from what works.

Repeat a successful activity, explore Related Activities or add suitable activities to a Student Playlist.

Review and adapt.

Use your observations and Student Analytics to notice changes in confidence, accuracy, attention and independent access, then choose what to try next.

Chooselt Readymades in practice.

Holly Grove School, Burnley, UK.



Jenny and Samantha shared how they use Chooselt Readymades across school to give students fresh ways to demonstrate their understanding.

They weave the activities into lesson openers, small group sessions, and independent tasks.

This makes it simple to gauge student progress and target support right where it's needed, without adding hours to teacher prep time.



“

It's a really good way to assess the children as well. There's really good formative assessment in this because you can see that they are getting those answers correct and understanding the lesson that you're delivering.

Jenny Darcy – Class Teacher.

”



Read the full case study
[helpkidzlearn.com/
resources/case-studies](https://helpkidzlearn.com/resources/case-studies)

Swan Hill School, Australia.



In Amanda's classroom, Chooselt Readymades brings sound, letter and curriculum activities to life on their interactive boards. Students can explore a wide range of concepts, learn from their choices and try again without feeling they have failed.

Watch the case study to see how accessible activities keep pupils engaged, build confidence and make learning enjoyable.



“

It's really nice to see how much they love it. If they choose the wrong one, it's not a big deal. The software allows them to self-correct without making them feel wrong.

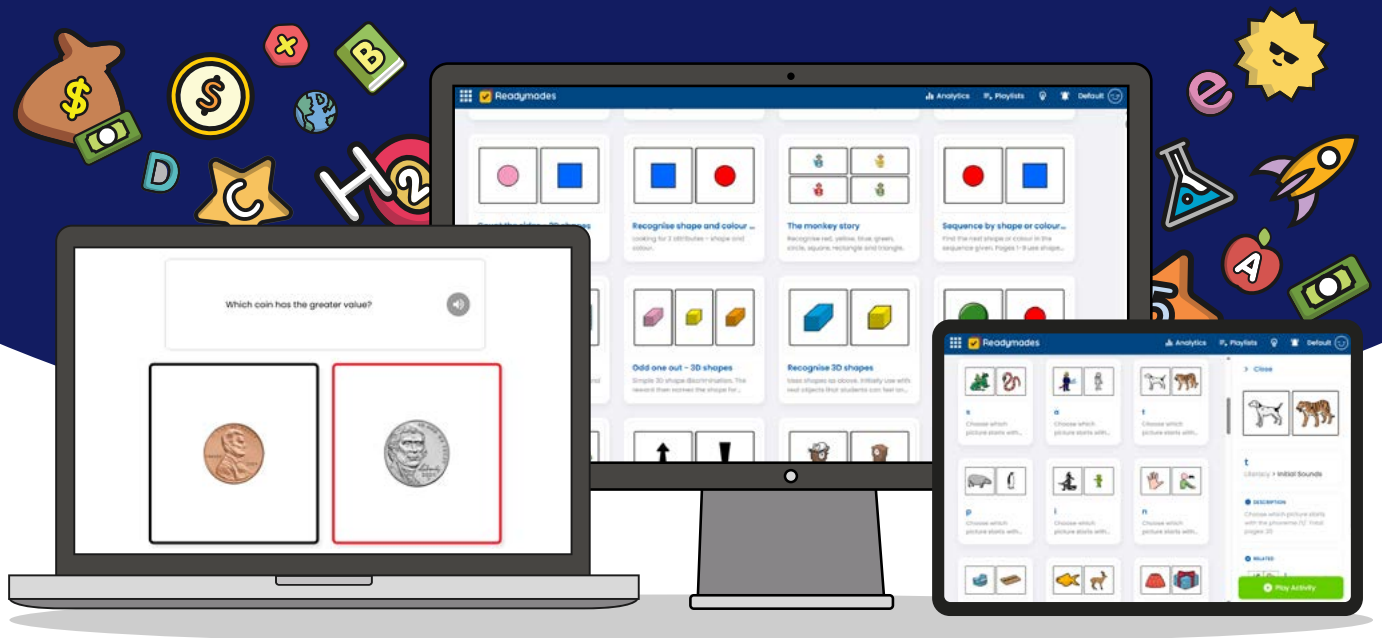
Amanda Dalton – Inclusion Outreach Coach.

”



Read the full case study
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resources/case-studies](https://helpkidzlearn.com/resources/case-studies)

Not got Chooselt Readymades yet?

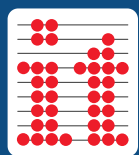


Chooselt Readymades provides over 660 multiple-choice, play-based curriculum activities across **Numeracy, Literacy** and **Science**.

Activities can be accessed using a **mouse and keyboard, touch, one or two switches, or eye gaze**. They can be played on iPads, Android tablets, Chromebooks, Windows PCs and Macs using a supported web browser.

Start a **free trial** or **choose a subscription** to give your learners access to interactive, accessible curriculum activities.

Try Chooselt Readymades



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