

OC22: Portuguese foundation Graphogame: Preliminary results with a socioeconomic variable influence

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Introduction: *Graphogame software* is a support software for acquisition learning that has been adapted to different languages. Experimental studies with the use of *Graphogame* reveal that this software is an effective tool in the support of reading and spelling acquisition.

Objectives: The current study has as the goal of assessing the effect of Portuguese foundation *Graphogame* in the learning of reading and writing by monolingual children, native speakers of European Portuguese, identified as at risk of having reading acquisition learning difficulties.

Materials and Methods: Thirty-eight children in the first year of school were assessed, distributed between an experimental and a control group. In both groups of children the socioeconomic variable was controlled, by selecting children from ED (Economically deprived) group and children from NED (Non economically deprived) group. Children from the experimental group played *Graphogame* ten minutes per day, in school context, during eight weeks, whereas the children from the control group followed the standard schooling course. Both groups were subject to the same assessment moments with the same measurements (phonemic awareness, letter sound knowledge, decoding skills and lexical development) before and after training.

Results and Discussion: The results show a bigger learning effect in every measurement in the experimental group than in the control group. It can also be noticed that the children from the experimental group from the ED group have close/equivalent results to the children from the NED group.

Conclusion: The results justify the usage of the *Graphogame software* in the future.

References

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