DRAG AND DROP WORD BANK

Read the story. Choose words from the box. There are 4 extra answers.

Katy and Michael loved spending time on their computers. They often played games and talked about creating their own digital projects. One day, they decided to make something useful for younger children.

Their idea was to create an app that could help children find interesting books to read. They thought carefully about what would make the app enjoyable. Both of them agreed that children would stop using it if it was not fun.

Michael suggested adding special effects to the app. Katy liked the idea and thought it would be exciting if a funny creature jumped across the screen. She also suggested showing rain that turned into a rainbow.

Before they started building the app, they asked Dad for advice. He liked their idea and showed them an amazing program that could help them create it.

After several weeks of work, the app was finished and appeared online. Soon, a journalist who wrote for a computer magazine heard about the project and contacted them.

The journalist asked whether they preferred playing games or creating apps. Katy and Michael both gave the same answer. They said that designing apps was now much more enjoyable than playing computer games.

WORD BANK

boring • **comics** • **Dad** • **designing apps** • **for a computer magazine**
a really strange creature • **an amazing program** • **online games** • **a rainbow**
journalist • **storybooks** • **computer games** • **books** • **children**

1. Katy and Michael wanted to design an app which helped children choose stories and _____ to read.
2. They didn't want the app to be _____.
3. Katy and Michael wanted the app to show something funny like _____ that moves or a rainbow.
4. They decided to tell _____ about their idea.
5. The children used _____ to design their app.
6. A journalist who worked _____ phoned them when he heard about their app.
7. The children now think _____ is more fun than playing computer games.
8. Before making the app, Katy and Michael enjoyed designing _____.
9. One idea for the app was to show rain that changes into _____.
10. A _____ called them after the app appeared online.

LIVEWORKSHEETS