



LEARNING RESOURCE



Liaura Learning Resource

Practical examples for creating meaningful learning experiences with Liaura

OUR MISSION To give every child a safe, positive and empowering start to digital life: a human-first place where primary-age children learn to play, connect, explore and care for one another and the world.

What this resource helps you do

This resource is for parents, educators and partners who want to see what a great Liaura learning experience looks like in practice. It uses worked examples to show what a child encounters, how the experience builds a learning outcome, and how adults can carry that learning into conversation and action.



The Liaura learning pattern

Children meet an idea, try it through purposeful play or creation, notice what changed, and use it with other people or in the world. **The screen is a starting point—not the destination.**



Learning outcomes at a glance

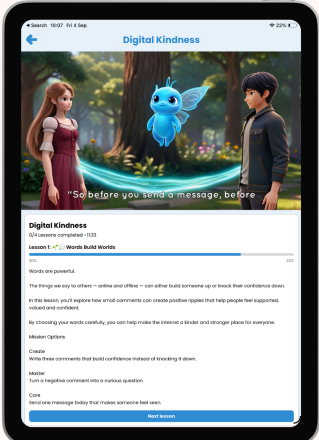
Every Journey, Mission and game is designed to strengthen one or more of four core outcomes: **kindness, curiosity, confidence and global citizenship**. Digital citizenship, creativity and wellbeing support these outcomes across the platform.

**A COMPLETE LEARNING JOURNEY**

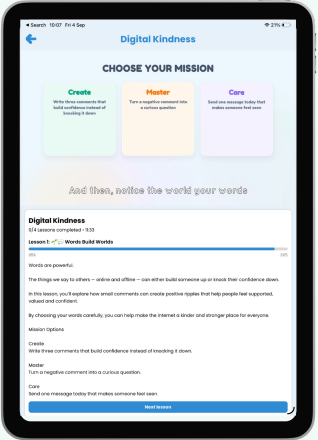
Example: Digital Kindness

Learning intention: I consider how my words and actions affect others, and I can choose language that helps people feel safe and included.

1 MEET THE IDEA



2 MAKE A CHOICE



WHAT THE CHILD SEES A short, calm explanation or story makes the idea concrete; an active choice asks the child to apply it rather than simply recall it.

What the child is learning to do

Recognise impact — Notice how a message might make another person feel.

Pause and choose — Compare possible responses before acting.

Repair and include — Practise language that helps, welcomes or makes things right.

ADULT PROMPT: What changed when the words became kinder? When might that choice matter in a real conversation?

What counts as progress

Progress may appear as a thoughtful choice, an explanation in the child's own words, a willingness to reconsider, or a kind action later in the Journey. Completion alone is not the goal.

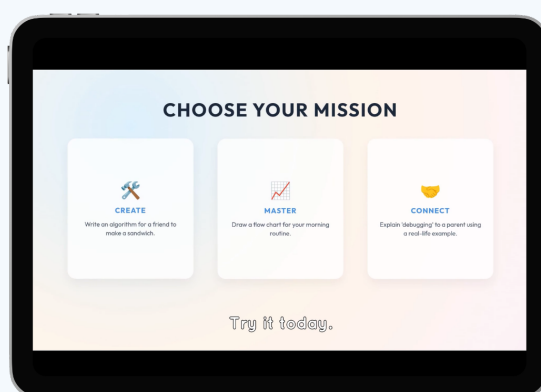


FROM SCREEN TO LIFE

Missions turn an idea into action

A Mission gives the child one finite, achievable way to use learning beyond the original activity. **It might invite them to make, practise, help, investigate or share—often with a trusted adult nearby.**

3 USE IT IN A MISSION



Mission options provide evidence-backed self-determination and choice that supports the very best learning outcomes. Kids choose their mission and in so doing, deepen their engagement and their interest.

Example continuation: The Tech Application Mission



WHY IT MATTERS

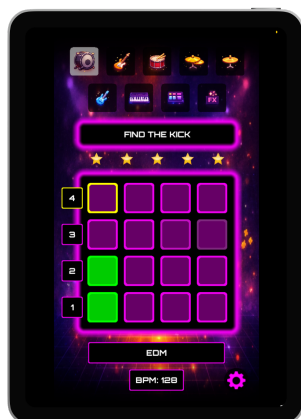
The child moves from knowing how technology works to applying it to easy, real-life scenarios.



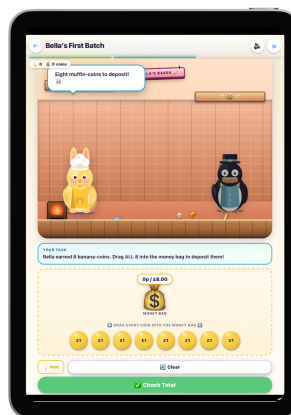
THE GAMES SIDE OF LIAURA

Worlds make purposeful play coherent

Worlds are themed spaces that bring related games, challenges and discoveries together. They give children a reason to explore while keeping each experience finite and connected to a learning purpose.



Music Maze



Wobblebank Junior

Music Maze is a challenging World that teaches perseverance, pattern recognition and trains their musical ears. Wobblebank Junior teaches arithmetic through practical and interactive money challenges while playing the role of an animal banker.

The game-side learning loop



What games are designed to develop

Depending on the World and challenge, play can strengthen curiosity through exploration; confidence through persistence and agency; kindness through cooperation and consideration; and global citizenship through systems, cultures and consequences.



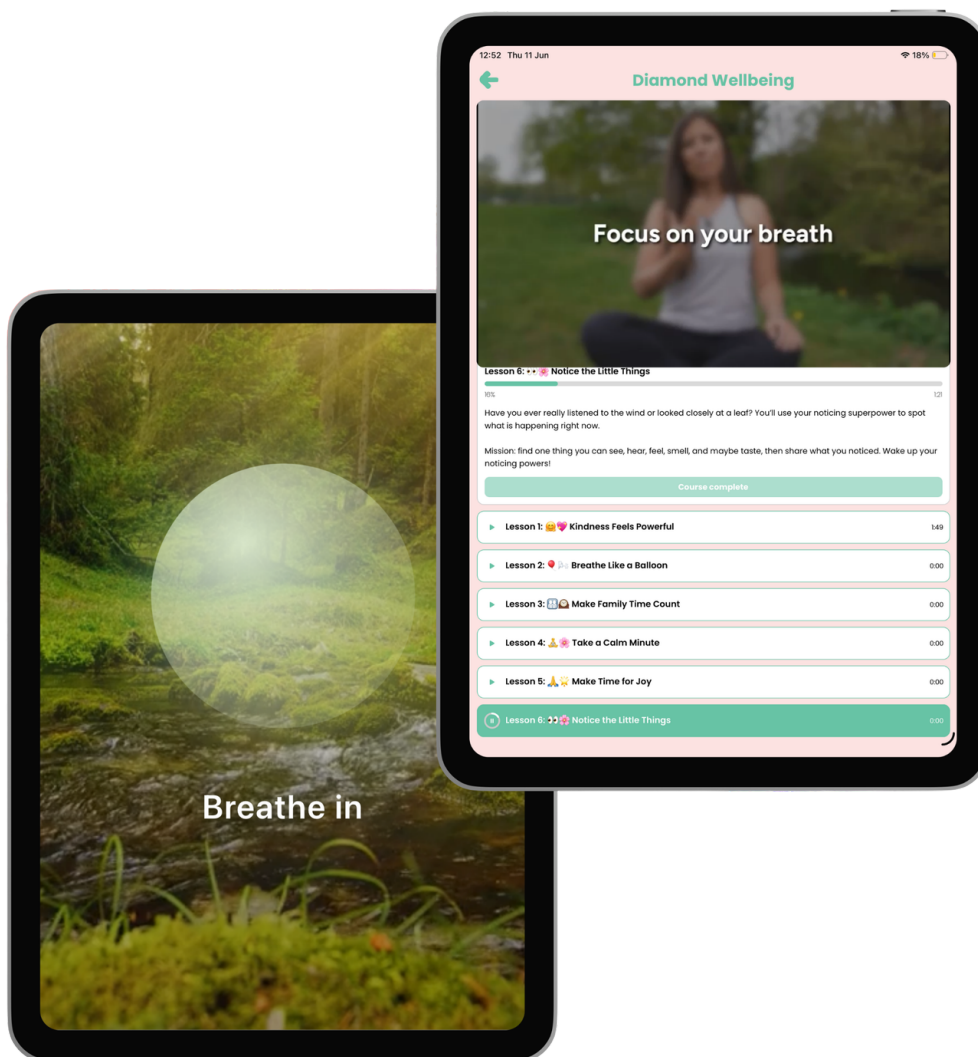
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THE WELLBEING SIDE OF LIAURA

Wellbeing at its core

Wellbeing is at the core of the content—Liaura is calming and has mindfulness and meditation tools including **Just Chill** and a mindfulness course to support mental wellbeing.



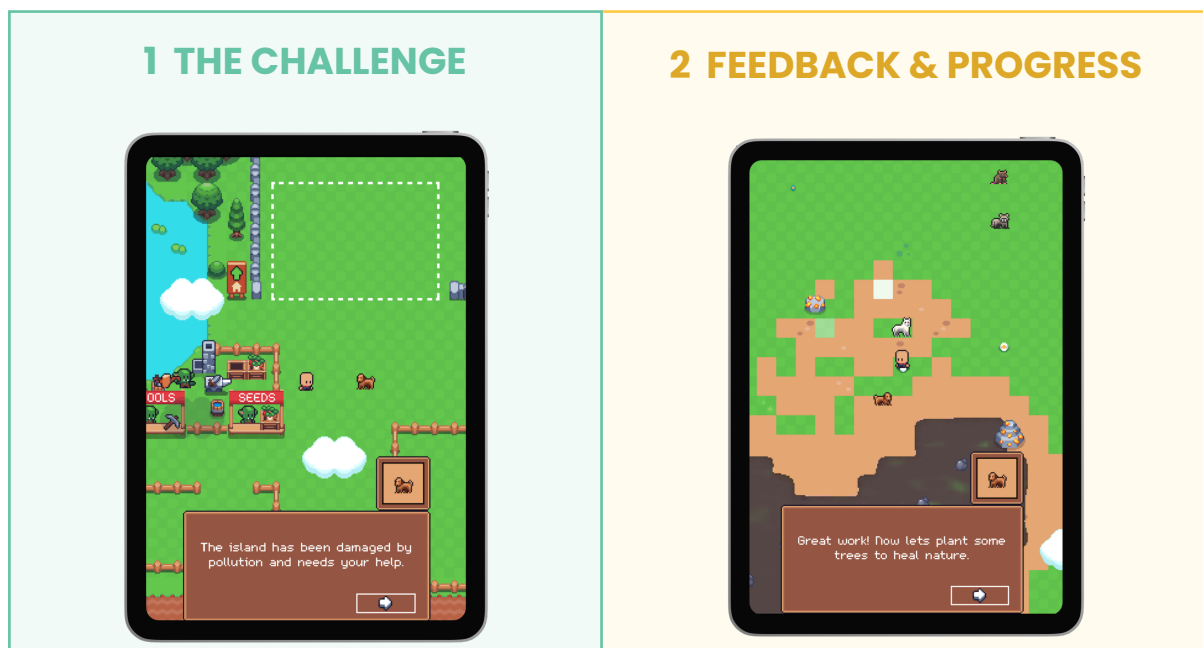
Just Chill is a beautiful world with dynamic natural scenery, natural sounds of nature, and meditation music soundtracks to guide kids through psychology-backed box breathing patterns for concentration, relaxation and more. Highly accredited practitioners **Diamond Wellbeing** teach mindfulness and wellbeing in the Mindfulness Journey.



A GAME EXPERIENCE IN PRACTICE

Example: a World & Planet challenge

Learning intention: I can explore how choices affect a wider system, test possible solutions and explain one action that could help people or planet.



Eco Island Rescue teaches environmental responsibility–kids save an island and its ocean from pollution, re-wild its environment and make animal friends along the way.

How the play carries learning



ADULT PROMPT What did you change after the first attempt? Who or what was affected by your choice? Where do you see a similar system in real life?

RECOGNISING PROGRESS

See the learning taking shape

Liaura uses a light-touch evidence model: progress is visible in choices, language, strategies, persistence, creative work, reflection and caring action—not in a high-stakes test.



What to notice across a Journey

Kindness — Respectful communication, inclusion, empathy, helping or repairing.

Curiosity — Purposeful questions, experimentation, explanation and connecting ideas.

Confidence — Starting, persisting, adapting, sharing ideas and seeking help safely.

Global citizenship — Valuing cultures, seeing systems and linking choices to people and planet.

EVIDENCE IN CONTEXT One interaction rarely tells the whole story. Look for patterns across choices, play, reflection, Missions and everyday action.

REINFORCING PROGRESS

Notice. Talk. Extend.

Adults do not need to turn Liaura into a lesson. Their role is to notice meaningful behaviour, invite the child to make sense of it, and open one small route into life beyond the screen.

How adults reinforce the learning



Notice — Look for choices, language, persistence and care—not just completion.

Talk — Ask what surprised them, what they would try next and who might be affected.

Extend — Choose one small offline action: make, practise, help, investigate or share.

A simple observation note

TRY RECORDING Experience • What the child chose or created • What they said or noticed • Outcome demonstrated • One possible next step

THE LIAURA PROMISE We reward what matters—kindness, creativity, learning and healthy choices—not time on screen. Success is a child who leaves Liaura more ready to be curious, confident and caring in the world.