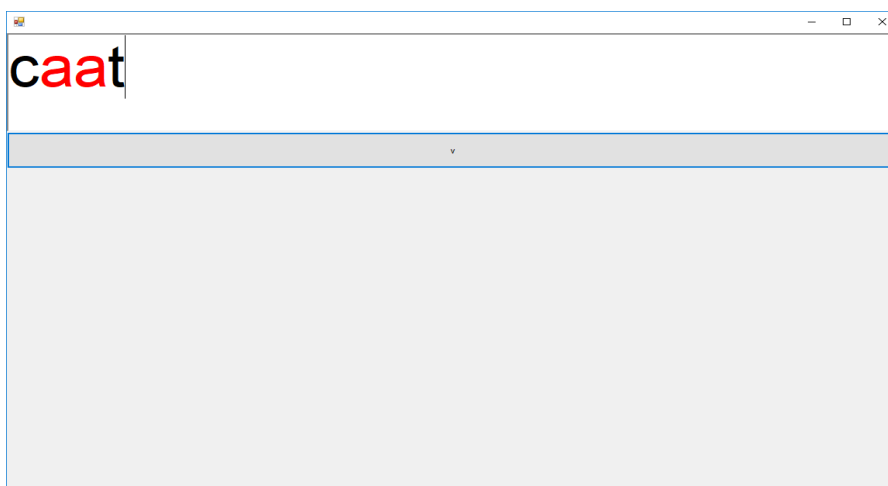
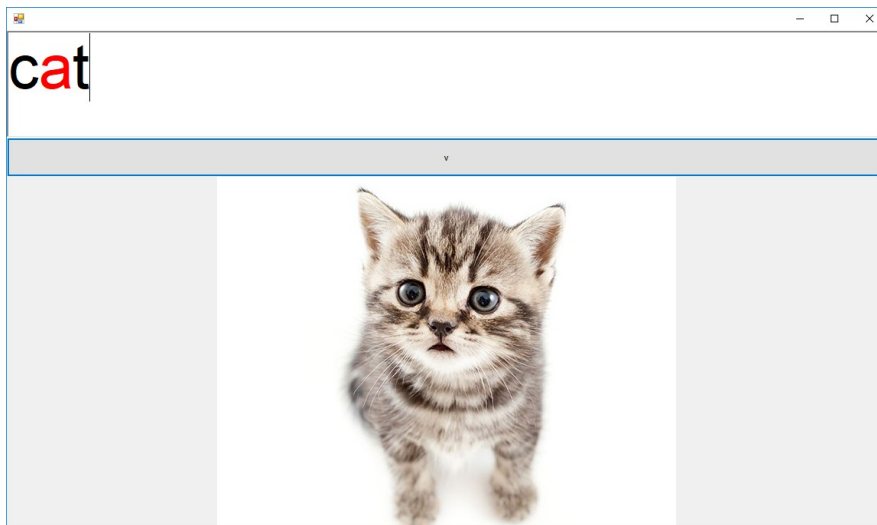


1. Think about easy words which Your kid can handle, let's say *cat*
 - easy 3-letter words are perfect for the beginning
 - You can use paper dictionary for children to help with writing, in this case little learner is aware what he/she can type without remembering it, the real goal here is to ability to analyze the word and combine the letters, not to remembers a list of available words
2. Get an image with a cat, name it *cat.jpg* and put it into *images* folder
 - gif, png, jpg, jpeg extensions are allowed, any other extensions will be ignored
 - if there are two files with the cat (let's say *cat.gif*, and *cat.jpg*), the *cat.gif* will be taken into consideration. Priorities are GIF > PNG > JPG > JPEG
3. Launch the application (double click on *.exe file)
 - Be carefull with deleting and adding images while app is running - i can't guarantee that it will work properly, it is safer to relaunch application in this case.
4. Type *cat* and press *enter* (or click the *v* button)



5. If you enter the word and put file correctly – the image should be shown.
6. Let Your kid has fun!
 - expand the possibilities of Your program with time! You can show the difference it similar words and plural forms, You can also show Your kid that two different words can mean exactly the same (for example in different language).
 - let Your kid choose what he/she want to write – it should be fun for them :)