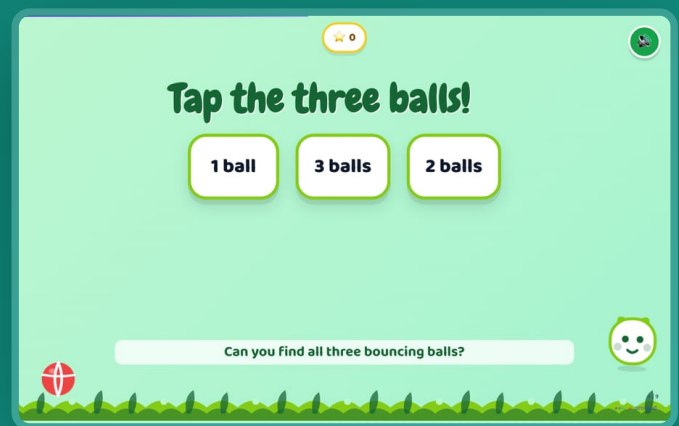


HANDBOOK

The Kids Deck Handbook

Type a topic. Get an animated, narrated, playable lesson — and teach it live on every child's own screen. Nursery to Class 5, and beyond.

9 September 2026



What's inside

1. Why this exists — the seven things you asked for
2. What you get, one by one
3. Who it is for
4. How to build a deck, step by step
5. Ten lessons that are already made
6. The twelve looks
7. Teaching it live
8. On a child's own phone
9. What goes home to parents
10. Class 6 and up
11. Getting the class in
12. What it costs
13. Where everything lives — feature page, guides, blog
14. Your first lesson — a short checklist
15. What is honestly not finished yet
16. Questions teachers ask

You named seven things. This is what closing them looks like.

You were building the week's slides by hand in Canva — finding a picture, resizing it, adding a letter — for a lesson you would use once. When we asked what the slides were missing, you did not say “AI”. You said: **animation, graphics and characters, video, GIFs, sound, games, and colour.**

So the promise is narrow on purpose: **you type a topic, and you get a finished, animated, narrated, kid-appropriate deck** — inside the tool where you already run the class. Then the lesson runs on every child's own device while you teach it, nobody answers until you open the question, and what they answered becomes a note you can send home.

What it is not. It is not a slide template you fill in, and it is not a slideshow the children watch. A nursery slide here is a picture and a voice; the words on it are your script. The lesson is played — tapped, opened, cheered — not read.

Everything in this handbook is a real, checkable feature. Every screenshot was taken automatically from the product by a browser test. Where something is not finished, section 15 says so.

The seven, one by one

You asked for	What the deck does
Animation	Slides ease in, stickers bob, the star counter bumps, confetti on a right answer. All of it stops under “reduce motion”.
Graphics & characters	A mascot on every kid deck that reacts — happy on a right tap, a gentle “oops” on a wrong one. Plus drawings we own for feelings, shapes and routines, where stock photos answer badly.
Video	A “watch together” slide in every deck. It finds real nursery rhymes and counting songs, and falls back to safe stock clips if none fits.
GIFs	Animated stickers, filtered for children, used only where a still picture would be flatter.
Sound & audio	Every slide has a spoken line, read aloud by the browser — nothing to record. Chimes for right, wrong and “all found”. One speaker button mutes the whole deck.
Gamification	Tap-the-picture rounds, lift-the-flap peekaboo cards, a star counter and praise. At least two game rounds in every kid deck — enforced when the deck is built.
Colour	Twelve looks — Candy, Jungle, Ocean, Space, Farm, Notebook, Party, Soft shapes, Storybook, Sticker book, Doodle, Sunny day. A palette, a typeface, a paper texture and scenery along the foot.

The rule underneath all seven. A prompt the model half-obey is not a rule. So the things that matter — at least two games per kid deck, a spoken line on every slide, no reading asked of a nursery child — are checked when the deck is built, and the deck is regenerated if they are missing.

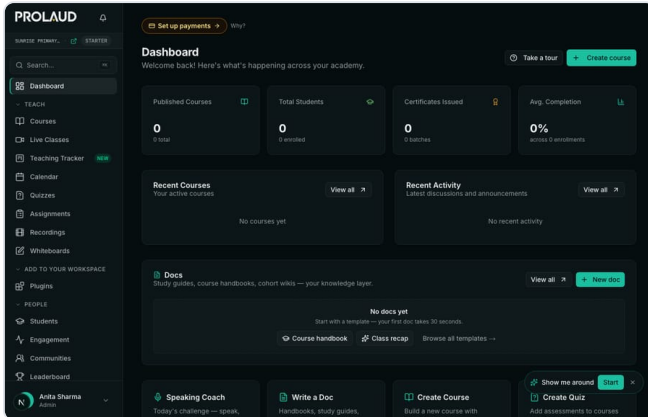
Split by reading ability, not by age

Audience	What a slide is	What the class does	Included in
Nursery	A picture and a spoken line; no text to read	Taps pictures, opens flaps, collects stars	Kids-deck add-on
LKG – UKG	Short text, big emoji, a spoken line	The same games, with a little reading	Kids-deck add-on
Class 1 – 5	A normal lesson, larger type	Games alongside the lesson	Kids-deck add-on
Class 6 – 8, 9 – 12, college	An ordinary deck	Answers checkpoints on their phones	Every plan

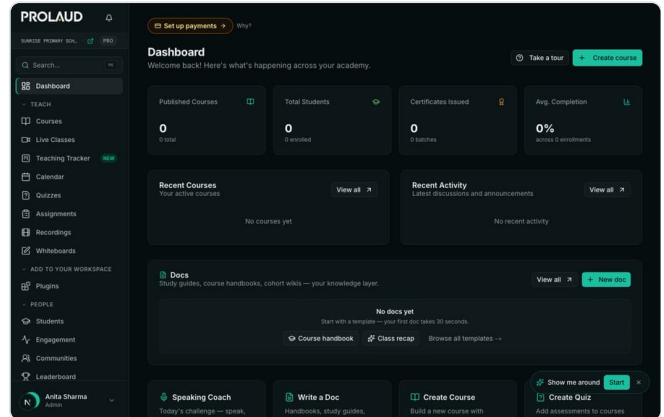
The three kid tiers are genuinely different. A nursery deck is wordless and voice-first because a three-year-old cannot decode a sentence. LKG–UKG adds short lines and keeps the games. Class 1–5 reads like a proper lesson with the games alongside — a child who can read still likes to tap.

Building a deck, step by step

Eleven steps. The first four take about a minute; the rest is choosing. Every screenshot is the real screen.

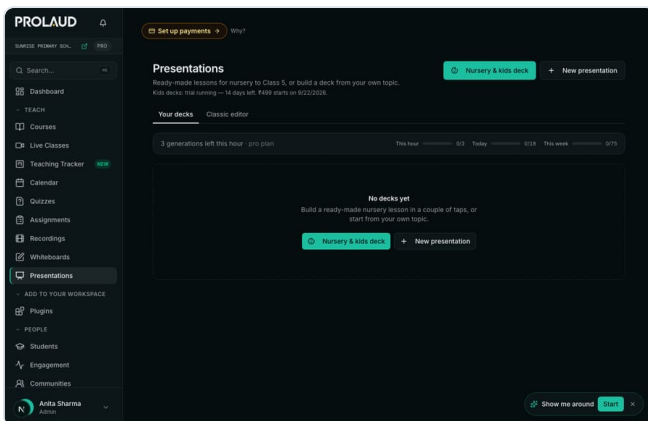


1 Sign in to the dashboard

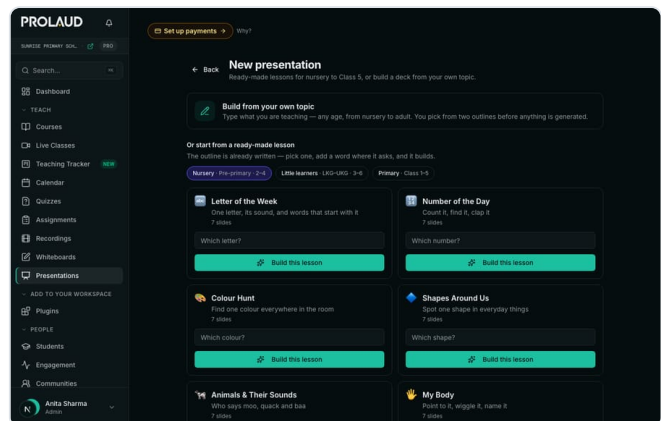


2 Add the Nursery & kids deck module

₹499/month, with a 14-day free trial. Every plan can build decks for older students; the kid builders are the add-on.

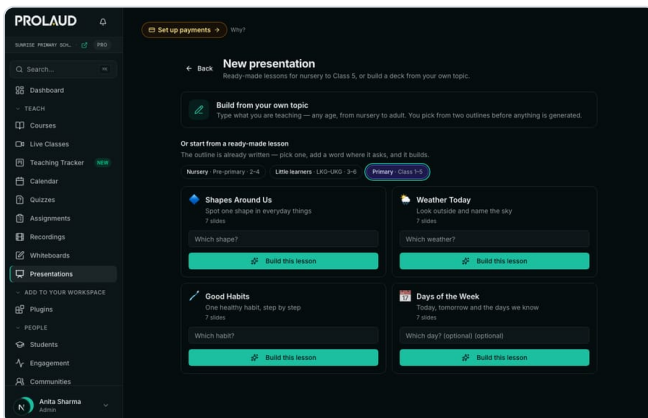


3 Open Presentations



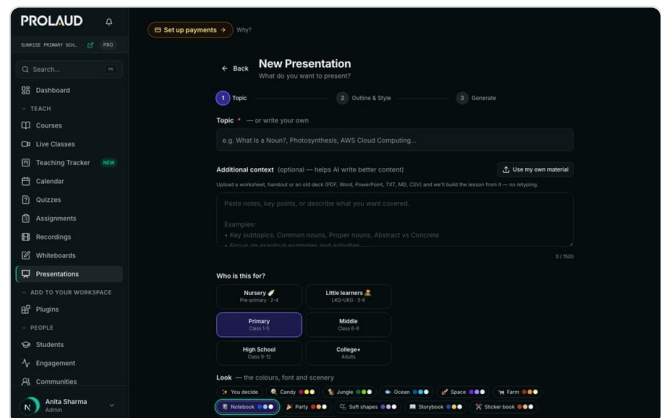
4 Click "Nursery & kids deck"

It opens the builder with a kid audience already chosen.



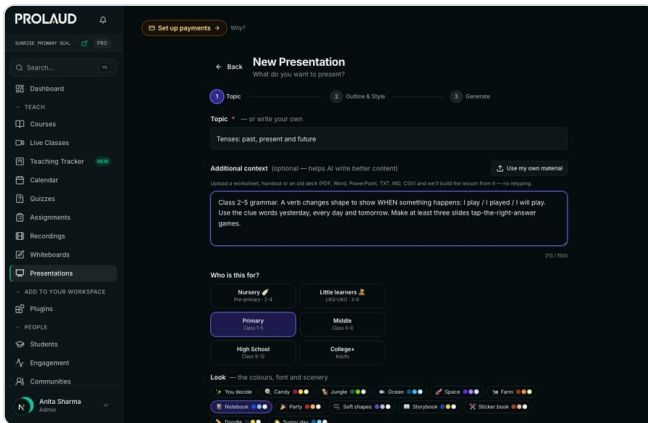
5 Choose the audience

Nursery, LKG–UKG, or Class 1–5. This decides how much text ends up on a slide — nursery children cannot read, so their slides are a picture and a voice.



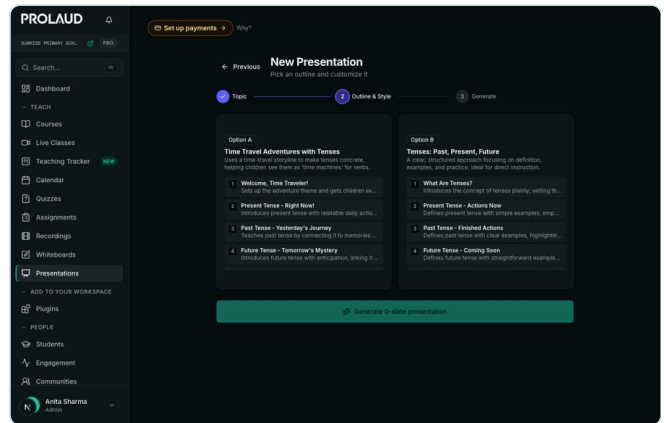
6 Choose the look

Twelve of them. Each is a palette, a display typeface, a paper texture and the scenery along the bottom. Leave it on "You decide" and each deck comes back in a different one.



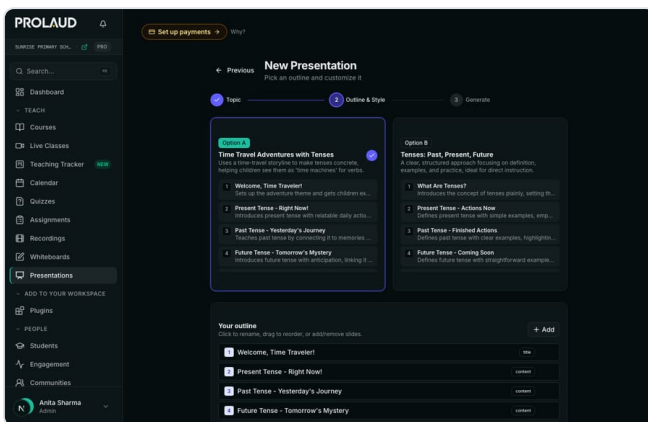
7 Type the topic and any notes

One line is enough. Notes steer the examples; you can also upload a worksheet, PDF or PowerPoint instead of typing.



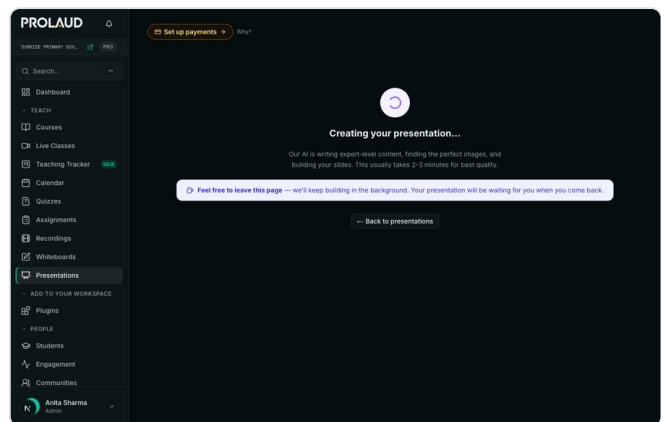
8 Two outlines come back

One story-led with a character; one plain and professional.



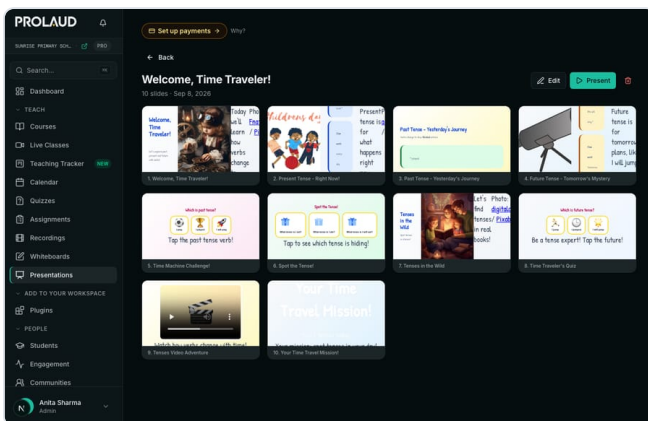
9 Pick an outline

Edit, reorder or delete slides before committing.



10 Generate

The deck is written, the art is chosen and credited, the games are built, the voice is added.



11 The finished deck is in the workspace

Present it, edit any slide, download it, or open it full screen in class.

Or skip the building. Ten ready-made lessons are in the catalogue — pick one, add a word where it asks (which letter? which number? which colour?), and it builds.

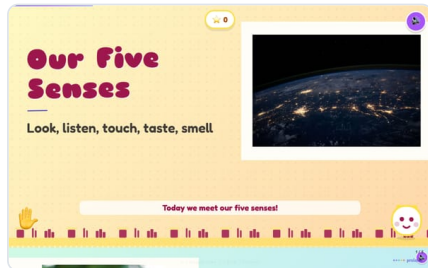
Lessons you can present today

Each is a finished, playable deck. Open <https://prolaud.com/help/kids-decks> and press play — they read themselves aloud.

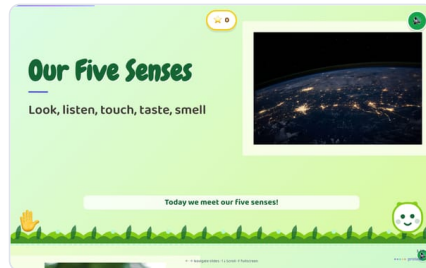
Audience	Subject	Lesson	Slides	Games
Class 1–5	English	Meet Tommy the Time-Traveling Turtle!	9	2
LKG–UKG	English	The Letter S and Its Sound	9	2
LKG–UKG	English	Rhyme Time with Cat! 🐱 🎵	9	3
LKG–UKG	Maths	Counting to Ten with Teddy! 🧸	9	2
LKG–UKG	Maths	Shapes around us: circle, square, triangle	9	3
Class 1–5	Maths	Adding Numbers Up to Ten with Sammy the Squirrel!	9	2
Class 1–5	Science	Welcome to the Living Things Safari!	9	2
Class 1–5	Science	The Parts of a Plant with Andy the Ant!	9	3
LKG–UKG	EVS	Washing Our Hands with Handy!	9	2
Class 1–5	EVS	Meet Sunny the Weather Explorer!	9	3
Class 1–5	EVS	How we travel: transport around us	9	3
Class 1–5	English	Adjectives — Zippy's Word Magic!	10	3

The twelve looks

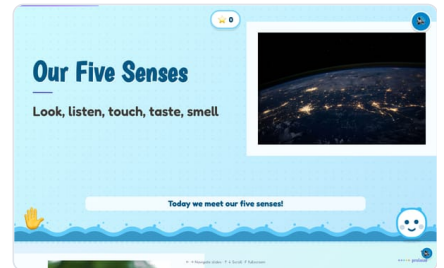
The same lesson, dressed twelve ways. Each is a palette, a display typeface, a paper texture and the scenery along the foot. Leave the picker on "You decide" and each deck comes back in a different one.



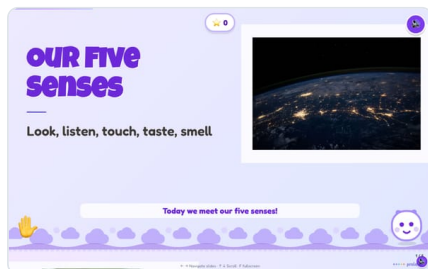
Candy Sniglet



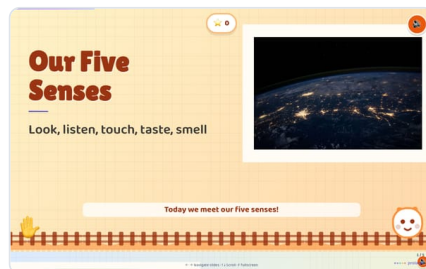
Jungle Chewy



Ocean Boogaloo



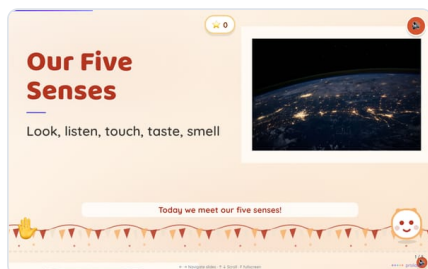
Space Luckiest Guy



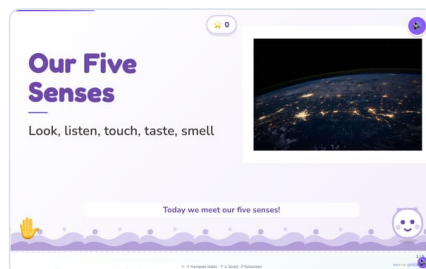
Farm Lilita One



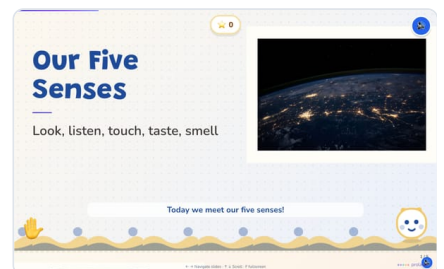
Notebook Architects Daughter



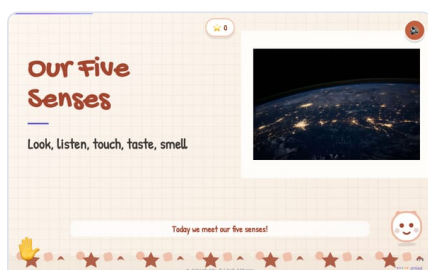
Party Baloo 2



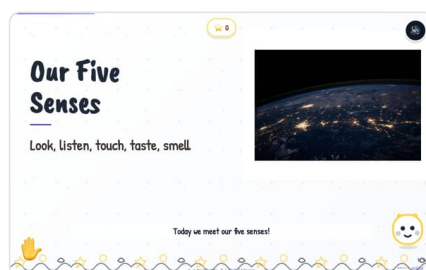
Soft shapes Fredoka



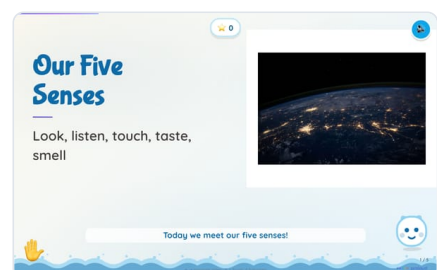
Storybook Grandstander



Sticker book Gochi Hand



Doodle Caveat Brush



Sunny day Bubblegum Sans

You keep the room

In a live class, open the **Slides** tab, pick a deck, and press **Show to students**. Every child gets the deck on their own screen and follows the slide you are on. Two controls are yours and neither is the class's:

Show to students

Puts the deck on every child's screen and gives them a Slides tab. Hide it again and the tab disappears; nobody is left on an empty stage.

Let students answer

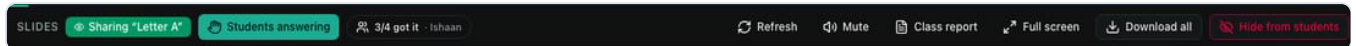
Closed by default. Without it, thirty children start tapping the moment you share. Open it when the class reaches the question, close it again after.



Both controls sit next to each other, not in a menu.

And you find out who got it

A tap used to score a star in the child's browser and vanish. It now comes back: who answered, what they picked, and who has not moved yet — on the slide you are standing on. Beside it, the only advice it ever gives: *most of the class missed this — worth saying again, or everyone has it — safe to move on*. It is counting, not a language model, so it is there the second you glance down. It never advances a slide by itself.

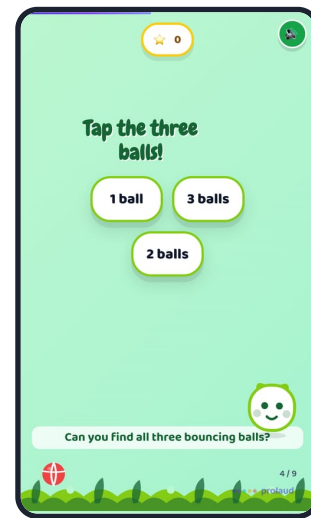


A count and the names still working. Not a percentage.

What the class actually holds

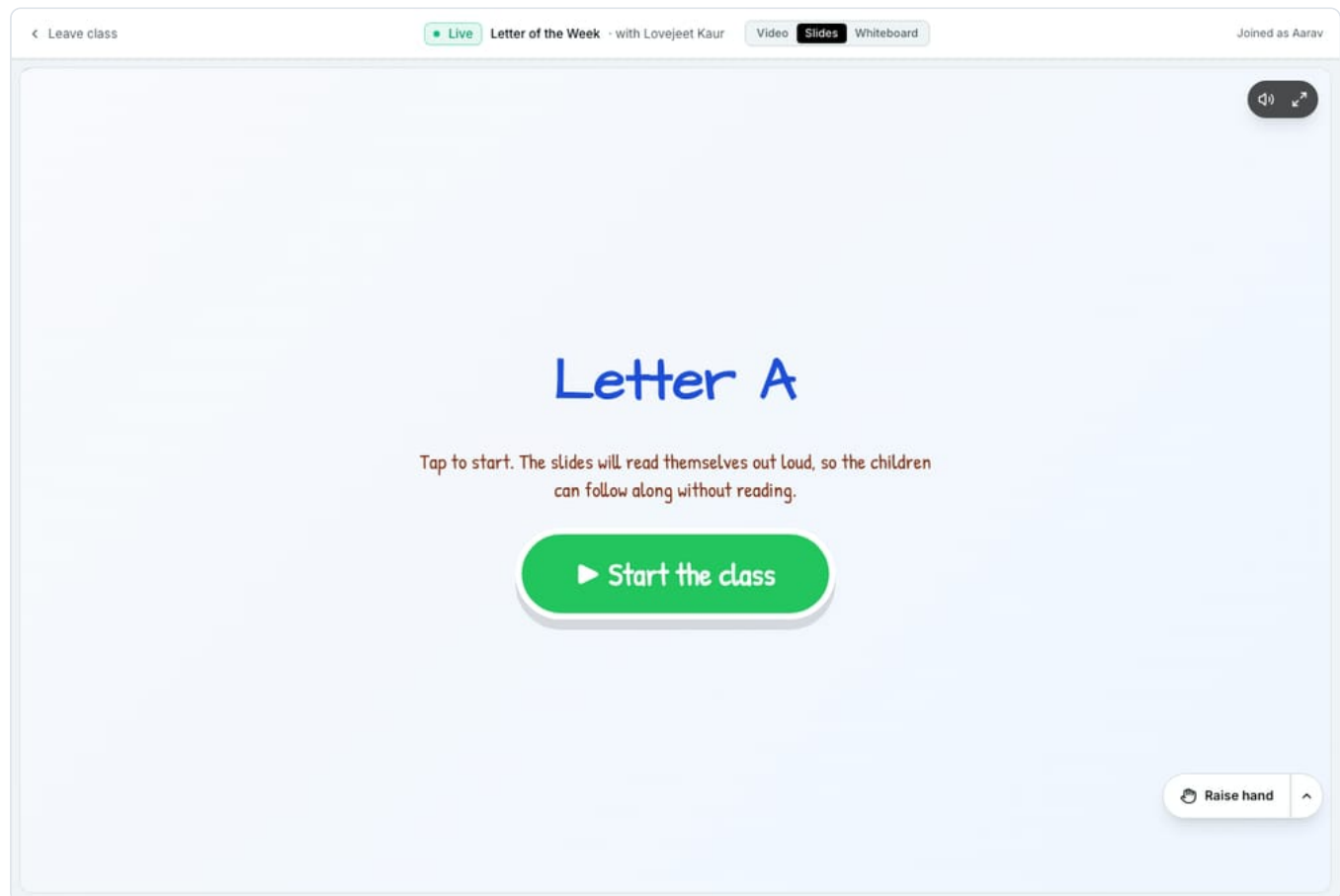


Closed — readable, not tappable.



Open — one tap scores a star.

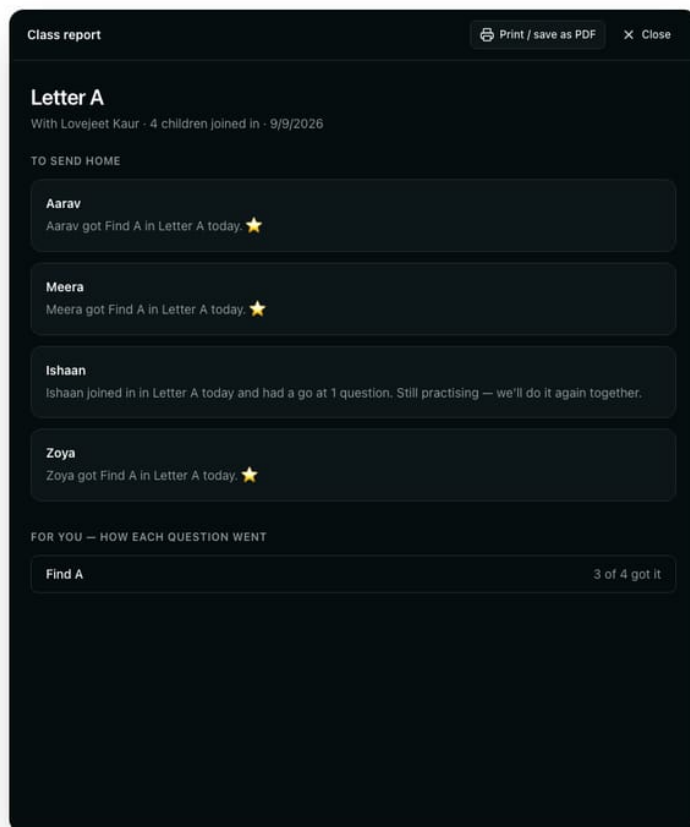
The deck is one self-contained file, so it runs on old tablets and poor connections. If the class is too young to hold a device, the same deck runs on the projector alone — and you tap for them.



The moment you share: a Slides tab on her screen, already open.

One line per child, in the words a parent wants

After the lesson, press **Class report**. Each child gets a sentence — “Aarav got Find A in Letter A today ★”, or “Ishaan joined in with Letter A and had a go — still practising, we’ll do it again together.” Print it, or save it as a PDF for the bag. Underneath, for you only: which question the room found hard.



To send home — and, underneath, the part that is for you.

Two things it will never do. No percentages and no ranking between children — a score against a three-year-old's name tells a parent nothing they can act on. And nothing a child got wrong is named as a failure. “Still practising” is the whole vocabulary, because at this age that is simply the truth.

Class 6 and up get it too

Older decks get **checkpoints** — a question mid-lecture, answered on phones, gated by the teacher and counted the same way — the same mechanism as the nursery games without the stars, the confetti or the mascot. Two per deck minimum, placed after the material that answers them. Included in every plan, not the add-on.

CHECKPOINT

Which of these is NOT an input to photosynthesis?

Think about what goes in, not what comes out.

A Oxygen

B Water

C Carbon dioxide

D Sunlight

Answer on your own device.

← → Navigate slides · ↑ ↓ Scroll · F fullscreen

prolaud

A checkpoint in a Class 10 deck.

Twenty children, in under a minute

Write the code on the board. Each child opens <https://prolaud.com/join>, types the code and her first name, and she is in. No account, no app, nothing to install — capitals and stray spaces off a whiteboard do not matter.

The join page is deliberately one field. It is the whole door.

One field.

Pricing

Class 6 and up

Included

Decks with checkpoints for middle school, high school and college come with every plan.

Nursery to Class 5

₹499/month

The Nursery & kids deck add-on, with a **14-day free trial**. \$6/month for workspaces billed in USD.

For comparison, printed flashcard packs and worksheet subscriptions for one classroom's worth of material run roughly ₹500 to ₹1,500 a month — and they do not read themselves aloud, follow your slide, or tell you who got it.

What you keep. Everything you build during a trial or a subscription is yours. Cancelling stops new kids decks being generated; nothing already made is deleted, ever.

Feature page, guides and the blog

- **The feature page** — the whole picture, with real screenshots and a FAQ.
<https://prolaud.com/features/live-lessons>
- **Ten finished lessons** — play any of them in the browser; they read themselves aloud. Also the step-by-step how-to with screenshots.
<https://prolaud.com/help/kids-decks>
- **The twelve looks** — each one playable, plus how the decks are generated.
<https://prolaud.com/help/deck-looks>
- **Slides in a live class** — every control in section 7, documented with screenshots taken from a real class: two browsers, one teacher, one pupil.
<https://prolaud.com/help/live-slides>
- **The blog post** — the story of the seven gaps, written for teachers who have not seen it yet. Share this one.
<https://prolaud.com/blog/lesson-decks-for-nursery-teachers>
- **The join page** — what a child opens.
<https://prolaud.com/join>
- **Your dashboard** — Presentations, then *Nursery & kids deck*.
<https://prolaud.com/dashboard/presentations>

A short checklist

1. **The night before:** build the deck (section 4) — or pick a ready-made one (section 5). Open it once and press *Start the class* so you have heard the voice lines; they are your script.
2. **Decide sound:** if you will narrate yourself, press the speaker button once at the start. It mutes the whole deck and remembers.
3. **Write the class code on the board** before the children arrive. They join at prolaud.com/join — name only, no account.
4. **Share, then talk.** Press *Show to students*. Questions are closed — the class can look but not tap. Introduce the slide.
5. **Open the question** with *Let students answer*. Watch the count. If most miss it, it says so — say it again. Close it, move on.
6. **Afterwards:** press *Class report*. Print it, or save as PDF, for the bag.
7. **If the wifi drops:** a downloaded copy of the deck keeps the slides, games and voice working on your laptop and the projector.

A tip on the youngest classes. For Nursery, most teachers run the deck on the projector and tap on the children's behalf, using their own devices only from LKG–UKG up. Both work; the game and the report work either way.

What is honestly still to come

- **A printable worksheet from the deck** — the take-home page with the letter to trace and the picture to circle. The deck already holds everything it needs; the button is not built yet.
- **Bilingual narration.** The voice is English today. Hindi and Punjabi alongside it is planned; browser voices for Punjabi are patchy on school laptops, so it will not be promised until it is measured.
- **Building a whole series at once** — “the alphabet, A to Z” as 26 decks overnight.
- **A fully offline download** that also carries the photographs and the typeface. Today a downloaded deck keeps its structure, games and voice with no internet; photos and the hand-lettered font need a connection.
- **Teaching two sections with one deck.** Answers are kept per class code, so if you run 9am and 10am in the same room, use a fresh code for the second section until the reset button lands.

Anything in this list that matters to your week — say so, and it moves up.

FAQ

Do the children need an account or an app?

No. Write the code on the board; a child opens the join page, types the code and her first name, and she is in.

Do I have to record my voice?

No. Every slide has a spoken line the browser reads itself. The speaker button mutes the whole deck when you would rather talk.

Can the class answer before I am ready?

No. Questions are closed by default. The tiles are dimmed with “Wait for your teacher” until you press Let students answer.

What if I already have a worksheet?

Upload it — PDF, Word, PowerPoint or text — and the lesson is built from it instead of a typed topic.

What happens to my decks if I stop paying?

They stay yours. Cancelling stops new kids decks being generated; nothing already made is deleted.

Does it work when the school wifi drops?

A downloaded deck keeps its slides, games and voice with no internet. The photographs and the hand-lettered font still need a connection today.



PROLAUD

**Type one line.
Teach it tomorrow.
Send the note home the same afternoon.**

Start at prolaud.com/features/live-lessons

Play a finished lesson first — no signup — then build your own.

This handbook was generated from the product on 9 September 2026. Prices are read from the live plugin registry; screenshots are taken by automated browser tests. If a screen looks different, the product moved and this document should be regenerated.