The use of technological devices in education has become inevitable today as technology is proceeding at a dizzying pace. Technological devices and softwares developed within the scope of these devices have become especially used within the game-based learning system. Especially in pre-school level, to teach some concepts to illiterate children, game based learning system is used.

In this study, a platform based on Kinect V2 was developed with the aim of teaching English words to pre-school children. The study was tested on a select group of pre-school children.

Eventually it has been observed that the English equivalents of the concepts of color and shape have been retained for a longer period of time due to the support of this visual and audio software material. In addition, it has been determined that the motivation of the student is made permanent because it enables to learn by amusing.