According to the dual coding theory, we perceive and store words and visual images in two systems: one verbal and the other perceptual. We present in this paper the design and implementation of a multimedia spelling-book based on the above theory. The book presents the story of the "beautiful Helen" as Homer records it. The review of the current conventional spelling books for pupils combined with the characteristics of the Homer Epics and the different ways of using images, led us to the formation of a set of parameters, assumptions and aims for the interactive learning environment. The methodology we followed to end up with the design and development of the multimedia spelling-book is given in detail along with implementation issues and the description of the application. The system is expandable (more scenes) and transferable (other stories). The application is currently undergoing user trials in real life situations.