



## Introduction

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In today's technology-driven world, it is essential to introduce young learners to the vast array of digital resources available for educational purposes. This lesson plan aims to bridge the gap between traditional teaching methods and modern digital approaches, ensuring that students are well-equipped to thrive in a rapidly changing educational landscape.

## Lesson Objectives

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- Identify and name at least three educational apps and websites explored during the lesson.
- Explain how educational apps and websites can support learning in areas such as literacy, numeracy, and social skills.
- Use educational apps and websites to complete simple learning tasks under supervision.
- Begin to evaluate the suitability of educational apps and websites for their own learning needs.



## Lesson Plan

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### Introduction and Engagement (Minutes 1-5)

- Introduce the concept of educational apps and websites.
- Show examples of popular educational apps and websites.
- Ask students about their favorite games or online activities.
- Discuss how these can be both fun and educational.

### Exploration of Educational Apps (Minutes 6-10)

- Introduce 2-3 educational apps (e.g., ABCmouse, PBS Kids, Khan Academy Kids).
- Demonstrate how to navigate through these apps, highlighting their educational content and interactive features.
- Have students work in pairs or small groups to explore these apps under supervision.



## Educational Apps and Websites

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### ABCmouse

ABCMouse is an educational app that offers a comprehensive curriculum for early childhood learning, covering subjects such as reading, math, and art.

### PBS Kids

PBS Kids is a website that provides a variety of educational games, videos, and activities for young learners, focusing on subjects such as literacy, numeracy, and social skills.



## Guided Practice

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- App Navigation Activity: The teacher will demonstrate how to navigate through a selected educational app (e.g., ABCmouse), highlighting its various features and educational content.
- Website Scavenger Hunt: The teacher will introduce a educational website (e.g., National Geographic Kids) and create a simple scavenger hunt that requires students to find and identify different educational resources on the site.

## Independent Practice

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- Beginner Activity: For students who require additional support, the teacher will provide a simplified activity where students match shapes or colors using a digital tool.
- Intermediate Activity: Students at the intermediate level will be given a task to complete a digital puzzle or game that focuses on a specific learning objective, such as basic addition or subtraction.



## Assessment and Evaluation

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- Formative Quizzes: Administer regular formative quizzes to check students' understanding of the educational content found on apps and websites.
- Self-Evaluation Checklists: Provide students with self-evaluation checklists to assess their own learning and navigation skills on educational apps and websites.

## Summative Assessment

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- Digital Portfolio: Students will create a digital portfolio showcasing their favorite educational apps and websites.
- Interactive Quiz: An interactive quiz will be administered to assess students' knowledge of the educational apps and websites explored during the lesson.



## Conclusion

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In conclusion, exploring educational apps and websites for early childhood learning and development is a valuable and engaging way to introduce 5-year-old students to the digital world, enhancing their learning experience and preparing them for future academic success.

## Next Steps

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- Creating Digital Content: A lesson on creating digital content using educational apps and websites.
- Digital Citizenship and Online Safety: A lesson focused on digital citizenship and online safety.



## Resources

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- Tablets with Educational Apps: Pre-loaded with apps such as ABCmouse, PBS Kids, and Khan Academy Kids.
- Computers with Internet Access: Used for exploring educational websites such as National Geographic Kids, Sesame Street, and Starfall.

## References

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- ABCmouse. (2022). ABCmouse Early Learning Academy.
- PBS Kids. (2022). PBS Kids Games.

