

Exploring Digital Tools with Your Interests

Summary	
Subject/Discipline	English
Theme	Hobbies
Age group	5-6
Main topic	What do you like doing?
Key concepts	<ul style="list-style-type: none">● Hobbies● Digital tools <ul style="list-style-type: none">● Interest and creativity

Learning Objectives	
<ul style="list-style-type: none">● To introduce students to basic digital tools and devices while incorporating their interests and fostering creativity	

Equipment/material needed	
<ul style="list-style-type: none">● Tablets or computers with age-appropriate educational apps or websites	<ul style="list-style-type: none">● Age-appropriate interactive games and apps● Projector or screen for group activities

- Art supplies (crayons, paper, colored pencils, etc.)

Lesson Outline		
Phase of the lesson	Duration	Description
Warm-up	10 mins	<ul style="list-style-type: none"> - Begin the lesson by discussing digital tools and devices in simple terms, like tablets and computers, and how they can be used for fun and learning. - Ask the students about their favorite things to do or interests and explain that they will get to explore these interests using digital tools today.
Main activity	20 mins	Digital Art <ul style="list-style-type: none"> - Provide each student with a tablet or computer with an age-appropriate drawing app. - Encourage them to draw a picture related to their favorite activity or interest. For example, if a student likes animals, they can draw their favorite animal. - Walk around and assist as needed.
	15 mins	Interactive Learning Games <ul style="list-style-type: none"> - Gather the students in a group and project a tablet or computer screen to showcase an educational game or app related to their interests (e.g., an animal matching game, a simple math app, or a music app). - Let the students take turns interacting with the game while discussing their choices and actions. Ensure they have fun while learning.
	20 mins	Storytelling <ul style="list-style-type: none"> - Provide students with tablets or computers with a simple story-making or storytelling app. - Have them create a digital story or book related to their interests. Encourage them to use pictures and basic text. - After completing their stories, ask students to present them to the class or to a small group if preferred.
Assessment	10 mins	<ul style="list-style-type: none"> - Gather the students and discuss what they learned and created using digital tools.




		<ul style="list-style-type: none">- Ask them about their favorite part of the lesson and what they would like to explore in future lessons. Reiterate the importance of using technology for both fun and learning
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Conclusions and recommendations

<ul style="list-style-type: none">● This lesson plan aims to make learning fun and engaging for students while introducing them to digital tools. It also allows them to explore their interests and express their creativity in a digital format. Remember to supervise the use of digital devices, ensure they are age-appropriate, and prioritize the safety of the children during the lesson.	<ul style="list-style-type: none">● Encourage parents to explore educational apps or websites with their children at home, related to their interests.
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