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**Exploring Future Dreams with Digital Tools**

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Summary	
<b>Subject/Discipline</b>	Language and communication
<b>Theme</b>	What I would like to be/Jobs
<b>Age group</b>	5-6
<b>Main topic</b>	A story/poem/ free discussion/game on the topic
<b>Key concepts</b>	<ul style="list-style-type: none"><li>● Interactivity</li><li>● Digital tools</li><li>● Creativity</li></ul>

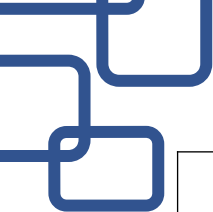
Learning Objectives	
<ul style="list-style-type: none"><li>● To introduce students to digital tools and devices while allowing them to express what they want to be when they grow up in a creative and interactive way</li></ul>	

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

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

- Projector or screen for group activities

Lesson Outline		
Phase of the lesson	Duration	Description
Warm-up	10 mins	<ul style="list-style-type: none"> <li>- 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.</li> <li>- Ask the students about what they want to be when they grow up, and explain that they will get to explore these dreams using digital tools today.</li> </ul>
Main activity	20 mins	<p><b>Digital Art: "Future Me"</b></p> <ul style="list-style-type: none"> <li>- Provide each student with a tablet or computer with an age-appropriate drawing app.</li> <li>- Ask the students to draw a picture of themselves as what they want to be when they grow up (e.g., a doctor, firefighter, teacher, astronaut).</li> <li>- Encourage them to add details about their dream profession and use their creativity.</li> </ul>
	15 mins	<p><b>Interactive "Career Exploration" Game</b></p> <ul style="list-style-type: none"> <li>- Gather the students in a group and project a tablet or computer screen to showcase an educational game or app related to different careers (e.g., a game where they can pretend to be a chef, a scientist, or a musician).</li> <li>- Let the students take turns exploring these virtual careers and discuss their favourite roles.</li> </ul>
	20 mins	<p><b>Creating a "Future Dream" Digital Presentation</b></p> <ul style="list-style-type: none"> <li>- Provide students with tablets or computers with a simple presentation app or software.</li> <li>- Ask them to create a digital presentation showcasing their future dream profession. They can include pictures, text, and their own voice if possible.</li> <li>- After creating their presentations, encourage the students to present their dreams to the class or a small group.</li> </ul>
Assessment	10 mins	<ul style="list-style-type: none"> <li>- Gather the students and discuss what they've learned and</li> </ul>




		<p>created using digital tools.</p> <ul style="list-style-type: none"><li>- Ask them about their future dreams and why they chose those professions. Reiterate the importance of using technology for both fun and learning.</li></ul>
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**Conclusions and recommendations**

<ul style="list-style-type: none"><li>● This lesson plan aims to make learning fun and interactive for students, allowing them to explore their interests and future aspirations while introducing them to digital tools. As with any digital activity, ensure the safety and age-appropriateness of the tools and devices used during the lesson.</li></ul>	<ul style="list-style-type: none"><li>● Encourage parents to explore age-appropriate websites or apps related to the children's future dream professions with their children at home.</li></ul>
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Project website [www.preedtech-project.eu](http://www.preedtech-project.eu)