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Designing a mobile application science learning: A case of year three curriculum

Abstract

We are in an era of development and progress and currently relying heavily on technology and programs, and children from a young age use phones, so there must be educational programs to fill the void and benefit. This is what the educational project that was developed through the programs seeks to meet the needs of students by providing them with an easy platform for online education. The goal of the specific educational program is to engage the skills and knowledge that students must acquire, increase competition and guidance to achieve those results, encourage active participation in student participation, and periodically evaluate the extent to which competence and ability to control have been achieved.