

Using Learning Apps in the Classroom

Authors : Janet C. Read

Abstract : UCLan set collaboration with Lingokids to assess the Lingokids learning app's impact on learning outcomes in classrooms in the UK for children with ages ranging from 3 to 5 years. Data gathered during the controlled study with 69 children includes attitudinal data, engagement, and learning scores. Data shows that children enjoyment while learning was higher among those children using the game-based app compared to those children using other traditional methods. It's worth pointing out that engagement when using the learning app was significantly higher than other traditional methods among older children. According to existing literature, there is a direct correlation between engagement, motivation, and learning. Therefore, this study provides relevant data points to conclude that Lingokids learning app serves its purpose of encouraging learning through playful and interactive content. That being said, we believe that learning outcomes should be assessed with a wider range of methods in further studies. Likewise, it would be beneficial to assess the level of usability and playability of the app in order to evaluate the learning app from other angles.

Keywords : learning app, learning outcomes, rapid test activity, Smileyometer, early childhood education, innovative pedagogy

Conference Title : ICECEET 2022 : International Conference on Early Childhood Education and Education Technologies

Conference Location : New York, United States

Conference Dates : December 09-10, 2022