



## What and Why?

Bitsboard is a fun and interactive app designed to make learning easier and more engaging for students of all ages. Imagine a colorful, **friendly space** on your tablet or phone where **you can play different games to learn new things**. This app is filled with lots of topics like letters, numbers, animals, and much more. You can pick what you want to learn and start playing games that **help you understand and remember** those things better. It's like having a mini-school inside your device where learning feels more like playing.

Bitsboard offers lots of ways to learn, like matching pictures to words, listening to how words are pronounced, and even quizzes to test what you remember. This helps make sure that if you like seeing things to learn, or if you remember better by listening, Bitsboard has something for you. Teachers and parents love it too because they can track how well you're doing and find new games for you to play, so learning never gets boring..



## How to use Bitsboard?

### Introduction and Warm-up (5 minutes):



- Have you heard of Bitsboard before?
- Which learning games or apps did you use?
- Introduce the app. Explain that it's a learning tool filled with fun games designed to help them learn new things in an enjoyable way.
- Ask the students to share some learning games they like playing.



### Discovering Bitsboard

Introduce the Bitsboard app and its role in playful learning.



## Demonstration:



Use the projector or large screen to show the Bitsboard app in action. Demonstrate how to open the app, navigate to the home screen, select a board, and start an activity.



Highlight a couple of different activity types (e.g., matching game, flashcards) to showcase variety.

## Hands-On Practice



Hand out iPads to the students and guide them to open Bitsboard. Ask them to choose a board that interests them and try at least one activity on their own. Encourage exploration and experimentation with different types of games and topics.

## Share and Reflect



Gather the students back together and ask a few of them to share what board they chose and what they learned or found interesting.

Use this time to encourage feedback and discuss any questions they might have about the app.

## Assessment



Ask the students to present their favourite Bitsboard games and what they've learned from them to the class..



## Lesson Plan

### Materials:

- iPad with internet access for each learner.
- Projector or large screen for demonstrations.
- Printed screenshots of the Bitsboard home screen and several boards for visual reference..

### Lesson Plan

You can pick and choose from among the prepared activities. Please tailor the lesson to the individual need of the Digi Coach you are training.

The times allocated to each activity are rough estimates and it can vary depending on the group.

#### Activity 1 (10 minutes)

#### Introduction and Warm-up (10 minutes)

1. State the goals, ensuring learners understand the focus is on learning how to use Bitsboard.
2. Show the Bitsboard icon, open the app, and display the home screen. Highlight the app's purpose—learning through interactive boards and activities.

#### Activity 2 (10 minutes)

#### Demonstration of Basic Funcionality (10 mins)

1. Explain Bitsboard
2. Use simple language and visuals to explain email.
3. Discuss its role in learning while playing



### **Activity 3** (10 minutes)

#### **Basic Functions**(10 minutes)

1. Demonstrate how to navigate the app
2. Show how to browse and search for boards.
3. Explain the different activities and demonstrate their usage.

### **Activity 4** (15 minutes)

#### **Guided practice of Basic Functions** (15 minutes)

Distribute iPads

1. Guide learners through the opening the app
2. Encourage learners to select a board of their interest and start an activity.

### **Activity 5** (10 minutes)

#### **Exploring Bitsboard individually** (10 minutes)

1. Navigating Bitsboard alone
2. Select and experiment with different games individually
3. Ensure everyone is following and provide hands-on assistance.

### **Activity 6** (10 minutes)

#### **Conclusion and Review** (10 minutes)

1. Group Sharing : Invite learners to share what they learned or liked about the app. Encourage sharing of favorite boards or activities.
2. Recap : Summarize the day's learning points.



## Activity 7 (15 minutes)

### Additional Exercises

1. Bitsboard Bingo
2. **Objective:** Reinforce familiarity with Bitsboard's functionalities and content while promoting teamwork and active learning.

### How to set up:

1. Before the exercise, prepare the bingo cards by including various activities that can be done on Bitsboard.
2. Ensure the activities cover a range of functionalities and topics available in the app.
3. Divide the participants into small teams or have them play individually,

### Instructions:

1. Each team or individual receives a Bitsboard Bingo card and a set of markers.
2. Participants explore the Bitsboard app to complete the activities listed on their bingo card. For instance, if a square says "Learn 5 New Animals," they need to find and complete an activity related to animals on Bitsboard.
3. Once an activity aligns with a square on their bingo card, they mark it off.
4. The first team or individual to complete a line horizontally, vertically, or diagonally shouts "Bingo!" and wins. You can also play until someone covers all squares for a more extended activity.
5. Review the completed activities with the group, allowing participants to share what they learned or found interesting.

