Smart mobile device usage is increasing rapidly among young children due to the novel characteristics of these devices and the rapid development of apps targeting these age groups.

Many researchers have pointed out that mobile devices are the preferred learning technological tool for young children, due to the advantages of this technology relative to other older ways of learning, These include a user-friendly touchable interface and interactive displays that stimulate multiple sensory systems and provide instant responses to input[4].

Unlike traditional learning ways such as school which demand fine skills and self-study to get the most benefit, which often proves difficult for young children.

We found that the most effective way to learn a child is by gaming because gaming lets children practice what they know, and also what they don't. It allows them to experiment through trial and error, find solutions to problems, work out the best strategies, and build new confidence and skills, specific games will be designed for each age range [5].

This chapter will give a brief on our project and show the games that we choose and the categories we'll be including in the app. It will also go through the rationale behind our choice of this teaching strategy.

## **2 . 1 . Why the games?**

A special type of computer software that is both entertaining and instructive is called educational games. In addition to efficiently promoting student learning and problem-solving skills development, it may deftly blend knowledge with games, create authentic problem situations for learners, and drive learning motivation [5].

Several advantages of educational games that led us to pick this way of learning include:

* Increases A Child’s Memory Capacity:

Games often revolve around the utilization of memorization, children have to remember aspects in order to solve the game,

* Helps With Fast Strategic Thinking & Problem-Solving:

Most games require children to think quickly. Moreover, they have to utilize their logic in order to think three steps ahead in order to solve problems and complete levels. This is great because it is something that helps children in later life as they develop their logic, their accuracy, and their ability to think on their feet and outside of the box.

* Skill-Building:

A lot of games contain new skills that child didn't know before. For example, learn the concepts of programming, and how to make software like games, Also learn the concepts of electric circuits.

## 2 . 2 . Our Categories

Our software will be divided into three sections:

* preschool:

this section will teach the kids the letters, shape of animals and their sound, and concept of math.

* beginning of school:

this section will teach the children the concept of programing, and concept of problem solving.

* midschool:

this section will teach the children the concept of Algorithm, and concept of logic gates.

## 2 . 3 . Our Games

Our software games according to age:

* preschool:
* Reading
* Animals’ recognition
* Math
* beginschool:
* Advanced Reading
* Problem solving
* Advanced Math
* midschool:
* Algorithm
* Programing
* Logic gates