

Free digital tools to support remote learning during COVID-19 school closures

Background and purpose

- As a result of school closures, digital remote learning, where feasible given access to technology, takes central stage. Below you can find a compilation of free digital platforms, applications, and content to support learning at home.
- This list is an additional resource for those interested in supplemental tools to the ones provided by Ministries of Education, schools and educators. There is a different set of digital platforms that support alternative delivery of curriculum--e.g. Learning Passport, edunet (Bahrain), Nafham (Bahrain), etc. This list addresses noncurricular and informal learning.
- The inclusion in this list does not constitute UNICEF's endorsement of the product or content; however, these are recognized and widely used tools. While there is a free core product, some tools have paid options for extra content/functionalities.
- This list is by no means comprehensive—we welcome suggestions from Country teams!
- This list will be updated as the situation evolves.

Always good to remember

- **At all times, when it comes to learning at home, parents and caregivers should:**
 - **Engage actively in children's learning.** Use technology as one ingredient of a learning experience that includes human interaction, recognizing that technology alone cannot replace teachers or parental presence and guidance. This is especially true for younger children.
 - **Protect children's data.** Parents and caregivers should check the digital resources children are accessing and avoid those that do not seem safe or that require detailed personal information. Children's identity, location, ethnic or religious affiliations should not be required information to access learning resources.

Resources

If your target population (students, parents, teachers) has access to affordable connectivity and devices (mobile, desktop) at home, there are several free tools that can be leveraged to support individual learning at home. Depending on your country and context, you may decide to reach out directly to households, via communication and communication for development campaigns, to inform caregivers and students of tools that can be used to engage in digital learning during school closure.

Among those tools are:

1. Digital reading materials

African Storybook. Provides open access to picture storybooks in 189 languages spoken in the African content. Can be played in desktop and mobile. For more information:

<https://www.africanstorybook.org/>

eLimu. Digital educational content provider in East Africa. Its ‘Hadithi, Hadithi!’ app aims to improve literacy rates for 6 and 7-year-olds in the first two years of primary education through interactive stories. These stories are written by local teachers and illustrated by artists across East Africa. Available on mobile and desktop, and via Google Play. For more information: <http://e-limu.org/hadithi-hadithi/>

Global Digital Library. Promotes early-grade literacy by making digital storybooks and other reading materials available in multiple languages. Can be played on a desktop. Multiple languages. More information: <https://www.digitallibrary.io/>

Let’s Read. Digital library of books for children in Asia. Currently it includes over 2,500 books in 25 languages. Can be played via mobile and desktop; also available on Google Play. For more information: <https://asiafoundation.org/what-we-do/books-for-asia/lets-read/>

StoryWeaver. Digital repository of multilingual stories for children. Can be played in mobile and desktop. More information: <https://storyweaver.org.in/>

Worldreader. Provides free access to a large library of digital books and stories that can be accessed via mobile and desktop devices. Available on Google Play Store. More information: <https://www.worldreader.org/>

2. Learning applications:

a. Language learning:

Akelius. Language learning application and web-based platform, focusing on students without basic literacy in their mother tongue that need to learn a second language (ex. refugees, migrants). Mobile, Desktop, and available on Google Play. Available languages: Greek, English, French, Swedish. Access here: <https://www.akelius.com/en/language-course> or download app on Google Play.

Duolingo. Language learning application can be accessed via Mobile and Desktop. Available on Google Play, App Store. More information here: <https://www.duolingo.com/>

b. Basic Literacy or numeracy:

Age of Learning (Three products: ABC Mouse, Reading IQ, Adventure Academy). Products that support early literacy and numeracy; Adventure Academy targets slightly older children. *For COVID-19 response only, the company provided UNICEF a download code to make its suite of products free to affected households during school closures.* Available in English and (partially) in Spanish.

The code **AOFLUNICEF** entered at the following links provides access to each tool. Feel free to share it in your communities.

www.ABCmouse.com/redeem

www.ReadingIQ.com/redeem

www.AdventureAcademy.com/redeem

Further description of the three Age of Learning tools:

- *ABCmouse (w/Mastering Math and Mastering Reading)*
ABCMouse Early Learning Academy’s encompasses all key academic subject areas, including reading and language arts, math, science, health, social studies,

art, and music. ABCmouse has been designed in all aspects to engage children, and it includes more than 11,000 Learning Activities—each individually crafted to appeal to children and simultaneously address essential learning outcomes.

ABCMouse also includes access to the adaptive, game-based programs *Mastering Math* and *Mastering Reading*:

Mastering Math is a program that helps children in preschool through 2nd grade build a strong understanding of fundamental math concepts and skills. It features 30 games that cover 200+ Learning Objectives, including counting, comparing quantities, the base-ten system, and addition/subtraction operations.

Mastering Reading includes interactive games, instructional videos, and books designed to teach children how to read. Individualized learning experiences in phonics, letters, decoding, sight words, and reading comprehension accelerate children's progress toward reading proficiency.

- *ReadingIQ*
ReadingIQ is designed by reading experts to improve literacy skills and match children 12 and under to books that are just right for their reading abilities and grade levels. From beautifully illustrated picture books, popular series, and comic books, to chapter books, graphic novels, and books on every academic subject, ReadingIQ is the personal learning library that helps children grow as readers.
- *Adventure Academy*
Adventure Academy is an educational massively multiplayer online game (MMO) for elementary and middle school students. It features thousands of enjoyable learning activities that are discovered on quests through an interactive virtual world. Expertly designed to create a highly engaging and educational environment, Adventure Academy focuses on building critical knowledge and skills in language arts, math, social studies, science, and more.

Google Bolo. Application to support literacy. Available for mobile on Google Play in India and test countries. Multiple languages. For more information: Search on Google Play if it is available in your country.

3. Learning platforms with diverse content (esp. useful for older, motivated learners, or for learning with v. active engagement of caregivers)

Alison. Free online courses on diverse subject areas. Available on desktop. Available languages: English, Spanish, French, Italian, and Portuguese. Access here: <https://alison.com/>

Coursera. Online courses taught by instructors from recognized universities and companies. Mobile and Desktop. Most courses in English. <https://www.coursera.org/>

Edraak. Free online education in Arabic for K-12 and continuous learning. Can be accessed on desktop. For teachers, learners, and parents. More information: <https://www.edraak.org/en/>

EdX. Free online courses from educational institutions worldwide. Available on mobile and desktop. Available on Apple store, Google Play. Most courses are in English.

<https://www.edx.org/>

EkStep. An open learning platform with a collection of learning resources in literacy & numeracy. Mobile and Desktop. Available on Google Play. Mostly in English. Learner-facing content access tool. More information: <https://ekstep.in/>

Khan Academy. Free online courses, lessons and practice. Mobile and Desktop. Available on Google Play, App Store, Amazon App Store. Multiple languages. More information:

<https://www.khanacademy.org/>

Kolibri. Open-source digital learning platform designed for resource-constrained communities capable of running offline. Can be played on desktop. Multiple languages.

More information: <https://learningequality.org/kolibri/>