From *Hungry Little Minds* website

Apps for 2 to 5 year olds

We know that phones or tablets are part of many families' everyday lives and kids love to use them, but it's not always easy to know which apps and games can benefit your child's learning.

That is why we have given a quality mark to apps that an independent educational panel believes have good educational value.

CBeebies Storytime

CBeebies Storytime is filled with free interactive story books and bedtime stories for young children and is a great way to enjoy reading with your little one. The library is always growing, with amazing stories featuring all the CBeebies' favourites.

Age: 0-5

Platform: Apple, Android, Amazon

CBeebies Playtime Island

CBeebies Playtime Island contains a wide range of fun and educational games to help children understand the world around them and support the development of core skills. Children can play along with all of CBeebies' most popular characters.

Age: 0-5

Platform: Apple, Android, Amazon

Lingumi - Kids' English

Lingumi provides a course focused on spoken and communicative English. The app provides sets of learning games, speech recognition games and video-based games to help the child grow their grammar and get them speaking their first words.

Age: 2-5

Platform: Apple, Android

Kaligo

Kaligo is a digital handwriting exercise book designed to teach children how to write using a stylus and tablet, built on an AI machine learning platform. A self-paced approach enables children to progress at their own speed according to their own ability, whilst AI Machine learning provides real-time corrective feedback.

Age: 3-5

Platform: Apple, Android

The following apps contain phonics content and therefore are only intended for use with school-aged children. Used with your child, they may be a way to support the phonics they are already learning at school, however, you should check with your child's class teacher that the approaches used in the apps align with your school's teaching methods before using at home.
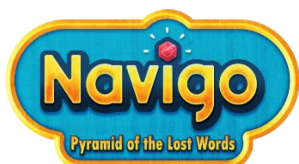
Teach Your Monster to Read

Teach Your Monster to Read is a phonics and reading game that's helped children learn to read. The app covers the first two years of learning to read, from matching letters and sounds to enjoying small books.

Age: school-aged children

Platform: Apple, Android, Amazon

Navigo

The Navigo app aims to support beginner readers to develop reading skills (accuracy, fluency and comprehension) through engaging with the personalised content and activities.

Age: school-aged children

Platform: Android

Phonics Hero

Phonics Hero teaches children to read and spell with systematic synthetic phonics. The app includes over 850 fun and varied games. Using a step-by-step approach, children learn the 44 sounds, the reading and spelling of words, and how to conquer sentences.

Age: school-aged children

Platform: Apple, Android
The following app is intended for use with school-aged children. A child could use this app for further independent reading once they have successfully completed their school's phonics programme. If you are unsure when this is, we recommend that you

discuss the matter with your child's class teacher before using the app with your child.

Fonetti

Fonetti is a Listening Bookshop™ that provides young children with a patient, comforting listening ear to help in the learning-to-read journey, but also with the added benefit of tracking progress, identifying reading challenges, and highlighting to their adult carers where the most support is needed.

Age: school-aged children

Platform: Apple

The Department for Education is not the creator, owner, editor, manager or provider of the apps listed. The app providers are neither affiliates, associates nor partners of the Hungry Little Minds campaign, the content of this website is solely the property of the Department of Education and does not necessarily reflect the views or position of any of the providers listed.

More information on apps

Choosing an app for your child – the FEED test

There are lots of apps that say they are 'educational', but you'll want to reassure yourself that's the case and that they are right for your child. The FEED check may help.

Fun – Will your child enjoy the app? Will it keep their attention?

Educational – Is there a clear educational aim? Do you know what your child will learn? Will it keep them learning and allow them to progress?

Engaging – Will it help your child if they get stuck? Will it give them feedback and let them know when they've got challenges right?

Design – Is it attractive and easy to use? Is it inclusive and does it avoid gender and racial stereotypes? Can an adult change the settings? Is it safe, with links to the internet and adverts protected behind a parental gate?

Find more information on how to support your child's learning through apps and get advice on screen time:

- early years apps parent guidance
- guidance from the UK Chief Medical Officer on screen time based activities