

## Britannica Kids: Ancient Egypt - \$4.99

**Name:** Donna DeLuca - Library Media Specialist  
**District:** Smithtown  
**Grade:** 6-9  
**Subject:** Social Studies  
**CCLS:** 6.RIT.7: Integrate information presented in different media or formats (e.g., visually, quantitatively) as well as in words to develop a coherent understanding of a topic or issue)

**Website:**

<https://itunes.apple.com/us/app/britannica-kids-ancient-egypt/id388306550?mt=8>

**Description of application:**

This app offers lots of information on Ancient Egypt. Students can explore topics such as hieroglyphics, Egyptian dynasties, daily life in Ancient Egypt, Egyptian gods, the Nile River and much more. Some key vocabulary is highlighted and can be tapped on to obtain definitions. Most articles include pictures and videos. All of the photographs and videos are available in a separate section of the app for easy access.

Students can also play different games including matching games and puzzles. There is even a game called "Brush Off", where students can brush off the sand with their fingers to reveal a treasure beneath. While the games may be fun for students, they do not reinforce the learning that the app provides. There is, however, a quiz section, which asks students multiple choice questions related to the articles provided in the app. The quiz consists of 10 questions and each time the quiz is taken, there are some new questions along with a few questions from the previous quiz. I went through the quizzes several times and each time I found new questions in each quiz. Students can save their quiz results and compare their attempts.

This app also provides a map, which links to different places in Ancient Egypt and provides a picture for each. It also lets the student know how far the place is from their current location.

**Incorporation:**

This app could be used throughout a unit on Ancient Egypt. I would use it as an enhancement to the learning going on in the classroom. Each area of study could be reinforced using the app. Students would be introduced to the unit by reading the article, "The Ancient Egyptian World". From there, they can learn more about Ancient Egypt by reading and interacting with the various articles:

- Dynasties of Egypt
- Everyday Life
- Gods and the Afterlife
- The Nile River
- Writing

Games can be used along the way to keep students engaged and quizzes can be used to assess student progress and understanding. While this app serves as a great resource on Ancient Egypt, I would like to see more activities that assess real learning.