

Build a "Teach Kids to Read" program on Android.

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Abstract: In the context of the strong development of digital technology, using technology to support children's education is becoming increasingly important. This topic focuses on building a mobile application 'Teach Kids to Read' on the Android platform with the main goal of creating an automated and interactive learning environment to enhance literacy skills for young children. The research method includes both theoretical analysis of online education and practical application experimentation to optimize learning effectiveness. The project's results are expected to contribute significantly to the development of suitable educational applications for children, while also opening new research directions in this field.

Keywords: Android application, Online education, Educational application development, Literacy skills, Children