

# **Build an app for exploring the world around us for children aged 3 to 6 on the Android platform.**

**Nguyen Dinh Toan**

**Abstract:** This topic aims to research and design a mobile application for children aged 3 to 6, supporting them in exploring the world around them through educational games. The research context is based on the need for early cognitive skill development in children. The objective is to build a multimedia learning system with interactive content and vivid visuals to meet modern educational requirements. The method combines educational psychology theory with practical Android app development. The expected results will contribute to improving the quality of early childhood education through technology.

**Keywords:** Mobile application, Children's education, Cognitive skill development, Android, Learning games