





For a conscious generation of children against Covid19

## **ABSTRACT**

Coronavirus (COVID-19) has caused many changes in daily life. Preventing children from going out to the parks and playing as they liked before. It is difficult for children to understand the seriousness of this epidemic from what they see on the Internet or on TV - or what they hear from people or their parents. Therefore, a solution has been found that may greatly help parents in the process of understanding and understanding this issue for their children. Through an application that provides cartoon clips to help educate them and protect them from the Corona virus.

### **AIMS AND OBJECTIVS**

- Educating children about the importance of protection, attention to hygiene, avoiding touching the surfaces of public places, and the importance of social distancing.
- Ensure that children understand the seriousness of the Corona epidemic and teach them how to prevent the epidemic.
- Motivating children to learn through games at the end of each chapter.

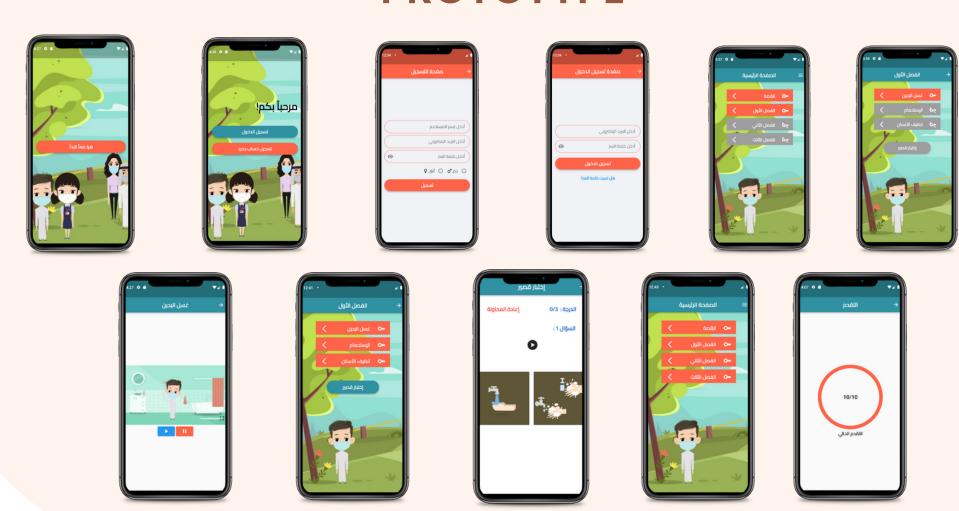
# DESIGNING & BUILDING TOOLS



#### **METHODOLOGY**

The methodology chosen for managing this project is the waterfall methodology; this methodology is referred to as waterfall development because it moves forward from one stage to the next in the same way as the waterfall, although it is possible to go backward in SDLC.

#### **PROTOTYPE**



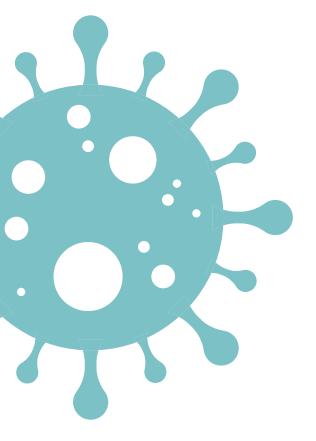
#### CONCLUSION

In this project, we proposed an app that helps children in terms of education on how to protect themselves from COVID-19, and one of the most important contributions of our work is to express this task as an integrative improvement problem with limitations and to suggest ways to solve it:

First, the entire content of the system is represented using animations and does not require reading text because the child found it amusing. Second, the animated videos aim to educate the children about the seriousness of COVID-19.

Finally, we made sure to teach the child how to clean, prevent COVID-19, and avoid touching surfaces in public.

Each step has been analyzed and detailed in an animated cartoon to attract the child's attention, and our contribution is to raise the child's awareness and understanding of the seriousness of the disease and how to prevent it.



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