Stories for Kids

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Abstract: *Boosts speaking and listening skills play a vital role in the growth and development of children.*

Keywords: story

I. INTRODUCTION

Mommy! Please tell me a story!" How can you resist such a request? You can't! And even more – you shouldn't! Early childhood period is a time when children acquire language and by being socially active, they develop communication skills. This period is a time when children develop oral language as well as literacy skills like reading, writing and listening. Therefore stories play a very important role in child's development

Every culture has stories to tell. These stories form the basis for how we think about the world and live our lives.

Stories preserve culture and pass on cultural knowledge from one generation to another. In essence, stories keep cultures alive.

Stories provide a timeless link to ancient traditions, legends, myths, and archetypes.

But they also connect us to universal truths about ourselves and our world.

Through stories, we share passions, fears, sadness, hardships, and joys, and we find common ground with other people so that we can connect and communicate with them.

II. IMPORTANCE

A storytelling design will include some form of animations, lots of images or graphics, and big text or titles to grab the reader's attention. Many times designers use scrolling animation websites

Stories play a vital role in the growth and development of children. It boosts speaking and listening skills. Stories help your children to develop their language skills and thinking and this is an inseparable part of the learning process, communication and social

III. PURPOSE OF WEBSITE

Preserve culture and pass on cultural knowledge from one generation to another.

Help us learn about others and to find understanding and empathy for them and their situations.

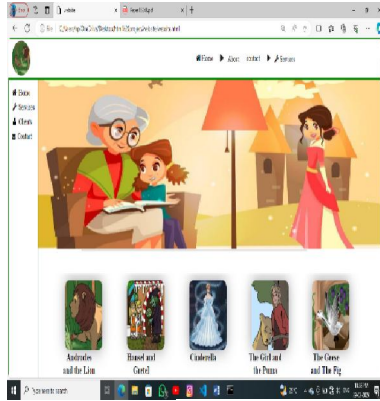Explain and illustrate abstract ideas or concepts in a way that makes them accessible and attainable.

Build stronger schema and memory, making knowledge easier to recover.

Assimilate new ideas and build a path to understanding.

IV. TEST PROCEDURES AND IMPLEMENTATION

Software testing is crucial for software quality assurance and involves two approaches: Black Box Testing and White Box Testing. Black Box Testing examines the software interface and identifies errors, while White Box Testing focuses on procedural details. The Test Plan outlines the scope, approach, resources, and schedule of testing activities, including items to be tested, features to be tested, types of testing, and resources required. Unit/Module Testing verifies the implementation of design for one software element, while Integration Testing combines software and hardware elements to ensure design objectives are met and the software complies with operational requirements. User Interface Testing ensures efficient application operation on client machines, Security Testing allows users to log in, and Regression Testing ensures changes to the application do not adversely affect previously tested functionality.

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288

Acceptance Testing determines if the product meets user acceptance criteria, while Beta Testing verifies the system meets business functional requirements using a pre-release version.

IV. CONCLUSION

improve organizational efficiency, accuracy, reliability, and redundancy by ensuring proper data storage and retrieval. It aims to provide quick and efficient information retrieval, addressing issues with manual systems. The system also aims to ensure no redundancy, ensuring economic use of storage space and consistency in data. It is designed to be easy to operate, developed quickly, and fit within a user's budget, making it a cost-effective solution for a variety of users

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