



Innovative Approaches by SABAQ

Consultative Session on Early
Childhood Development

SABAQ

EdTech company that develops **digital lessons** for children, from **KG thru 5**, helping them achieve **better results**

SABAQ Approach



DIGITIZING LESSONS SO
MILLIONS HAVE
ACCESS



ENGAGING CONTENT THAT IS
FUN TO LEARN



BETTER TEACHERS, BETTER
CLASSROOMS



PEF schools in southern Punjab



students reached



govt. schools AJK & GB where teachers will use meraSABAQ to help students improve Urdu reading skills



SABAQ LCs in 03 districts of Sindh



students reached



TCF schools in Karachi



students reached



SABAQ in Classrooms



SABAQ in Classrooms



SABAQ in Classrooms



Early Childhood Philosophy

- Holistic development
- Intrinsic motivation – child initiated learning
- Autonomy and self discipline
- Active learning
- Increased interaction and collaboration

How Digital Can Help

Improves Language Skills

Better Hand-eye Coordination

Develops Problem Solving Skills

Higher Capacity for Visual Attention

Promotes School Readiness and Cognitive Development

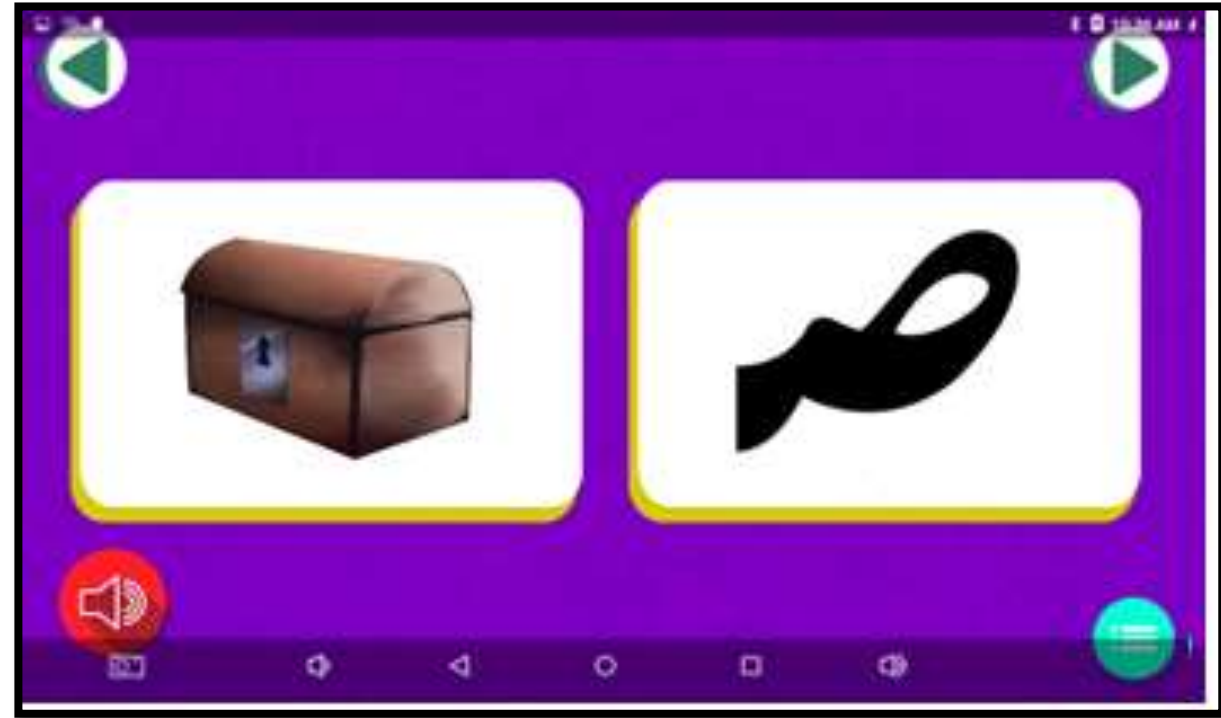
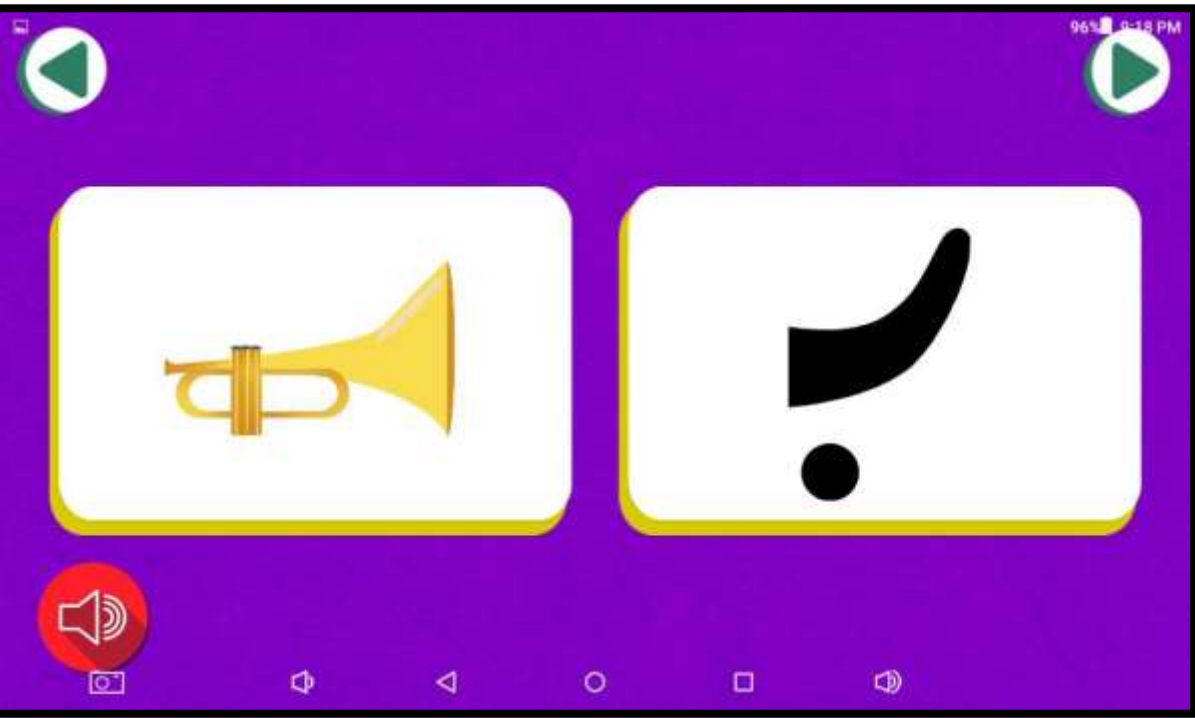
Digital Flipbooks



دس چوزے



Interactive Exercises



Interactive Exercises

< 0:59 Identify Colours and Shapes

DRAW A CIRCLE IN YELLOW COLOR?

□
△
○
☆
⬡

— — — — —

— — — — —

— — — — —

— — — — —

— — — — —




< Numbers Arrangement

3 ? 7

8	4	6	5	1
0	9	3	2	7


Interactive Exercises

The image shows an interactive exercise interface. On the left, there are three illustrations: an open book, a hammer, and a cow. A horizontal purple line is positioned above the book, and two diagonal purple lines cross over the hammer and cow. On the right, there are three colored rectangular buttons: yellow, pink, and orange. Each button contains a white Urdu character and a small speaker icon in the top-left corner. The characters are 'ک' (Ka) on the yellow button, 'گ' (Ga) on the pink button, and 'س' (Sa) on the orange button.

	ک
	گ
	س

Interactive Exercises

< Math 0:59 ...



3:00 PM

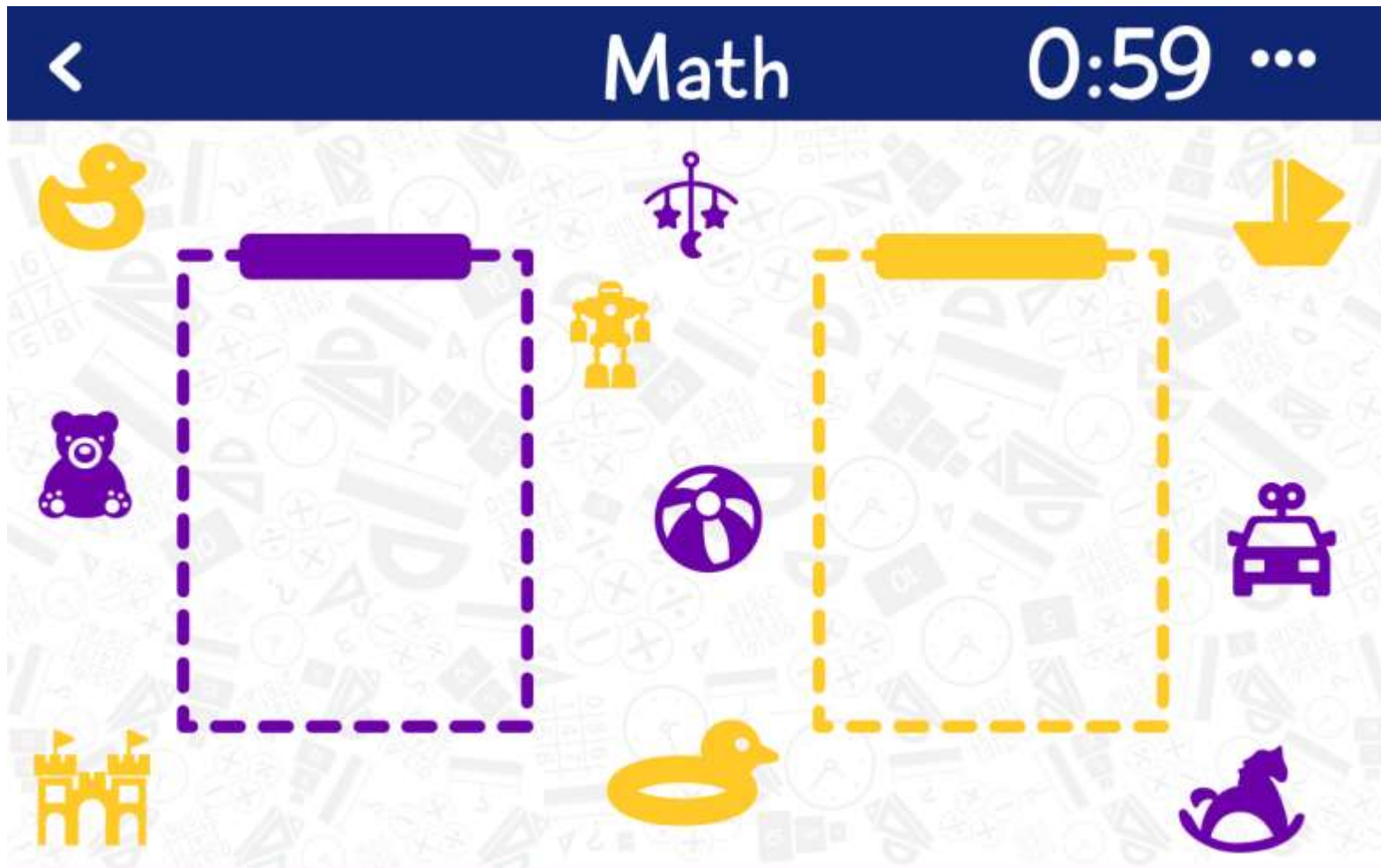
4:00 AM

1:00 PM

5:30 PM

6:25PM

Interactive Exercises



Interactive Exercises

The interface features a dark blue header bar with a back arrow on the left, the word "Math" in the center, and a timer "0:59 ..." on the right. Below the header is a large area with a light gray background pattern of math symbols. In the center of this area, the number "8" is displayed in a large blue font, enclosed within a dashed blue square. Below the number are ten vertical bars: the first three are red, and the remaining seven are gray. At the bottom of the interface is a row of five colored buttons with white numbers: 1 (orange), 2 (teal), 3 (yellow), 9 (pink), and 7 (orange).

Gamebooks



Gamebooks



Beverages

				
\$15	\$18	\$26	\$10	\$17

You can choose only 2 items



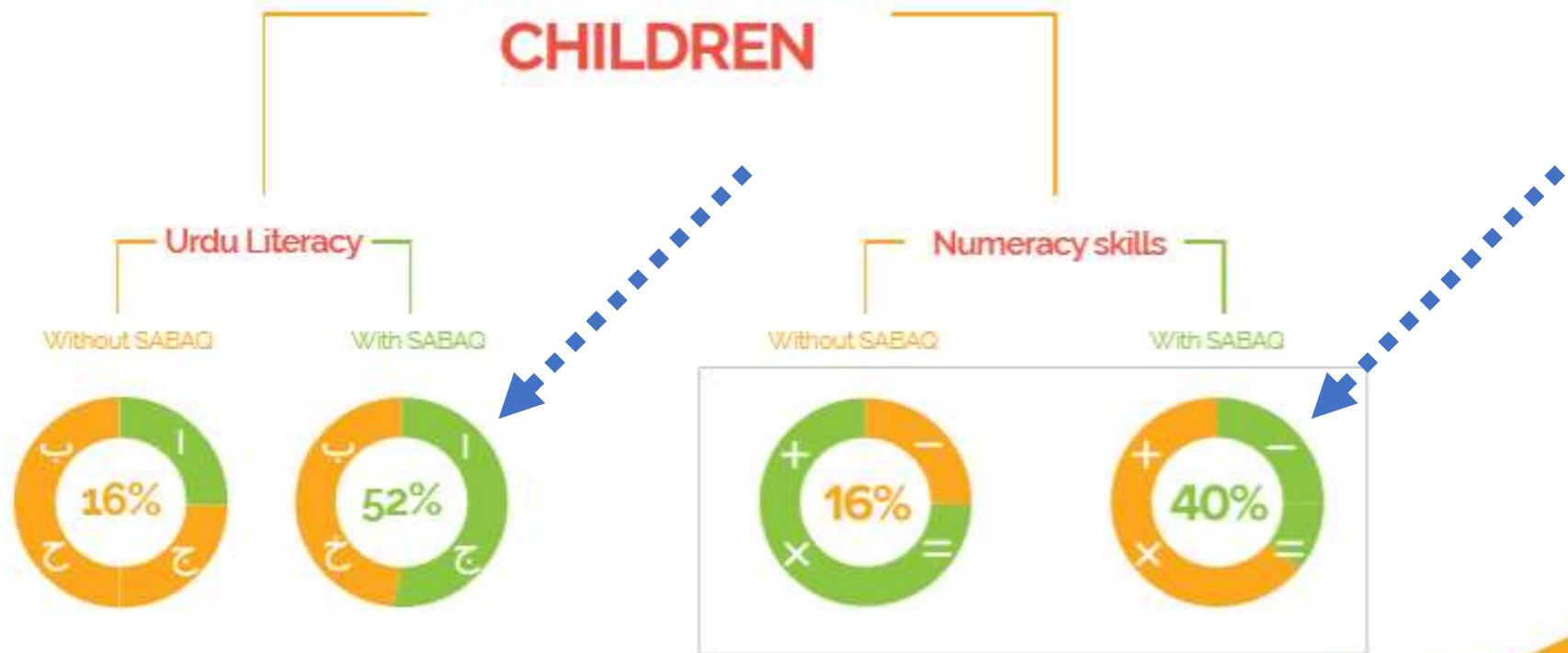
Letter Formation Game



THE IMPACT

Early results suggest that **SABAQ** digital content is helping out of school children to develop important literacy and numeracy skills

Out-of-school CHILDREN



OUR RECOGNITION



Our Trusted Partners:

