



## THE EXPLORER'S LIBRARY

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**KEYWORDS:** science, STEM, inquiry-based learning, informal learning

**GRADE:** Early to late elementary (K–5)

Tinybop participates in Apple's Volume Purchasing Program (VPP)

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### WHAT IT IS

- A growing collection of open-ended apps that encourage kids to explore their world. Topics include the human body, plants, homes, and simple machines.
- Tinybop apps make the invisible visible. Kids discover organs in *The Human Body*, underground worlds in *Plants*, and physical forces in *Simple Machines*.
- Rich features like comprehensive labels in 60+ languages, original sound design, and physics-based animations engage learners and reinforce concepts.
- Expert-reviewed companion handbooks help educators lead conversations about each app. Handbooks and Tinybop's blog include activities and examples which can be used to further explore each topic.

### WHAT IT SUPPORTS

- Promotes science, technology, engineering, and mathematics (STEM) education in both classroom and out-of-school settings.
  - Aligns with the Next Generation Science Standards. Encourages students to apply science and engineering practices; supports the development of cross-cutting concepts; and promotes understanding of core ideas in physical sciences.
    - Cross-cutting concepts: patterns, cause and effect, systems and system models, structure and function, stability and change.
    - Science and engineering practices: asking questions and defining problems, planning and carrying out investigations, analyzing and interpreting data.
    - Core ideas in life science: structure and function, organization for matter and energy flow in organisms, interdependent relationships in ecosystems, matter cycles between the air and soil among organisms as they live and die, biodiversity and humans.
    - Core ideas in physical sciences: force and motion, interactions, energy.
  - Supports the six interweaving strands of informal science learning.
    - Strands: developing interest in science, understanding science knowledge, engaging in scientific reasoning, reflecting on science, engaging in scientific practices, identifying with the scientific enterprise.
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### REFERENCES:

[Next Generation Science Standards](#)

[Learning Science in Informal Environments: People, Places and Pursuits](#)

*National Research Council, Committee on Learning Science in Informal Environments*

