Technology and Early Learning

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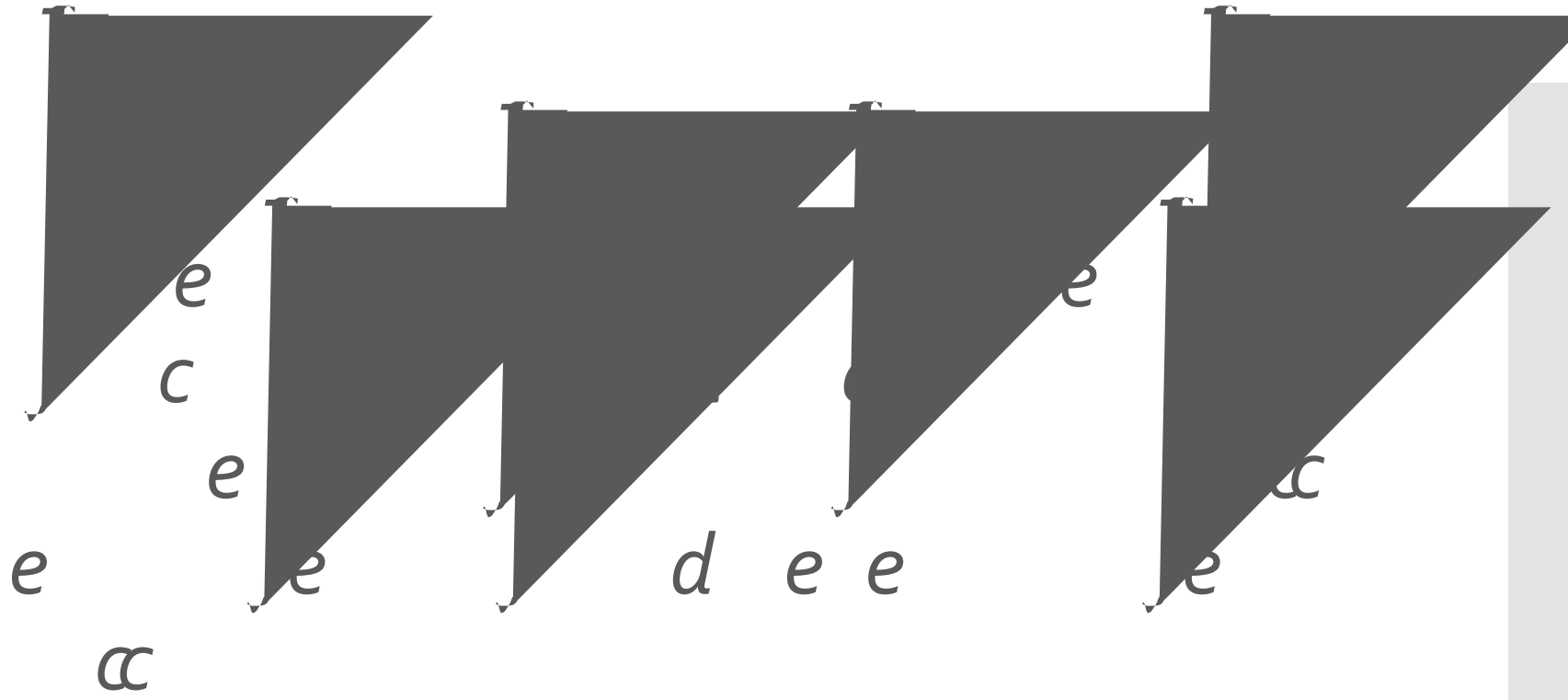
Can you relate?

GOALS

What are you hoping to take-away this evening?

Where are you?

Absolutely no technology!



-NAEYC & Fred Rogers Center 2012, 4

Thoughts? Wonders?

How do we see this tying in to technology use?

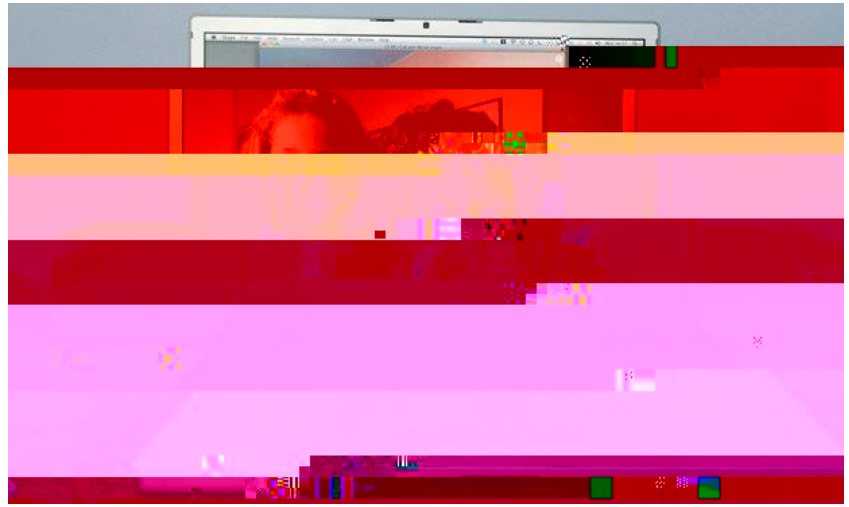
What could it look like?

What could it look like?

Avoid passive screen time. While some parents may claim that baby videos calm an otherwise fussy child, there is little research to suggest that infants and toddlers learn from watching videos. If infants are distressed, they need the comfort of a caring adult, not an electronic toy.

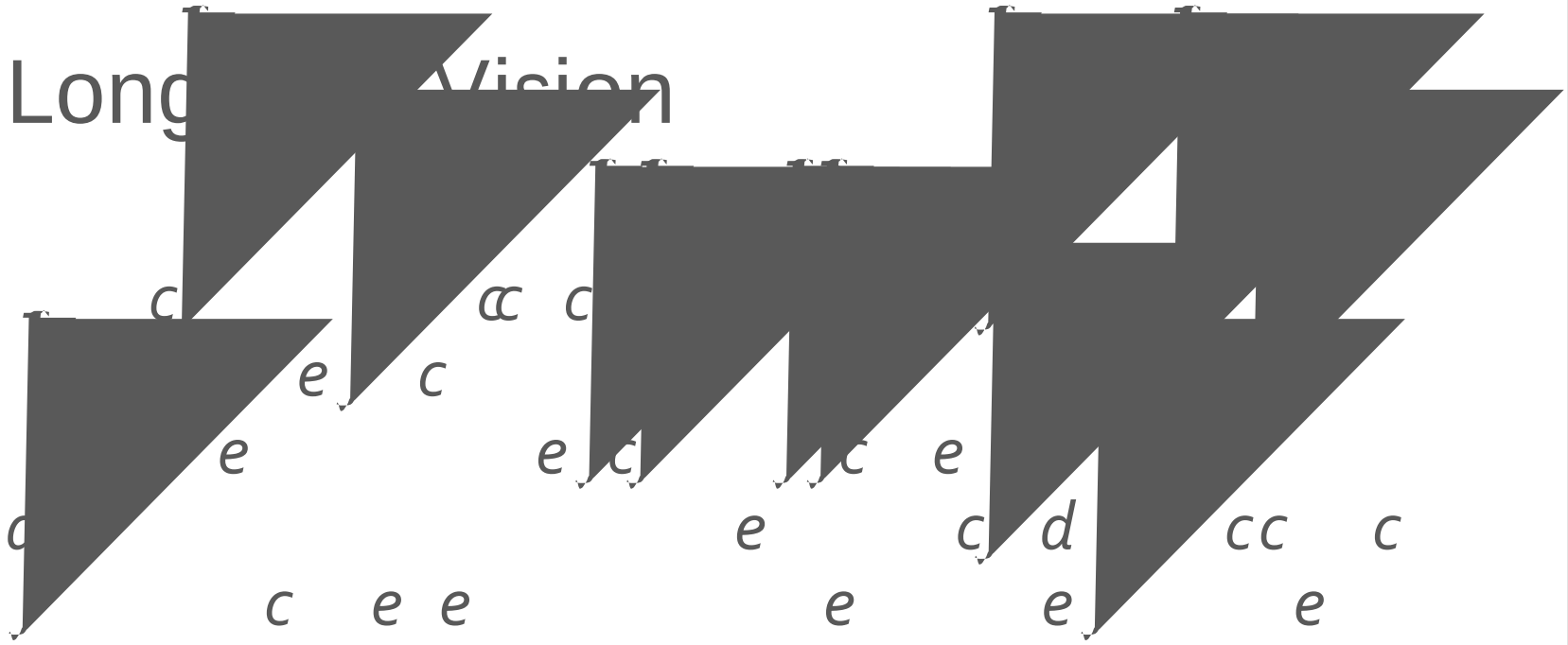
What could it look like?

Use technology as an active and engaging tool when appropriate to provide infants and toddlers with access to images of their families and friends, animals and objects in the environment, and a wide range of diverse images of people and things they might not otherwise encounter (photos of children from other countries, for example).



Research

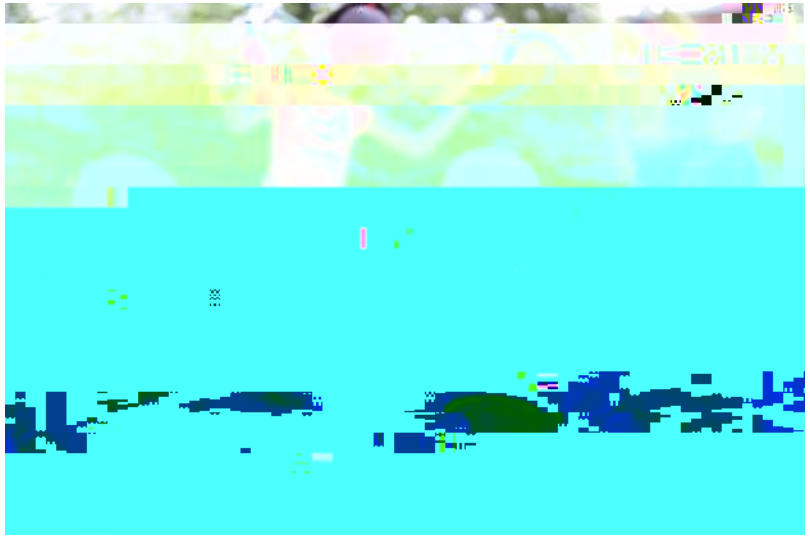
NAEYC & Fred Rogers Center 201



For early childhood educators and the field, the takeaways about what matters most include:

Early Childhood Essentials

Technology use should not displace or replace imaginative play, outdoor play and nature, creativity, curiosity and wonder, solitary and shared experiences, or using tools for inquiry, problem solving, and exploring the world.



Content, Context, and Quality

The quality of what children watch on screens is more important than how much they watch.

Media Creation

Young children are moving from being media consumers to media creators. New digital tools provide the opportunity for making and creating at their fingertips.

Family Engagement

In the digital age, technology tools can improve communication

Social and Emotional Learning

Technology should be used in ways that support positive social interactions, mindfulness, creativity, and a sense of initiative.

Media mentors

Young children need trusted adults who are active media mentors to guide them safely in the digital age.

When is Technology Appropriate?

Does it …

1. Create a sense of worth?
2. Create a sense of trust?
3. Spark curiosity?
4. Have the capacity to foster you to look and listen carefully?
5. Encourage the capacity to play?
6. Allow for moments of solitude?