TECHNOLOGY TOOL IN CHILDREN'S LEARNING

COMPUTER GAMES

- All of the children had computer and/or video games
- Educational games – drill the basic skills that is spelling mathematical operations (adding, subtracting, multiplying an
- CD-ROM based computer games were less sophisticated in terms of quality, scope and visuals than the video games such as PlayStation, Sega

- Computer games constitute an important part of young chil of school
- Has arisen to provide places where children from disadvantaged areas can play games of varying types in an informal learning environment

COMPUTER GAMES

- Computer games have the potential to engage children in learning in ways that were not possible without them
- It motivates children to play with ideas, interact and collaborate with peers in sharing strategies and articulating ideas
- Doing so they acquire skills for learning and new knowledge that seem to be adaptable to new and different contexts
- It sought to add to knowledge by identifying the levels of interest, mathematical understanding and learning of students as they engaged with computer games in an after-school context

VIDEO GAMES

- Provide a range of games that are basically educational in their focus, but in their own homes and those of othe
- Children have access to various video games th conform to expectations of the education syste regarded as violent or inappropriate to the objectives

VIDEO GAMES

- Gee (2003, 13) When people learn to play video games, they are learning a new literacy
- Literacy in this sense is a broad conceptualizatio beyond the traditional view of literacy as the abi and write
- People who are not able to interpret th representations effectively are seriously disadv contemporary times

VIDEO GAMES

- Video games are powerful learning environments because playing in the video game domain can act as a p mastering other semiotic domains related to new te
- When successfully playing video games, the learn important realizations about the self as a learner, the task, aspects of context and the cultural conditi the games playing is taking place
- Video games allow players to actively construct ideas via a process of exploration that requires them to take risks and associates these with consequences

Graphic Image

- -one of the most exciting technological applications for early childhood classrooms.
- Using graphics and images can be an exciting tool to document children learning and help them remember and reflect on their learning experiences.

Ways of graphic images in support learning for young learners.

A) Retaining Information

- Through the use of graphics and images, young learners remember information more effectively.
- They are better able to recall information when learning in a visually stimulating way

B) Increase Reading Comprehension

- Graphic images can reinforce what is being taught and read by children.
- This inevitably helps children develop a better grasp of the subject at hand with the incorporation of graphics.

C) Science and Math

- Graphic images have the ability to animate and visualize.
- Hence, they can be really effective if directly correlates with the lesson.
- Research has shown that learning is accelerated when technology, including video, is integrated into student learning

- graphic images allow students to virtually travel around planets in 3-dimensional ways in a science lesson rather than looking at pictures in a book alone.

You Tube

- YouTube has countless videos for children to watch from, whether learning a new nursery rhyme, learning about our earth, shapes, colors and just merely listening to a fairytale visually stimulating images help them understand the concept, processes or story better.

- site for children to develop their vocabulary with words and pictures popping up on the screen simultaneously.
- Children tend to remember the meaning of new words better with the association of words and pictures together

Documentaries

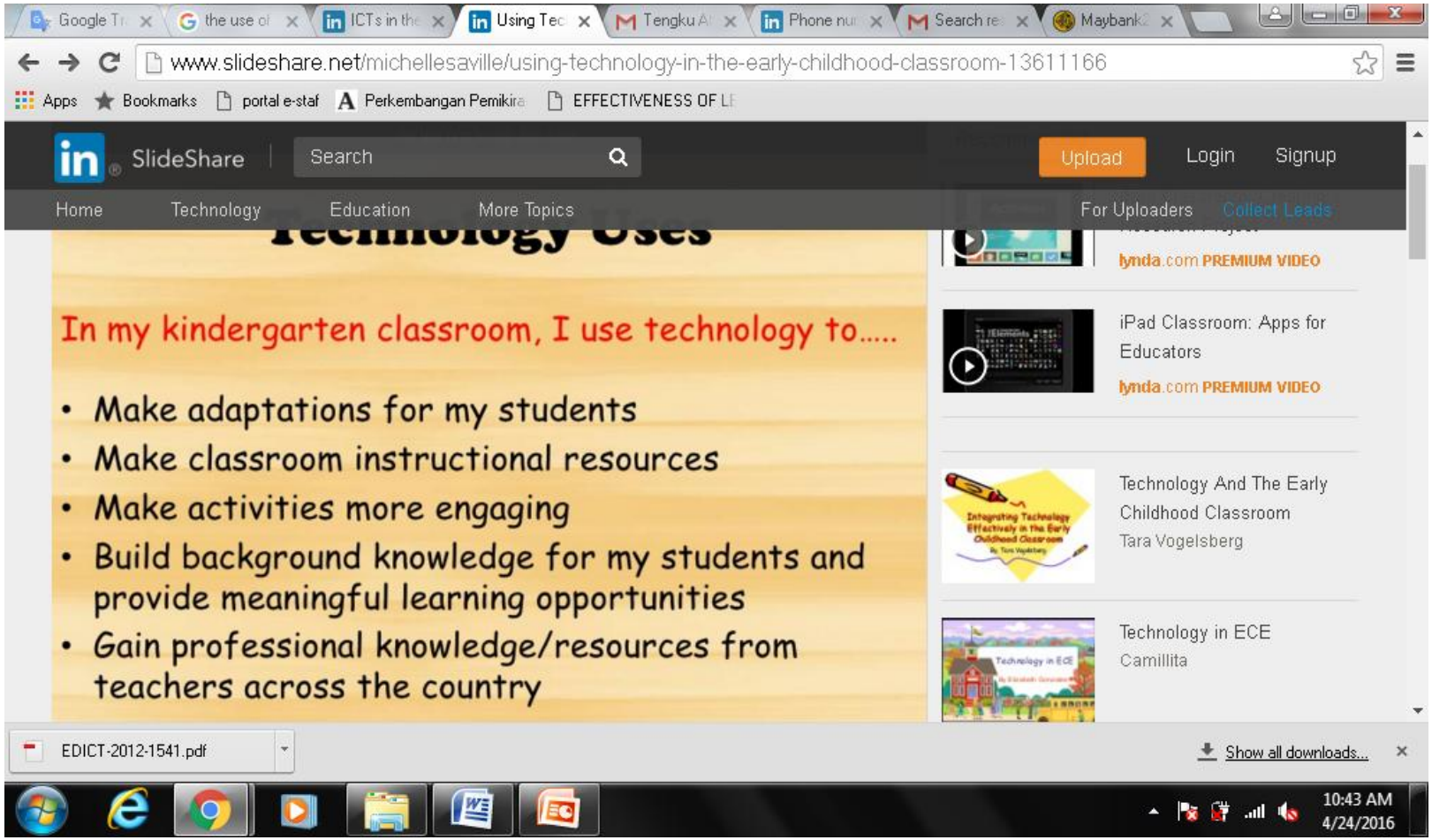
- Documentaries tell stories about real events and people using real images and objects.
- Getting children to create their very own documentaries is another effective way in getting them to be actively involved in their learning process.

- For example, to document the life cycle of a butterfly in a classroom firstly requires the teacher to get a butterfly kit that starts with eggs and place that in the classroom.
- Children start taking pictures of these eggs from day one and subsequently until the eggs transform into a pupa, caterpillar and lastly a butterfly.
- With the help of the teacher, they will then upload these pictures to create a documentary of the life cycle of a butterfly.
- They can always view it again and share it with their parents.
- Children learn best when they take pride in their work and effort.

Virtual Field Trips

- Virtual field trips give children the opportunity to explore places without having to leave their classroom.
- effective when the places they visit are miles away (different country)
- students can also connect with other students around the world, which makes it a very engaging learning experience for all involved

Selecting Appropriate Programs that Support Writing in Early Years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• Make activities more engaging
• Build background knowledge for my students and provide meaningful learning opportunities
• Gain professional knowledge/resources from teachers across the country
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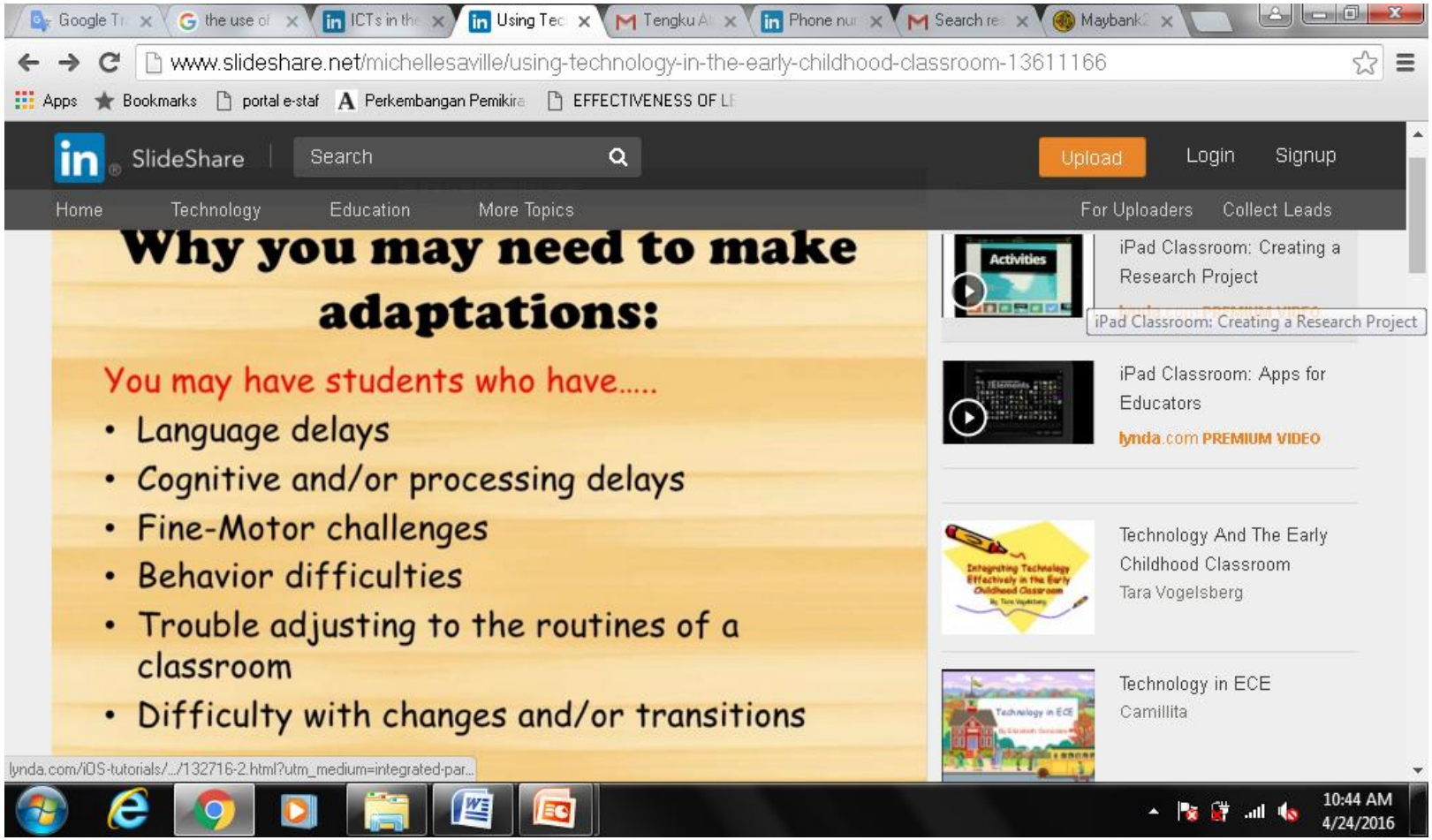
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• Cognitive and/or processing delays
• Fine-Motor challenges
• Behavior difficulties
• Trouble adjusting to the routines of a classroom
• Difficulty with changes and/or transitions
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Making Adaptations Using Technology

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Boardmaker

Devloped by: Mayer-Johnson

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Why use Boardmaker?
Boardmaker is a collection of standardized picture symbols used for communication with students who are strong visual learners. The primary purpose of using the visual tools is to enhance student understanding by using the visual supports to enhance the understanding of verbal information and written text.
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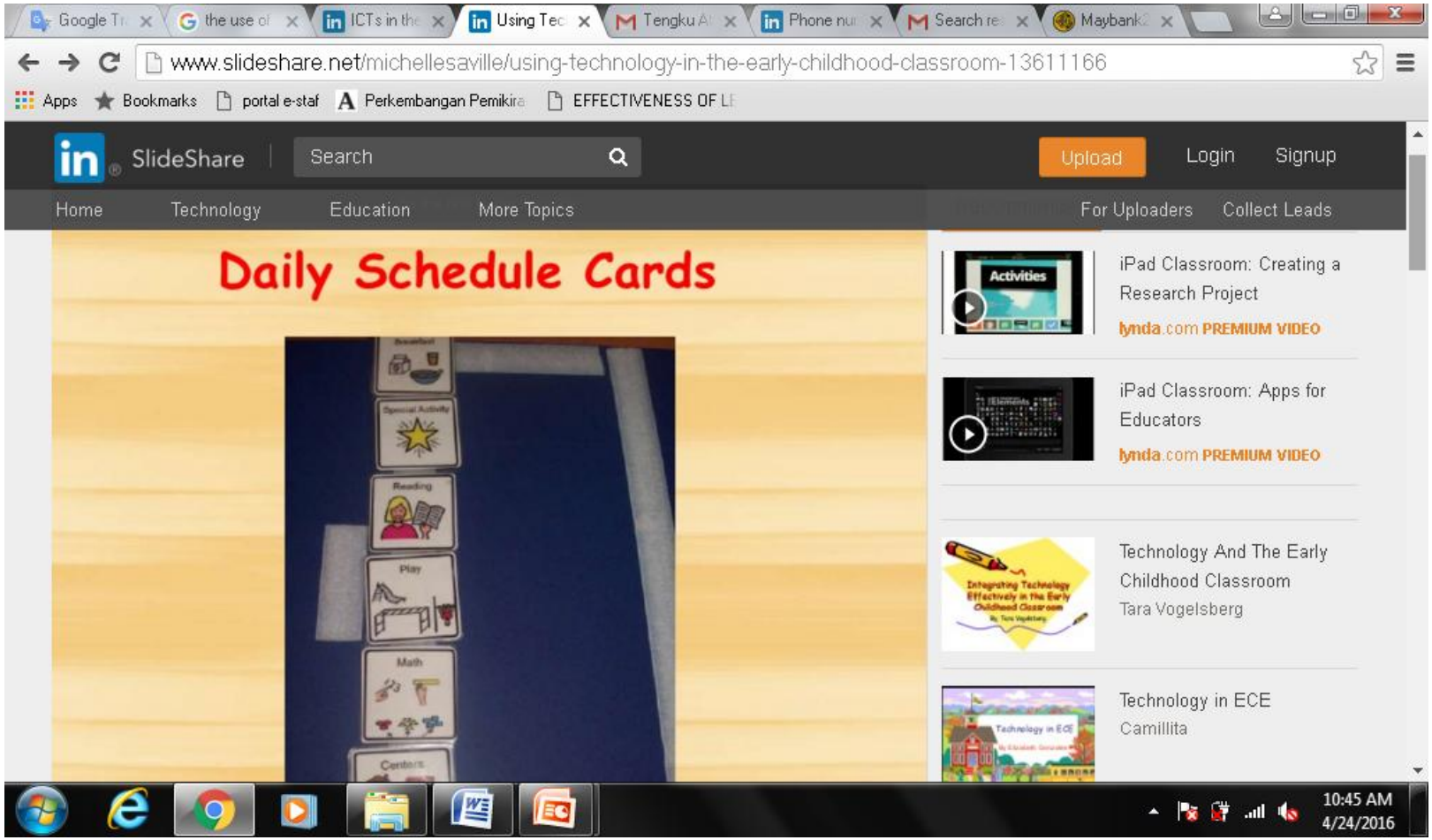
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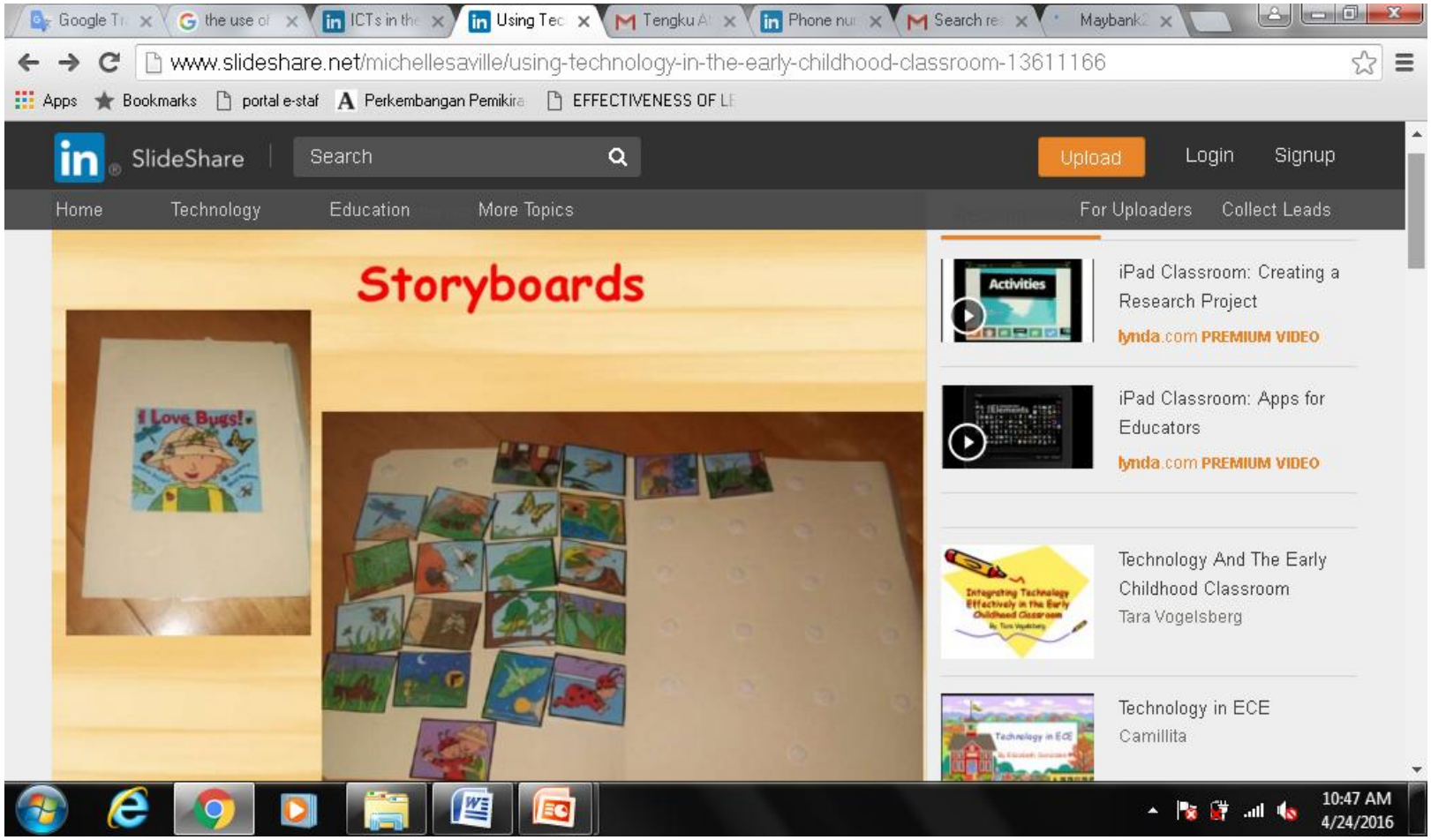
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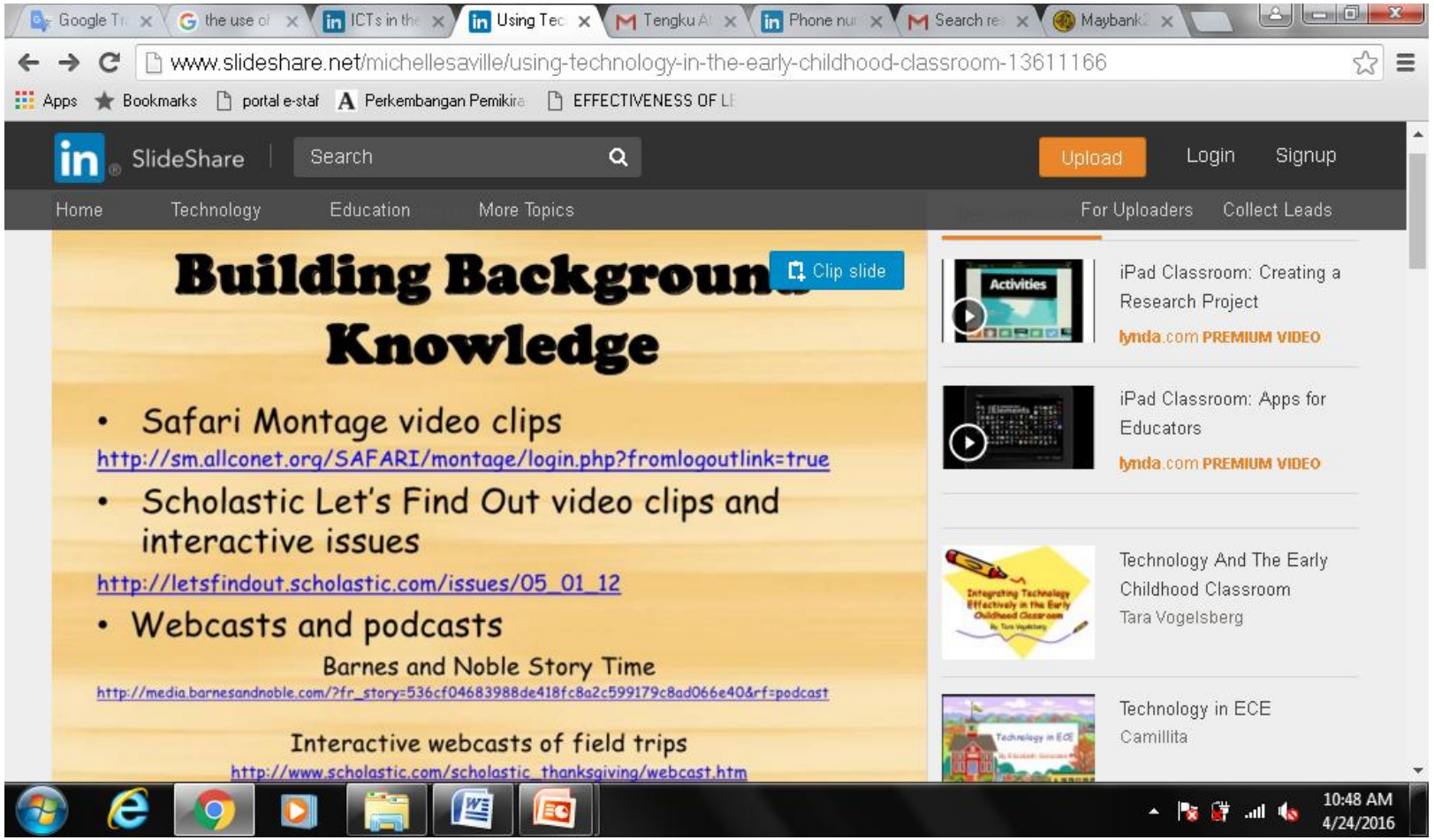
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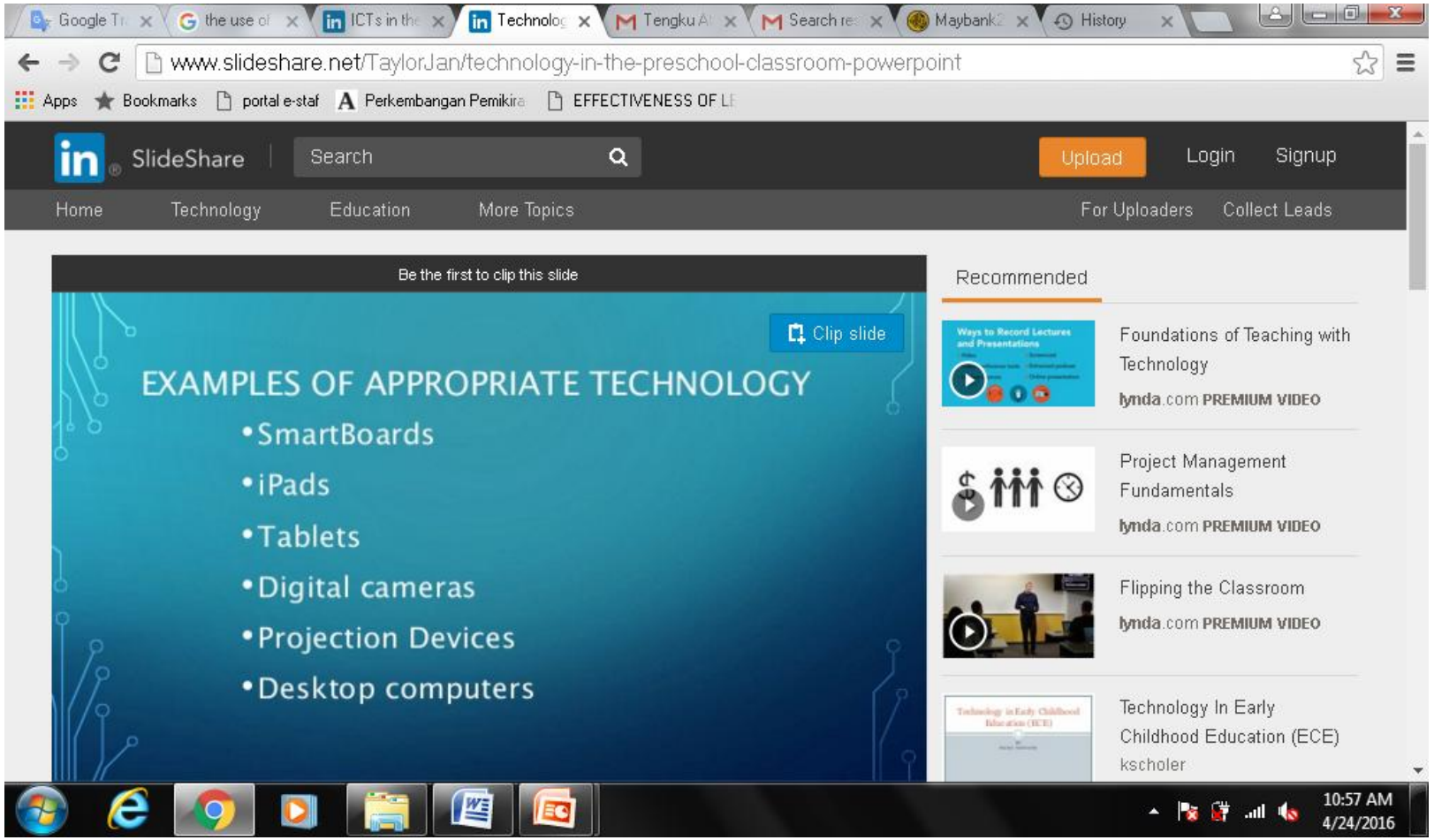
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GUIDELINES FOR SELECTING WEBSITES FOR CHILDREN

1) Purpose and content easily determined
2) Source and contact information readily available
3) Content encourages active exploration and thinkin
4) Appropriate for the age and abilities of target a
5) Easily accessible with accurate and current conter
6) Features and capabilities exploit the technology

Any question?