

ICT AND INTERNET USAGE IN EARLY CHILDHOOD EDUCATION



LEARNING OUTCOMES

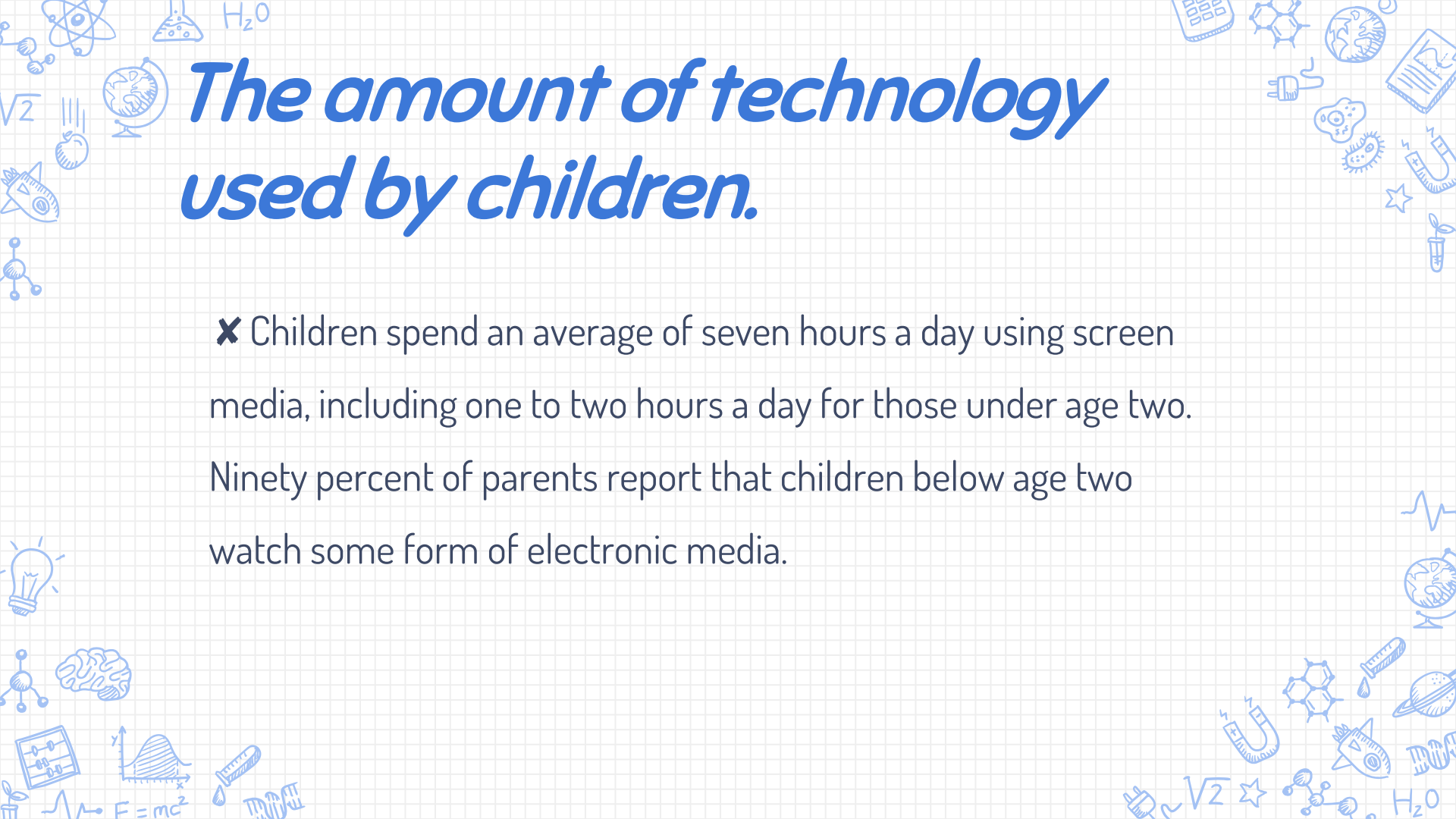
IN THE END OF THIS TOPIC, STUDENT SHOULD BE ABLE TO

- Technology and children
- Ways children can benefit from technology and active screen time
- Explain the advantages of internet usage in ECE
- Explain the disadvantages of internet usage in ECE



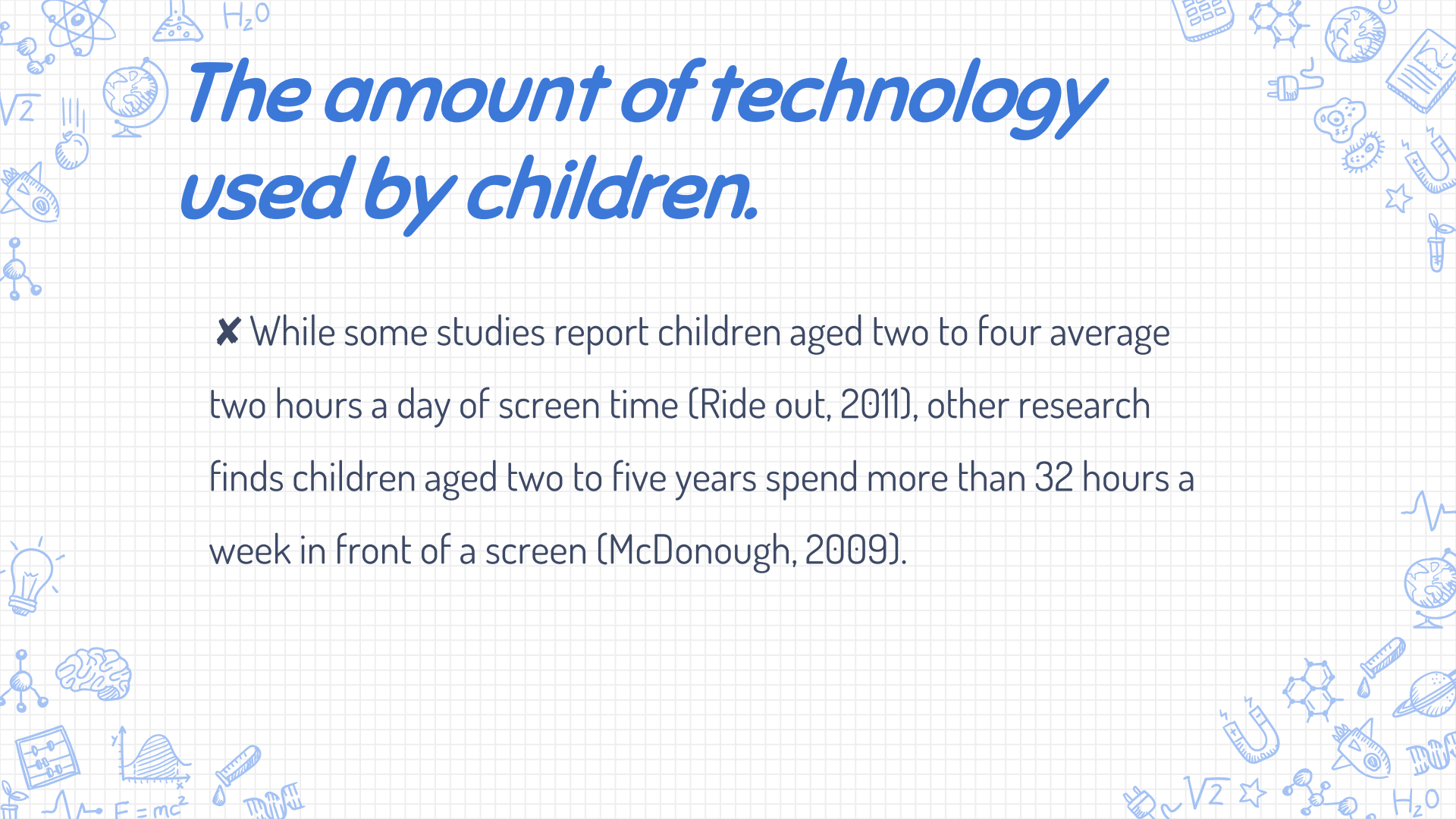
Technology and Children



The background of the slide is a light blue grid. It is decorated with various hand-drawn icons in blue ink. These icons include scientific symbols like H_2O , $\sqrt{2}$, and $E=mc^2$; biological symbols like a brain, a cell, and a DNA helix; and technology symbols like a lightbulb, a globe, a calculator, a plug, a book, a star, and a test tube. The icons are scattered around the edges of the grid.

The amount of technology used by children.

- ✘ Children spend an average of seven hours a day using screen media, including one to two hours a day for those under age two. Ninety percent of parents report that children below age two watch some form of electronic media.

The slide features a decorative border of hand-drawn blue icons representing various scientific fields: physics (atom, lightbulb, $\sqrt{2}$), chemistry (flasks, H_2O , DNA), biology (microscope, cell, brain), earth science (globe, planet), and general science (microscope, test tube, star, $E=mc^2$).

The amount of technology used by children.

✘ While some studies report children aged two to four average two hours a day of screen time (Ride out, 2011), other research finds children aged two to five years spend more than 32 hours a week in front of a screen (McDonough, 2009).

✘ “For many children, this is more time than they spend in any other activity except sleeping” (Levin, 2013, p. 13).



The amount of technology used by children.

✘ Fifty-two percent of children aged birth to eight have access to a smart phone, tablet, or similar electronic device (Guernsey, 2012).



How technology is used by children.

- ✘ Most parents admit to using screen time as a distraction, peace keeper, or babysitter while adults do household chores (AAP, 2011).
- ✘ Technology is only effective when teachers mediate its use with the same developmentally appropriate practices they apply to any other type of learning experience (Plowman & Stephen, 2005; 2007).

**Most research has
documented
the negative effects of
media use by young
children**



The background of the slide is a light gray grid. It is decorated with various blue line-art icons related to science and technology. These include a lightbulb, a brain, a calculator, a graph, a DNA helix, a globe, a microscope, a test tube, a star, a rocket, a cell, a plug, a book, a magnifying glass, a leaf, a virus, a molecule, a water molecule (H2O), a square root symbol (√2), a compass, a pencil, and a ruler. The title is written in a large, bold, blue, italicized font.

The negative effects of technology use by children.


✘ For children below age two, media exposure has been associated with **language delays** (Linebarger & Walker, 2005).

✘ For preschool and school-aged children, media use has been associated with **physical, behavioral, and mental health problems, including obesity, poor sleep habits, aggressive behavior, and attention disorders** (Nunez-Smith, Wolf, Huang, Emanuel, & Gross, 2008).



The negative effects of technology use by children.

✘ The more time children under age five spend with media, the **less** they **interact** with others (siblings, parents, peers) and the **less creative** their play (Vandewater, Bickham, & Lee, 2006).



The negative effects of technology use by children.

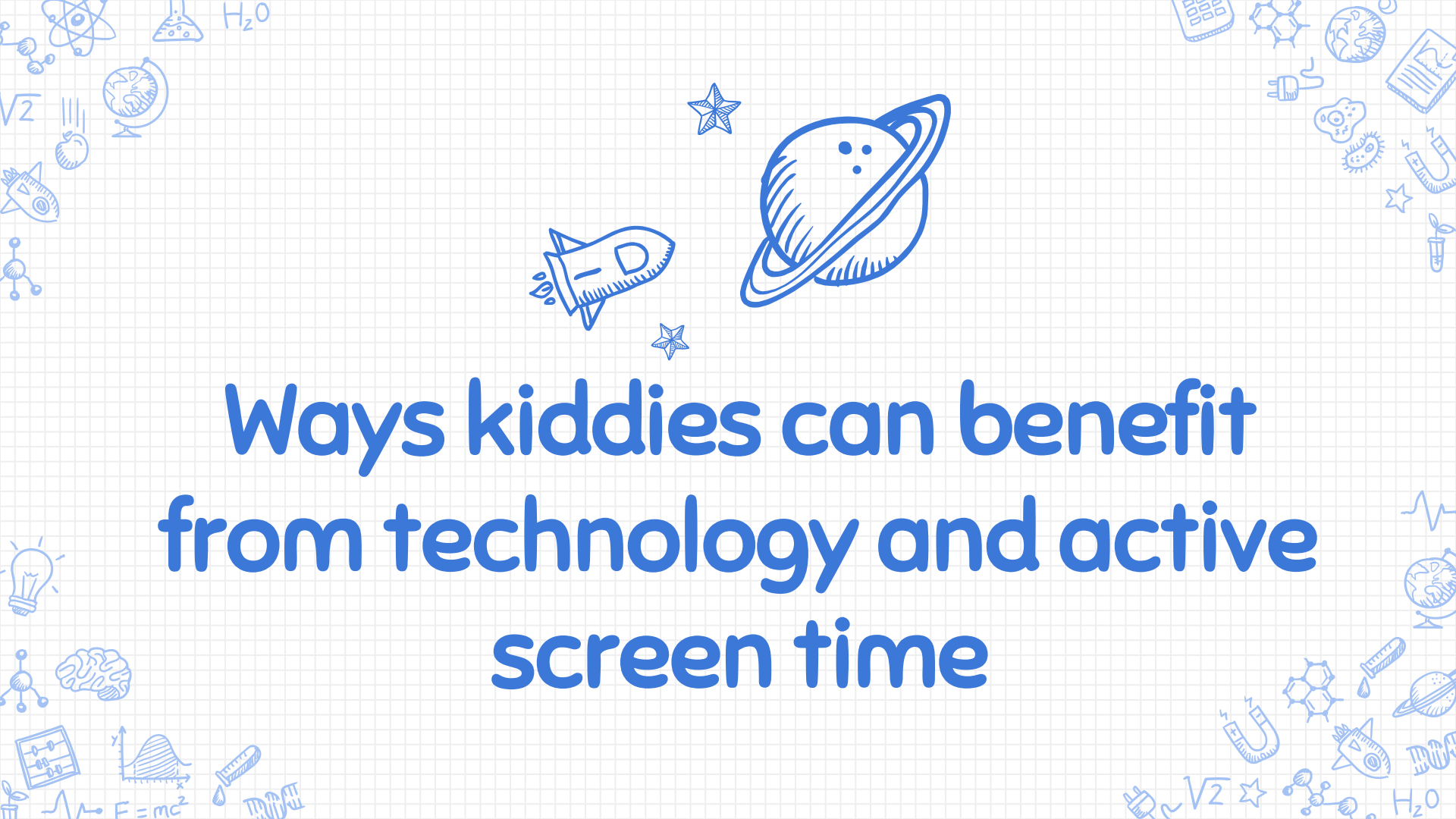
✘ For children aged one to three, background television reduces the amount of time they play and **diminishes** their **focused attention** when they do play (Schmidt, Pempek, Kirkorian, Lund, & Anderson, 2008).





The positive effects of technology use by children.

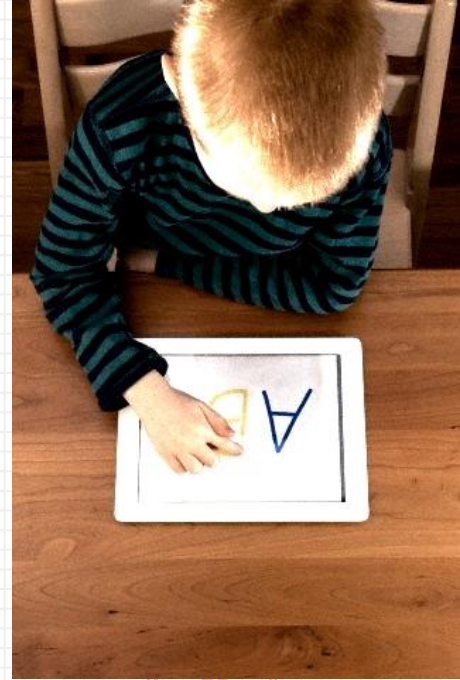
✘ “Active, appropriate use of technology and media can support and extend traditional materials in valuable ways ... both cognitive and social” (NAEYC & The Fred Rogers Center, 2012, p. 7). For example, computers allow young children to manipulate shapes (mathematics) with greater dexterity than they can manage by hand and often promote collaborative (social) problem solving (Clements, 2002).



Ways kiddies can benefit from technology and active screen time

Improves Language Skills

- ✘ Active screen time help children develop language skills.
- ✘ By reading eBooks or accessing stories online, they learn new words and proper ways to pronounce them.



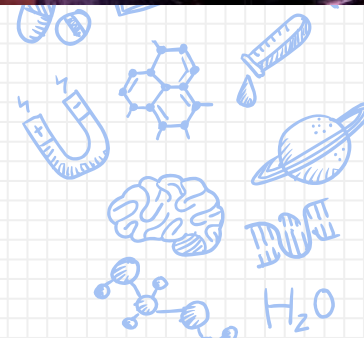
Higher Capacity for Visual Attention

✘ Gaming and learning applications equip children to pay more attention to details in order to complete these activities



Increases Motivation to Complete Tasks

- ✘ Many apps and computer activities are created to encourage children to complete a level in order to unlock the next level.
- ✘ These learning games may help create a foundation for children to keep on trying and to overcome challenges even outside the screen setting.



Advantages and Disadvantages of Internet



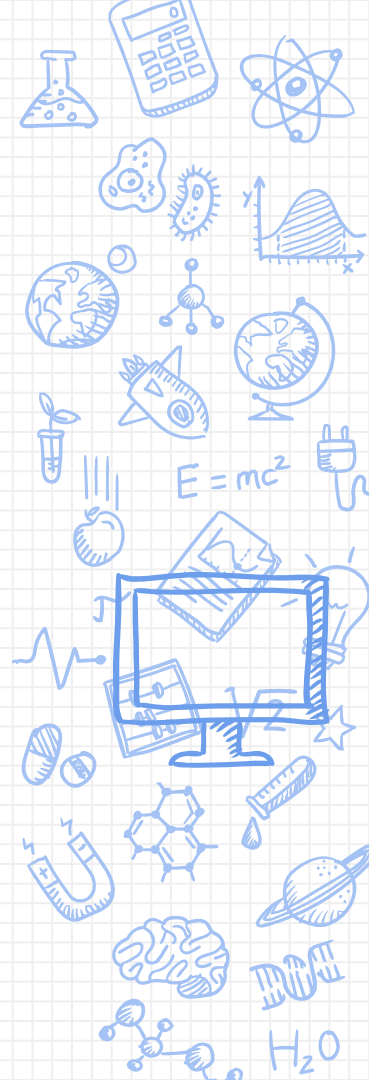
Advantages of Internet on children

- Ability to do research from your home versus research libraries.
- Information at various levels of study. Everything from scholarly articles to ones directed at children.
- The internet provides the ability of emails. Free mail service to anyone in the country.



Advantages of Internet on children

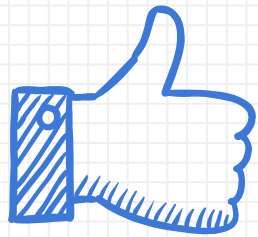
- Friendships connections have been made over the internet by people involved passion over similar interests.
- Things such as Yahoo Answers and other sites where kids can have readily available help for homework.
- Platform for products like SKYPE, which allow for holding a video conference with anyone in the world who also has access.



Disadvantages of Internet on children

- ✘ There is a lot of wrong information on the internet. Anyone can post anything, and much of it is garbage.
- ✘ There are predators that hang out on the internet waiting to get unsuspecting people in dangerous situations.
- ✘ Some people are getting addicted to the internet and thus causing problems with their interactions of friends and loved ones.
- ✘ Pornography that can get in the hands of young children too easily.





THANKS!

Any questions?