Oh What A Site to See!



2013 SCECA Conference

February 1, 2013 Master Certified Trainer: Kelli Boniecki South Carolina First Steps

Agenda

The Technology Debate-Finding a comfortable classroom balance.

- What Does a Technology Classroom Look Like?
- Apps, Search Engines, Websites and more.....
- Playtime
- Final Reflection



The Technology Debate-Finding A Comfortable Classroom Balance

- So what's the big debate about technology in the classroom all about?
 - Amount of time child spends engaging with technology
 - -Technology tools for children to use (what's appropriate)
 - Children not protected by video violence
 - -Technology infringing on physical activity, replacing hands-on activity, stunts imagination, negatively impacts social-emotional growth

(Simon, 2012)

Joint Position Statement between NAEYC & Fred Rogers Center January 2012 Technology and Young Children





Why this statement is important

Advances in technology and interactive media rapidly are transforming how we communicate and use information in our homes, offices, and early childhood settings. This position statement offers guidance—based on researchbased knowledge of how young children grow and learn on both the opportunities and the challenges of the use of technology and interactive media. The statement focuses on their use in early childhood programs—schools, centers, family child care—serving children from birth through age 8.

http://www.naeyc.org/files/naeyc/12_KeyMessages_Technology .pdf

Key Messages of the NAEYC/Fred Rogers Center Position Statement on Technology and Interactive Media in Early Childhood Programs

his summary highlights key messages of the January 2012 joint position statement, Technology and Interactive Media as Tools in Early Childhood Programs Serving Children from Birth through Age 8, issued by the National Association for the Education of Young Children and the Fred Rogers Center for Early Learning and Children's Media at Saint Vincent College.

Why this statement is important

Advances in technology and interactive media rapidly are transforming how we communicate and use information in our homes, offices, and early childhood settings. This position statement offers guidance—based on research-based knowledge of how young children grow and learn—on both the opportunities and the challenges of the use of technology and interactive media. The statement focuses on their use in early childhood programs—schools, centers, family child care—serving children from birth through age 8.

When used intentionally and appropriately, technology and interactive media are

effective tools to support learning and development. The fundamental premise of the position statement is that technology and interactive media are tools for teachers and administrators to use in early childhood programs. The effectiveness of technology and interactive media, as with other tools, depends on their being used in the right ways, under the right circumstances, by those skilled in their use. Within the framework of developmentally appropriate practice, this means recognizing children as unique individuals, being attuned to their age and developmental level, and being responsive to the social and cultural contexts in which they live.

Effective uses of technology and media are active, hands-on, engaging, and empowering; give the child control; provide adaptive scaffolds to help children progress in skills development at their individual rates; and are used as one of many options to support children's learning. Technology and interactive media should expand children's access to new content and new skills. When truly integrated, uses of technology and media become routine and transparent—the child or the educator is focused on the activity or exploration itself and not on the technology.

Intentional use requires early childhood teachers and administrators to have information and resources regarding the nature of these tools and the implications of their use with children. Ultimately, the key decision regarding the use of technology and interactive media is whether specific goals—both for individual children and the program as a whole—can be more effectively achieved using traditional classroom materials, or whether the use of particular technology and interactive media tools actually extends the opportunities for learning and development. There are many



ways that technology can extend opportunities for learning and development—helping to better meet the needs of individual children (e.g., assistive technologies that improve children's ability to learn move communicate and

FRED ROGERS CENTER ter early learning and children's media at salet vincent College with families (e.g., di

ability to learn, move, communicate, and create); supporting enhanced communication with families (e.g., digital portfolios



documenting children's progress); and providing children new opportunities for exploration and mastery (e.g., making a book of scanned images of children's artwork and dictations).

When making decisions about technology, program administrators must consider the allocation of limited resources and cost effectiveness, including initial cost, the ongoing costs of updating and upgrading hardware and software, and unspecified costs, such as additional items needed to use the product. Decisions about resource allocations also should consider the range of available and increasingly affordable technology along with the associated learning value and cost effectiveness relative to other materials.

Limitations on the use of technology and media are important. The statement recommends carefully considering the screen time recommendations from public health organizations for children from birth through age 5 when determining appropriate limits on technology and media use in early childhood settings. Screen time estimates should include time spent in front of a screen at the early childhood program and, with input from parents and families, at home and elsewhere.

When used appropriately, and keeping screen time recommendations in mind, technology and interactive media have the potential to enhance, without replacing, creative play, exploration, physical activity, outdoor experiences, conversation, and social interactions. Technology should never be used in ways that are emotionally damaging, physically harmful, disrespectful, degrading, dangerous, exploitative, or intimidating to children. This includes undue exposure to violence or highly sexualized images.

Special considerations must be given to the use of technology with infants and

toddlers. The statement recommends prohibiting the passive use of television, videos, DVDs, and other noninteractive technologies and media in early childhood programs for children younger than 2 years of age, and it discourages passive and non-interactive uses with children ages 2 through 5. Any uses of technology and interactive media in programs for children younger than 2 years of age should be limited to those that appropriately support responsive interactions between caregivers and children and strengthen adult-child relationships.

Attention to digital citizenship and equitable access is essential. When using technology and interactive media, teachers and administrators in early childhood programs have a responsibility to protect and empower children by helping them learn to ask questions and think critically about the technologies and media they use. Adults have a responsibility to model good digital citizenship, defined as developmentally appropriate and active uses of digital tools, media, and methods of communication and learning in safe, healthy, acceptable, responsible, and socially positive ways. Digital citizenship also means working to assure equitable access to technology and interactive media experiences.

Ongoing research and professional development are needed. It is difficult to imagine the technological options that will be available in a few short years, yet alone what today's young children will use as adults. We can anticipate, however, the need for professional development and research.

Teachers and administrators need information and resources to effectively select, use, integrate, and evaluate technology and interactive media tools in intentional and developmentally appropriate ways. They need to stay current regarding the rapid changes in technology and the implications for their use in programs.

Preservice and professional development should include in-depth, hands-on technology experiences, ongoing support, and access to the latest technology and interactive media. Educators need opportunities to play and create using these tools. And, examples of successful integrations of technology and interactive media in early childhood programs should be compiled to provide support and inspiration.

Ongoing research is needed to better understand how young children use and learn with technology and interactive media and to better understand any short- and long-term effects. Research should help guide policy and evidence-based practice, ensuring that, now and in the future, the use of technology and interactive media is intentional and developmentally appropriate for all children, extending and supporting active, hands-on, creative, and authentic engagement with those around them and with their world.



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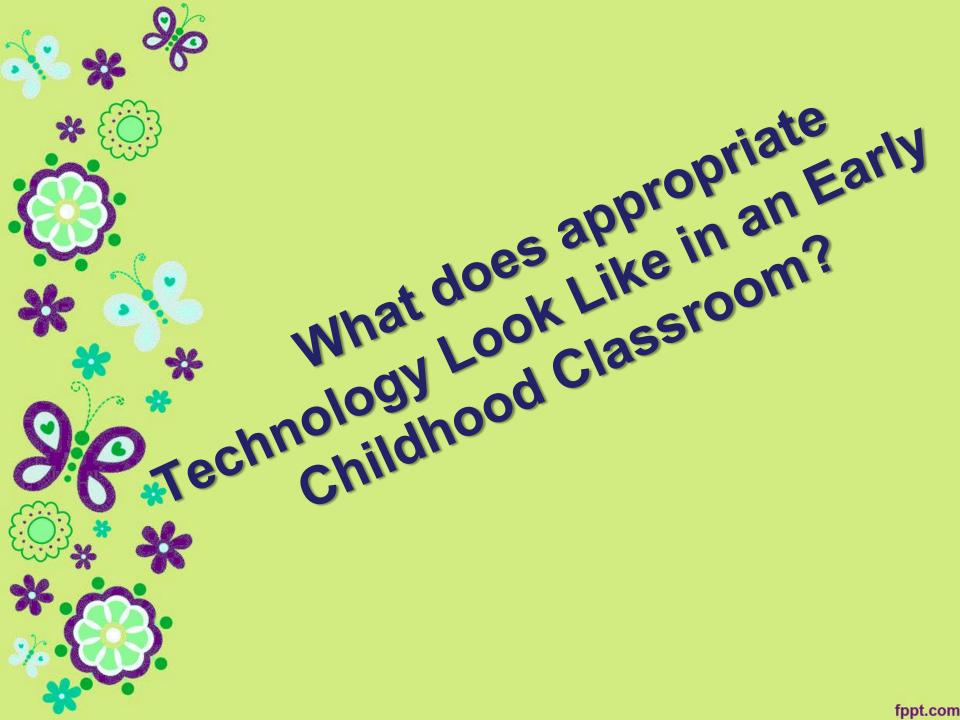
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So How Much Technology Is Too Much?

There are so many variables when it comes to evaluating the amount of screen time for children of all ages. A few general rules of thumb based on recommendations by the American Pediatric Association (AAP).

Infants through 2 years: Suggestions are for infants and toddlers to not spend time passively watching screens.

3 years old and older: Based on research in regards to attention spans in early years, limiting direct screen time in the classroom to 20 minutes makes sense. This is primarily for classroom time only.





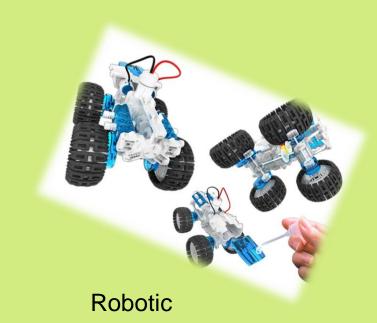
All Aboard the Technology Train!

Computers, Desktops and Laptops Computer software, Apps and Activities Mobile Devices- Tablets & Smartphones E-Books and E-Readers Pictures (cameras) and Videos Robotics, Listening Centers, Voice Recorders, Reading Machines, **Overhead Projectors, Smartpens**





SmartPen





Reading Machine- QR Code

Voice Recorder

Content of Content of

 Video Games- Wii, Xbox, Playstation
Toy Imitations
Small Computer Imitations











Early Childhood Websites and Resources

Child Care Regulation and Accreditation Sites

www.scfirststeps.org/default.htm - South Carolina First steps www.scchildcare.org/ - DSS Child Care Licensing www.abcqualitycare.org/ - The ABC program www.dss.sc.gov - South Carolina Department of Social Services

Child Care Associations

www.naccrra.org – National Assoc. of Child Care Resource & Referral www.sc-ccccd.net/ - SC Center for Child Care Career Development www.childcareexchange.com –Child Care Exchange – Articles, resources www.zerotothree.org – Zero to Three National Organization www.naeyc.org - National Association for the Education of Young Children www.scaeyc.org – SC Association for the Education of Young Children www.naccp.org/ - National Association of Child Care Professionals www.seca.org – Southern Early Childhood Association www.sceca.org – South Carolina Early Childhood Association www.scpitc.org – SC Program for Infant & Toddler Care www.ed.gov/ - US Dept. of Education www.nncc.org/ - National Network for Child Care

Child Care Business:

<u>www.sba.gov/</u> - Small Business Administration <u>www.scsos.com/</u> - SC Secretary of State <u>www.score.org</u> – FREE small business advice, training and mentoring. <u>www.smbceo.com/free-small-business-tools/</u>-Small Business CEO



Child Care Safety

http://www.safekids.org/ - Safe Kids, Preventing injuries at home & School http://nrckids.org/ -National Resource Center for Health & Safety in Child Care

http://www.acf.hhs.gov/programs/ccb/- USDHHS Administration for Children

Health and Nutrition in the Classroom

www.choosemyplate.gov/kids/ - USDA Choose My Plate Nutrition www.healthychildren.org - by American Society of Pediatrics www.aap.org – American Academy of Pediatrics www.pbs.org/teachers/classroom/prek/health-fitness/resources/ www.superkidsnutrition.com/nutrition_resources/kidsactivities.php http://4kteachertips.wordpress.com/category/healthy-eating/

Literacy:

http://earlychildhoodliteracyresources.weebly.com/index.html http://teacher.scholastic.com/products/ect/resources.htm www.rif.org – Reading is Fundamental www2.ed.gov/parents/academic/help/reader/index.html www.readingrockets.org/ www.scholastic.com/home/ - Scholastic Books www.famlit.org/ - National Center for Family Literacy www.nichd.nih.gov/publications/pubs/upload/NELPReport09.pdf http://web2.sys-con.com/node/2306462 - Developing Early Literacy Online www.asha.org/public/speech/emergent-literacy.htm www.idealcurriculum.com/emergent-literacy.html http://daybydaysc.org/About/about-the-sc-day-by-day-project www.earlychildhoodnews.com/earlychildhood/article_view.aspx?ArticleID =212 –



Mathematics:

www.internet4classrooms.com/early_childhood/math_pre-k.htm_-Games http://gse.buffalo.edu/org/buildingblocks/ - Building Blocks www.funbrain.com/numbers.html - fun brain activities www.mathperspectives.com/index.html - Math Perspectives and Resources

<u>www.findingdulcinea.com/guides/Education/Early-Childhood-</u> <u>Education.pg_01.html</u> - Early Childhood Math & Technology Resources

Music:

www.songsforteaching.com/index.html - Songs and Music for Teaching http://prekinders.com/music-props/ www.perpetualpreschool.com/music.html http://decal.ga.gov/Prek/MusicAndMovement.aspx http://drjean.org/ www.kidactivities.net/category/Music-Pre-K-and-K.aspx

Physical Activity/Outdoor Games:

www.pecentral.org/ - Health & Physical Education website www.wilderdom.com/games/PhysicalActivities.html -Physical activities http://pbskids.org/zoom/activities/games/ - ZOOM games for kids www.kidactivities.net/category/Games-Pre-K-to-Grade-2.aspx# http://4kteachertips.wordpress.com/category/gross-motorphysicalactivities/ -4K Teacher Tips http://yogahealthfoundation.org/yoga_recess_in_schools_school_teacher_re sources - Yoga



Positive Guidance

<u>www.consciousdiscipline.com</u> – Conscious Discipline <u>www.rippleeffect.us/</u> - Ripple Effect <u>www.challengingbehavior.org/ -</u> Technical Assistance on Social Emotional <u>www.facebook.com/GetMeCC</u> <u>www.facebook.com/GetMeCC#!/RippleEffectUS</u> <u>http://www.facebook.com/GetMecC#!/RippleEffectUS</u>

http://www.stressfreekids.com/category/lesson-plans- Stress Free with Yoga

Science and Discovery:

http://sunnydixie.blogspot.com/ - Hawk Watch at the Franklin Institute www.ustream.tv/channel/the-franklin-institute-haw-cam -Camera Stream www.discoveryeducation.com – Discovery Education http://scienceforpreschoolers.com/ -Science activities and lessons for Preschool www.education.com/activity/preschool/science/ -Education.com www.squidoo.com/preschoolscience - Science activities for preschool http://blogs.babble.com/family-style/2012/04/30/8-recipes-fordisaster/?pid=19536#slideshow - Homemade Science experiments for kids http://kids.nationalgeographic.com/kids/activities/funscience/- National Geographic http://www.rethinkrecycling.com/kids/links-parents-educators- Recycling

Special needs:

www.autismspeaks.org - Autism Speaks - Resources for teachers and parents

www.csefel.vanderbuilt.edu - Center for the Social and Emotional Foundations

<u>http://nichcy.org/disability</u> - National Diss. Center for Children with Disabilities

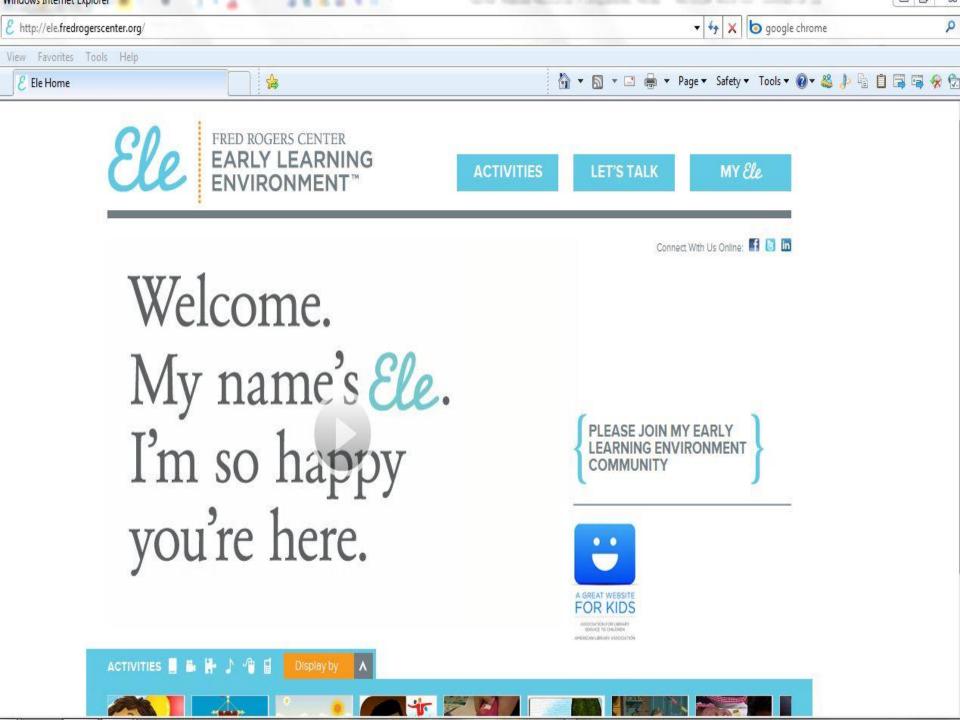
http://community.fpg.unc.edu/connect-modules/learners

www.abilitypath.org – Support for parents of children with special needs www.kidstogether.org- Inclusion information and resources

<u>www.cec.sped.org/am/template.cfm?section=Home</u> -Exceptional Children <u>www.understandingspecialeducation.com</u> – A Parent's Guide to Special Education

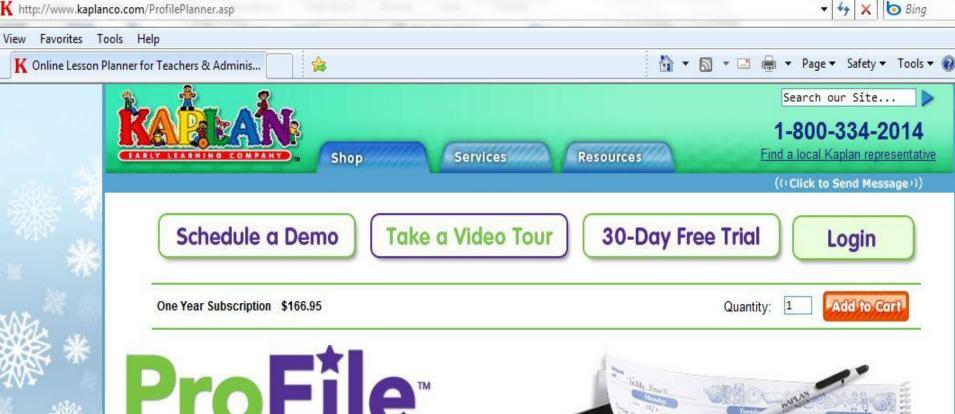
www.techfortykes.org - Assistive Technology for Young Children

WEBSITES!









PLANNER

The ProFile Planner is an online lesson planner for teachers and administrators. It provides a digital content library of 10,000+ resources including activities, apps, books, music, and videos, integrated into an easy-to-use online curriculum planning service. Educators can combine the functionality of a planner with the convenience of the web.

Features Include:

- · Personalized lesson calendar
- Build custom daily templates
- Access to activities in select Gryphon House activity plan ebooks
- Drag & drop ability to assign pre-loaded activities to



Home » Reports

ProFile

Please select a report to run:

Child History

List all routines and activities that a chosen child participates in.

Book List

List of recommended reading to support your activities.

Learning Center

See which Learning Centers have activities associated with them.

Daily Routines

List all routines and the associated activities.

Covered State Standards

State standards covered thus far in the classroom. Date ranges can be specified for a year, or quarterly overview.

reports

I

Materials List

List of materials that have been assigned to activities on your lesson plan

Detailed Daily List

Provides a detailed list of all instructions, materials, and books for a days activities.

Class History

List all routines and activities and where each child is assigned

State Standards

Calendar view of all activities and state standards.

+Bookmark



						Activities
-						E Discovery
-	day	week month 15	30 60		today O O	🖽 Giant Encyclopedia
Mon	Tue	Wed	Thu	Fri	Sat	I Learn Every Day
28	29	30	31	1	2	🗄 Safety
9a Butterflies +	8a Good Morning+	8a Buenos Dias	8a Good Morning+	8:30a Brett Books+		My Activities
9:30a 100 Days	9a Science	Greeting Song+	9:30a Follow the	8:30a Word Card		I Love My Mom *
Activity: Outside+	Backpack+	8:30a Word Card	Leader+	Flash+		Mother's And Father's Day *
10aFood		Flash+	10a "Five Little	9:30a 100 Days		There Come Our Mothers *
Inspection+		9:30a 100 Days	Pumpkins"+	Activity: Outside+		
10:15a Cool Math		Activity: Outside+	10:45a Fly Like a	10aFood		Mommy Knows Best *
Moves+		10aFood	Butterfly+	Inspection+		Nobody Loves You Like Your Mo m *
10:45aRainbow		Inspection+	10:45aButterfly+	10a Ants on a Log+		All The Pretty Little Horses *
Blend+		10:45a Crayon	11aThe Mirror and	10:15a Math and		Stewball Was A Good Horse *
		Melting+	Me+	Pattern Person+		The Horse Went Around *
		11a Clowning Around an Obstacle		10:45a Crayon		Going To The Beach With Numbe
		Course+		Melting+		r Nine * Summer *
		11:30a Animal				11 10 10 10 10 10 10 10 10 10 10 10 10 1
		Safari+				Watermelon Man *
4	<u>5</u>	<u>6</u>	7	<u>8</u>	9	📕 🞑 🕨 🖬 Showing pa
9a Butterflies +	8a Good Morning+	8a Buenos Dias	8a Good Morning+	8:30a Brett Books+		
9:30a 100 Days	9a Science	Greeting Song+	9:30a Follow the	8:30a Word Card		
Activity: Outside+	Backpack+	8:30a Word Card	Leader+	Flash+		
10aFood		Flash+	10a "Five Little	9:30a 100 Days		
Inspection+		9:30a 100 Days	Pumpkins"+	Activity: Outside+		
10:15a Cool Math		Activity: Outside+	10:45aFly Like a	10a Food		
Moves+		10a Food	Butterfly+	Inspection+		

today



month

Sun 1/27	Mon 1/28	Tue 1/29	Wed 1/30	Thu 1/31	Fri 2/1	Sat
	9a Butterflies	8a Good Morning	8a Buenos Dias	8a Good Morning	8:30a Word Card	
	Child: all	Child: all	Greeting Song	Child: all	Flash	
	9:30a 100 Days	9a Science Backpack	Child: Maria	9:30a Follow the	Child: all	
	Activity: Outside	Child: all	Espanoza	Leader	8:30a Brett Books	
	Child: all		8:30a Word Card	Child: Maria	Child: all	
	10a Food Inspection		Flash	Espanoza	9:30a 100 Days	
	Child: all		Child: all	10a "Five Little	Activity: Outside	
	10:15a Cool Math		9:30a 100 Days	Pumpkins"	Child: all	
	Moves		Activity: Outside	Child: all	10a Food Inspection	
	Child: Maria		Child: all	10:45a Fly Like a	Child: all	
	Espanoza		10a Food Inspection	Butterfly	10a Ants on a Log	
	10:45a Rainbow		Child: all	Child: all	Child: all	
	Blend		10:45a Crayon	10:45a Butterfly	10:15a Math and	
	Child: Maria		Melting	Child: all	Pattern Person	
	Espanoza		Child: all	11a The Mirror and	Child: all	
			11a Clowning	Me	10:45a Crayon	
			Around an Obstacle	Child: all	Melting	
			Course			





Complete Forum System

Supports unlimited posts, topics, boards, subforums. Includes an advanced permission system to control permissions by member groups. Complete with post moderation system, with post approval, warnings, and moderation center. You will enjoy using Create A Forum as your free forum host



Built-in Portal

Included EzPortal gives you the power to build a custom forum site with ezBlocks and add custom pages to your forum.



Built-in Photo Gallery

Allows members to share pictures with each other, comment on pictures, start their own personal gallery, and more.



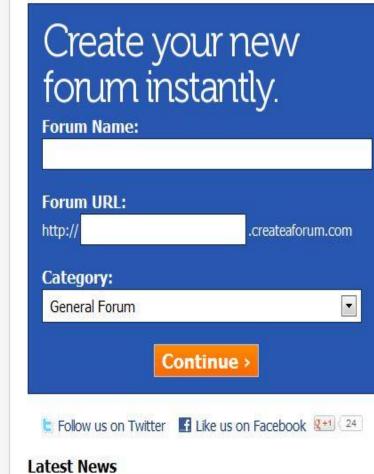
Built-in Arcade

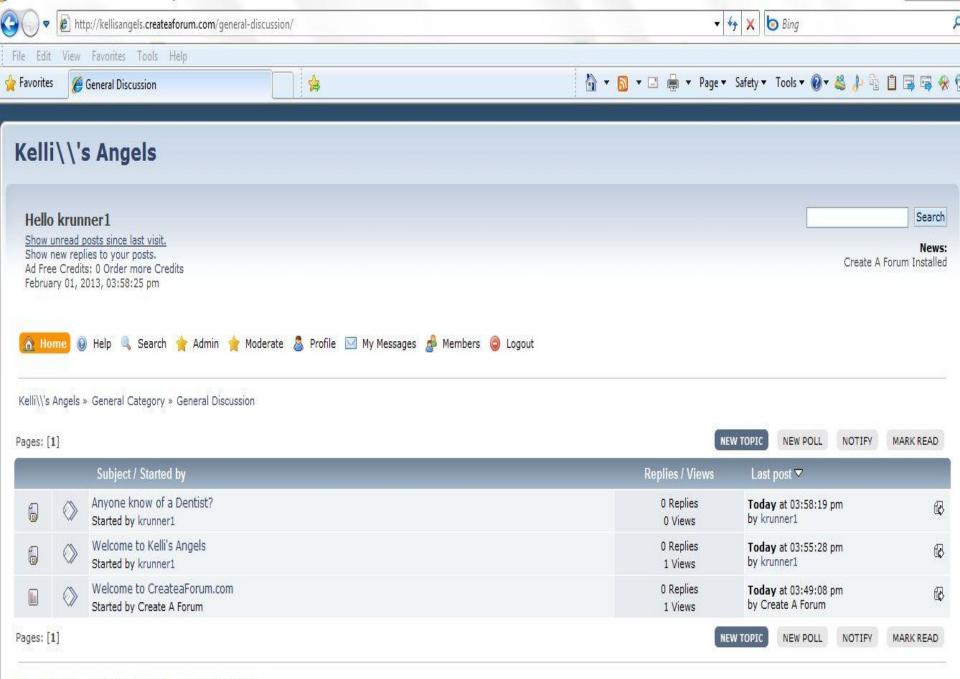
Includes 1000+ games to install for your forum members.



eCommerce System

Allows you to grow your forum and start your own business. The eCommerce system is an addon for your forum which allows you to sell both digital and physical products. Ecommerce website design can increase the profits your site brings in.

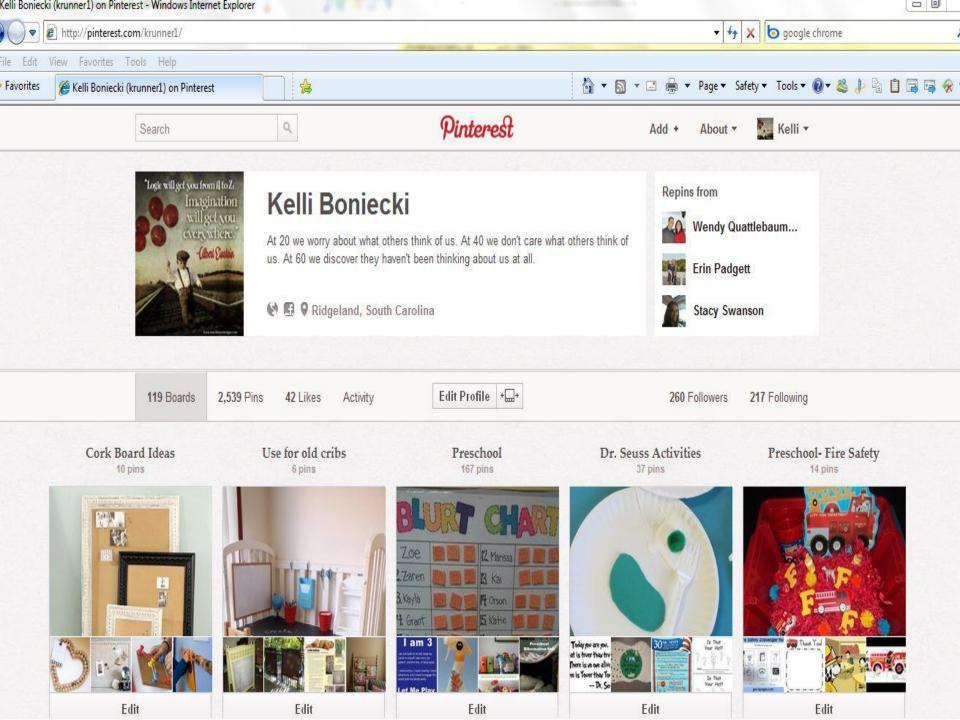




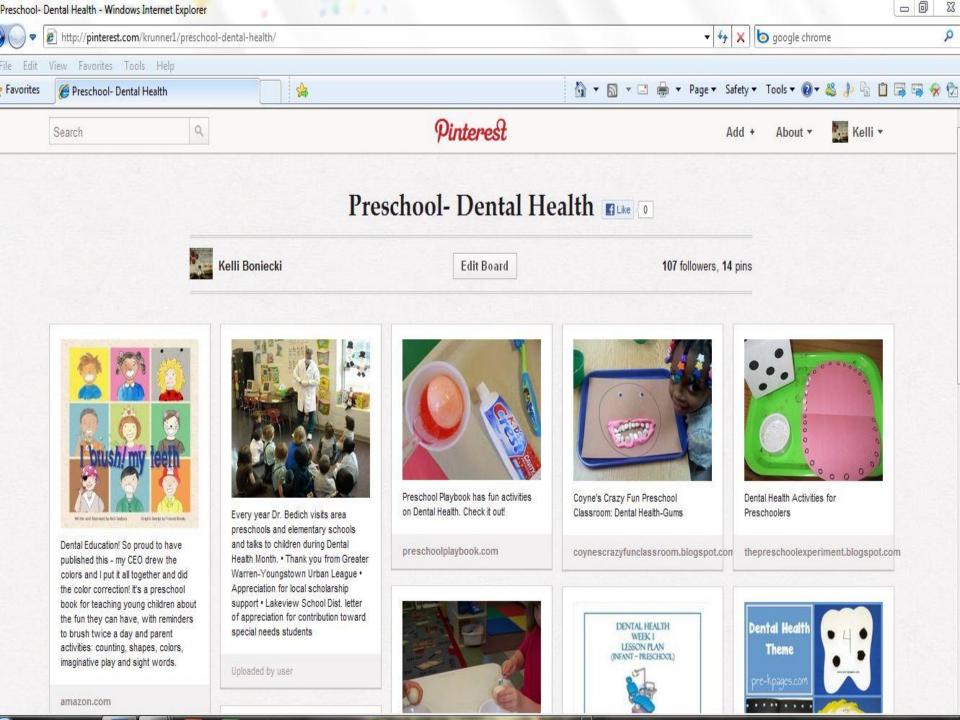
Kelli\\'s Angels » General Category » General Discussion



ALL SCIENCE EXPERIMENTS

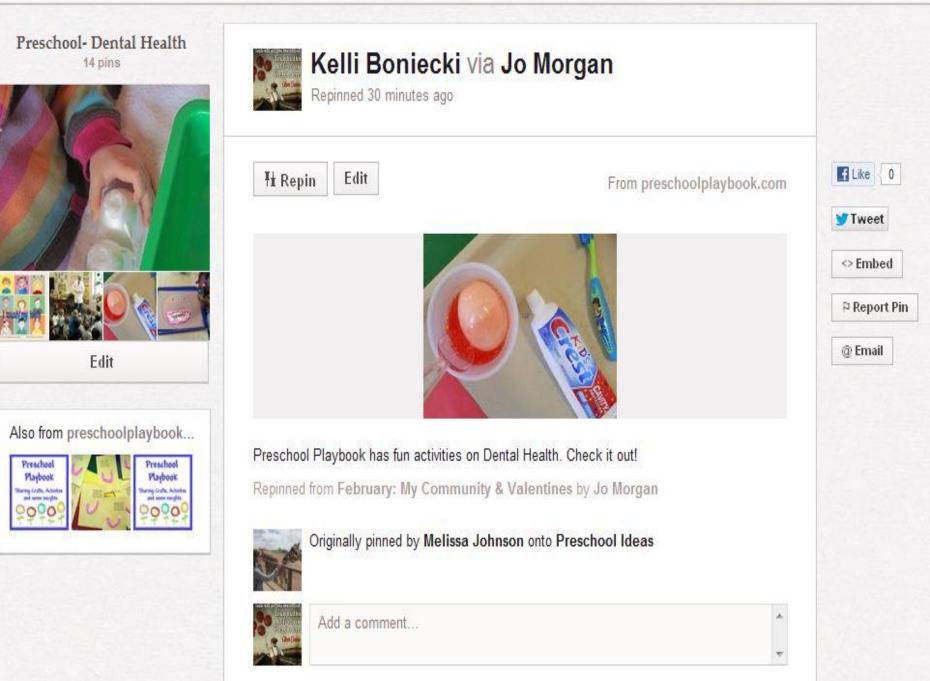












Preschool Playbook: dental health - Windows Internet Explorer



How many teeth

20 baby teeth. 10 on the top and

10 on the bottom

Our Pearly Whites

In February we celebrated Dental Health month with some fun teeth activities for both classes. We we also lucky enough to have a dental hygienist from a local dentist come and talk to us about caring for our teeth.

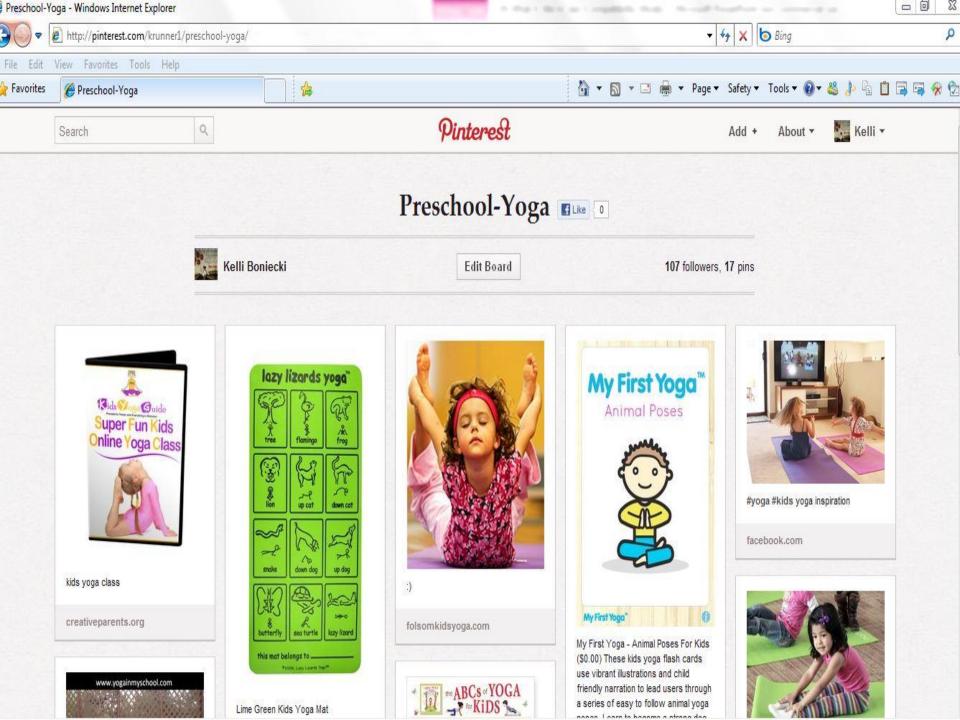
The three-year-old class made our mouths with 10 teeth in it. They also made happy face full of marshmallow teeth--how healthy is that? Of course their favorite fun was brushing the egg "teeth." They get such a kick out of making those eggs white again. This year my eggs were still in one piece--imagine that.



How many teeth? 20 baby teeth, 10 on the top and 10 on the bottom



Members (835) More »



SEARCH ENGINES! (Google Chrome)

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World Map for Kids Pers...

Discovery Kids Puterbugs

Cute Animals

Four In A Line

An Awesome Book!



Multiplayer Piano

Memory Match

Lego Builder





Pictico — Coloring for Ki...

Word Bubbles for Kids













Kiwi Kids News









WOT Safe Search



Timer

How many Millions in a Billion

How many Millions in a ...



Newsletter Creator by Fl...







HeapNote Teacher

Newsletter mailer

Weebly - Website Builder



APPS ANDROID AND APPLE PLATFORMS

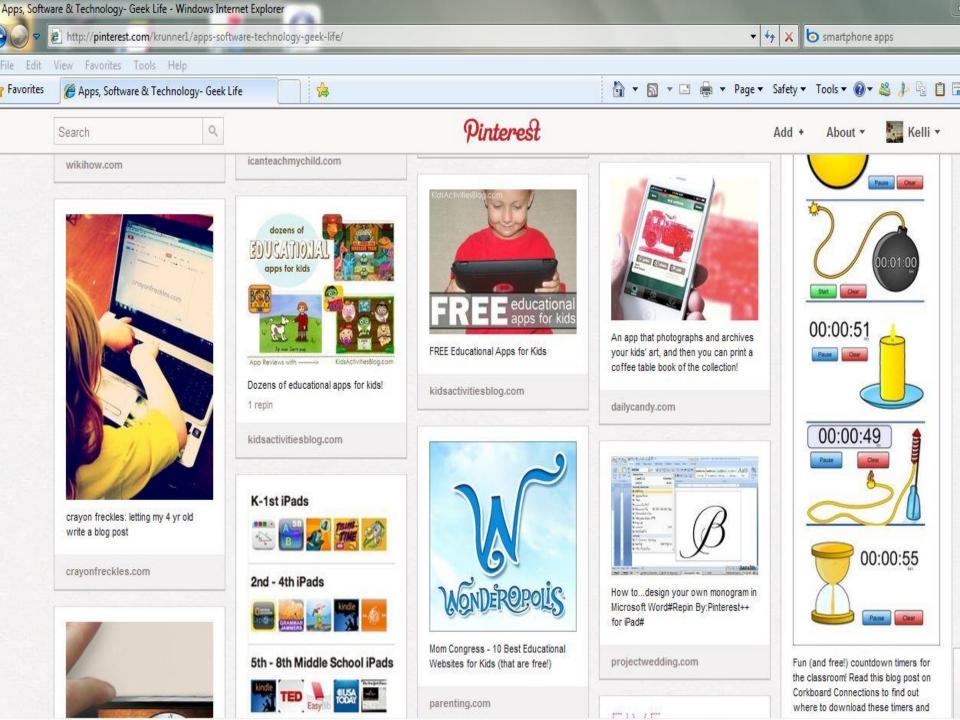
fppt.com

Helpful tips when deciding which apps to download

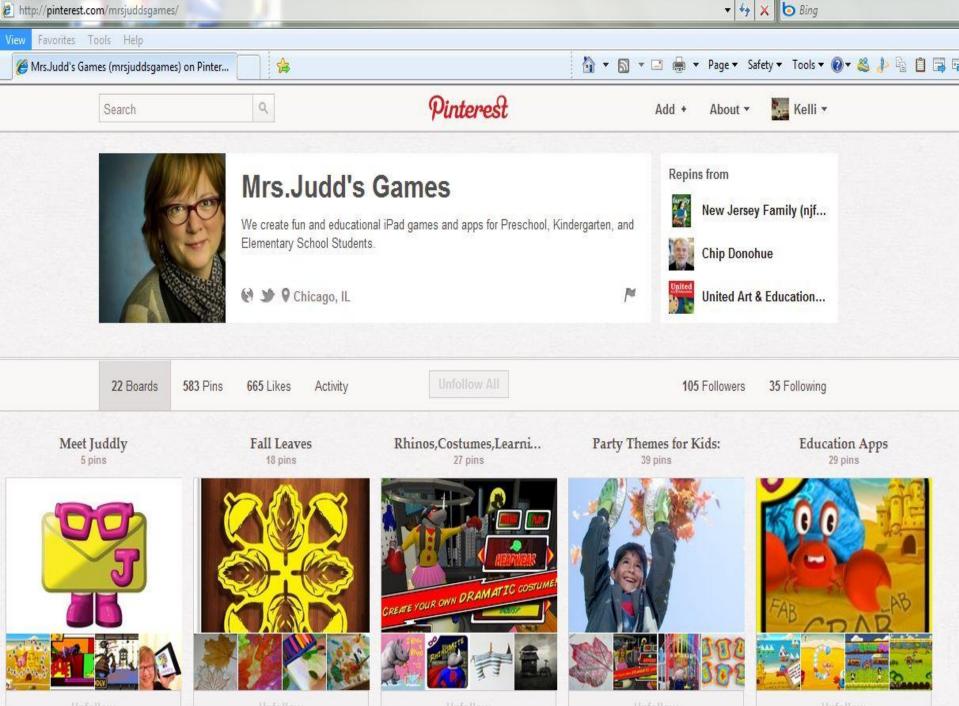
Consider these questions when evaluating apps

- Is the app easy to use and engaging?
- Does the app connect with and support learning goals?
- Does the app offer levels of difficulty or custom settings?
- Is available feedback corrective and appropriate, rather than negative or loud?
- Are there options to track children's progress?
- Is the information accurate? (For example: do phonics apps speak the letter sounds correctly?)









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Cookie-Doodle



Kids Song Machine



Letter Writer Ocean



Park Math



Peek-A-Boo Barn



Wheels on the Bus



Red Fish for Kids



Preschool Adventure

fppt.com

Dr. Panda's Games App













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Register Now!

The Ed-Tech Partner Webinar Preview & Interview

with Dracantara Chin

Contact Information: Kelli Boniecki <u>kbonieck@scfirststeps.org</u> 803-528-5257

http://4kteachertips.wordpress.com/ohwhatasitetoseesc ecaconference2013/

References

American Academy of Pediatrics. 2001. *Children, Adolescents, and Television.* Position statement. Available at http://aappolicy.aappublications.org/cgi/reprint/pediatrics;107/2/423.pdf

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http://www.naeyc.org/files/naeyc/12_KeyMessages_Technology.pdf

Simon, F., Nemeth, K., (2012). *Digital Decisions*. Gryphon House, Lewisville, NC