

Apps and Software in Early Childhood Classrooms: A Continuum of Teaching Tools

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Increasingly young children have access to a broad range of engaging technologies including educational software, web based resources, interactive multimedia and Apps. While many of these resources have the opportunity to positively enhance learning and play, teachers also need to consider the pedagogic approaches afforded by these tools. Further, we need to reflect on the design of technology tools and on how this changes children's engagement and learning.

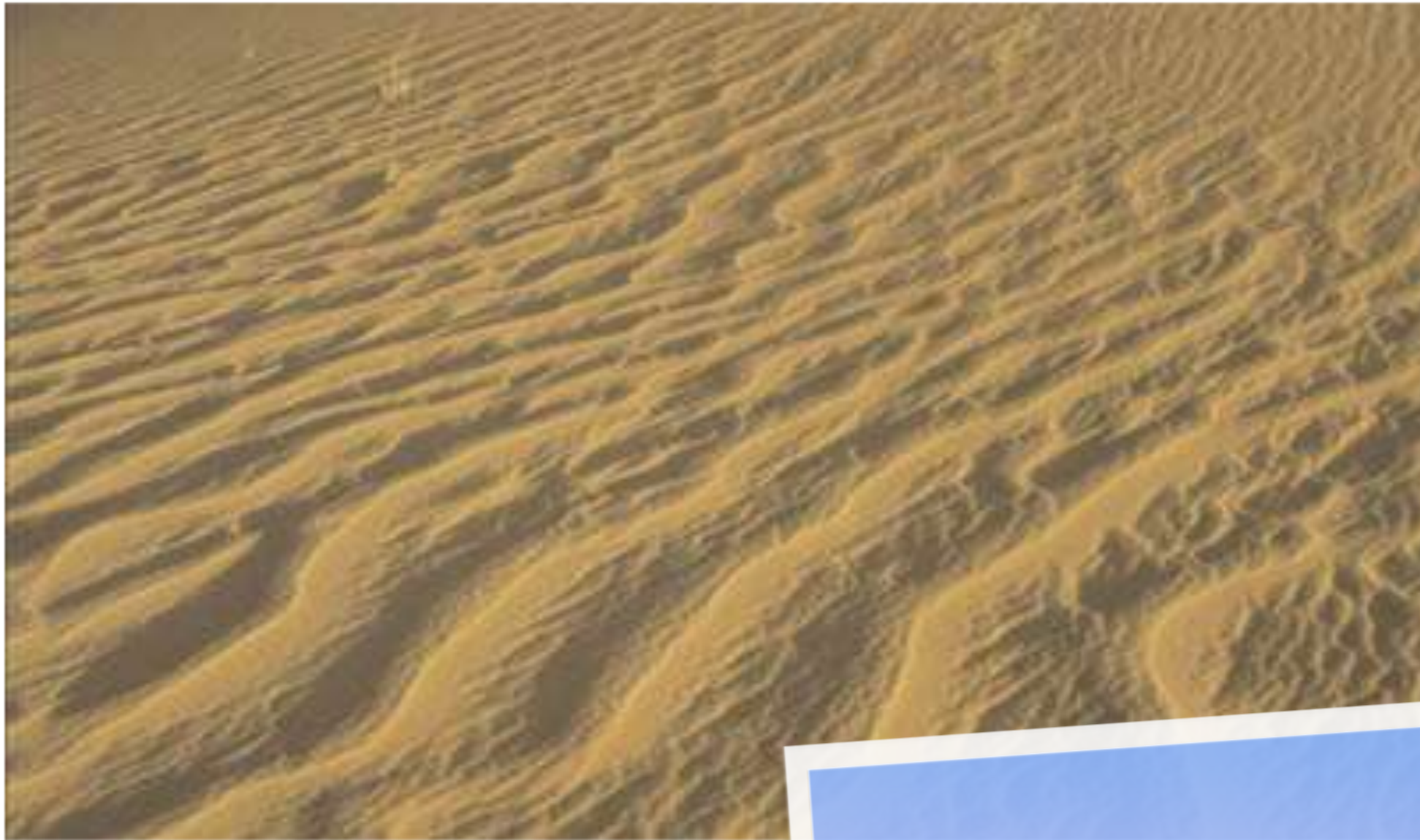
This session will:

- Explore some of the amazing technology resources available for teaching and learning with young children.
- Discuss how the design of interactive multimedia, educational software and Apps alter, enhance or enable teaching and learning with young children
- Investigate some of the pedagogical and philosophical decisions that educators make about the use of technology in learning and play.

Who am I?

And may I introduce Dr Kristy Goodwin?

<http://everychancetolearn.com.au/>



shifting ground

Question time:
Our background
impacts us as teachers



Mark Sparvell @sparvell

12h

#acec2012 ICT- I for INSPIRE, C for CONNECT and T for TRANSFORM @palnetau

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FAVORITES



6:31 PM - 2 Oct 12 · Details

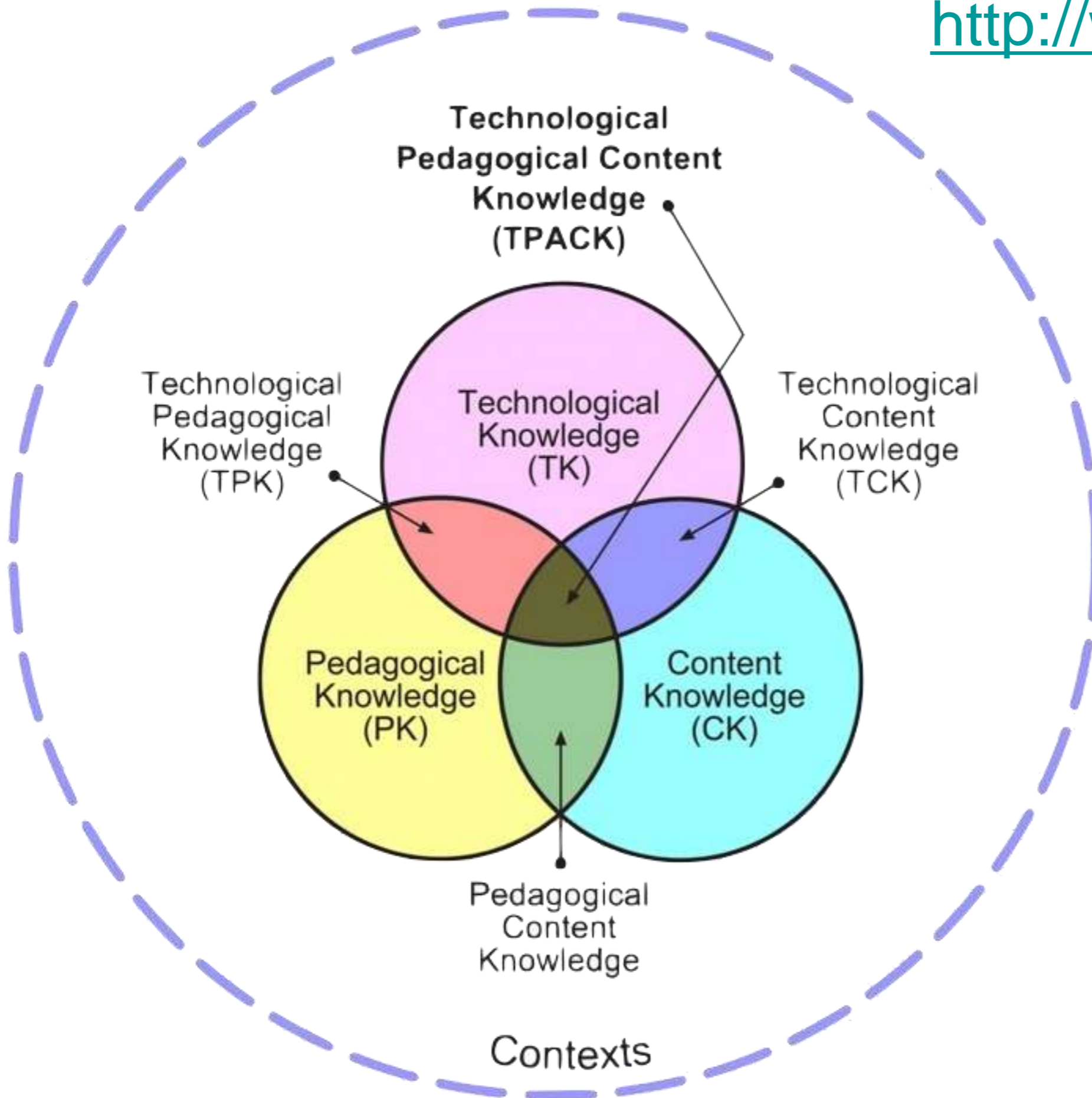


Lisa Newland @lnewl4

@sparvell @palnetau #SER QLD have been using for some time. Great to see it

Expand

Inspire
Connect
Transform



Question time:
Who is out there and
where are you
teaching?

we need to critically reflect.... to
we need to critically reflect
know our children and our goals for
their learning, to rediscover the art

pedagogy, paedagogy

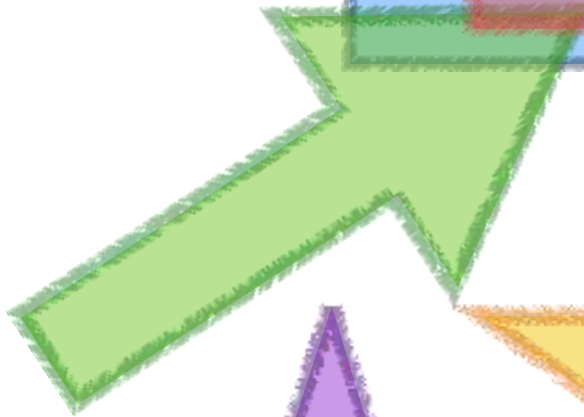
1. the function or work of a teacher;
teaching.


or teaching

2. the art of teaching; pedagogics.

pedagogy

the principles, practice, or profession of
teaching



The background of the slide features a wide, flat landscape under a clear sky. A prominent, solid blue horizontal band stretches across the middle of the image, creating a strong visual contrast. The text "Technology is a tool" is centered within this blue band in a dark blue, serif font.

Technology is a tool



<http://www.linder.de/en/artikel/475165/KAI Japan Sewing Scissors, 165 mm %286 1--2%27%29>

<http://www.bostitchoffice.com/catalog>

<http://www.bostitchoffice.com/catalog/images/CD%20Photos%20for%20Catalogue%20022.JPG>

Screens???



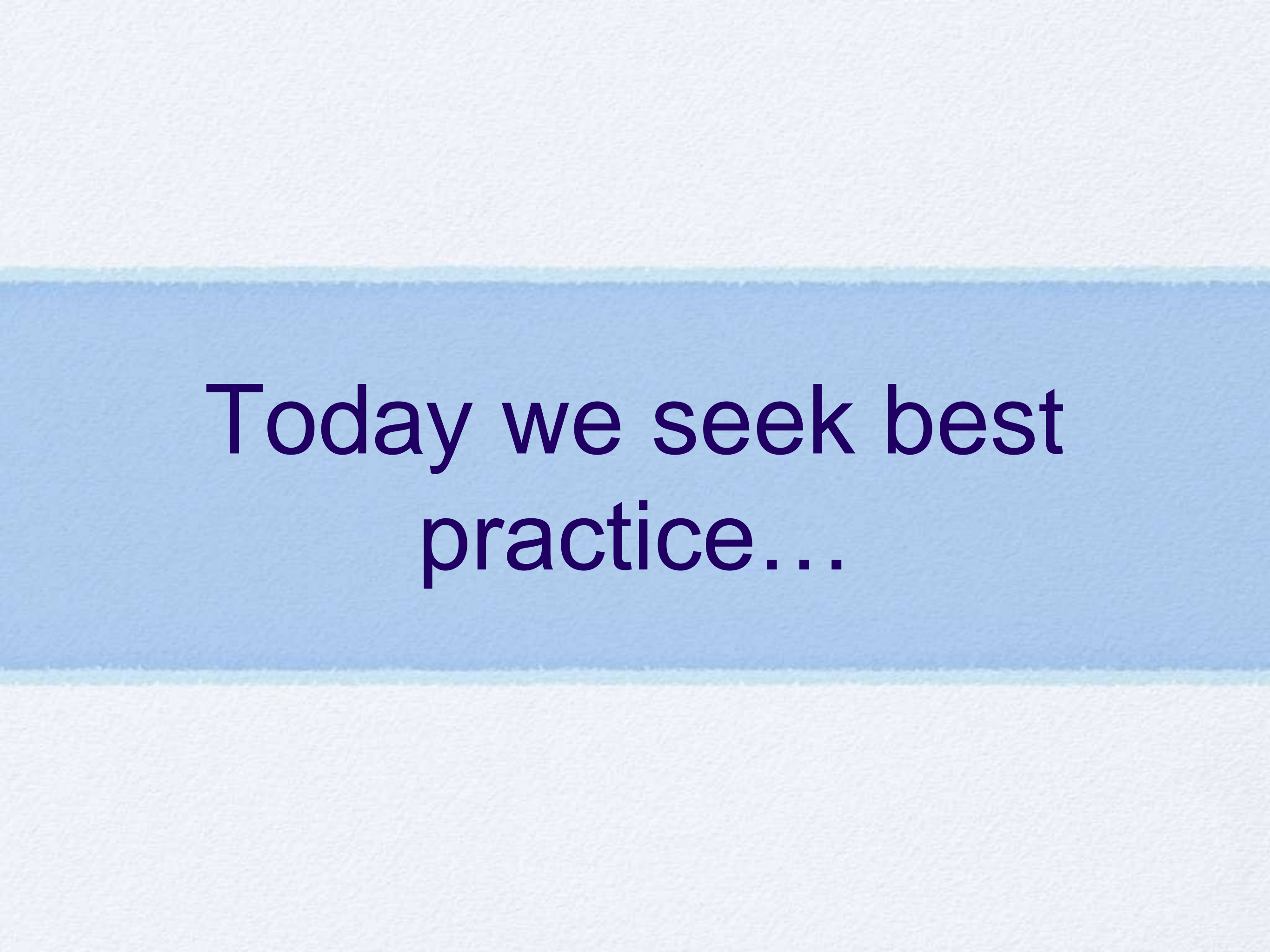
http://www.examiner.com/images/blog/EXID43458/images/resized_gaming_pc.jpg

savingtoberich.com

technografy.blogspot.com

mobilebehavior.com

ebay.com.my



Today we seek best
practice...

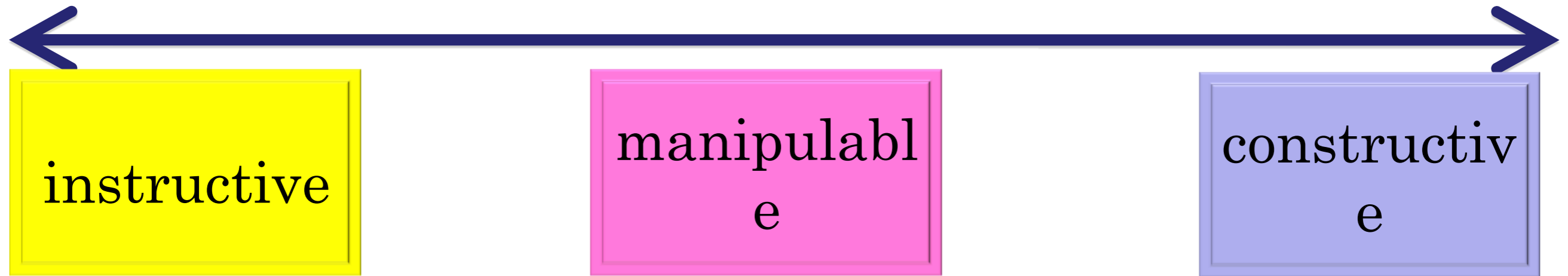
**Consider the tool's
affordances and your
pedagogic goal**



EnverYucel
@EnverYucel

<https://twitter.com/EnverYucel/status/245199109261246464/photo/1>

Classification of Pedagogical Design



Goodwin & Highfield, 2012 "iTouch and iLearn"

'Game' app

The background features a collage of various icons and app screenshots. Visible elements include a '3+' icon, a 'vs:' label, a 'tion' suffix, a '10' icon, a 'credits' button, an 'options' button, a '3/4' fraction, and various colorful icons like a dog, a sink, a pizza, a key, a top hat, and a cassette tape.

Overt extrinsic rewards

Drill and practice

Goals & missions

Minimal cognitive investment

Can be fun!



instructive

manipulab
le

constructi
ve



<http://www.youtube.com/watch?v=YiPZI71>
HpGU



Guided discovery

Responses possible

Some capacity to make choices

Decorate your art
Play School toys and crafts



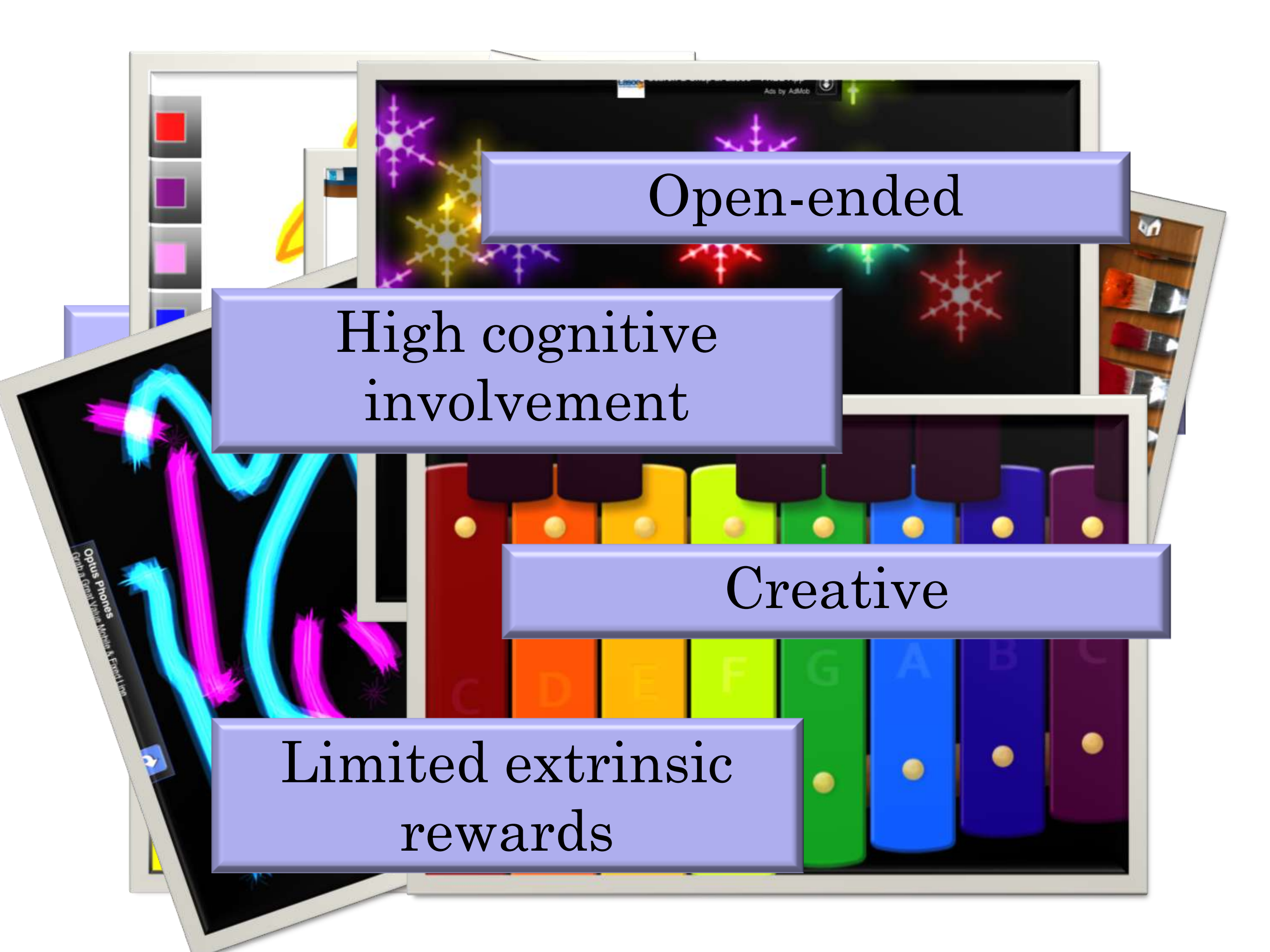
instructive

manipulable

constructive



<http://www.abc.net.au/abcforkids/sites/playschool/about/apps/>



Open-ended

High cognitive
involvement

Creative

Limited extrinsic
rewards



instructive

manipulable

constructive



<http://www.youtube.com/watch?v=bEU0EmiZcAk>

Analysis by pedagogic design (Goodwin & Highfield, 2012)

85%

11%

4%



instructive

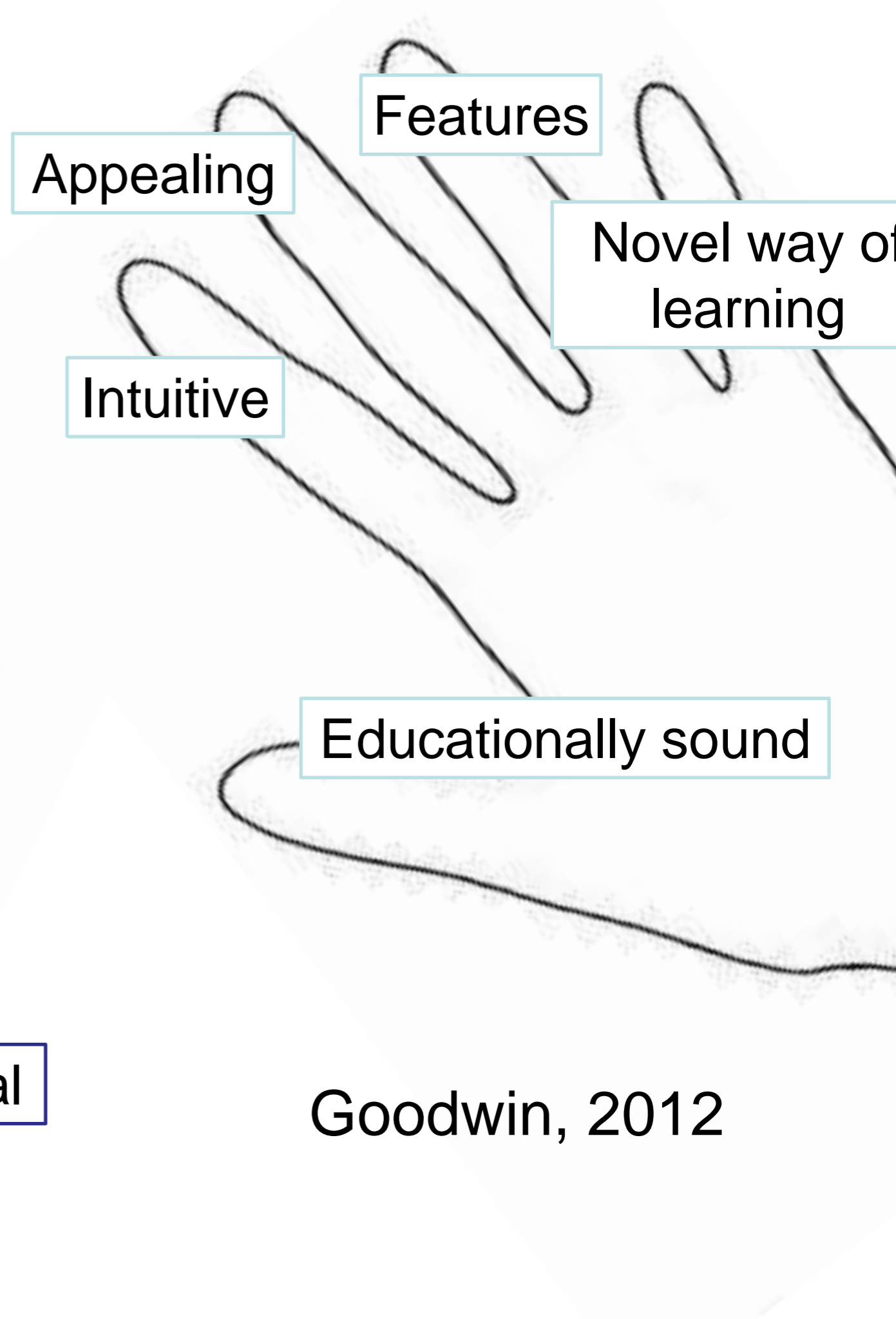
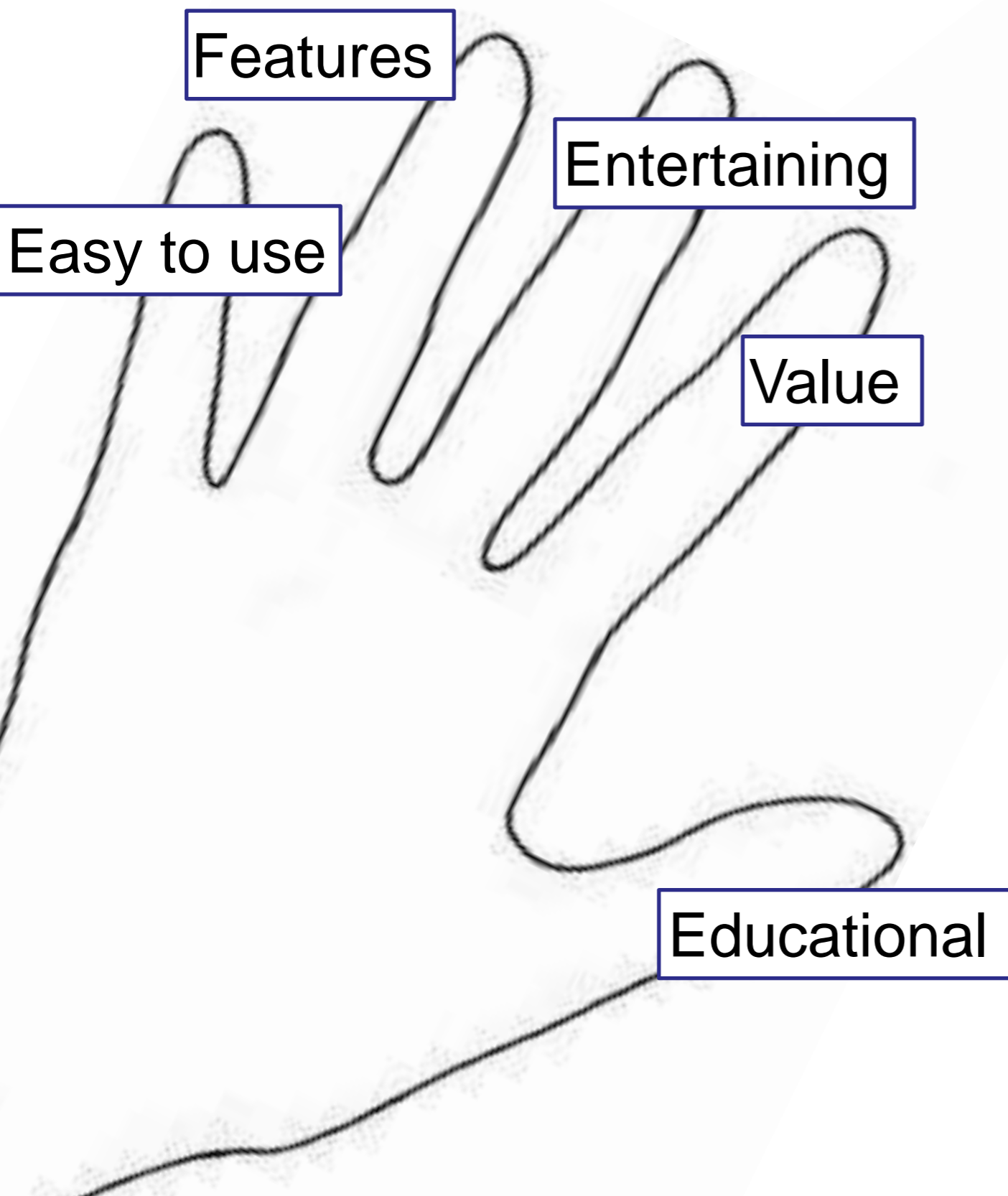
manipulable

constructive



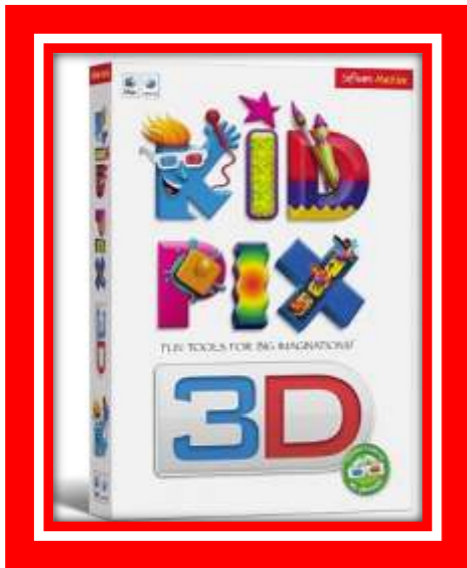
Evaluating quality?

Buckleitner, 2012



Goodwin, 2012

**Choose wisely then match
to your children and your
pedagogic goal...**



Kidpix Deluxe 3D



Explain Everything



Puppet Pals



Drawing Pad



<http://artpad.art.com/artpad/painter/>



audioboo



doodlecast



My Story

Constructive: create and communicate



Soup Toys (PC)



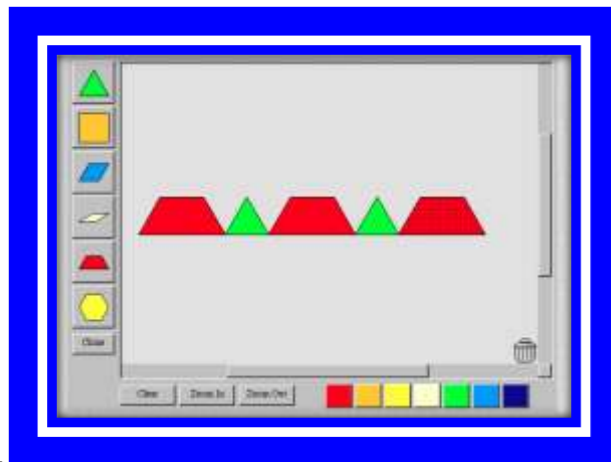
Friends of ten



ABC ArtMaker



Toca Tea Party



National Library of Virtual Manipulatives (pattern blocks)



Make a face (ABC Playschool)



Photo Peach (or Photostory)



Bee-bot

Manipulate: manipulate content and ideas



Alphabet Soup



Monster Physics



Friends of ten



Hungry Guppy



<http://www.storylineonline.net/>



QuickMath



StarWalk



Go Away Big Green Monster

Instructional: obtaining content and information, practicing specific skills



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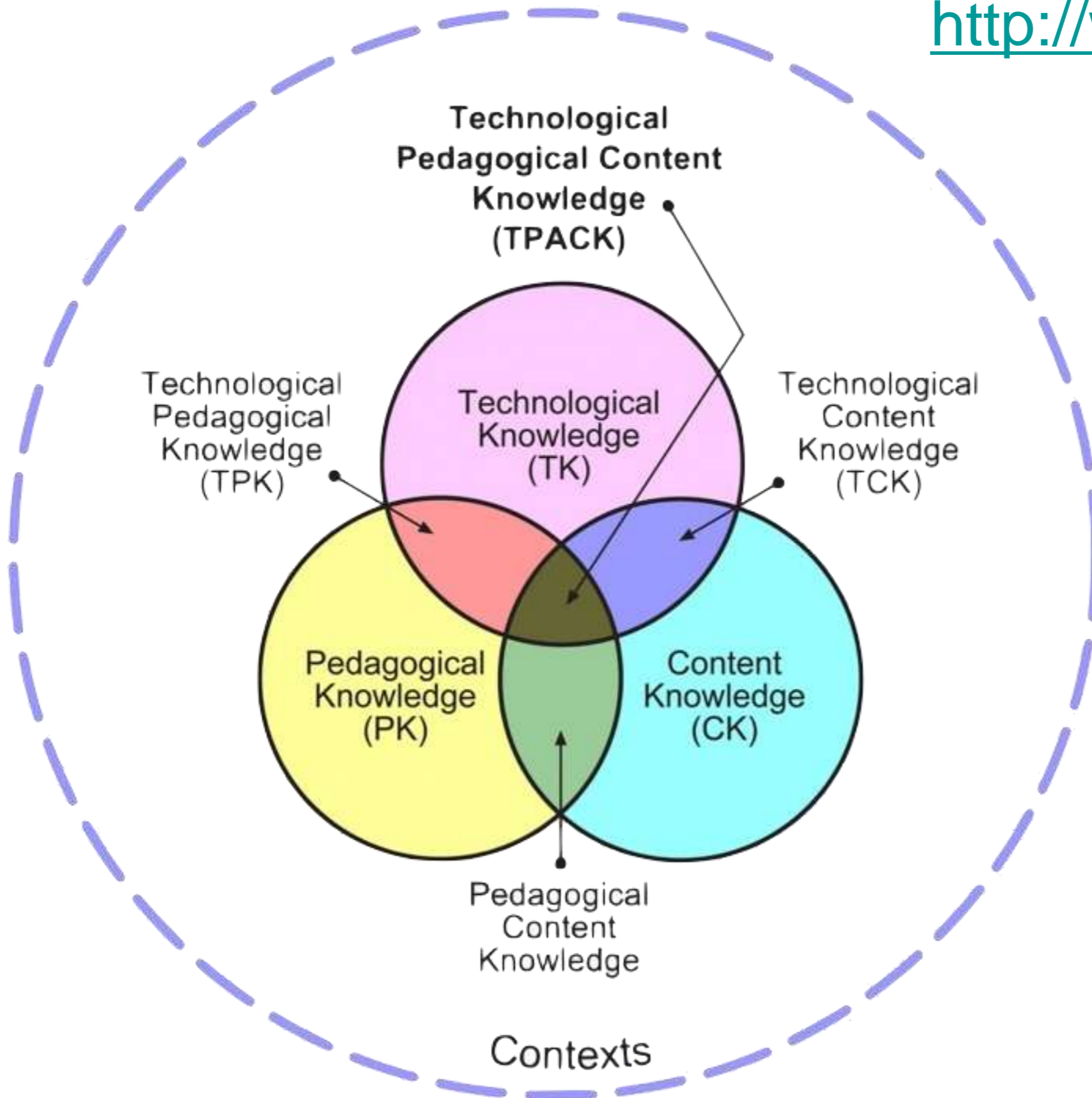
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How does it work?

- Plan (for children) then research (software or App selection)...tap into your PLN and PLANE
- Think through Content Context and Child (Lisa Guernsey) <http://www.lisaguernsey.com/articles.htm>
- Address licensing issues
eg: <http://www.apple.com/au/mac/volume-licensing/>



**Don't let the App guide
learning.**

You are the pedagogista....

Further information??

BLOGS / Repositories and reviews:

- <http://childrenstech.com/>
- <http://www.schrockguide.net/bloomin-apps.html>
- <http://appsineducation.blogspot.com.au>
- <http://www.teachingappz.co.uk/>
- <http://appitic.com/>
- <http://childrensappreview.blogspot.com.au/>

Key research:

- <http://www.joanganzcooneycenter.org/Reports-34.html>
- <http://motionmathgames.com/press/>
- [http:// www.commonsemmedia.org/learning-ratings](http://www.commonsemmedia.org/learning-ratings)

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