

ECE Tech Trends in 2013 and New Directions for 2014- A TEC Conversation with Warren Buckleitner

Presenters

- **Dr. Warren Buckleitner, Editor, Children's Technology Review**

Date: November 13, 2013 2:00 PM Eastern Time



This session is part of the TEC Track Series of Webinars sponsored by the **TEC Center at Erikson Institute** – an innovative online community dedicated to the effective, appropriate, and intentional use of technology and interactive media as tools with young children.

Technology Trends in Early Childhood Education

2014

~ with ~

Warren Buckleitner as Johnny Carson

~ and ~

Chip Donohue as Ed McMahon



4 B's Will Buzz @ NAEYC

Thursday Nov. 21

1:00 to 2:30 PM

East Salon B



NAEYC 2013 Annual Conference & Expo November 20-23, Washington, DC

Powered by **Precis Abstract Management**

[Problems, Questions, Comments?](#)

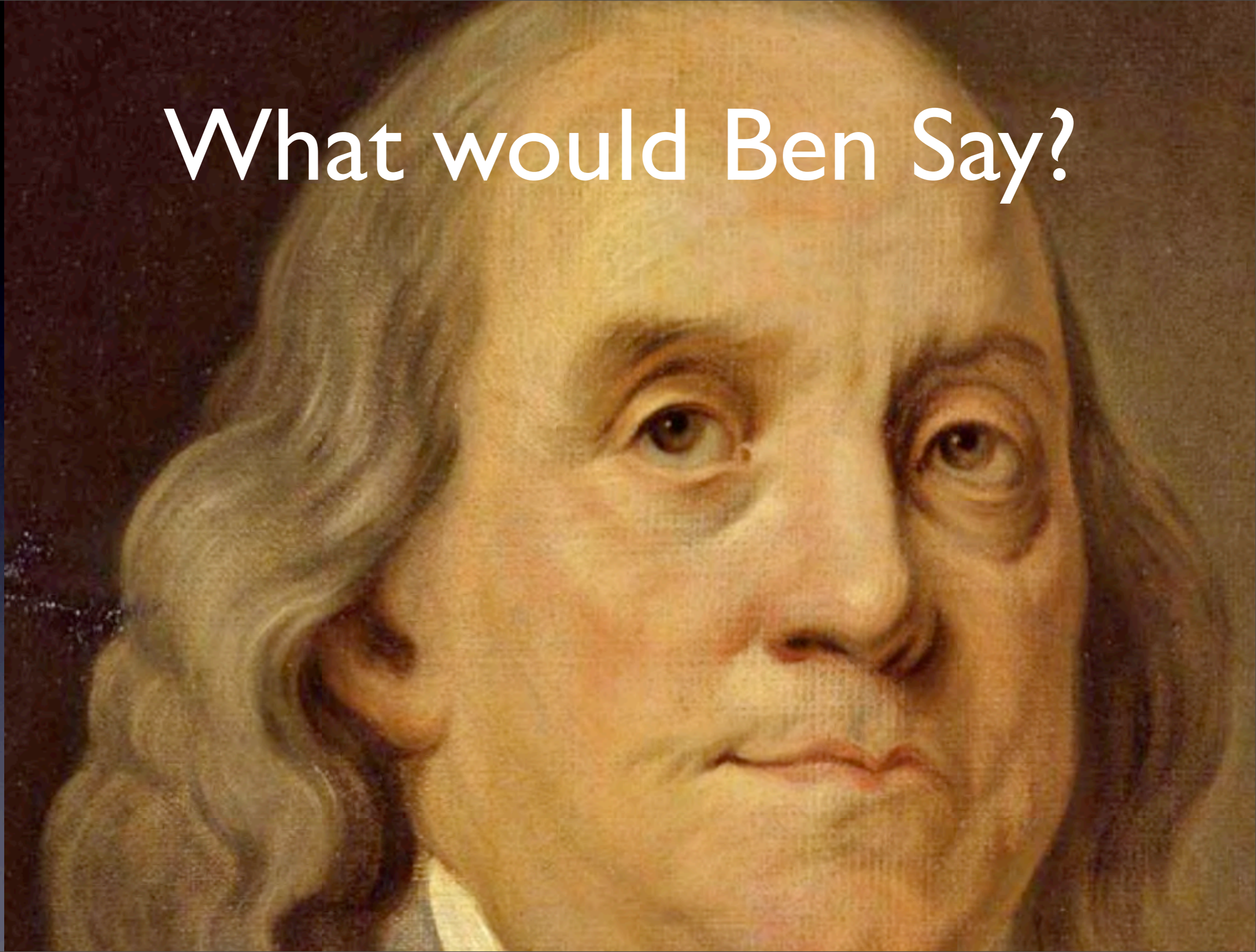
[My Itinerary](#)

Your Search Results.

Page 1 of 1

Save	Presentation Title	Presenter	Topic Track Category	Age Group	Day and Time	Meeting Room Name	Site
<input type="checkbox"/>	Showcasing transformative technologies: Empower learning with innovative tools	Mark Bailey Diane Bales Bonnie Blagojevic Warren Buckleitner	Technology & Young Children	All Children	11/21/2013 1:00 PM - 2:30 PM	East Salon B	Washington Convention Center

What would Ben Say?



Agenda

1. What do we know? (Chip)
2. Trends: Chicken and Egg
3. Top down vs. bottom up
4. Three stages of multi-touch implementation: some DAP staff development suggestions

NUTS AND BOLTS

5. Making a Mini Jumbotron
6. Some magical apps

Magic



What do we know?

What do we know?

- The use of the media depends greatly on children's interests and needs, and families' needs, backgrounds, languages and cultures – The context for individual child development and the family media ecology matter
- Providing access to quality media and quality media environments requires engaging parents in a diversity of settings, including public libraries – Home, formal and informal settings matter
- Young children are capable of creating their own messages and expressing themselves through the media – Control and the progression from consuming media to making to creating media matters

erikson
TEC Center

**THE BIG
AWAY**



Simple relationships

Birth to 12 years in 2 min. 45 sec. Time Lapse Lotte. (The Original)

by Hofmeister · 1 year ago · 4,059,199 views



64,000 Minutes
of Childhood



Hardware



Software

Many images stolen from Google images at 2 AM
Come git me



Hardware 2014

- \$150 Android “tablets for kids.”
- Game consoles (PS4, Xbox One, Wii U)
- Smarter smart phones
- Smarter TVs
- Blending of Toys with Tablets with Consoles



Sony PS4, Coming Friday





iPad Air (born 10/22/2013)

16 oz. • 20% thinner • 24% lighter

“using a new touch-rejection algorithm, iPad Air recognizes if your thumb is simply resting on the display while you’re holding it or if you’re intentionally interacting with the Multi-Touch screen”



iOS “Guided Access”

Use it to lock a child into just one app.

So if they hit the home button, they can't change apps unless they enter a pin. This feature can be useful for classrooms. A better name for this feature might be "app lock."

First find **SETTINGS**, and go to **GENERAL** and then **ACCESSIBILITY**. Set up your pin. Next start the app you want to lock, and triple press the **HOME** button.

ClickN Kids Tablet
ClickN KIDS \$99



FunTab pro (ematic).



Samsung Galaxy Tab 3 Kids



XO Learning Tablet





InnoTab 3S
\$100



LeapPad Ultra
\$150

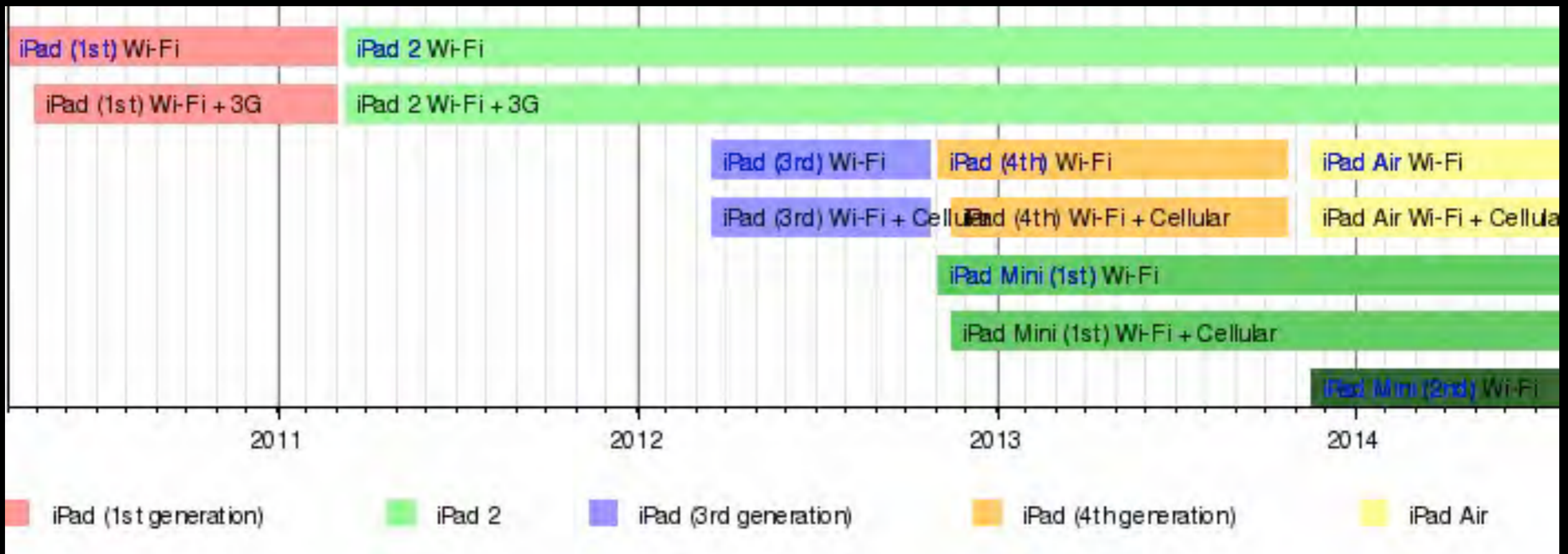



ClickN Kids Tablet
ClickN KIDS \$99



“What we want to do is we want to put an incredibly great computer in a book that you can carry around with you and learn how to use in 20 minutes ... And we really want to do it with a radio link in it so you don't have to hook up to anything and you're in communication with all of these larger databases and other computers.”

Steve Jobs, in 1983 on Apple's simple strategy.





Software
2014

- A gazillion apps
- Moshi Monsters, Minecraft
- Google, Pinterest, facebook,
- Skylanders vs. Disney Infinite (remember Webkinz?); Furby Boom
- Linear media
- Books & eBooks
- A gazillion more apps
- Everyone's an app critic

Minecraft



Who will dominate by next holiday season?

Disney
INFINITY

INFINITE POSSIBILITIES. ENDLESS FUN.



SKYLANDERS
SWAP ↔ FORCE



Every theory finds a champion in technology

Constructivism
Portfolios
Whole Language
Bottom up
Liberal

Behaviorism
Testing
Phonics
Top down
Conservative



|----- ~15 - 20 years -----|

Neither, and both are correct

Top Down

E.g., Hatch • Amplify

Strengths

- “Teacher proof”
- You don’t have to take the blame
- Efficient
- Clean and safe

Weaknesses

- Expensive
- Less control
- Lower quality
- Your students, their cloud
- What happens when the contract ends?

Bottom Up

Teachers (people who know children)
choose apps they like.

Strengths

- More control
- Easier to integrate with your curriculum
- Higher quality and quantity

Weaknesses

- Less control
- Harder to measure
- Harder to manage
- More time currating
- You take the blame
- Messy

Bottom Up



LA Farmer's Market

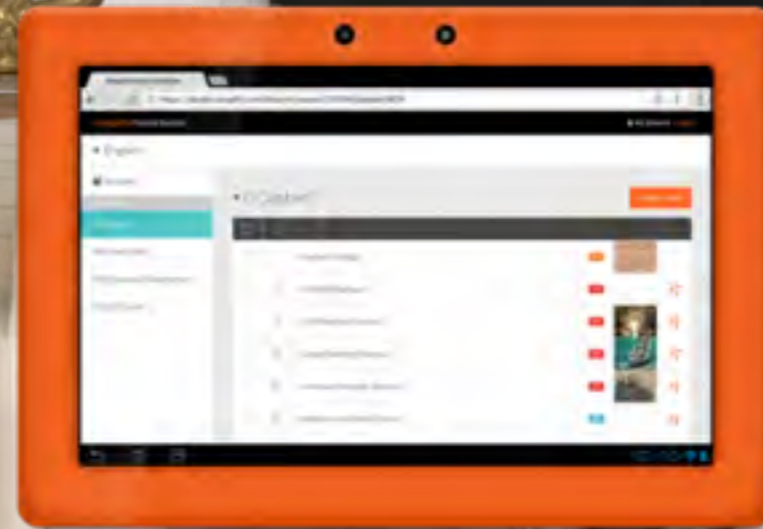
Bottom Up



Place Monge Flea Market

iStartSmart

Amplify Tablet



CESA

Amplify is reimagining the way teachers teach and students learn.

LEARN MORE



Pricing

Amplify Tablet Package

\$199/year*

For 3 years.

The Amplify Tablet Package includes **all of the elements** you need to start or scale a 1:1 initiative.

*Additional leasing fees apply.

Amplify Tablet Plus Package

\$325/year*

For 3 years.

The Amplify Tablet Plus Package includes **all the features** of the Amplify Tablet Package plus 4G LTE connectivity, smart data monitoring and more.

*Additional leasing fees apply.

What happens to student progress when the contract ends?



Smart Boards

			
<u>SMART Board 880 with UF7...</u>	<u>SMART Board 55" Interactiv...</u>	<u>Smartboard 690 : SB690...</u>	<u>SmartBoard SB685 Projec...</u>
\$5985.00	\$5999.00	\$3480.00	\$160.80
Web-VideoC...	Web-VideoC...	JTF Business...	 BulbAmeri...

Mono touch vs. multi-touch

“A penny earned is
a penny saved”



The Anti Smart Board

Total: \$976



- 50 inch HD (High Definition) large screen display (\$420 at the Flemington Walmart)
- Articulating wall mounting kit (\$50)
- Apple TV (\$100)
- 16 GB iPad 2 (\$350)
- Foam case for iPad (\$40, www.gripcase.com)

<http://childrenstech.com/blog/archives/12964>

Uses

- Microscope
- Planning and Reviewing
- Showing off children's work during an open house
- Introducing new apps (whole group time)
- ebooks
- Google searching/calendar/images
- Movies & videos (YouTube & Netflix)
- Field trip replay





Diana Adams, Minot ND Head Start

Three Stages
of Multi-Touch
Classroom
Implementation
(or Tablet Enhanced
Learning)

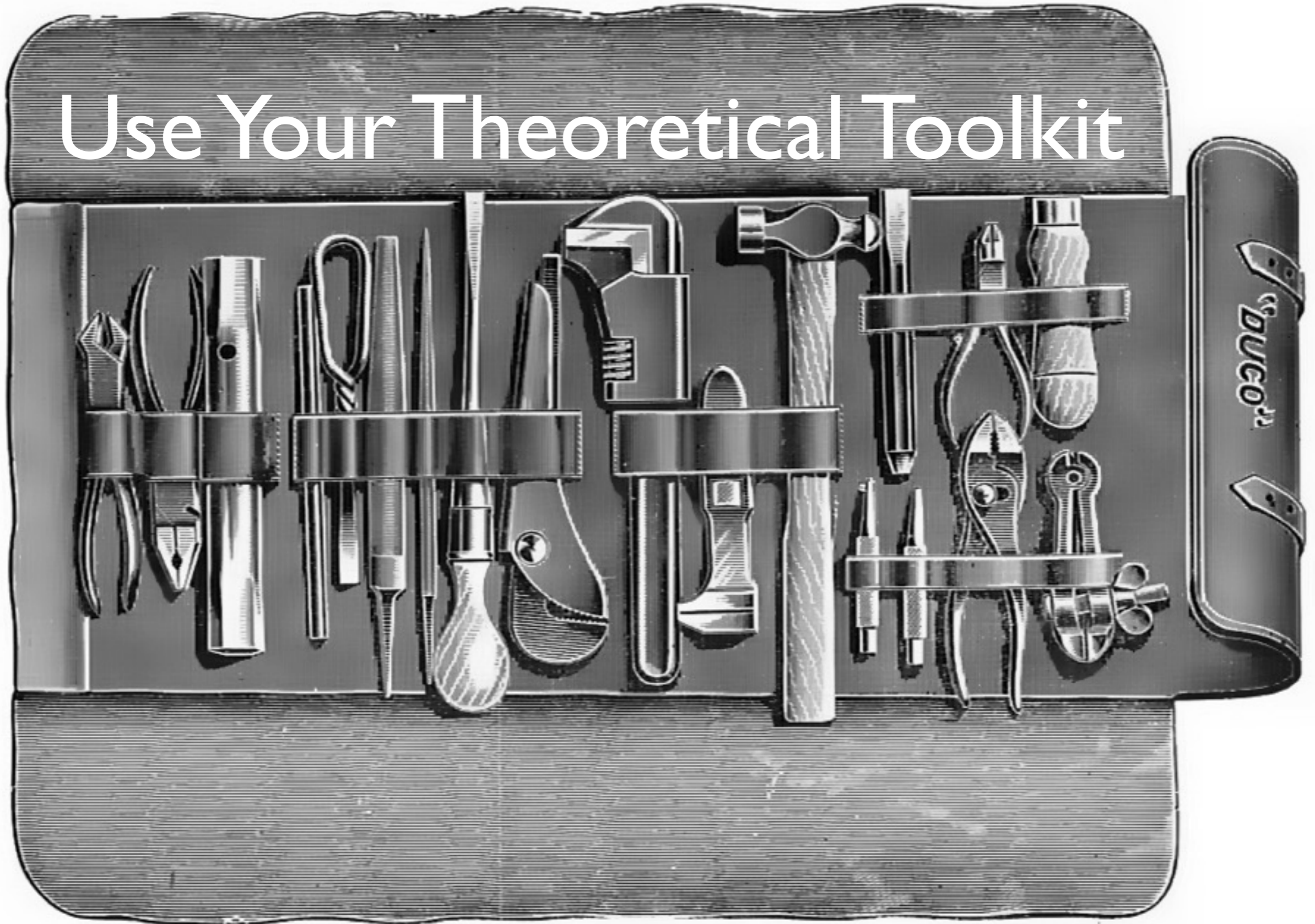
Multi-Touch Learning

3 Stages

- **Beginner:** One tablet, some free apps, some use of camera. Play and experiment! If you don't break it, you're not trying hard enough. Use gift cards for apps.
- **Emerging:** 5 or so color-coded iPads hanging in each area, synched and managed by the teacher, plus 70 self-curated apps in the "cloud closet" that support the curriculum objectives.
- **Master:** Use in all parts of the daily routine; large and small screens; acute "app-sense," plus a home sync connection, assessment and use for professional development, bilingual (Mac, Windows, iOS and Android).

How do you foster
development?

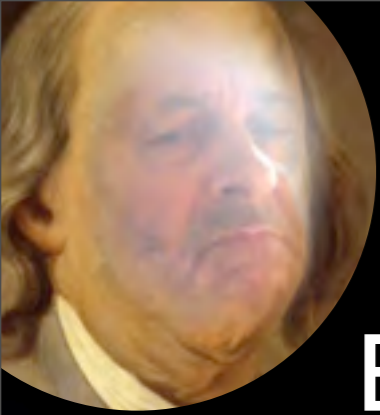
Use Your Theoretical Toolkit



A young child with short brown hair, wearing a light-colored sweater and shorts, is walking on a sandy beach. The child is holding a red toy in their right hand. The background shows the ocean with gentle waves and a bright sunset sky. The overall mood is peaceful and serene.

Provide Equilibration Time

- Play
- Let staff take home iPads
- Encourage personal ownership
- Make it safe to explore — no judgement, no dumb questions



Ben says....

“A wise person crawls
before walking, and has
the skinned knees to
show for it.”



Ben says....

“You don’t bake the
cake faster by turning
up the oven.”

Sign above the piano at the Catherine Cook School

* An expert *
at anything *
was once *
a beginner. *

"Child development remains constant even as the context shifts wildly."
- David Kleeman, President of the American Center for Children and Media





**WATCH
CHILDREN**



CATHERINE
COOK
SCHOOL
Preschool
through
8th grade.
School
and
Community
Center

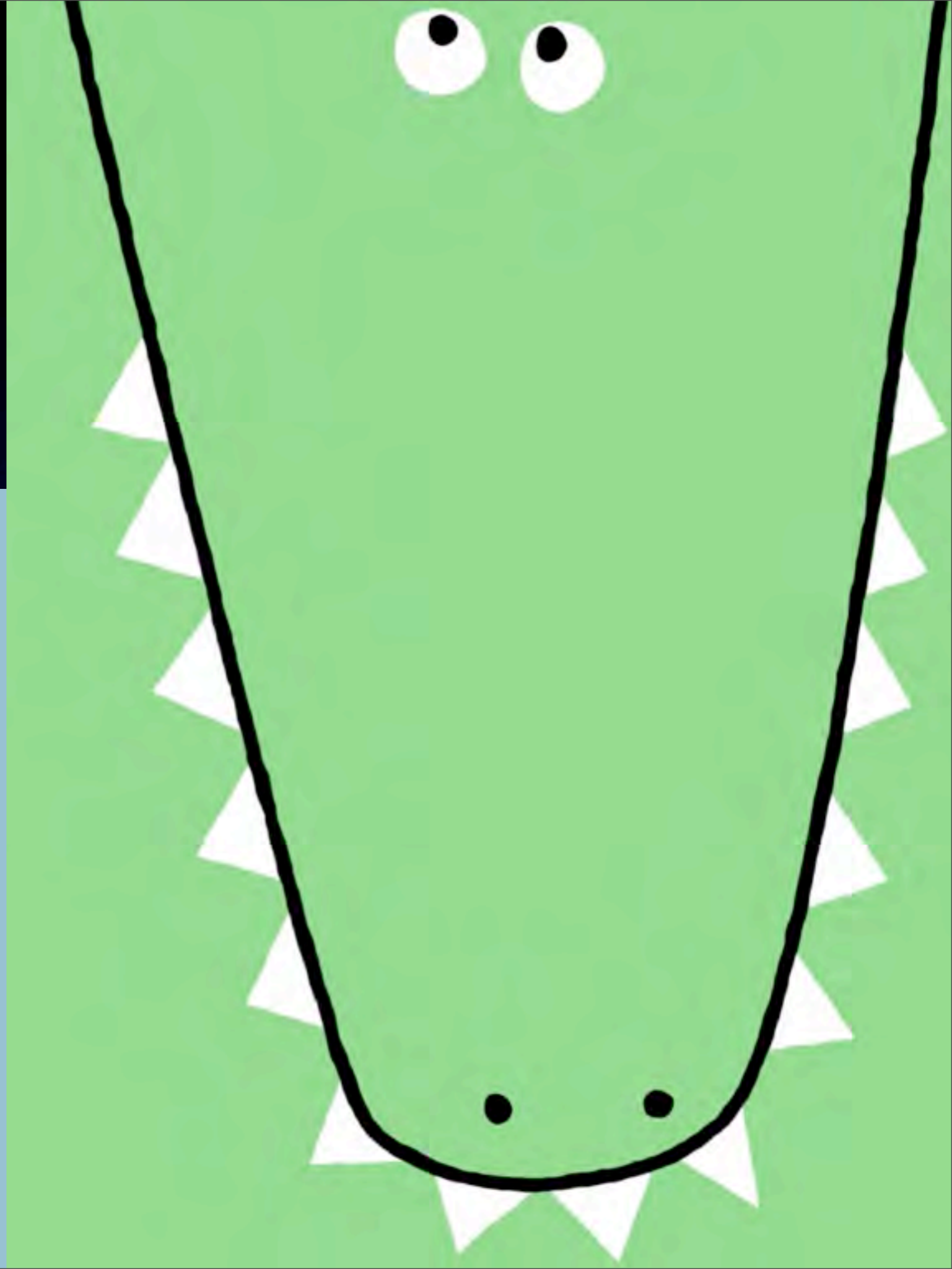
CATHE
COOK
SCHOL

CATHERINE COOK SCHOOL

Magic



Drawnimal
Builds causality, creativity.
Lucas Zanotto.
www.lucaszanotto.com/
\$1.99. Ages 3-5.



CoLAR Mix

Builds creativity, visual relationships. Puteko Limited. colarapp.com
\$free, and \$2.99.

Ages 3-up.



Cuddle Puzzle - Learn Shapes, Numbers, Music and More

Builds logic, classification, shapes. Croco Studio.

www.crocostudio.com \$1.99 Ages 3-up.

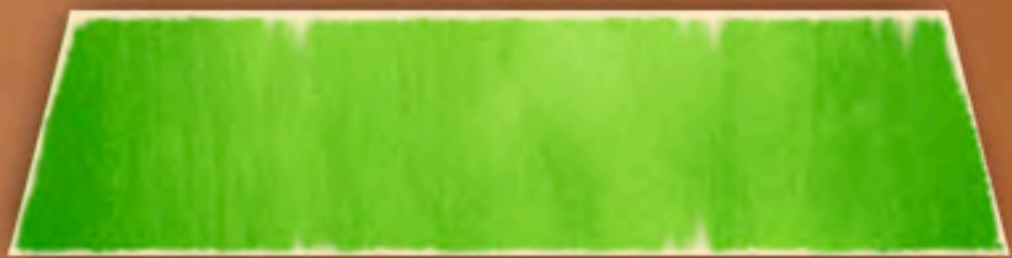


Curious George™

Curious About

SHAPES & COLORS





Easy Studio - Animate with Shapes!

Builds animation, graphic arts. Les Trois Elles Interactive.

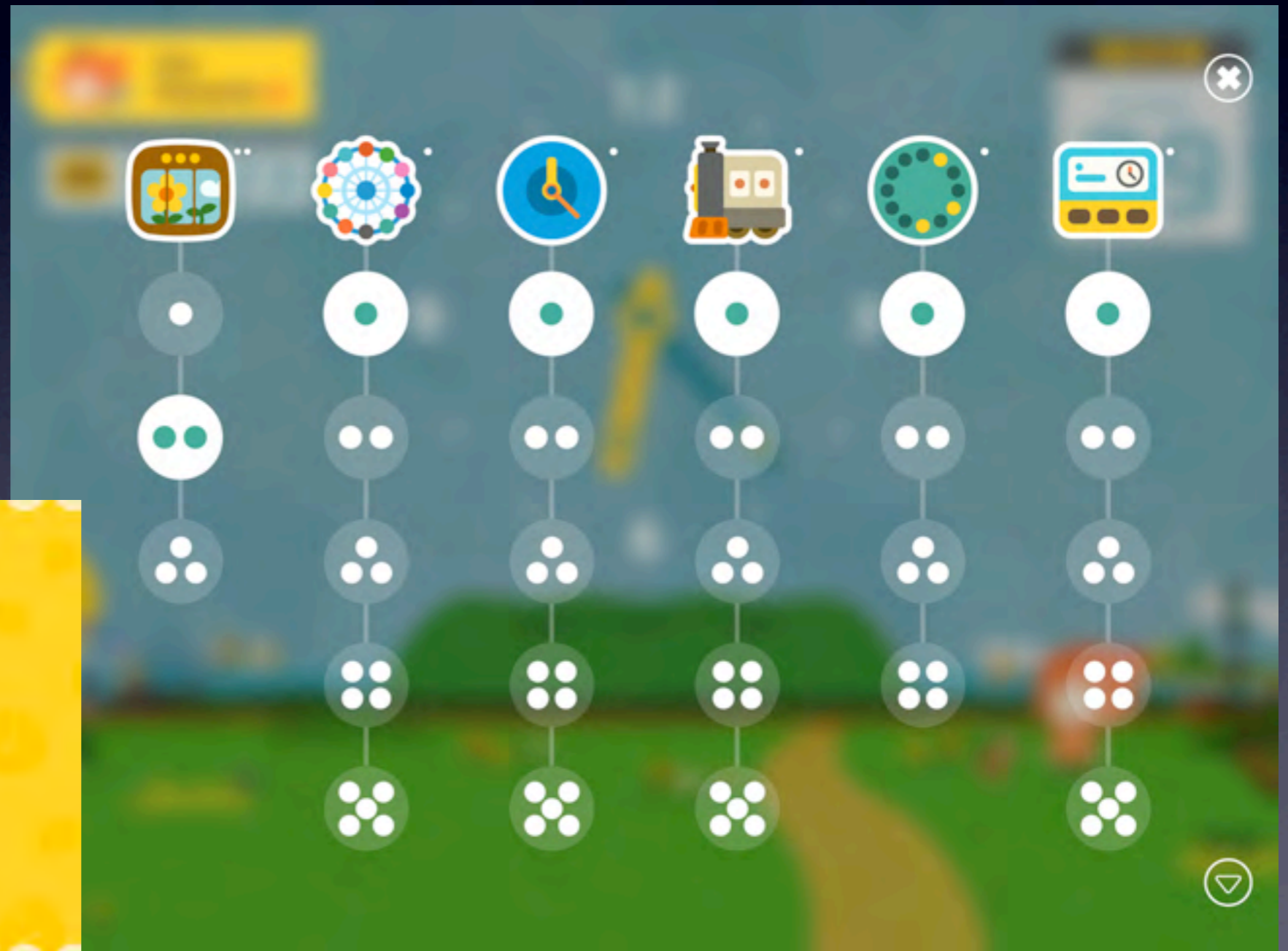
<http://lestroiselles.com/en> \$3.99 Ages 6-up.



Todo Telling Time

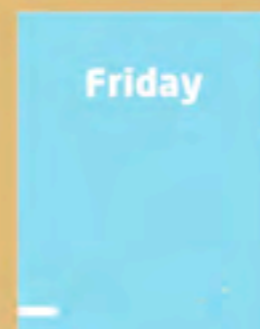
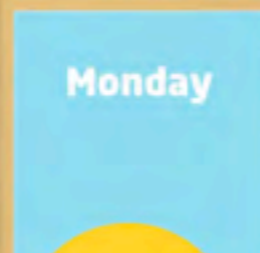
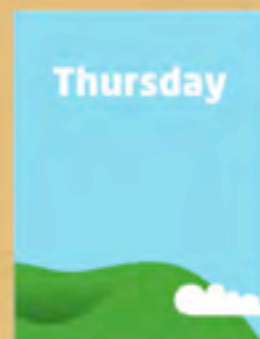
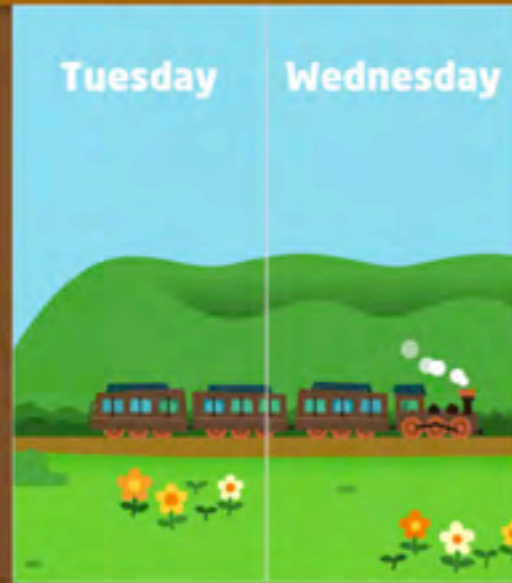
LocoMotive Labs <http://locomotivelabs.com>

\$3.99. Ages 5-8.





Days of the week



Bugs and Buttons 2

Builds classification, logic, matching, seriation, alphabet order, memory, timing, temporal relations, angles, music.

Little Bit Studio, LLC. www.littlebitstudio.com \$2.99.

Ages 3-12.



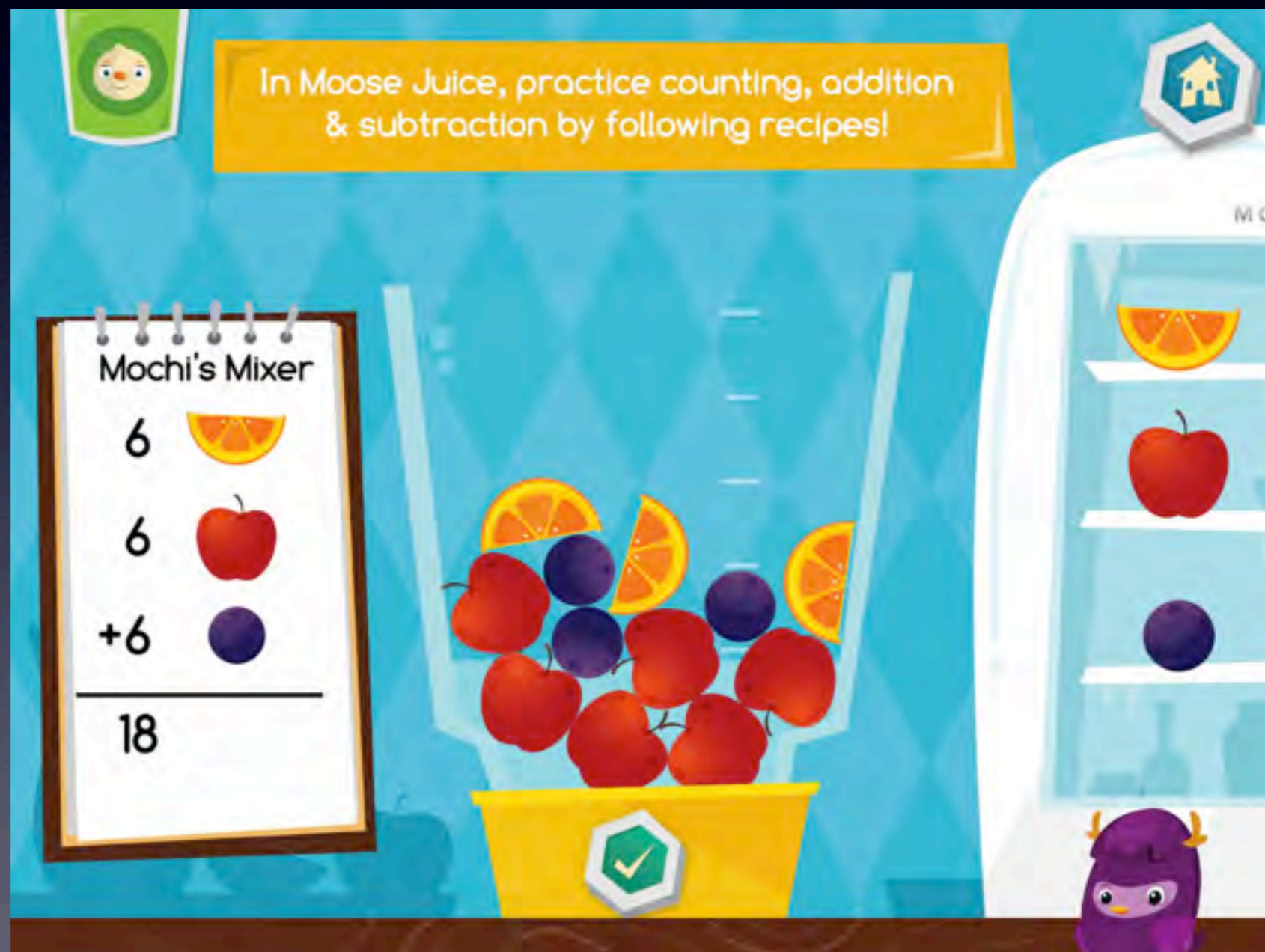


Sago Mini Forest Flyer
Builds spatial relations. Sago Sago.
www.sagosago.com \$1.99. Ages 2-up.

Moose Math

Builds math operations, up to 20, counting, addition, subtraction. Duck Duck Moose Design.

www.duckduckmoose.com \$2.99 Ages 5-up.



Little Red Riding Hood



Responsive, powerful, playful with different branches

Teachley: Addimal Adventure

Builds beginning addition. Teachley, LLC. www.teachley.com

\$3.99. Ages 5-up.

The screenshot displays a math problem $3 + 8 = ?$ at the top. Below it is a ten-frame with a red bar representing 8 units and a small white box containing the number 2. To the right of the ten-frame is a small white box containing the number 1. Below the ten-frame is the equation $3 + 8 = 8 + 2 + 1$. At the bottom of the screen are four buttons: "Count All", "Count On", "Down", and "Ten". Below these buttons is a number line with arrows at both ends, marked with the numbers 5 and 15.

The Human Body

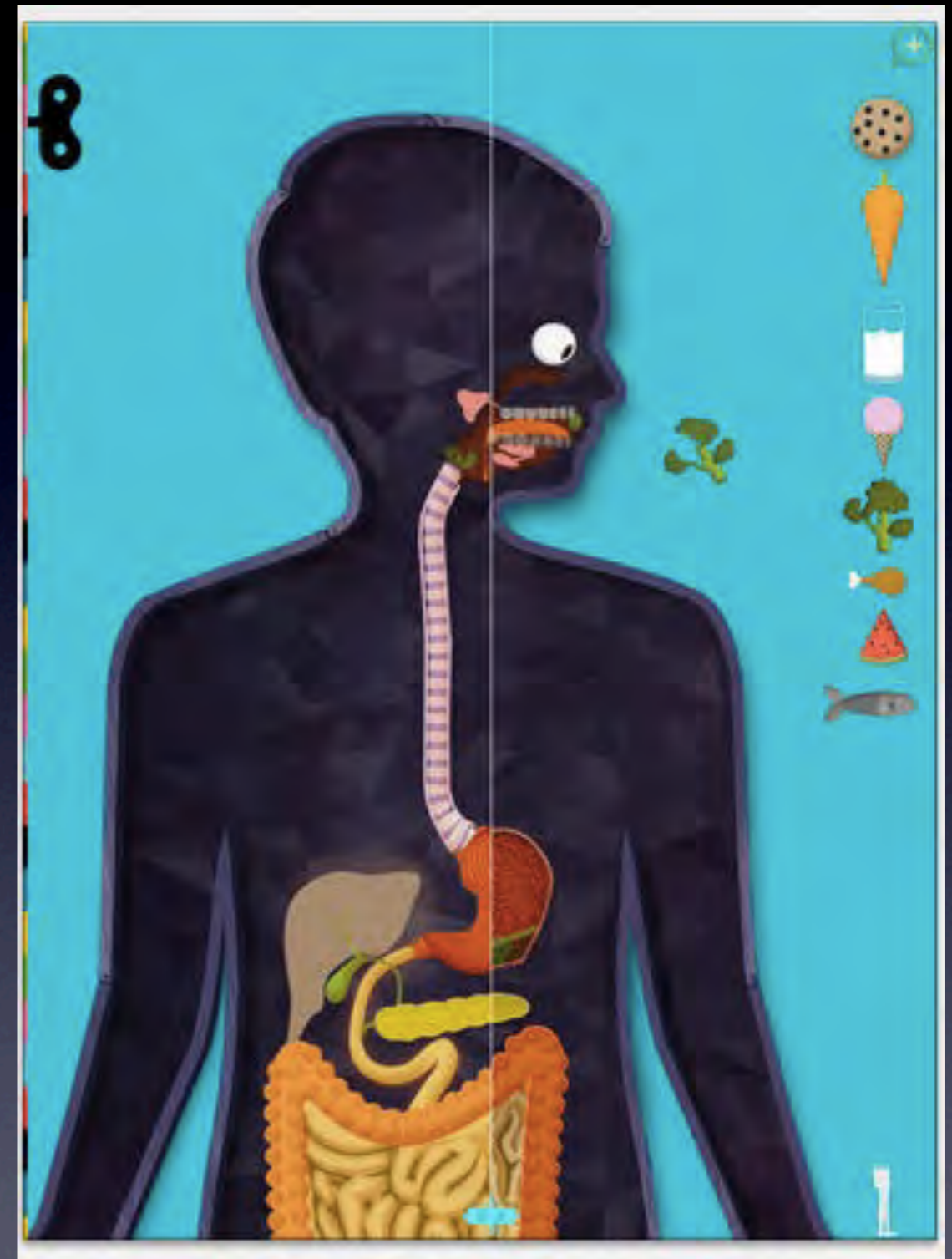
Builds science, human anatomy, biology, health.

Tinybop, Inc.

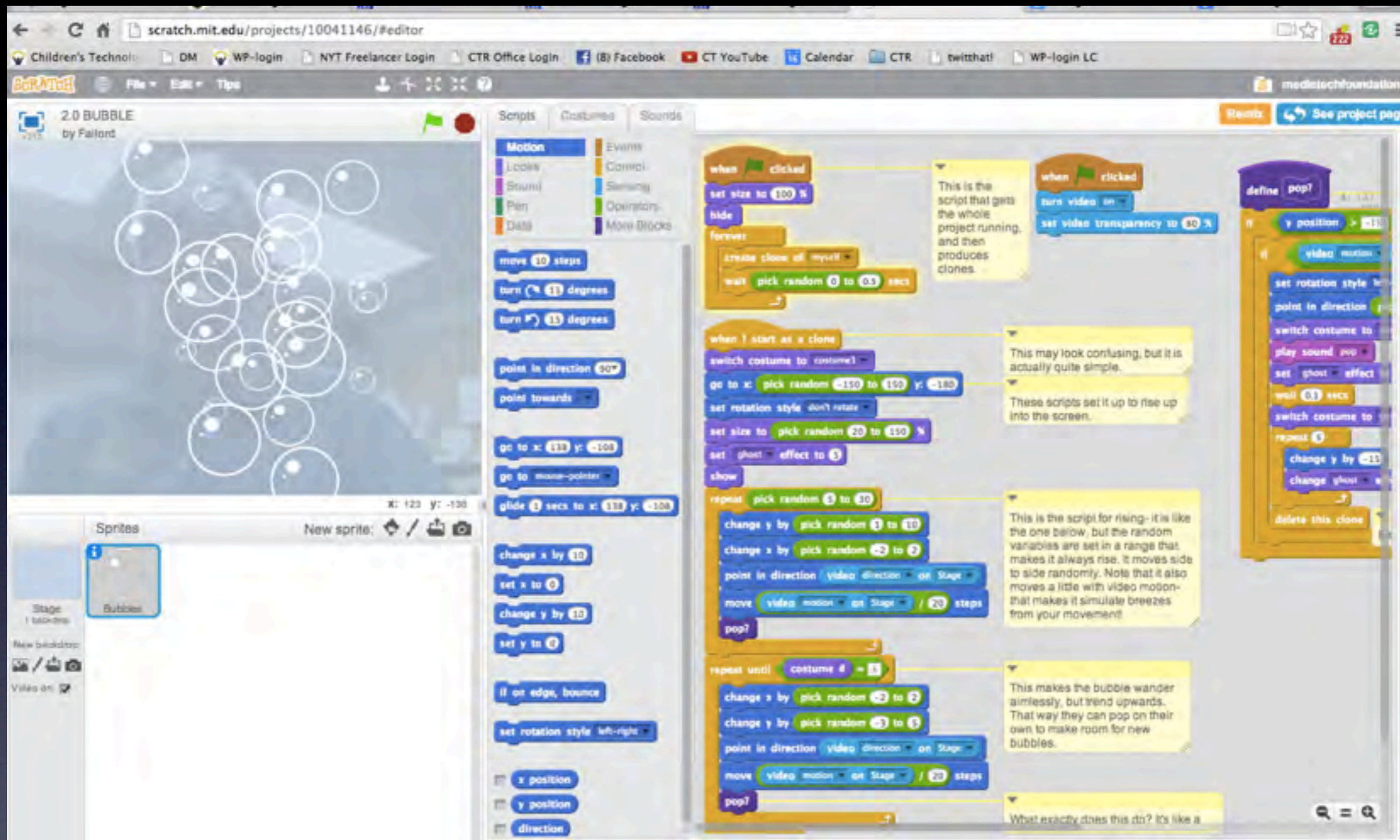
www.tinybop.com

\$2.99

Ages 4-up.



Scratch 2.0



Why? Browser based, moves beyond the keyboard and mouse with webcam, the start of a tablet experience.

Rijksmuseum Online Art Collection
Builds art, history. Rijksmuseum.
<https://www.rijksmuseum.nl>



Zelfportret, Vincent van Gogh, 1887

♥ × 2,055 ✂ ↗ 🔍 🔍

Shiny Picnic

Builds classification, sorting, logic, reading. Shiny Things.

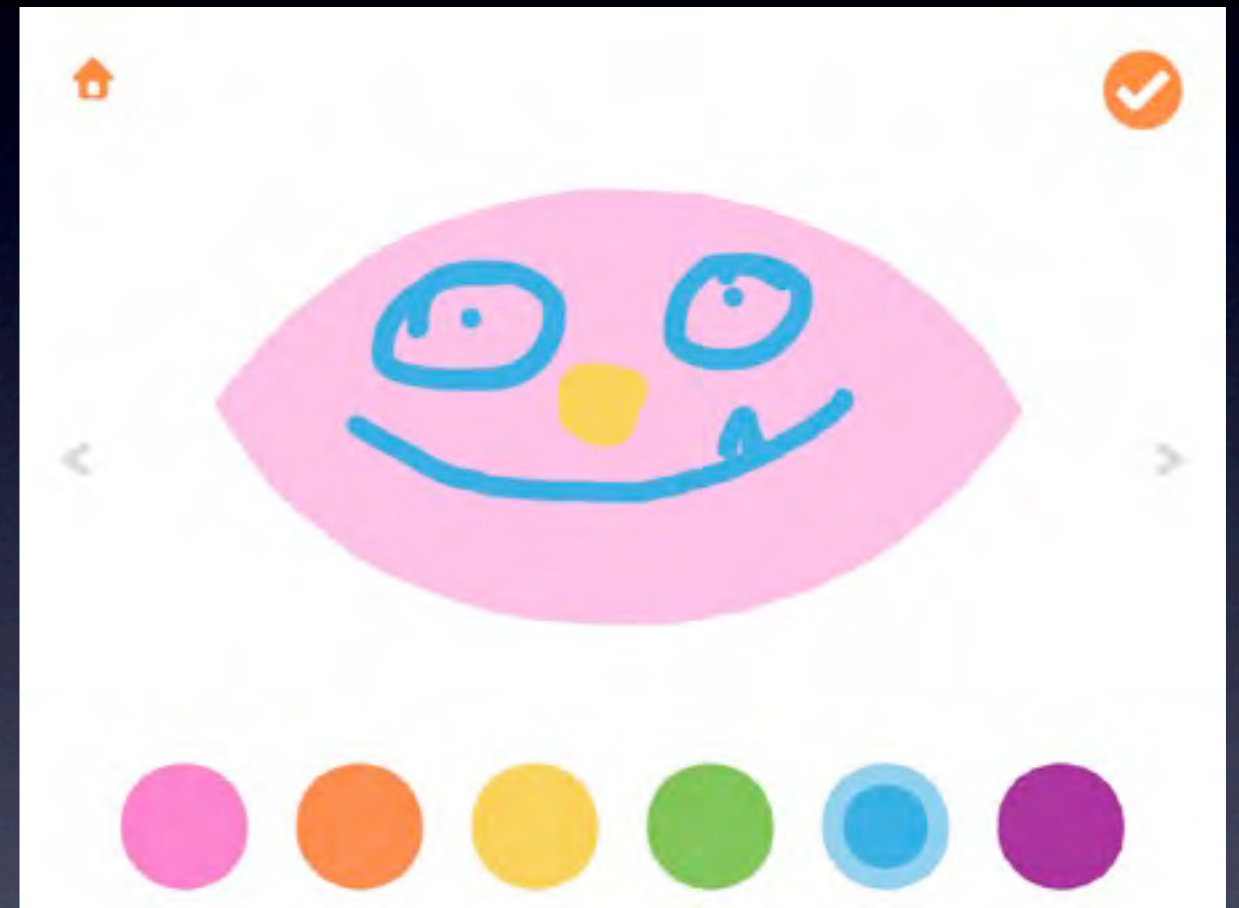
www.getshinythings.com \$1.99. Ages 2-4.



Sago Mini Pet Cafe

Builds counting, sorting, fine motor skills, shapes.

Sago Sago. www.sagosago.com \$.99 Ages 2-4.



Sago Mini Bug Builder

Builds causality. Sago Sago. www.sagosago.com

\$free Ages 1.5 to 5.

ABC Actions

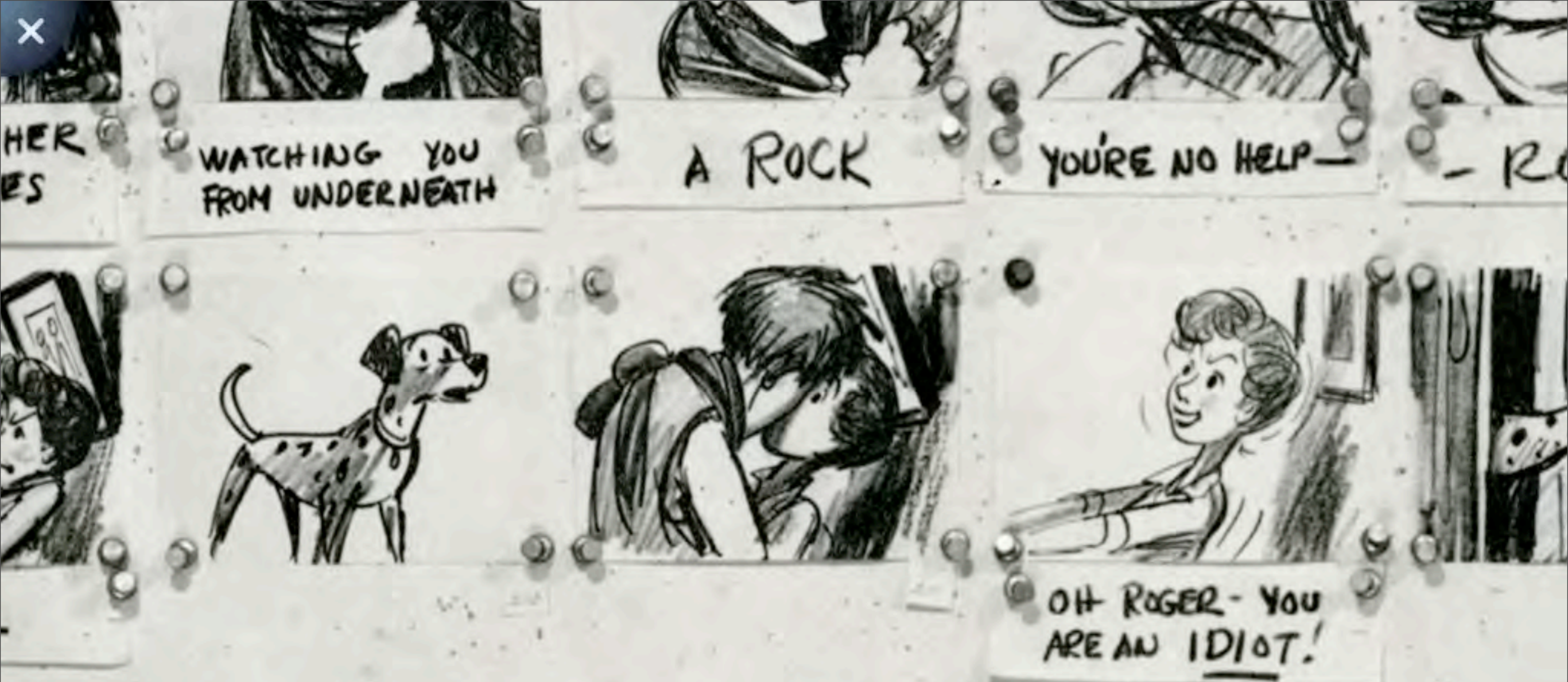
Builds language, reading, vocabulary, Spanish.

Peapod Labs. www.peapodlabs.com \$2.99. Ages 3-8.





Walt Disney (to the left of the storyboard) was famous for coming in to study storyboards at night or during weekends, so he would already be familiar with the new ideas at the next day's story meeting.

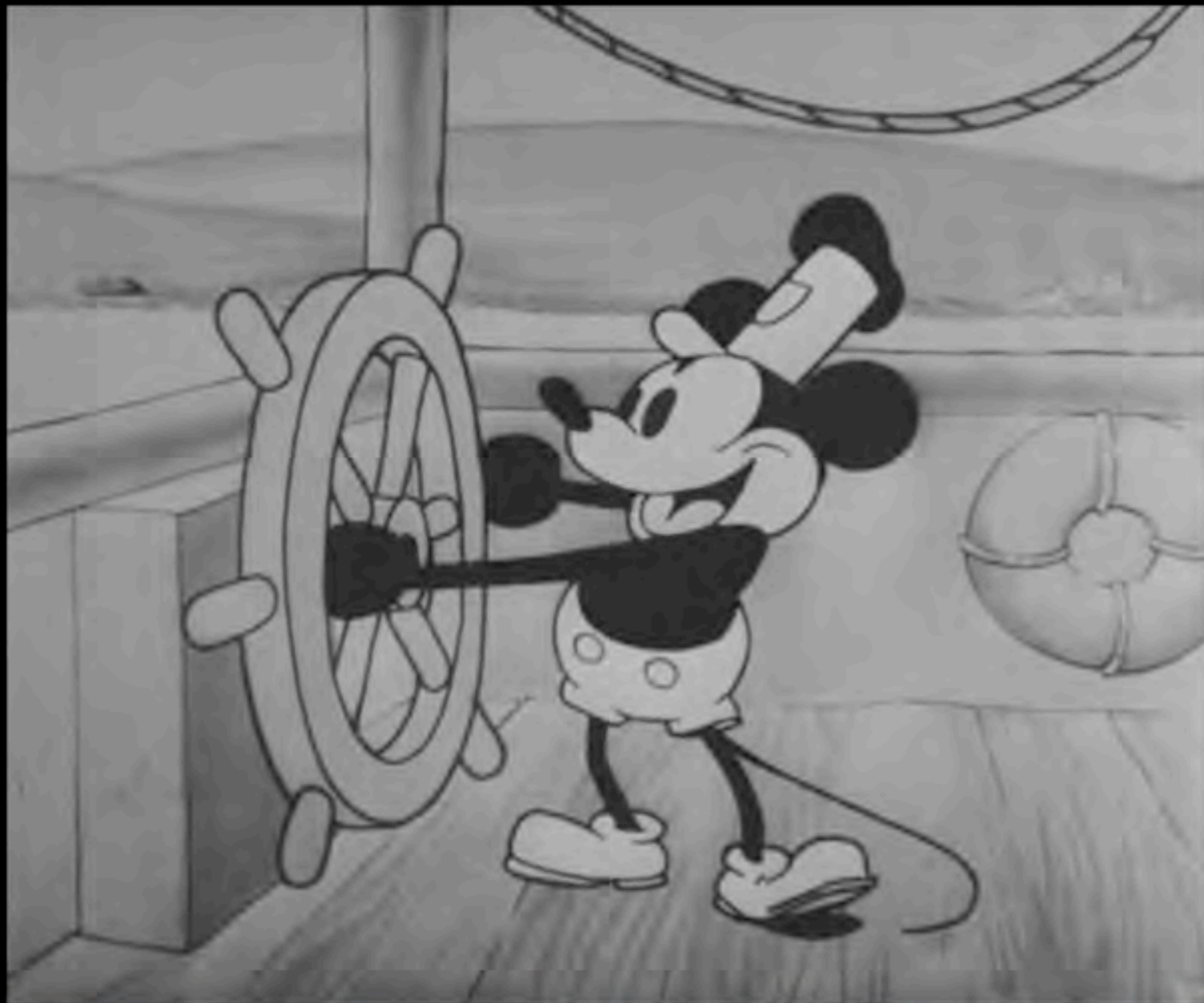
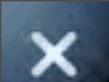


THIS MATERIAL IS THE
PROPERTY OF
WALT DISNEY PRODUCTIONS

IT IS UNPUBLISHED AND MUST NOT BE TAKEN FROM THE STUDIO, DUPLICATED OR USED IN ANY MANNER, EXCEPTING FOR PRODUCTION PURPOSES, WITHOUT WRITTEN PERMISSION FROM AN AUTHORIZED OFFICER OF THE COMPANY.

A storyboard is a means to an end—it helps artists imagine and decide how a scene will play. But these storyboard drawings, by legendary Disney animator Bill Peet, show that each small drawing is often a work of art in itself. This sequence includes the arrival of Cruella de Vil at the house where Perdita is expecting her puppies and her famous “I live for furs” line.





00:17

00:18

00:19

00:20

00:21

00:22

00:23

00:24



The title card above is from "Steamboat Willie," the first Mickey Mouse short to be released (1928), and the world's first cartoon with synchronized sound.



X

BACKGROUND COPY

PROD. NO. RX-1 PROD. TITLE SORCERER'S APPRENTICE




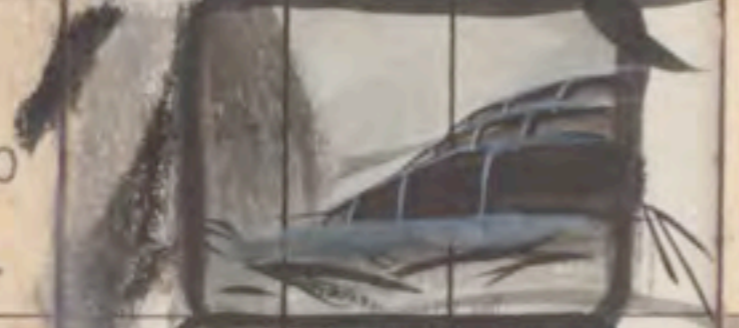
DRAFT NO. 4 PAGE NO. 6 DATE 7-11-38

SEQ. NO. SEQ. TITLE

DIR'S PICKUP DATE 12-30-37

DIRECTOR Jim Algar

ASST. DIR. Jim Baumeister LAYOUT MAN Zack Schwartz SEC'Y Letty

SCENE NO.	ARTIST	SCREEN FOOTAGE	ANIM. FOOTAGE	DATE START	B. G. DATA	DESCRIPTION OF ACTION
51	BLAIR UGO	10.09				M.S. BROOM STARTS POUR - Mickey lifted into vat - truck down and pan to see him get second bucket of water in face. Cut to: (SEE WALT'S NOTES ON THIS SCENE)
52	MOORE LOVE	5.10				M.S. BROOM UP STAIRWAY TO COURTYARD - Mickey enters - gives excited command - dashes up after broom. Cut to: <i>MULTIPLANE WATER EFX</i>
53	MOORE EFX	28.03				M.L.S. MICKEY SKIDS TO STOP AT TOP OF stairs - looks out at broom - grabs ax runs out - shadows on door show chopping outside - light changes flash thru doorway - Mickey re-enters scene exhausted. Cut to:
53A	<i>CHEEK</i> TECHNICIAN LOVE PRINT ON THIS SCENE	7.00				M.C.U. SPLINTERS OF BROOM SCATTERED beside fountain - breathe twice - Cut to: (New sc. on Draft 3; was part of 56. Sc. 54 is cut as of Draft 3)
						M.S. INTERIOR - MICKEY PANTING - leans against door - Cut to:

Even though tiny in size, these color images from *The Sorcerer's Apprentice* convey the dramatic progression of the sequence through its various scenes.





Before I depart ...

Take the child's point of view



**WE ALL NEED HELP
SOONER OR LATER....
IF YOU HAVE SPECIAL NEEDS
PLEASE TALK WITH US**



Reward your own development

*The Most Illustrious Order of St Patrick
Instituted in 1783 by King George III*

Get down
off your
thrown



JEAN PIAGET IN 1964

“The principle goal of education is to create men who are capable of doing new things, not simply of repeating what other generations have done— men who are creative, inventive, and discoverers. The second goal of education is to form minds which can be critical and cannot accept everything they are offered. The great danger today is of slogans, collective opinions, ready-made trends of thought. We have to be able to resist individually, to criticize, to distinguish between what is proven and what is not. So we need pupils who are active, who learn early to find out by themselves, partly by their own spontaneous activity and partly through material we set up for them; who learn early to tell what is verifiable and not what is simply the first idea to come to them.” (Piaget, “Development and Learning, 1964, p. 5; from Piaget’s Theory of Intellectual Development, 3rd Edition by Ginsburg and Opper).

Welcome to America, home to
5% of the world's people &
25% of the world's prisoners.



Lets build a better America together. NAACP.org/smartandsafe

Graphic: 120. Behind Bars in America 2008. Public Safety Performance Project. The Pew Center on the States. For Shareable Tools.



NAACP



AND REMEMBER...
It could be worse...



Thanks!

