



Yours to Explore

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# Children and Technology:

Utilizing Devices to Enhance Early Learning



# Children and Technology

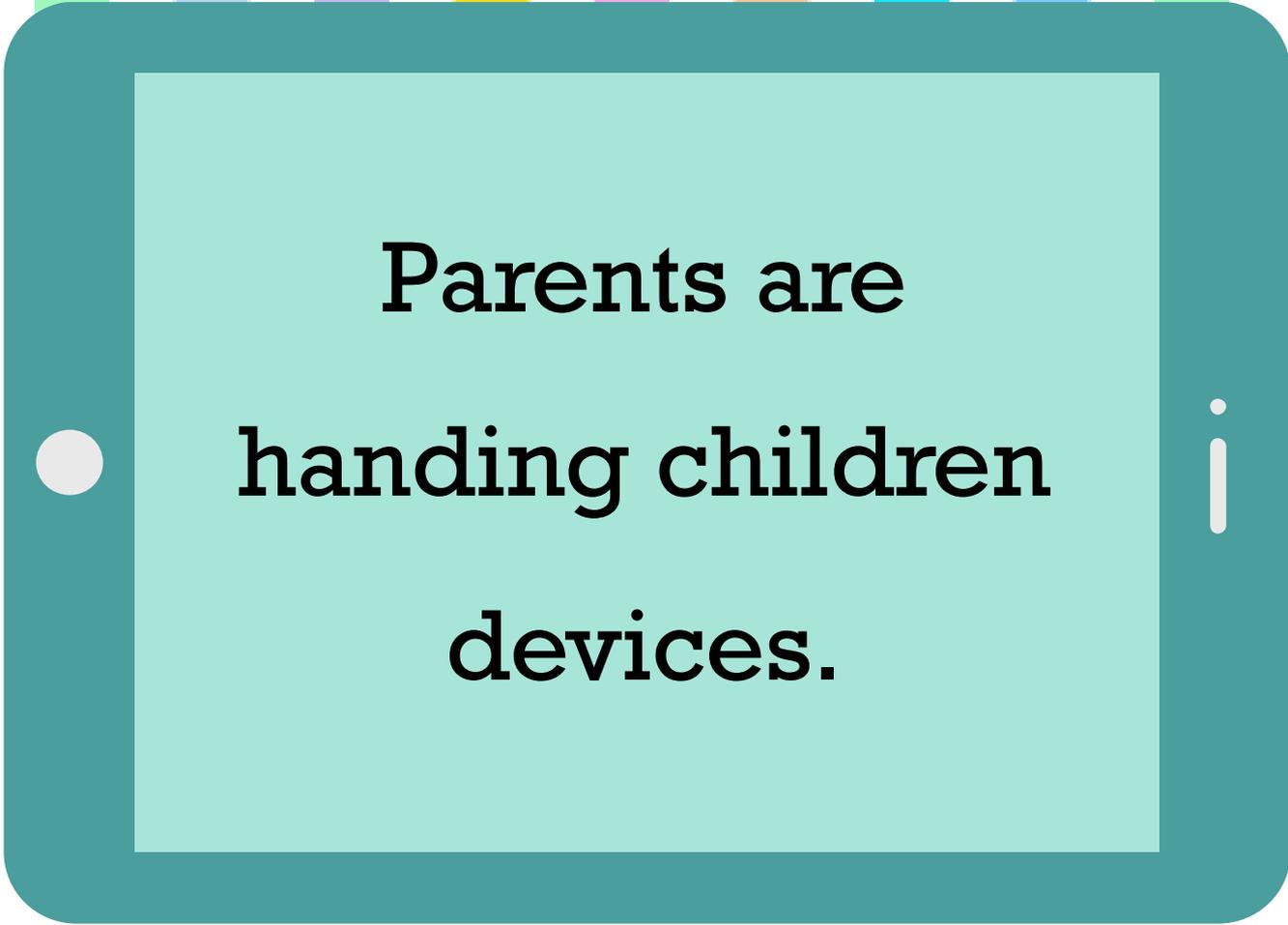
## Learning Objectives:

- Learn interactive ways to incorporate technology with children.
- Learn to talk to parents about creating a healthy relationship with screen time in their families.

# Children and Technology

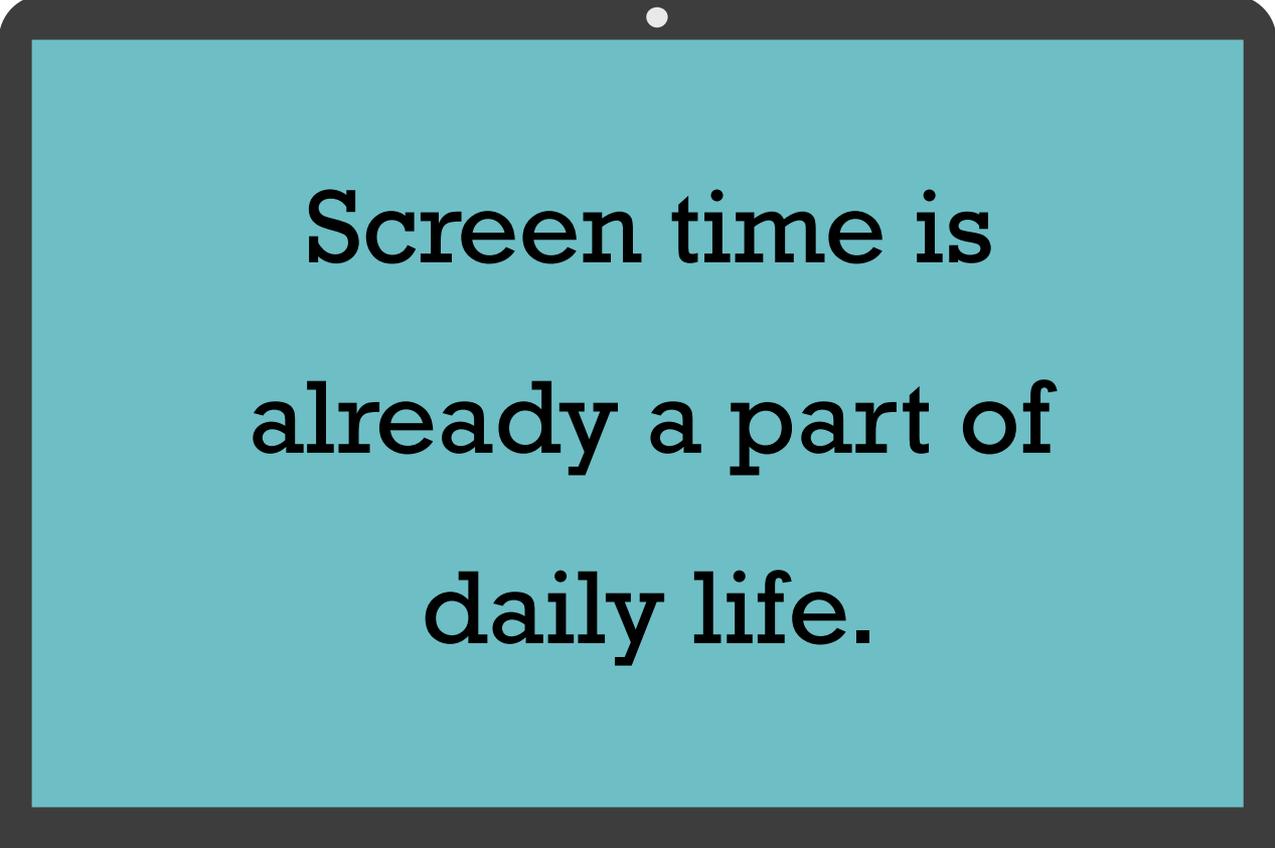
**What do you already know or think about using technology with children?**

# Screen Time Reality

A stylized teal smartphone frame with a light teal screen. The frame has a white circle on the left side and a white vertical bar on the right side. The text is centered on the screen.

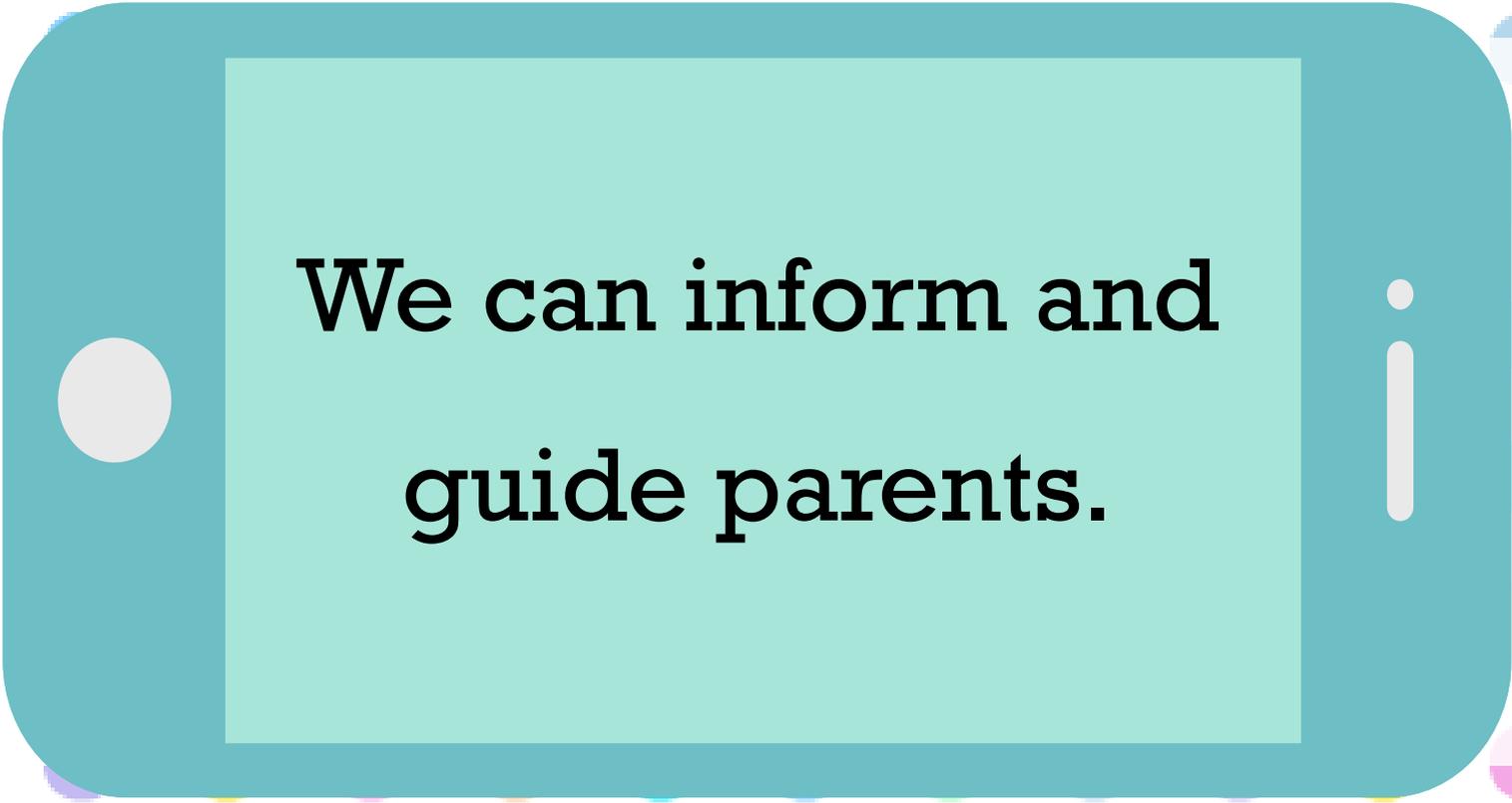
Parents are  
handing children  
devices.

# Screen Time Reality

A stylized illustration of a laptop with a teal screen. The screen displays the text "Screen time is already a part of daily life." in a bold, black, sans-serif font. The laptop is set against a background of a repeating pattern of colorful polka dots in shades of blue, green, yellow, pink, and orange.

**Screen time is  
already a part of  
daily life.**

# Screen Time Reality

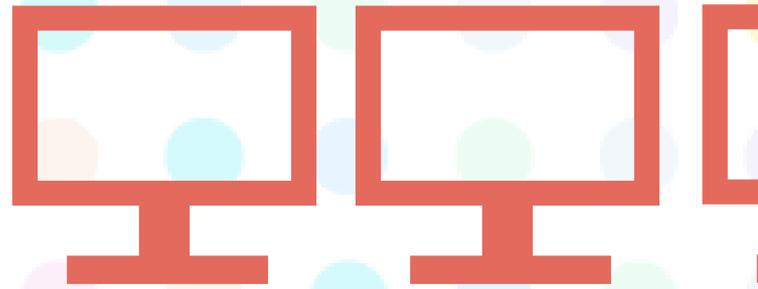


**We can inform and  
guide parents.**

# Babies and Toddlers

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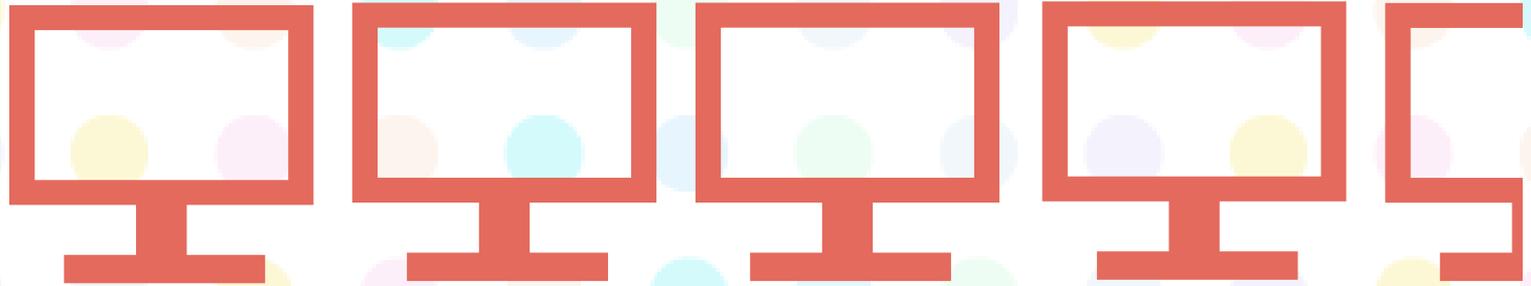
Average of 2.2 hrs of daily screen time



# Preschoolers

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Up to 4 ½ hrs of daily screen time



# School Age

7 ½ hrs of daily screen time



# What is Interactive Technology?



Image Source: vectoropenstock, freepik

# Active vs. Passive Screen Time



Image Source: Carissa Christner, Flickr



Image Source: Christopher Furlong/Getty Images

# The Digital Debate



# The Digital Debate

Inappropriate technology use can:

# Distract from Learning

Dr. Catherine Steiner-Adair & American Academy of Pediatrics

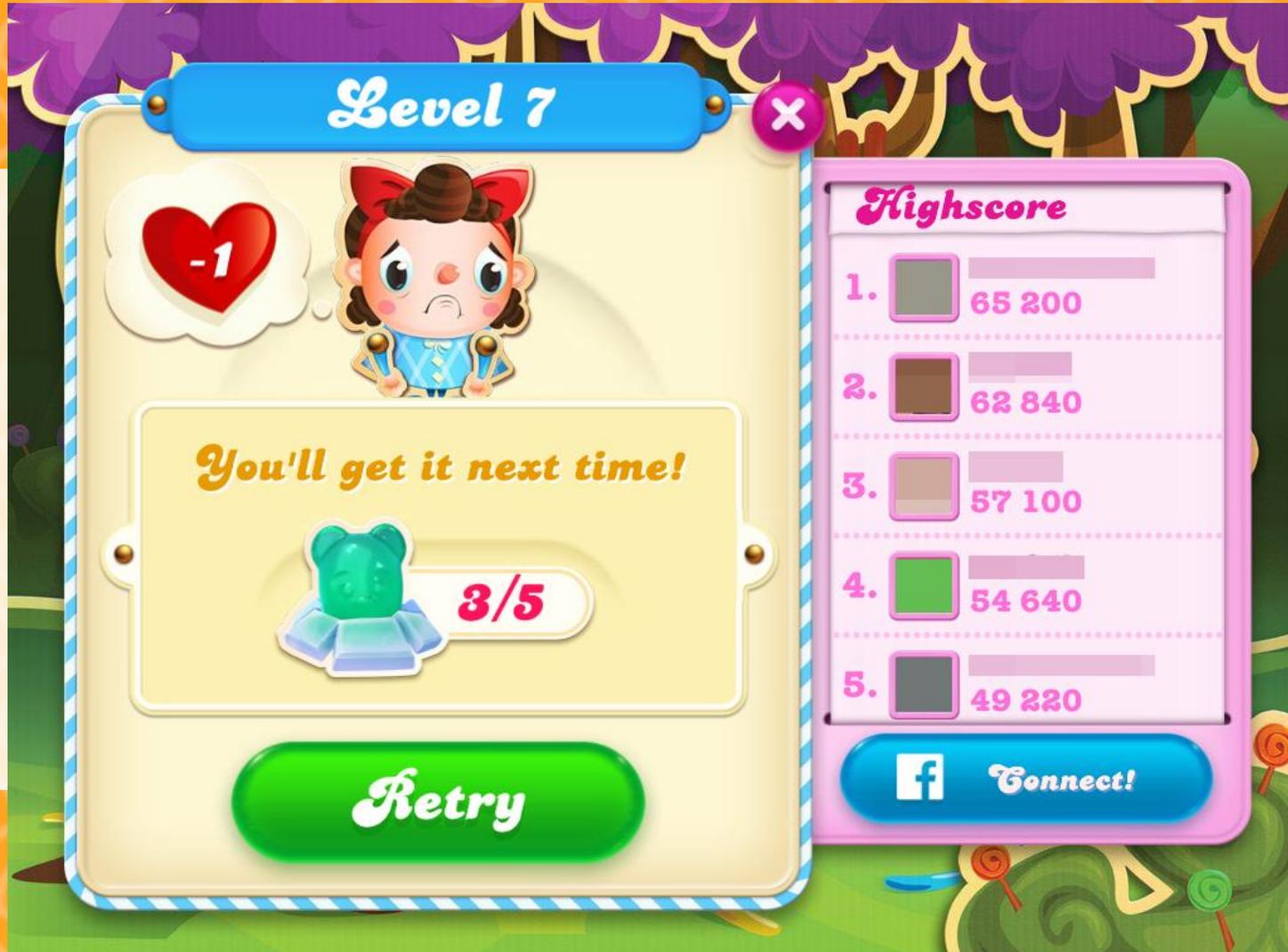
# The Digital Debate



# The Digital Debate



# The Digital Debate



# The Digital Debate

Engaging technology use can:

**Enhance Knowledge and  
Interpersonal Skills**

American Academy of Pediatrics, Policy Statement

# The Digital Debate



# The Digital Debate



# The Digital Debate



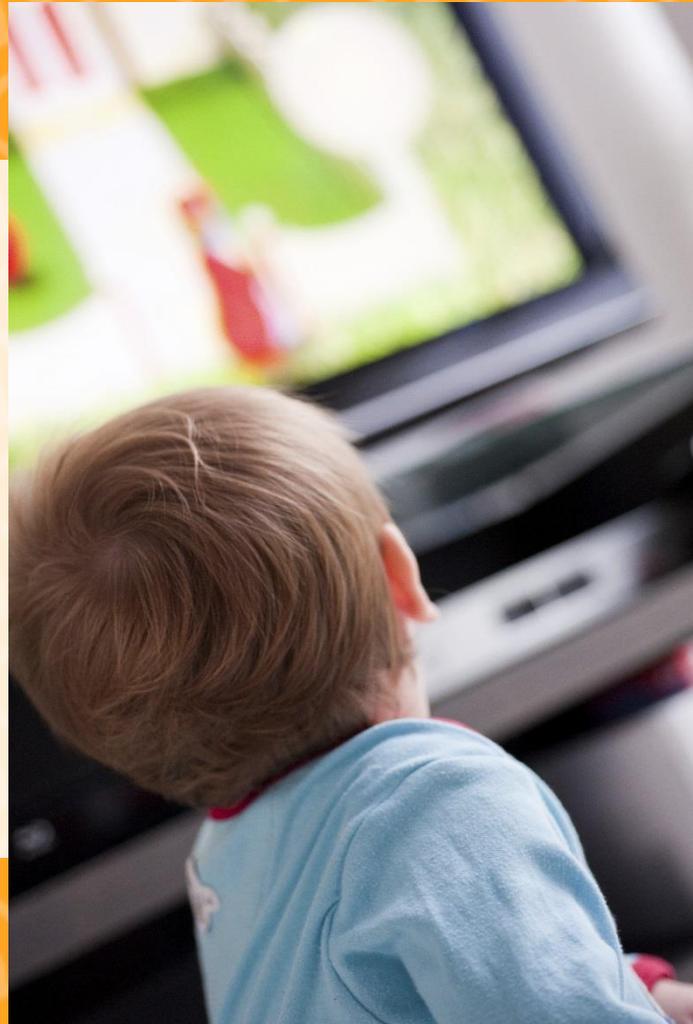
# The Digital Debate

Inappropriate technology use can:

# Be Deceptive

Patricia Kuhl

# The Digital Debate



# The Digital Debate



# The Digital Debate

Engaging technology use can:

**Be Reactive and  
Progressive**

Table. A Comparison of Features of 3 Different Devices Used by Children Younger Than the Age of 2 Years

Feature	Traditional Toys	Touch-Screen Devices	Television
Reactive	✓	✓	
Interactive		✓	
Tailorable		✓	
Progressive		✓	
Can promote joint attention	✓	✓	
Highly portable	✓	✓	
3-Dimensional	✓		

# The Digital Debate



# The Digital Debate



Image Source: Petras Gagilas

# The Digital Debate

Technology use can:

# Diminish Creativity

Campaign for a Commercial-Free Childhood

# The Digital Debate



# The Digital Debate



# The Digital Debate

Engaging technology use can:

**Allow for Content Creation**

**Be Interactive**



Image Source: Little eLit

# The Digital Debate



# Verdict



# The Four C's of Screen Time

## **Content**

Knowing whether the material that the children are seeing on the screen makes sense to them or not.

# The Four C's of Screen Time

## **Context**

Are moments for conversations about what they are experiencing on the screen?

# The Four C's of Screen Time

## **Child**

Recognize each child will come to screen media experience in a different way because of that child's own experiences and interests

# The Four C's of Screen Time

## **Creator**

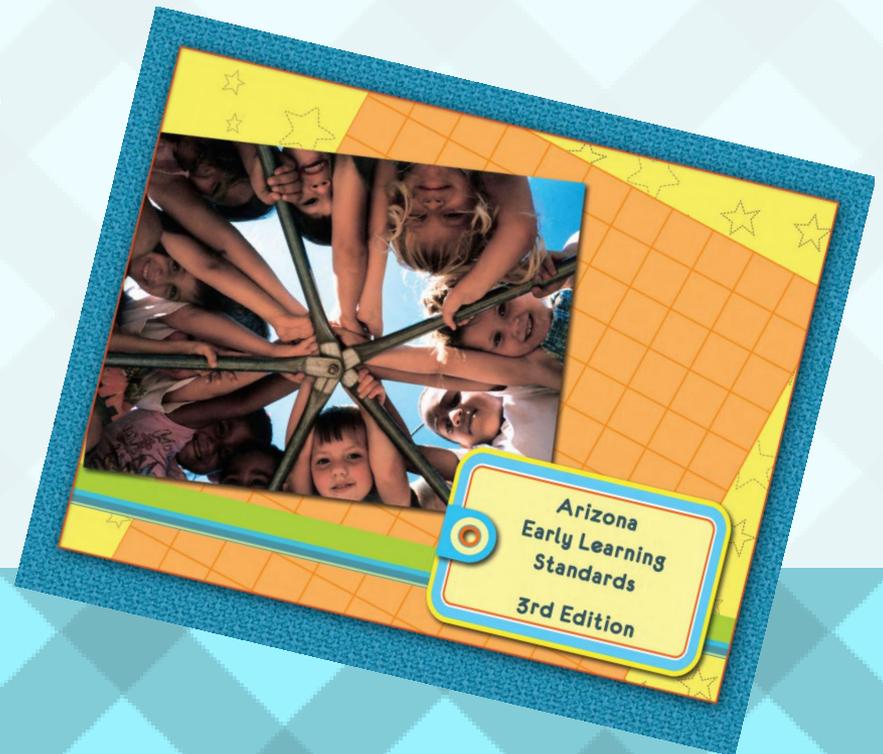
Is the child able to create content, or just interact with existing content, or only passively view?

# Standards



# Standards

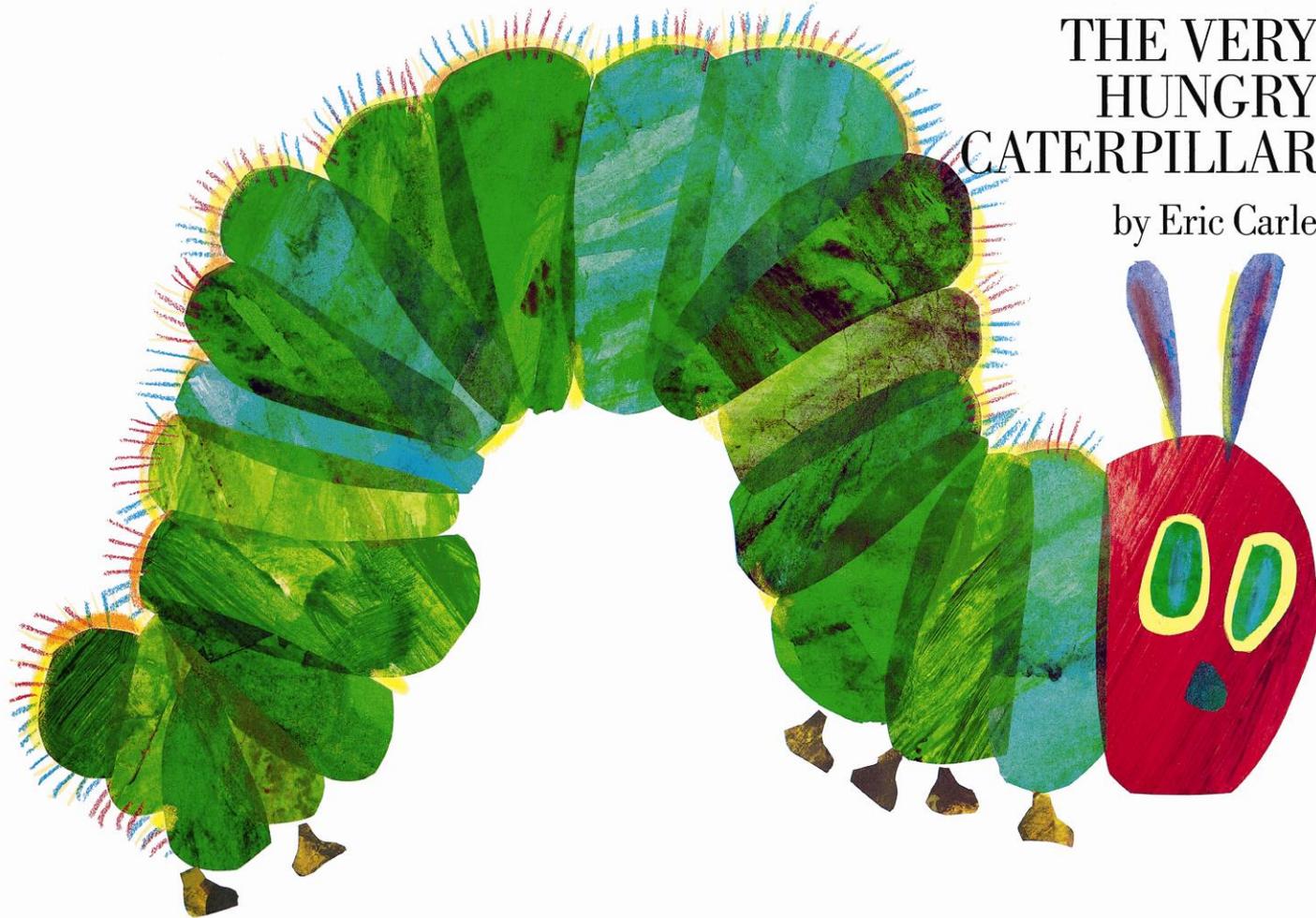
- Arizona Early Learning Standards
- Department of Education
- Available online



# Standards



# Standards



# Standards

- Use apps and devices to create learning opportunities.
- YOU decide what the learning experience will be, not the app

# Appy Hour

- Create a conversation around the app
- Any app can connect to a number of standards
- The interaction is the key, not the device



# Sort it Out



## One Standard Option: Mathematics

- Sorts and Classifies
- Recognizes Relationships
- Problem solving

# Animal Sounds

## One Standard Option: Language and Literacy



- Builds vocabulary
- Increases phonological awareness
- Supports concepts of print

# Group Activity Part 1

- In pairs, play with the app
- Discuss how it supports any one standard from the Standards Worksheet and how you would share it with parents and children.
- Share with the group!

# Group Activity Part 1



5 Minutes Left!

# Group Activity Part 2

- Turn to the pair behind you
- Share what you would say to parents and how you would use it with children for both apps

# Group Activity Part 2



5 Minutes Left!

# Resources

- Fred Rogers Center and the National Association for the Education of Young Children (NAEYC)
- Little eLit
- Common Sense Media
- Kirkus
- School Library Journal
- Digital Storytime
- The iPhone Mom
- Best Apps for Kids



Image Source:  
Little eLit

# Comments

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Have your views on using technology with children changed?

In what ways will you use technology with children?

# Questions?

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Please contact us for questions or further discussion:

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- [Anna.White@phoenix.gov](mailto:Anna.White@phoenix.gov)

# References

American Academy of Pediatrics (AAP)

- [\*Babies as young as six months using mobile media\*](#)

American Academy of Pediatrics

- [\*POLICY STATEMENT: Children, Adolescents, and the Media\*](#)

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- [\*Facing the Screen Dilemma: Young Children, Technology and Early Education\*](#)

Catherine Steiner-Adair, EdD

- [\*The Big Disconnect\*](#)

Cen Campbell, MLS

- [\*New Media in Youth Librarianship\*](#)

Common Sense Media Education

- [\*Early Connections: Parent Education Toolkit for Early Childhood Providers\*](#)

Dr. Dimitri Christakis, MD, MPH

- [\*Interactive Media Use at Younger Than the Age of 2 Years\*](#)

Jason Boog

- [\*Born Reading: Bringing Up Bookworms in a Digital Age\*](#)

Lisa Guernsey

- [\*Screen Time: How Electronic Media—From Baby Videos to Educational Software—Affects Young Children\*](#)

National Association for the Education of Young Children & the Fred Rogers Center

- [\*Technology and Interactive Media as Tools in Early Childhood Programs Serving Children from Birth through Age 8\*](#)

Patricia Kuhl

- [\*The Linguistic Genius of Babies\*](#)