

Early Literacy in a Digital World

Jennifer Rider and Lorien Schuldt

Early Language & Literacy

“Young children need writing to help them learn about reading, they need reading to help them learn about writing; and they need oral language to help them learn about both.”
NAEYC, 2003, p. 3

5 Key Areas:

Book appreciation and knowledge

Phonological awareness

Alphabet knowledge

Early writing

Print concepts and conventions



Integrating Technology into Instruction

What are some of the advantages and disadvantages of technology use in the classroom?

Advantages	Disadvantages

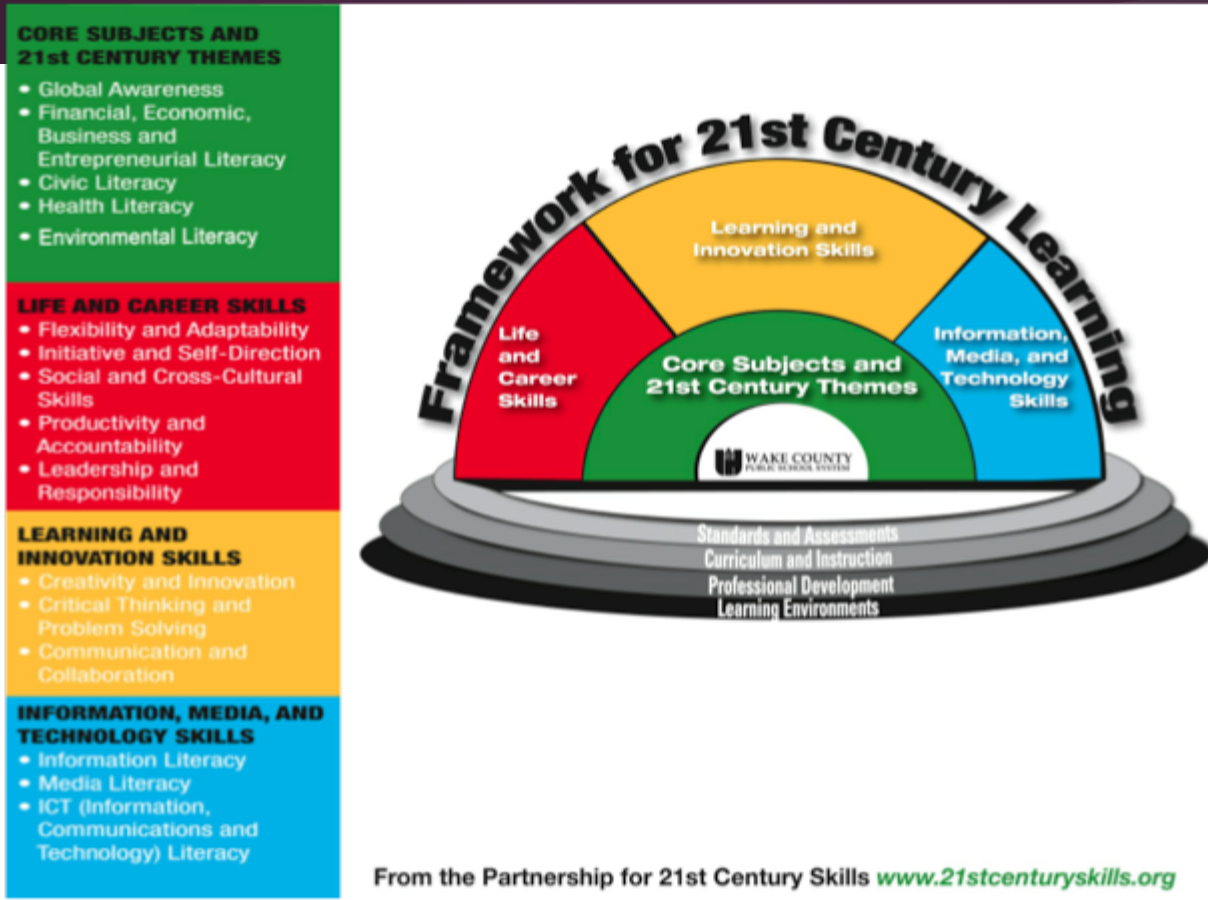
Integrating Technology into Instruction

ISTE

International Society for Technology in Education (formerly NETS)

- Standards for evaluating the skills and knowledge educators need to teach, work and learn in an increasingly global and digital society.
- □ As technology integration continues to increase in our society, it is paramount that teachers possess the skills and behaviors of digital age professionals. Moving forward, teachers must become comfortable being co-learners with their students and colleagues around the world.

Integrating Technology into Instruction



Integrating Technology into Instruction

Position Statement from the NAEYC (2012):

Key findings concluded that “1) developmentally appropriate technology can enhance children’s cognitive and social abilities; 2) technology integration is effective when integrated into the “environment, curriculum, and daily routines” (p. 8); and 3) technology can help strengthen home-school connections”

(Parette & Blum, 2013, p. 3).

Integrating Technology into Instruction

Universal Design for Learning and Technology in the Early Childhood Classroom

According to the NAEYC (2008), IT integration hinges on several principles:

- 1) The technologies should align well with the curriculum.
- 2) The choice of technology should be based on how well each tool serves classroom learning and teaching needs.
- 3) Teachers must ensure opportunities for all children to participate and learn in the technology-rich environment.

(Parette & Blum, 2013, p. 9)

Developmentally Appropriate Technology

“Effective uses of technology and media are active, hands-on, engaging and empowering; give the child control; provide adaptive scaffolds to ease the accomplishments of tasks, and are used as one of many options to support children’s learning.” (p. 165 in NAEYC book)

NAEYC and Fred Roger’s Center (2012), p. 6 &7

The Goal: Integration

Technology is not meant to replace hands-on, interactive and creative learning opportunities in a classroom...

But should extend
and enrich it!



Vignettes from the classroom

Using technology for literacy development

(Parette & Blum, 2013, p. 127)

How are you currently using technology with your students?

Turn & Talk



Kindergarten classroom on Navajo Reservation

What to look for in an app?

Consider the “3 C’s”:

Content- How does this help children engage, express, imagine or explore?

Context- How does it complement, and not interrupt, children’s natural play?

The individual **child**- How do we choose the right tech tools and experiences for each child’s needs, abilities, interests and developmental stage?

Guernsey & The Fred Rogers’ Center, 2012

Literacy Knowledge and Skills

1. Book Appreciation and Knowledge



Me Books - Free - rated 4+

- <http://www.mebooks.co/get-the-apps>
- can record voice into books and save

Starring You Books by Story Bots - rated 4+ - free - put child's name and pictures in the story

MeeGenius:

- <http://www.freetech4teachers.com/2011/12/mee genius-ebooks-for-little-kids.html#.VEXGpucudBw>
- <http://www.mee genius.com/store/books/free/>
- highlights words as it reads

...Storia from Scholastic...

now called **Storia School Edition** - subscription based, runs aug 1 - jul 31 (1,000 ebooks pk - 2) - 30 day unconditional guarantee - pk-2 enrollment \$1250, yearly subscription

Literacy Knowledge and Skills

2. Phonological Awareness

Grasshopper Apps: Rhyming Words (\$0.99)

Realistic photos, no distractions, clear pronunciation of pictures

Abitalk: Phonics Rhyming Bee (Free)

Repeats sounds multiple times; but some potentially distracting graphics (free)

Lakeshore Learning (\$1.99) Beginning Sound Match

Supports phonological awareness- sorting by initial sound, associating objects with initial sounds



Literacy Knowledge and Skills

3. Alphabet Knowledge



Peapod Labs ABC - thematic, English/ Spanish (all \$2.99)

- Builds content, represents diverse backgrounds, provides opportunities for interaction

Elmo Loves ABCs (free lite version)

- Interactive, positive reinforcement and encouragement
- Practices recognition, uppercase/lowercase, initial sounds, writing
- Video: <https://www.youtube.com/watch?v=QX-x4otIFfQ>

Early Learning Academy by ABC Mouse - 4+ rating - free with membership (\$7.95/mo - first 30 days free - credit card info required):

- <https://www.abcmouse.com/>
- progress monitor

Literacy Knowledge and Skills

5. Early Writing

Letter Tracing:

ABC Easy Writer (free)

Clear print and voice, shows tracing and speaks letter name if you choose

More advanced:

ABC Pocketphonics Lite (free)

- tracing letters based on sounds rather than letter names; also includes blending

Original writing:

Sago minidoodle cast (2.99) http://www.sagosago.com/app/sago_mini_doodlecast

- allows children to audio record and draw/ write on a range of topics in developmentally appropriate ways; Can be interactive or independent; sharable between family and teachers so encourages home-school communication



Literacy Knowledge and Skills

4. Print Concepts and Conventions

For example:

Directionality

Concept of a word

Print contains meaning

Word boundaries



Aspects of print/ reading and writing that can be highlighted through these apps

Reflection

Share 3 takeaways from today's presentation that you could incorporate into your classroom instructional strategies around literacy.

Questions?

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References

Blum, C. & Parette, Jr., H. P. (2013). *Instructional Technology in Early Childhood: Teaching in the Digital Age*. Maryland: Paul H. Brookes Publishing Co., Inc.

Donohue, C. (2015). *Technology and Digital Media in the Early Years: Tools for Teaching and Learning*. New York: Routledge.

<https://www.iste.org/standards/standards-for-teachers>