Get Out of Your Box
Using Technology to Explore

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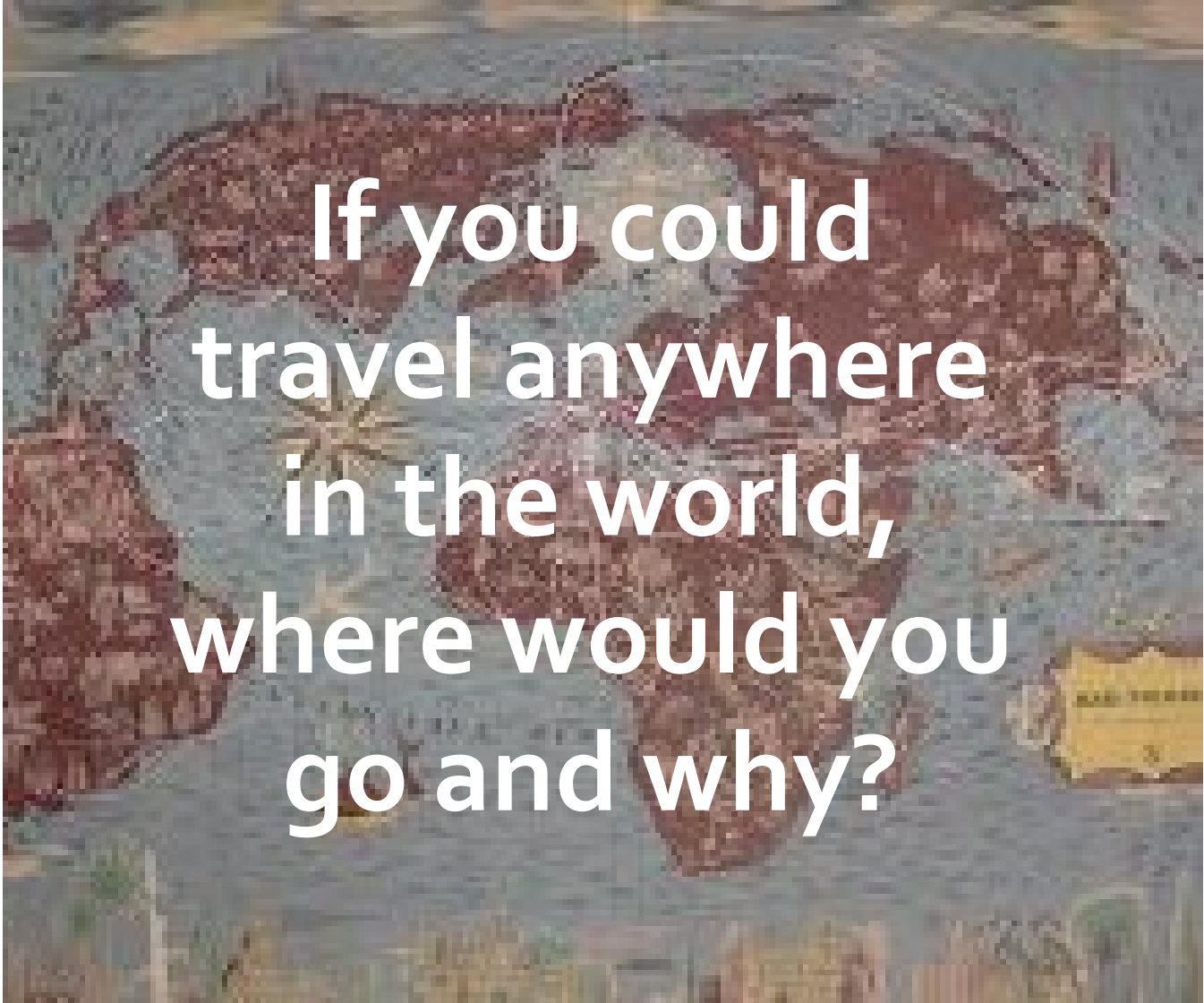
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Illuminating Educational Pathways

Welcome

If you could travel anywhere in the world, where would you go and why?

Key Idea

Technology should be used to expand your program, not replace your program!

Objectives

Explore available technology resources appropriate for children.

Identify ways to incorporate active use of technology to increase children's concept development.

Identify appropriate uses of technology to build networks with other providers and programs to increase children's social learning.

ACTIVITY

Get into assigned groups and discuss

- What were the big technological advances or new tech/gadgets?
- Can you imagine if these things were never created or used?
- How did people feel about this technology?
- Was it initially used in education? Is it now?

Draw a web of your ideas on the chart paper

"Interactive technology" means educational and age-appropriate technology, that is designed to:
 Facilitate active and creative use of technology; and encourage social engagement with other children and adults.

"Passive technology" means noninteractive television, videos, and streaming media that does NOT encourage engagement.
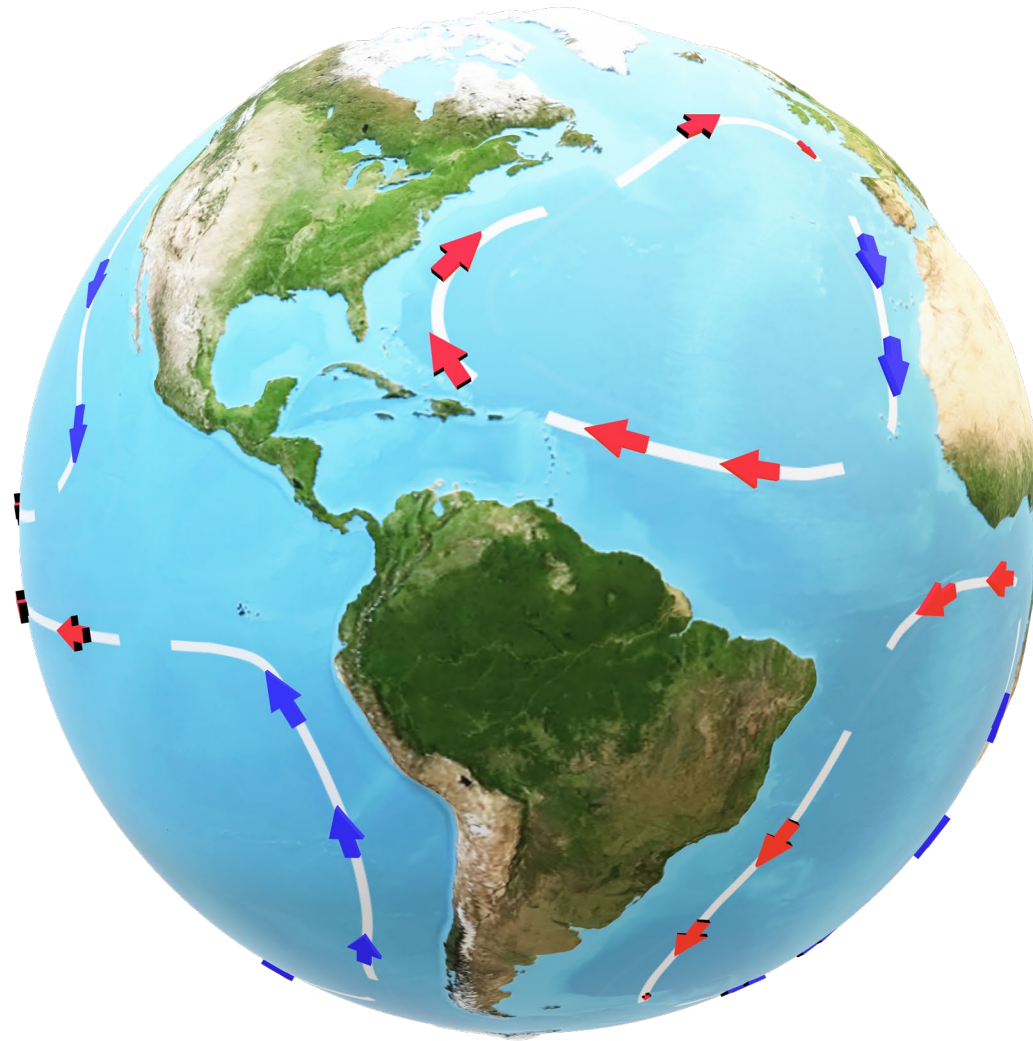
INTERACTIVE VS PASSIVE TECHNOLOGY

Appropriate Screen Time Activities COMAR 13A.15.01-.15

Limited use of appropriate interactive technology may support, but may not replace, creative play, physical activity, hands-on exploration, outdoor experiences, social interactions, and other developmentally appropriate learning activities for children 2 years old or older.

No child may be permitted to view any: (a) Passive or interactive technology during a meal or a snack; or (b) Media with brand placement or advertising for unhealthy or sugary food or beverages. (6) The provider shall give the parent of each enrolled child a written screen time policy that addresses the use of passive and interactive technology during child care hours.

Expanding and Exploring Using Interactive Technology

Using Technology to Enrich Your Environment

One way to use technology to expand your program is by using technology to enhance your environment.

Use technology to add additional layers to centers by transporting children to a different place, provide a new perspective, or accessing materials previously unavailable.

Transporting to a New Place

Provide a New Perspective

Accessing Materials Previously Unavailable

- Sarah is suddenly interested in Ladybugs and wants to read a ladybug book in February.

- Adrianna asks "do dolphins sleep?"

- Matthew saw a locust out front and wants to know how and what they eat.

- How do you say Happy Birthday in Spanish?

Expanding Your Program

Family Child Care Providers are often isolated in their home with the children unless they live in a neighborhood or other area with access to public spaces. Many providers no longer transport children due to liability issues and family preferences, therefore children miss out on opportunity for field trips, etc.

Home > Skype in the Classroom > Getting started

Get started with Skype in the Classroom

▶ Watch the video

Skype in the Classroom is an online community that enables thousands of teachers to inspire the next generation of global citizens through transformative learning over Skype. You can connect your students with other classrooms around the world and collaborate on projects or one-off calls, or invite an expert to talk to your students over Skype.

STEP 1: Register on the Microsoft Educator
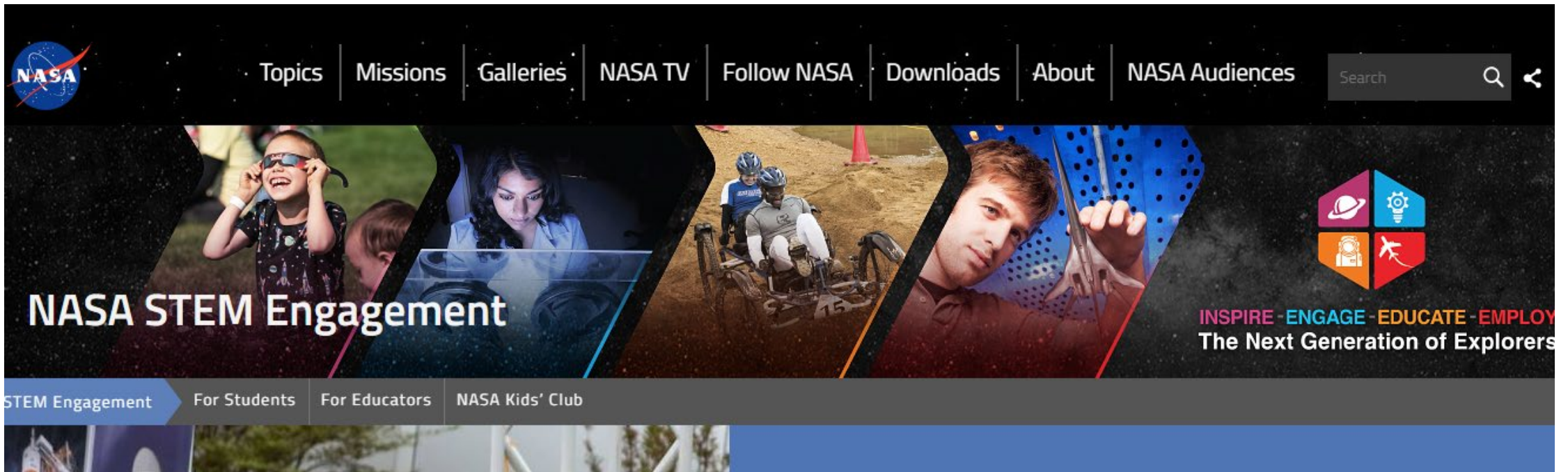
Virtual Field Trips

Let's make it a reality!

If children could visit anywhere where would they go?

Travel where
no child has
traveled
before

OUTERSPACE

The website of the National Aeronautics and Space Administration (NASA) focuses on earth and space sciences and offers teachers and students many virtual experiences around the Earth and through the universe, including space exploration. For teachers, there are downloadable teaching guides that a teacher can search by grade, science area, and type of activity. The NASA Kid's Club also allows students to search by subject, leading them to many interactive activities.
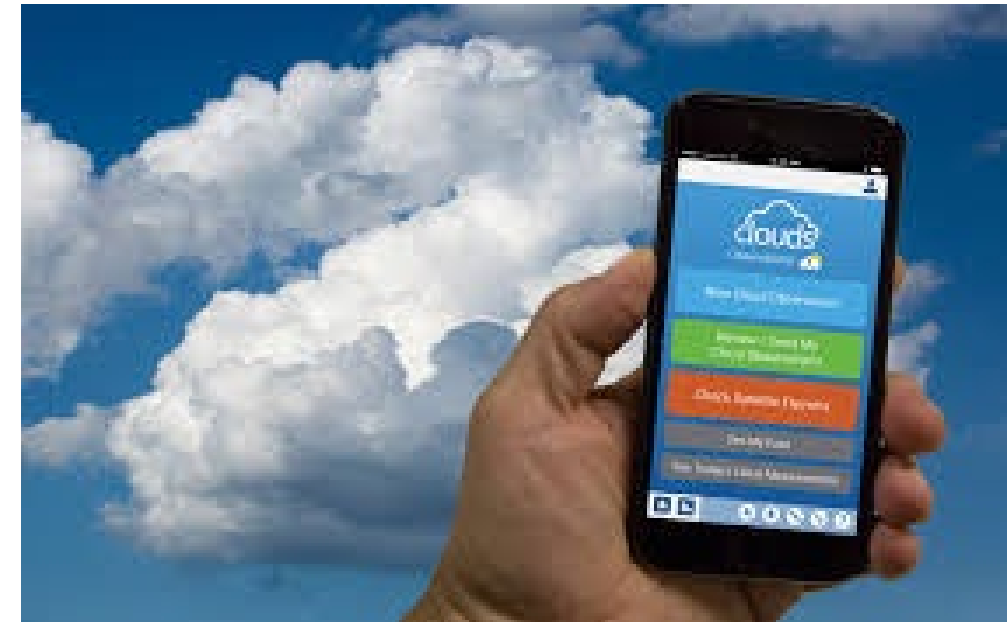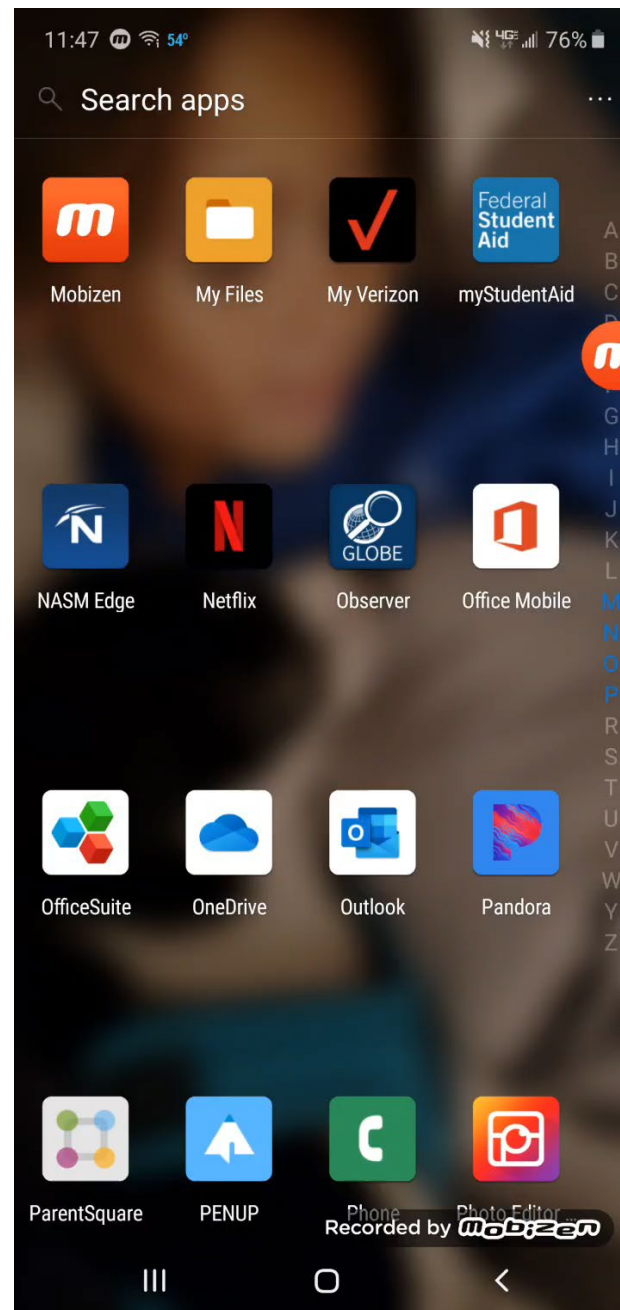
Find Out Who Is on the Space Station

Test Your Driving Skills!

Become a Citizen Scientist

RULES for Interactive Technology

Have children lead the way

Teach Internet Safety

Try it yourself first

Have FUN!!!!

Open your mind and you will expand the possibilities of your program!

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