



Course Description

EME2071 | Educating Young Children for Digital Literacy in the 21st Century | 3.00 credits

This course provides an overview of technology and interactive media in early childhood. The student will learn ways in which to optimize opportunities for young children's cognitive, social, emotional, physical, and linguistic development by using technology and media in ways that are grounded in principles of early childhood development and developmentally appropriate practices. The students will learn how to make informed decisions regarding the intentional use of technology and media in ways that support children's learning and development. Prerequisite: Departmental permission.

Course Competencies

Competency 1: The student will identify the role of technology for young children in the 21st century by:

1. Describing state standards and national standards, policies, and position statements for the use of technology and interactive media with young children
2. Reviewing the research on the effects of children's use of technology and interactive media as it relates to neuroscience education, child development, and child health issues
3. Identifying the challenges and opportunities regarding the integration of technology and interactive media in the early childhood curriculum
4. Analyzing the impact of research, events, and advances in technology on curriculum and instructional strategies in early childhood

Competency 2: The student will demonstrate legal and ethical use of technology in the classroom by:

1. Advocating and practicing safe, legal, and responsible use of information and technology
2. Examining legal and ethical practices related to use of technology in the early childhood setting
3. Identifying and evaluating appropriate classroom procedures for student use of available technology in the early childhood setting
4. Selecting technology and interactive media that is not cognitively, emotionally, socially, physically, or linguistically harmful to young children's development

Competency 3: The student will facilitate and inspire young children's creativity through the use of technology by:

1. Identifying characteristics and examples of readily available technologies for use with young children and the implications of their use in the early childhood setting
2. Identifying key activities in which technologies can be used across PK-grade 3 settings
3. Aligning technology and interactive media with curriculum goals, a child-centered and play-centered approach, hands-on exploration, active meaning-making, and relationship-building
4. Designing and adapting relevant learning experiences that incorporate innovative digital tools and resources to promote student learning and creativity

Competency 4: The student will demonstrate knowledge of developmentally appropriate curricula by:

1. Identifying uses of technology and interactive media across the early childhood curriculum to teach reading, mathematics, social studies, and science
2. Identifying uses of technology and interactive media across the early childhood curriculum to teach health, safety, nutrition, visual arts, music, drama, and dance
3. Developing strategies to integrate readily available technology into emergent reading activities by addressing key components of literacy
4. Developing strategies to integrate readily available technology into writing activities by addressing key components of handwriting and written composition
5. Describing how to embed technology and interactive media into social and communication skills instruction
6. Delineating the effective and developmentally appropriate uses of technology and interactive media in early childhood classrooms to support the development of play skills

Competency 5: The student will design and develop developmentally appropriate digital age learning experiences for young children by:

1. Examining the National Association for the Education of Young Children's Position Statement on developmentally appropriate practices
2. Utilizing research to make informed and intentional decisions regarding the use of technology in early childhood classrooms
3. Selecting and utilizing technological tools and interactive media that suit the ages and developmentally appropriate levels of young children in early childhood programs
4. Designing a lesson that connects "on-screen" and "off-screen" activities while supporting existing classroom developmental and educational goals in the early childhood classroom
5. Evaluating technological tools and interactive media to meet the cognitive, social, emotional, physical, and linguistic needs of young children
6. Participating in local and global learning communities to explore developmentally appropriate and creative applications of technology and interactive media in the early childhood curriculum

Competency 6: The student will foster and strengthen home-school connections by:

1. Identifying technological tools that build relationships and maintain ongoing communication with parents and families
2. Describing the importance of including families in technology discussion and providing them with resources
3. Modeling safe, secure, healthy, responsible, ethical, appropriate, effective, and positive, uses of technology to young children, parents, and families
4. Communicating with families about the role of technology and interactive media in young children's lives

Competency 7: The student will create an inclusive learning environment through the use of assistive technologies and Universal Design for Learning Principles in the Early Childhood Classroom by:

1. Facilitating equitable access to technology resources for all students as a result of identifying problems and barriers experienced by young children with disabilities
2. Identifying the guiding principles, laws, and funding options for assistive technology
3. Describing the components of universal design for learning
4. Defining assistive technology and identifying the types of assistive technology options for young children

Learning Outcomes:

- Formulate strategies to locate, evaluate, and apply information
- Demonstrate knowledge of ethical thinking and its application to issues in society
- Use computer and emerging technologies effectively