QUALITY PLAY AND MEDIA IN EARLY CHILDHOOD EDUCATION AND CARE

(AKA: ARE WE PLAYING WITH TECHNOLOGY OR IS TECHNOLOGY PLAYING WITH PLAY?)

DR KATE HIGHFIELD
INSTITUTE OF EARLY CHILDHOOD
CHILDREN AND FAMILIES RESEARCH CENTRE &
ICT INNOVATIONS CENTRE
@KATEYTWIT
KATE.HIGHFIELD@MQ.EDU.AU

WHAT DOES PLAY (AND IT’S PLAY THINGS) LOOK LIKE?

WHAT DOES QUALITY LOOK LIKE?

WHAT SORT OF MEDIA ARE WE THINKING ABOUT?

Play… and play things.

TOYS ARE REFLECTIVE OF “OF THE WORLD EACH CHILD WAS BORN INTO—ECONOMIC STATUS AND DAILY LIFE AFFECTING THE TYPES OF TOYS CHILDREN FOUND INTEREST IN” (GORENCE, 2013)

TOY STORIES…
But is this quality????

Clearly we’re opinionated about this…
**“QUALITY” PLAY**

- Enjoyable, joyful and pleasurable
- (Frequently) child initiated
- Active and engaging
- Process focussed
- Spontaneous and free from imposed rules
- Reflecting the child’s experiences and skills

Drawing on work from Crowther (2010)

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**How can technology **extend** play then?**

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**TECHNOLOGY ‘STEALING PLAY’: A UNIVERSAL PROBLEM?**

Go and play outside

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**Affordances… let’s harness them…**

_of course in a balanced and appropriate way_
Mobile, flexible and untethered…

Not:

A taste of theory….

SOME PLAY THEORY…. SOCIAL PLAY

- Onlooker play
- Solitary play
- Parallel play
- Associative play
- Cooperative play
- Competitive play

Parten (1932)

SOME PLAY THEORY…. COGNITIVE PLAY

- Functional (or repetitive) play
- Symbolic play
- Constructive play
- Dramatic play

Piaget (1962)

Computer technology allows for new tasks that were previously not possible, e.g. collecting data internationally and collaborating in real time.

This is the first step towards transforming the classroom. Common classroom tasks are being accomplished through the use of computer technology, e.g. multimodal story writing.

Computer technology offers an effective tool to perform common tasks, e.g. an online quiz.

Computer technology is used to perform the same task as was done before the use of computers - e.g. a digital sheet.

For more information on SAMR see Dr. Ruben Puentedura.

http://www.hippasus.com/
TPACK & Transform... (Mishra & Koehler)

Child

enrich

extend

engage

FAVOURITES

Play time.... (Tell me about play in your setting)

enrich

extend

engage

TIPS FOR EDUCATORS

- Keep the devices mobile & flexible to add to play
- Consider your storage and wifi systems
- Check with parents for permissions and privacy, be respectful
- Start with documentation then content creation (not consumption ideally)
- Use a stylus
- Aim at self regulation but use the timer if needed
- Have a conversation with your parents about quality & quantity

Blogging eg Blogsy

Dropbox Skype Educator and Twitter

iMovie / SKLZ Cam Doodlecast Keynote Pic Collage Google drive

Explain Everything kindle /iBooks

Comic Life / Book Creator

Dinosaur AR and Imag.N.O.T.4n

Busy Shapes

Inspiration maps Chatterpix ABC Play time ABC Art maker

StarWalk Universal zoom

Dr. Kate Highfield from the Institute of Early Childhood, Macquarie University

http://www.tpck.org/
TIPS FOR PARENTS

- Co play, be present in this digital playground
- Research your Apps (ACCM, Common Sense Media and Children’s Tech Review)
- Avoid advertising and inappropriate content
- Consider the Child the Content and the Context (Lisa Guernsey)
- Use a stylus, have a password and don’t be afraid to send the babysitter to bed
- Aim at self regulation but use the timer if needed
- Have conversations with your children about quality & quantity
- Put the tech to bed at least one hour before bedtime
- Use transitions to move off the device

Yes, kids love technology, but they also love Legos, scented markers, handstands, books, and mud puddles. It’s all about balance.

—K.G., First grade teacher

This presentation was prepared by Dr. Kate Highfield from the Institute of Early Childhood, Macquarie University.

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