

X. TECHNOLOGY APPLICATIONS DOMAIN

Young children have much to gain from the use of technology. In prekindergarten, they expand their ability to acquire information, solve problems, and communicate with others. Regular access and exposure to computers and related technology can enhance this learning. Children use engaging, age-appropriate, and challenging learning applications, programs, and websites to extend their knowledge and to enrich their learning of curriculum content and concepts. These technologies serve as important learning tools and are integrated throughout the instructional program. Providing access to a variety of technologies is critical in the development of 21st century skills that young children need to learn and grow.

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Technology and Devices Skills

Children learn how technology can enhance our lives. Technology includes computers, voice/sound recorders, televisions, digital cameras, personal digital assistants, MP3 devices, iPods, iPads, tablets, laptops, interactive boards, document readers, smart phones, and digital projectors. Surrounded by technology, children can benefit from becoming aware of and interacting with voice/sound recorders and other technology that may be available. They develop techniques for handling and controlling various devices, becoming increasingly confident and independent users of developmentally appropriate interactive media.

End of Prekindergarten Year Outcomes	Examples of Child Behaviors	Examples of Instructional Strategies
X.A.1. Child opens and navigates through digital learning applications and programs.	The child: <ul style="list-style-type: none"> • follows basic oral or visual cues for navigating through learning applications and programs successfully. • listens to and interacts with storybooks and information texts (multimedia encyclopedia) in electronic forms. 	The teacher: <ul style="list-style-type: none"> • provides time and technology for children to use. • models use of digital tools used to work with learning applications and programs using basic oral or visual cues. • provides a variety of opportunities to enhance learning experiences through the use of digital learning applications and programs.
X.A.2. Child uses, operates, and names a variety of digital tools.	The child: <ul style="list-style-type: none"> • navigates through digital learning applications and programs. • uses terminology to describe work on digital devices. • includes gestures associated with touch screens (such as flick, zoom, pan, swipe, and rotate). 	The teacher: <ul style="list-style-type: none"> • provides instruction and practice time to enable the child to master this skill using the appropriate terminology and vocabulary.

End of Prekindergarten Year Outcomes	Examples of Child Behaviors	Examples of Instructional Strategies
<p>X.A.3.</p> <p>Child uses digital learning applications and programs to create digital products and express own ideas.</p>	<p>The child:</p> <ul style="list-style-type: none"> • creates writings and drawings using digital tools. • uses a variety of digital tools with audio, video, and graphics to create or communicate ideas. 	<p>The teacher:</p> <ul style="list-style-type: none"> • models and discusses how to use digital learning applications and programs. • provides time for children to interact with different digital learning applications and programs. • integrates the use of technology into learning activities in meaningful ways.
<p>X.A.4.</p> <p>Child uses technology to access appropriate information.</p>	<p>The child:</p> <ul style="list-style-type: none"> • learns new information through interaction with technology. 	<p>The teacher:</p> <ul style="list-style-type: none"> • models and discusses when and how to obtain information from digital resources.
<p>X.A.5.</p> <p>Child practices safe behavior while using digital tools and resources.</p>	<p>The child:</p> <ul style="list-style-type: none"> • follows procedures set by the teacher when using technology. 	<p>The teacher:</p> <ul style="list-style-type: none"> • creates and models procedures for using digital learning applications and programs. • creates a safe virtual environment for children to navigate through (such as preselecting applications children can access or using monitoring programs) digital learning applications and programs.