

Look for apps that can strengthen the home and school connections

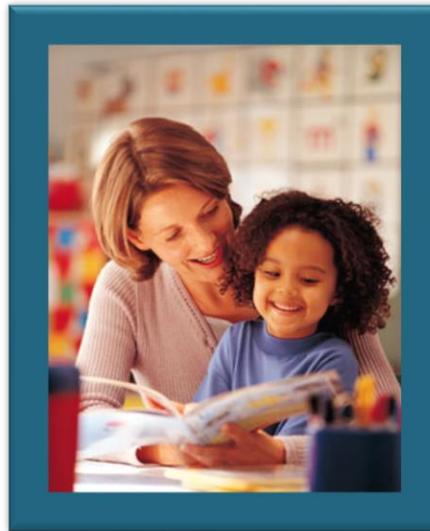
Bridge the home and school environment such that the selected app can be transferred from home to school without any additional costs for the parents/guardian. The use of apps can offer new and more affordable ways for family members to become involved in their child's educational direction.

Avoid apps that contain any indication of violence or stereotyping

As with any new forms of technology, the chosen apps should be 'tasteful and suitable in content' to justify for its use within the educational curriculum. Avoid apps with images which resemble aggressive actions or which contain images of weaponry. Be overly cautious and steer clear of stereotypical images or actions related to social class, ethnicity and gender distinctions.

<http://blog.educationalappstore.com/2012/12/14/assessing-the-quality-of-apps-for-usage-with-young-children/>

*“Technology is just a tool. In terms of getting the kids working together and motivating them, the teacher is most important.”
- Bill Gates*



“It is important to remember that educational software, like textbooks, is only one tool in the learning process. Neither can be a substitute for well-trained teachers, leadership, and parental involvement.” – Keith Krueger

DEVELOPMENTALLY APPROPRIATE APPS FOR YOUNG CHILDREN

Developed by
Maria Jimenez & Monica Davila

A photograph of a young boy in a white shirt pointing at a tablet screen. The screen shows several colorful app icons: a blue one with a robot, a red one with a star, a blue one with letters 'Aa' and 'Z', and a green one with a monkey. The background is a solid blue color.

DEVELOPMENTALLY APPROPRIATE APPS FOR YOUNG CHILDREN

*Maria Jimenez
Monica Davila*



Childhood Program and Home

In the field of education one must become a strong advocate for embedding:

- **Meaningful**
- **Intentional**
- **Developmentally Appropriate**
- **Culturally Appropriate**

uses of technology into our early childhood programs and homes.

Educators and parents need to understand the importance of infusing technology into instructional strategies in the classroom and home.

Toddlers/Pre-school: Kids in this age need a lot of different types of activities to grow and learn. 30 minutes on the computer is plenty, ideally with parental involvement.



Assessing Apps

How can you assess apps to determine if they are Developmentally Appropriate?

- **PURPOSEFUL AND EDUCATIONAL**
- **INTERACTIVE, TRANSPARENT, AND INTUITIVE**
- **ENCOURAGE CHILD CONTROL**
- **TEACHER/PARENT AND CHILD COLLABORATION**
- **STRENGTHEN HOME AND SCHOOL CONNECTIONS**
- **AVOID VIOLENCE OR STEREOTYPING**

Look for apps that are purposeful and educational

While they can be fun or enjoyable, the apps used within a classroom (or even a home setting) must be designed with clarity and include clear learning aims.

Locate apps that are interactive, transparent, and intuitive

Particularly, in cases where the app selected should provide for both 'interactivity and transparency' in which their functions should be clearly defined and intuitive. This takes into account the design of the app transparency and the child's intuitiveness, where if the child touches the pad, with the intent to zoom in and out of focus, the app completes the clearly defined task within a single operation.

Encourage the child to be in control

The child must be in control when using the app and not vice versa where the application is controlling the child through some type of programmed learning. Where there is evidence to suggest that programmed software may be 'effective' in developing a range of mathematical and literacy skills, this approach is contrary to popular conceptions of good practices.

Select apps which encourage collaboration between the teacher/facilitator/parent and child

While this is especially important in the early years between that of teacher and child; this is less instructive in the primary years, where the teacher takes on more of a role as a facilitator. While many apps can provide for independent exploration, research shows that more collaborative working and 'engaged joint attention' can bring about better cognitive challenges.