

EARLY LITERACY & iPads

“...to become fully literate in today’s world, students must become proficient in the new literacies of 21st-century technologies (Hutchison et al., 2012)



The development of early computing devices began in the 1970s and 1980s. The Linus Write-Top, released in 1987, was one of the first tablets with a touch-sensitive screen and stylus, paving the way for devices like Apple's iPad, introduced in 2010. iPads were introduced in one-to-one initiatives in schools to replace the laptop. Schools reported an increase in student-led learning, increased collaboration, and increased communication (Kaufman & Kumar, 2018).

USABILITY

MOTIVATION & ENGAGEMENT

WHY iPADS?

COLLABORATION

REAL WORLD CONNECTIONS

ROOTS OF LITERACY

"Roots of Literacy" refers to the skills and knowledge essential for developing strong reading and writing abilities. This is dependent on situational contexts as young children develop print awareness in their environment.



Roots of literacy can be **DIGITAL** forms of reading and writing.

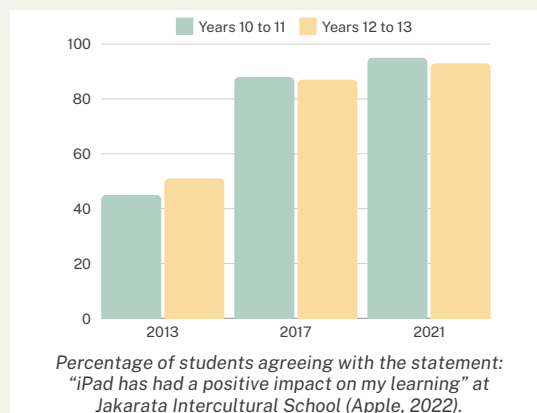
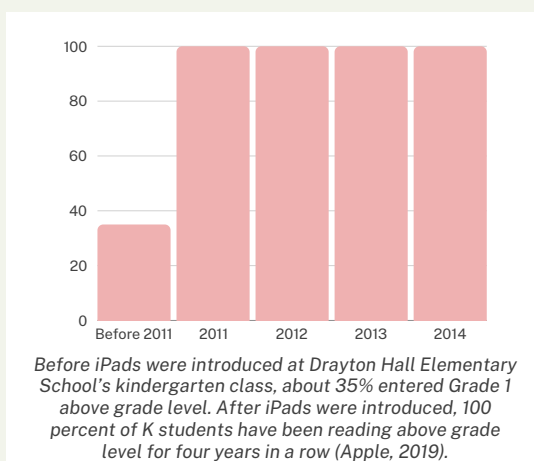


100%

OF KINDERGARTEN STUDENTS READING ABOVE GRADE LEVEL

45%

IMPROVEMENT IN ACADEMIC ACHIEVEMENT



ACTIVE VS PASSIVE

Sweetser et al. (2012) defines active screen time as cognitive and physical engagement in screen-based activities, such as playing video games or completing homework on a computer.

Passive screen time involves sedentary screen-based activities and/or passively receiving screen-based information, such as watching TV or a DVD (Sweetser et al., 2012).

"Children use environmental print to navigate within and between apps, and can use the iPad to read, write, and talk about print (Beschorner & Hutchison, 2013)

"Touchable interfaces allow for physical manipulation that encourages curiosity, creativity, self-expression, and discovery" (Beschorner & Hutchison, 2013)



CHALLENGES?

- 1 Children are less likely to have the fine motor skills necessary for writing when entering kindergarten.
- 2 Developmental delays are documented with increased device use. Screen time has been linked to ADHD symptoms (self-regulation).
- 3 Attention, decision-making and cognitive control are reduced.

(American Optometric Association, 2019)

CONTENT, CONTEXT & THE CHILD

WATCH THIS TED TALK ON THE 3 C'S OF SCREENTIME

