



Why and How to Evaluate Educational Technology for Early Learners

Lilla Dale McManis

Why & How to Evaluate Technology for Early Learners



EETC Conference
Lilla Dale McManis, Ph.D.

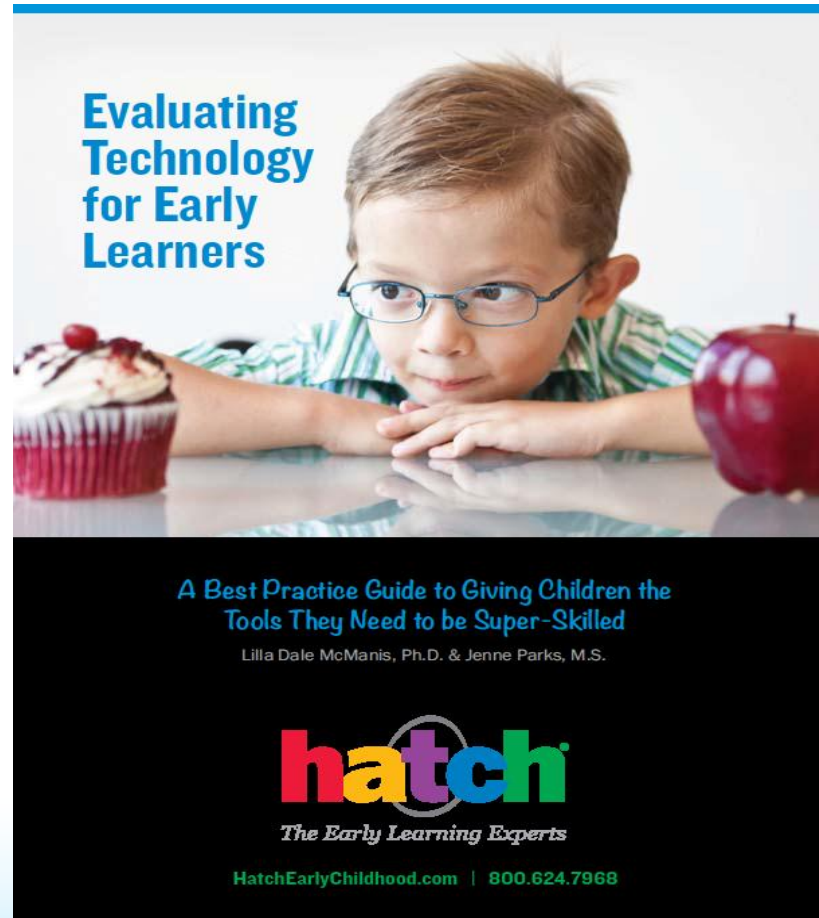
March 2012
dmcmanis@hatchearlychildhood.com



Copyright 2012

Evaluating Educational Technology

- eBook



Interactive Toolkit

EARLY CHILDHOOD EDUCATIONAL TECHNOLOGY EVALUATION TOOLKIT

Complete the following worksheet for each major educational technology purchase consideration. Please see accompanying directions for further explanation and examples.

Date: _____ Evaluator(s): _____	
Organization: _____	
Age group: _____ Older Toddlers _____ Preschooler _____ School Age (Grades _____)	
Type: _____ Regular Education _____ Special Needs (Disability: _____) _____ ELL _____ Title I	
GOALS	<input type="checkbox"/> a. Approaches to learning (curiosity, attention, flexible thinking/creativity, persistence) <input type="checkbox"/> b. Language/Literacy <input type="checkbox"/> c. Mathematics <input type="checkbox"/> d. Science <input type="checkbox"/> e. Social Studies <input type="checkbox"/> f. Social-Emotional (cooperation, collaboration, identifying emotions)
HARDWARE	<input type="checkbox"/> a. Desktop or laptop computer (mouse and keyboard) <input type="checkbox"/> b. Desktop or laptop computer (touch screen) <input type="checkbox"/> c. Interactive whiteboard <input type="checkbox"/> d. Tablet <input type="checkbox"/> e. Multi-touch table or surface
SOFTWARE	Software Title: _____ (1 = No 2 = Unsure 3 = Somewhat 4 = Yes)
	1. Educational
	a. Learning versus focus on winning? 1 2 3 4
	b. Content research and/or learning standards based? 1 2 3 4
	c. Feedback informative/teaches? 1 2 3 4
	2. Appropriate
	a. Appropriate cognitive skill(s)/subject matter? 1 2 3 4
	b. Set in interesting/appealing context? 1 2 3 4
	c. Pre/non-readers can navigate? 1 2 3 4
	d. Free from bias? 1 2 3 4
	3. Child-Friendly
	a. Simple/clear choices? 1 2 3 4
	b. Multiple, positive opportunities for success? 1 2 3 4
	c. After adult support, children can use independently? 1 2 3 4
	4. Enjoyable/Engaging
	a. Enough activities with variety? 1 2 3 4
	b. Appropriate use of rewards? 1 2 3 4
c. Realistic graphics and appealing to intended age? 1 2 3 4	
d. Activities match well to attention span? 1 2 3 4	
5. Progress Monitoring/Assessment	
a. Covers all the key areas the software teaches? 1 2 3 4	
b. Easy to use and interpret? 1 2 3 4	
6. Individualizing Features	
a. Can be customized for child's needs? 1 2 3 4	
b. Allows creation of new activities? 1 2 3 4	
INTEGRATION	<input type="checkbox"/> a. Initial training/professional development on integration included? 1 2 3 4 <input type="checkbox"/> b. Ongoing training/professional development opportunities? 1 2 3 4
SCORE	(Total Score ÷ 80) × 100 = _____ (90-100 = A, 80-89 = B, 70-79 = C, 60-69 = D, <59 = F) _____ Purchase _____ Continue to Consider this Option _____ Do Not Purchase _____ Consider other Options
COMMENTS	

© 2011

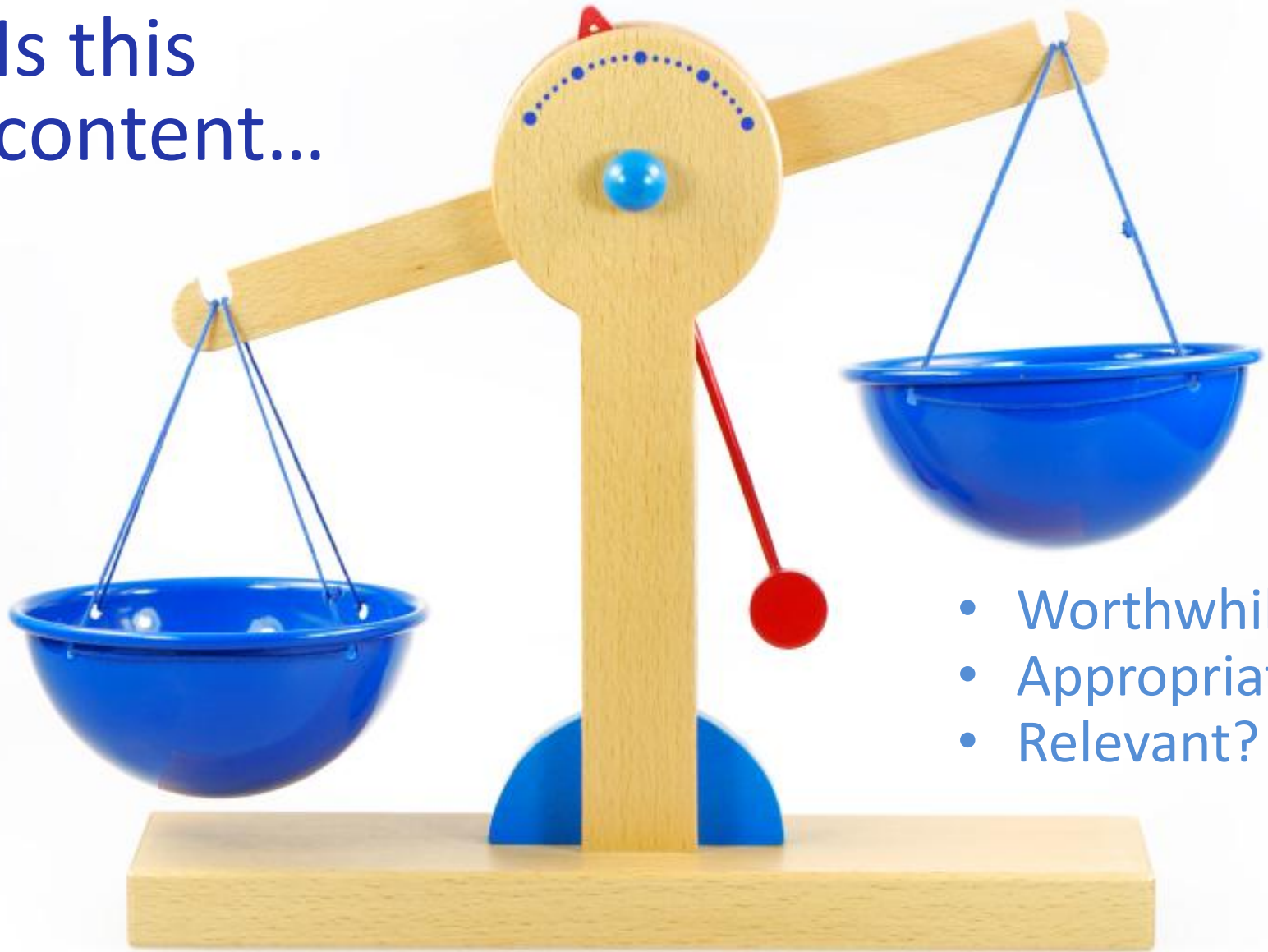
Selecting Appropriate Educational Technology

- Goals
- Technology
- Content

Learning Goals

- Approaches to Learning
- Cognitive
- Social-Emotional

Is this
content...



- Worthwhile?
- Appropriate?
- Relevant?

Educational Value

- Focus
- Standards
- Feedback





Age-Appropriate

- Subject Matter
- Skill Level
- Interest & Appeal
- Free of Bias

Child Friendly

- Clear & Simple Choices
- Opportunities for Success
- Independent Learning



Captures Engagement

- Variety
- Rewards
- Graphics
- Audio



Assessment & Progress Monitoring

The image displays two overlapping windows from the Hatch software. The left window, titled 'Teacher Area', shows a classroom overview for 'First Hour'. It includes a key for status (Locked, Tutorial, Emerging, Developing, Developed, Complete) and a table of student progress. The right window, titled 'Classroom Portfolios', shows a list of work samples for 'Cassidy- Child Po...' and a video player displaying a scene of children in an aquarium.

Teacher Area - Student Progress Table

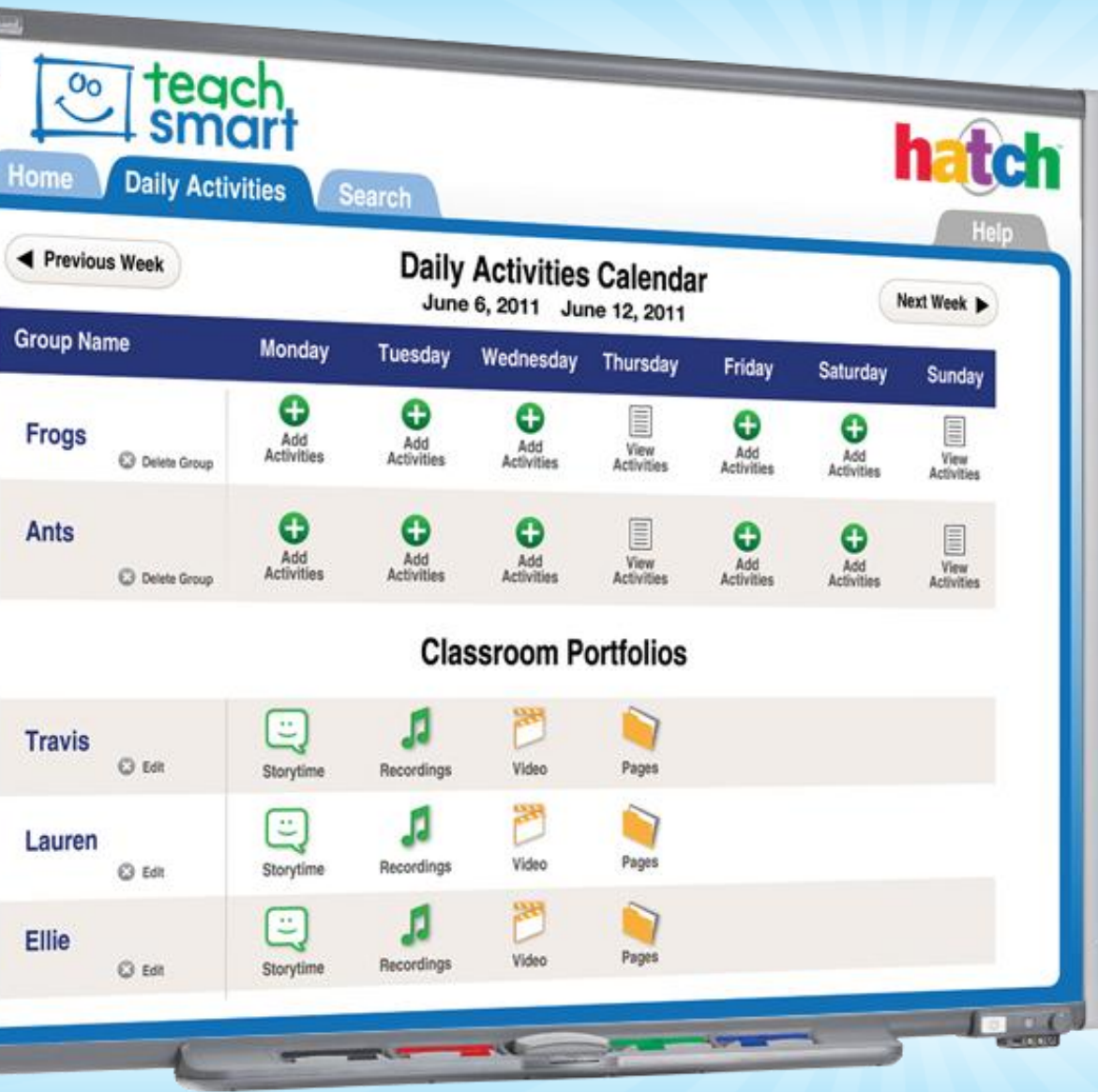
Name	Skill Development Time	Phonological Awareness					Language Development			
		Sentence Segmenting	Initial Sounds	Blending Compound Words	Segmenting Compound Words	Word Recognition	Language Vocabulary	Common Shapes	Spatial Skills	
Alyson Bennett	01:02:32	●	●	●	★	?	●	★	●	
Cesar Medina	00:53:12	●	●	?	🔒	●	●	🔒	●	
Daniela Finn	01:12:01	●	★	●	🔒	●	🔒	●	●	
Days Patel	01:23:09	●	●	?	●	🔒	●	★	●	
Henry Kim	00:45:33	●	●	●	?	●	●	●	●	

Classroom Portfolios - Work Samples

- art.notebook
- cassidy assessm...
- cassidy/artwork...
- Name Writing
- Three Bears.wm

Classroom Portfolios - Video Player

Video: Underwater scene with children and marine life.



Progress Monitoring To Meet Individual & Group Needs

- Differing Group Sizes
- Variance of Skills & Goals
- Capture & Keep



Additional Features

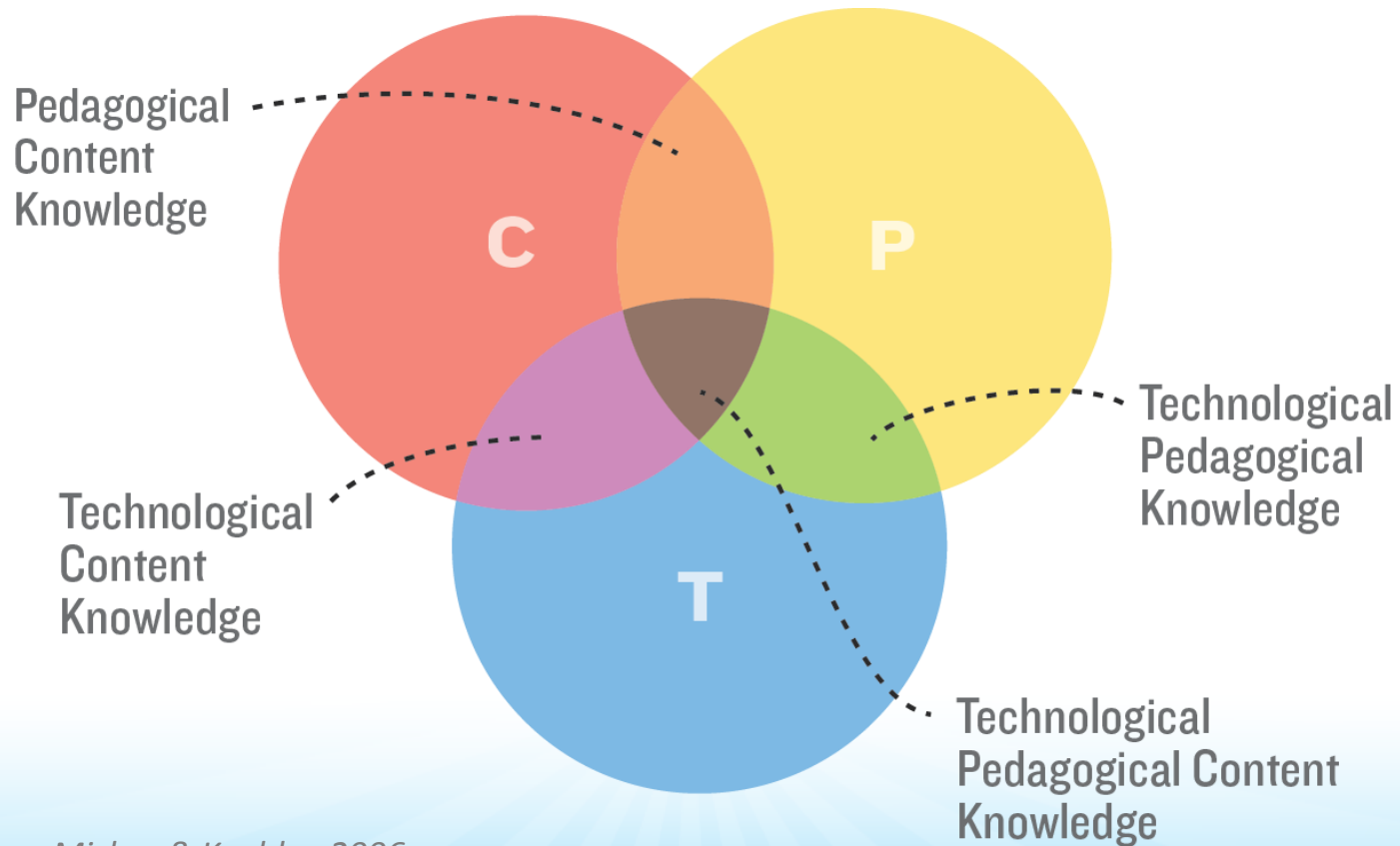
- Customization
- Create Activities

Takes time to
fully support
children's
learning



Sheingold & Hadley, 1990

Sustained Staff Development: Bringing It All Together



Adapted from Mishra & Koehler, 2006

Teacher
Training =

Increased

- 1) Interactions
- 2) Constructivist Ideas
- 3) Scaffolding

Shute & Miksad, 1997

Interactive Toolkit

EARLY CHILDHOOD EDUCATIONAL TECHNOLOGY EVALUATION TOOLKIT

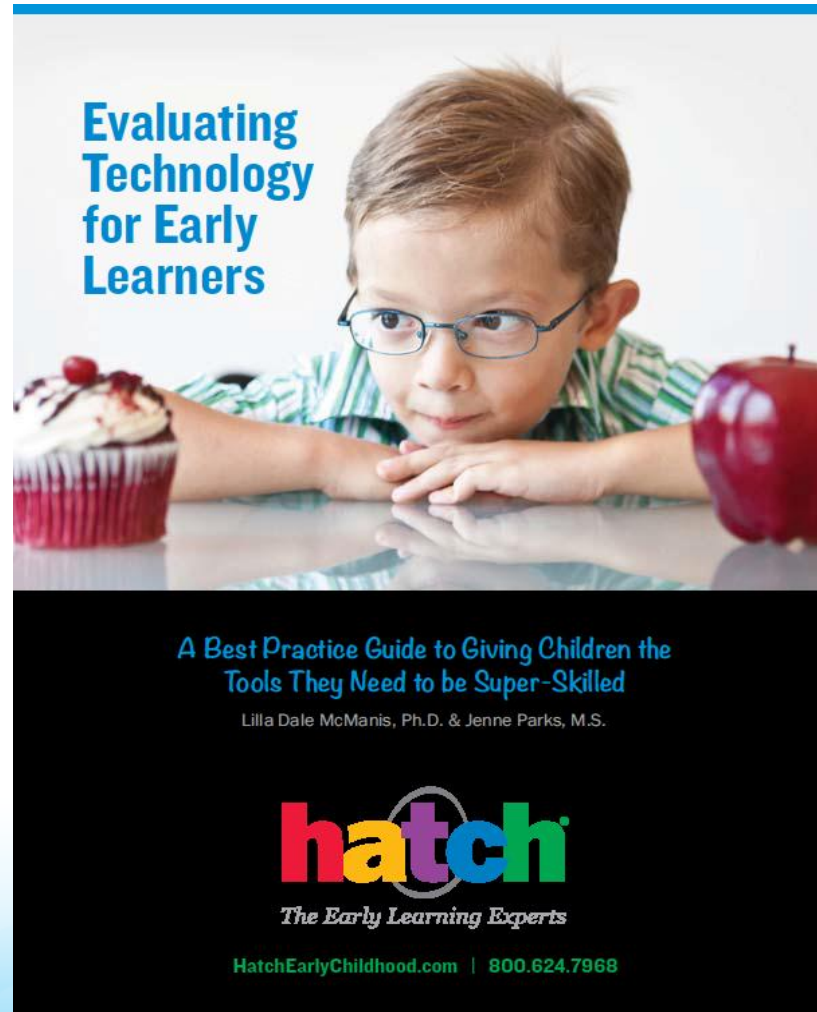
Complete the following worksheet for each major educational technology purchase consideration. Please see accompanying directions for further explanation and examples.

Date: _____ Evaluator(s): _____	
Organization: _____	
Age group: _____ Older Toddlers _____ Preschooler _____ School Age (Grades _____)	
Type: _____ Regular Education _____ Special Needs (Disability: _____) _____ ELL _____ Title I	
GOALS	<input type="checkbox"/> a. Approaches to learning (curiosity, attention, flexible thinking/creativity, persistence) <input type="checkbox"/> b. Language/Literacy <input type="checkbox"/> c. Mathematics <input type="checkbox"/> d. Science <input type="checkbox"/> e. Social Studies <input type="checkbox"/> f. Social-Emotional (cooperation, collaboration, identifying emotions)
HARDWARE	<input type="checkbox"/> a. Desktop or laptop computer (mouse and keyboard) <input type="checkbox"/> b. Desktop or laptop computer (touch screen) <input type="checkbox"/> c. Interactive whiteboard <input type="checkbox"/> d. Tablet <input type="checkbox"/> e. Multi-touch table or surface
SOFTWARE	Software Title: _____ (1 = No 2 = Unsure 3 = Somewhat 4 = Yes)
	1. Educational
	a. Learning versus focus on winning? 1 2 3 4
	b. Content research and/or learning standards based? 1 2 3 4
	c. Feedback informative/teaches? 1 2 3 4
	2. Appropriate
	a. Appropriate cognitive skill(s)/subject matter? 1 2 3 4
	b. Set in interesting/appealing context? 1 2 3 4
	c. Pre/non-readers can navigate? 1 2 3 4
	d. Free from bias? 1 2 3 4
	3. Child-Friendly
	a. Simple/clear choices? 1 2 3 4
	b. Multiple, positive opportunities for success? 1 2 3 4
	c. After adult support, children can use independently? 1 2 3 4
	4. Enjoyable/Engaging
	a. Enough activities with variety? 1 2 3 4
	b. Appropriate use of rewards? 1 2 3 4
	c. Realistic graphics and appealing to intended age? 1 2 3 4
	d. Activities match well to attention span? 1 2 3 4
	5. Progress Monitoring/Assessment
a. Covers all the key areas the software teaches? 1 2 3 4	
b. Easy to use and interpret? 1 2 3 4	
6. Individualizing Features	
a. Can be customized for child's needs? 1 2 3 4	
b. Allows creation of new activities? 1 2 3 4	
INTEGRATION	<input type="checkbox"/> a. Initial training/professional development on integration included? 1 2 3 4 <input type="checkbox"/> b. Ongoing training/professional development opportunities? 1 2 3 4
SCORE	(Total Score ÷ 80) × 100 = _____ (90-100 = A, 80-89 = B, 70-79 = C, 60-69 = D, <59 = F) <input type="checkbox"/> Purchase <input type="checkbox"/> Continue to Consider this Option <input type="checkbox"/> Do Not Purchase <input type="checkbox"/> Consider other Options
COMMENTS	

© 2011

Evaluating Educational Technology

- eBook



What Does Using Technology Look Like for You?

- How are you using technology with early learners?
- What is really working great?
- Where are there challenges?
- How do you see your technology use changing in the future?



NAEYC /Rogers Center Technology Position Statement Guiding Principle

Effective uses of technology and media are:

- active
- hands-on
- engaging
- empowering
- give the child control
- provide adaptive scaffolds to ease task accomplishment
- one of many options to support children's learning



FRED ROGERS CENTER
for early learning and children's media
at Saint Vincent College

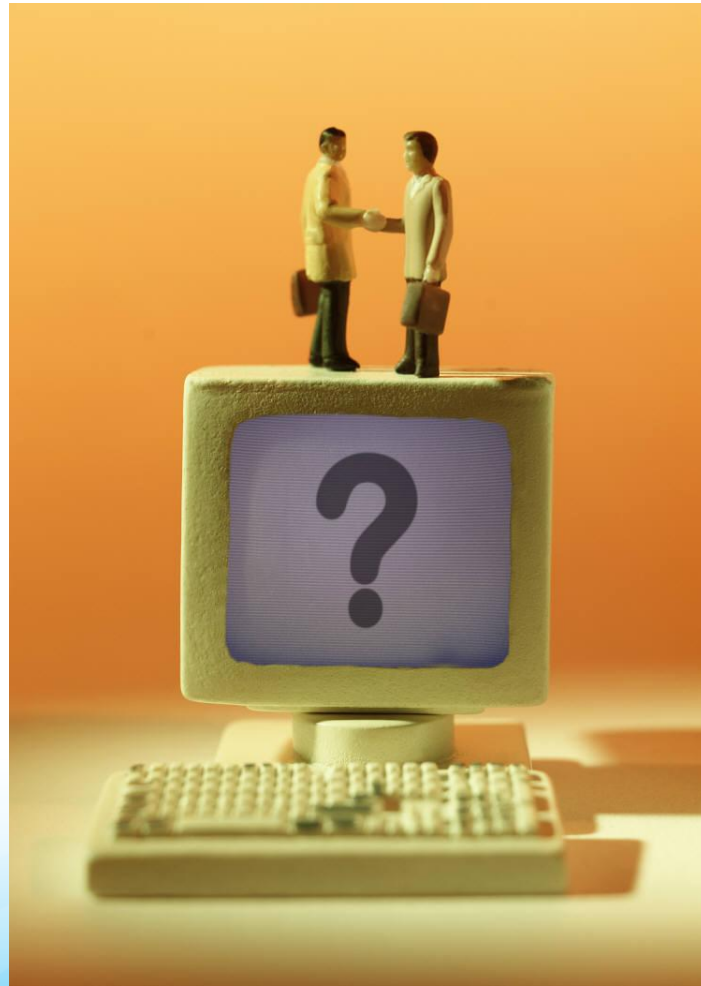


Summary

- Research supports young children can benefit from using educational technology
- But it must be of high quality and developmentally appropriate
- There are key aspects that must be considered
- Doing so in a thoughtful, intentional, and regular manner will help practitioners make the best decisions for early learners

<http://www.hatchearlychildhood.com/pages/evaluating-technology-for-early-learners>

Q & A



Good places for social connections

- <http://www.ecetech.net/>
- LinkedIn: Early Childhood Technology Network
- Twitter: #ecetechchat
 - Every Weds. night @ 9 EST



Special Announcement

<http://www.ecetech.net/about/early-childhood-technology-collaborative/>

Early Childhood Technology Today Survey 2012

OPEN NOW!!



We'd like to
stay in
touch.....



*Hi, I'm Henry.
Thank you
from Hatch!*

Please turn in your
Conference
Connections Card!

Follow Us!



hatch[®]

The Early Learning Experts

Computers • Interactive Whiteboards • Mobile Technology
Multi-Touch Tables • Classroom Materials