

# QUALITY PLAY AND MEDIA IN EARLY CHILDHOOD EDUCATION AND CARE

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

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

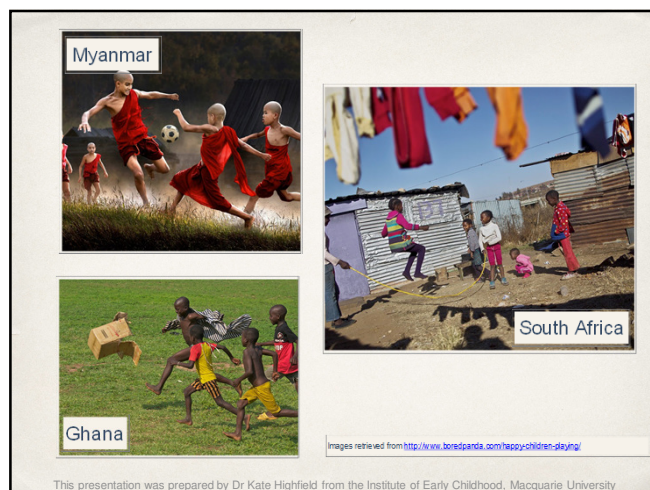
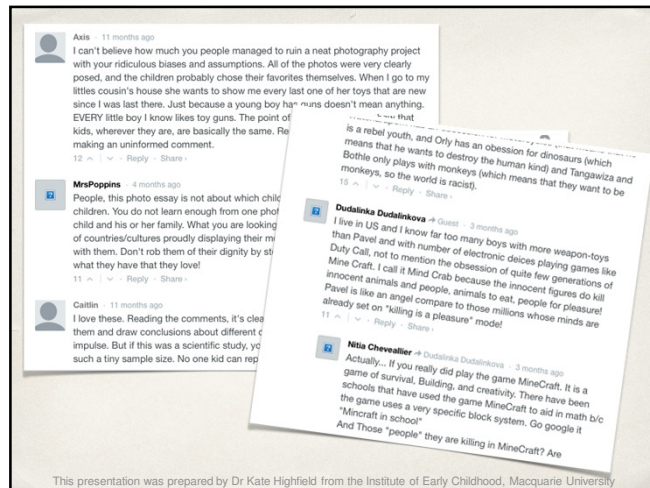
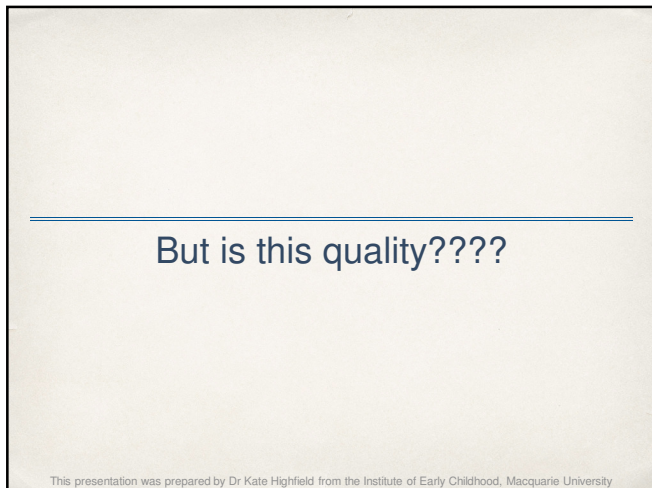
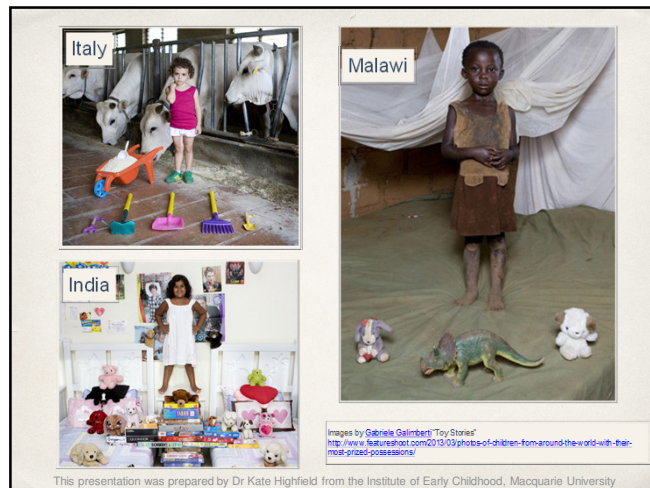
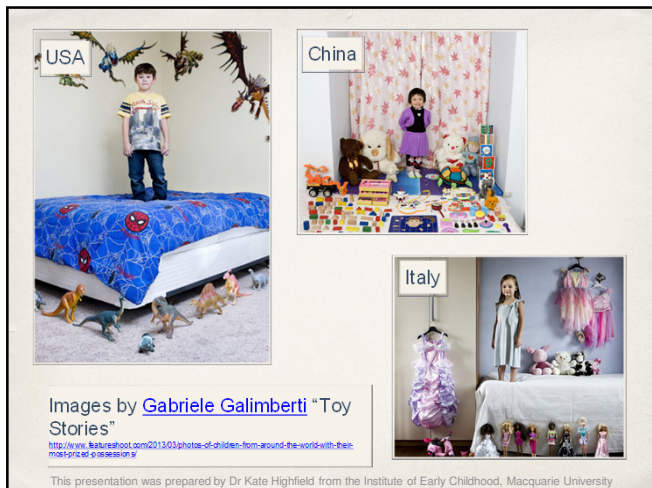
## WHAT DOES QUALITY LOOK LIKE?

## 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...







## Quality???

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

## "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?

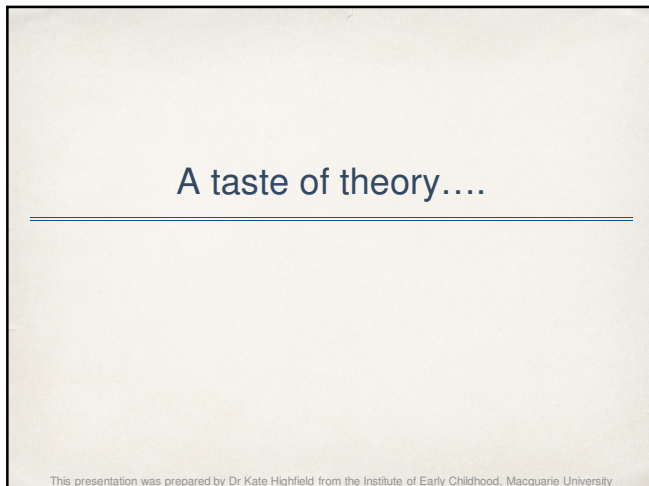
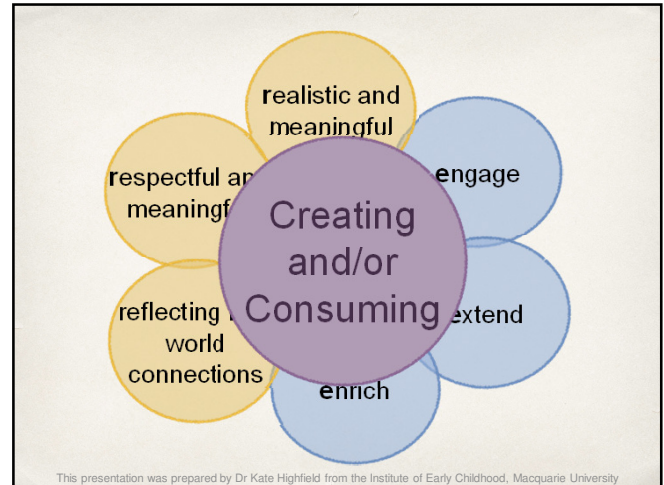
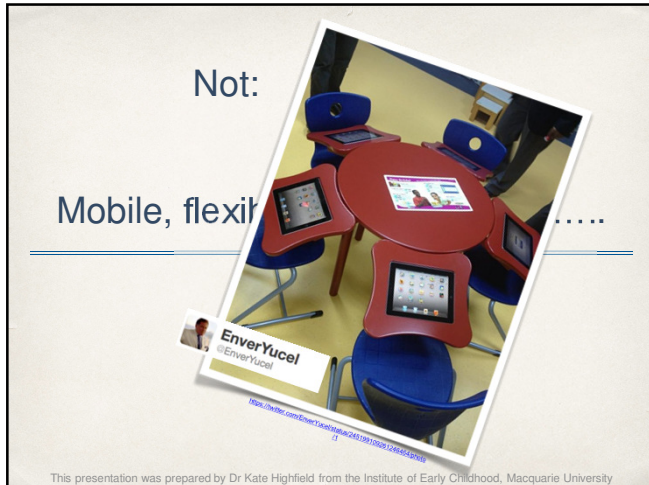
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## Affordances... lets harness them...

**of course in a balanced and appropriate way.**

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## SOME PLAY THEORY.... SOCIAL PLAY

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

Parten (1932)

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## SOME PLAY THEORY.... COGNITIVE PLAY

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

Piaget (1962)

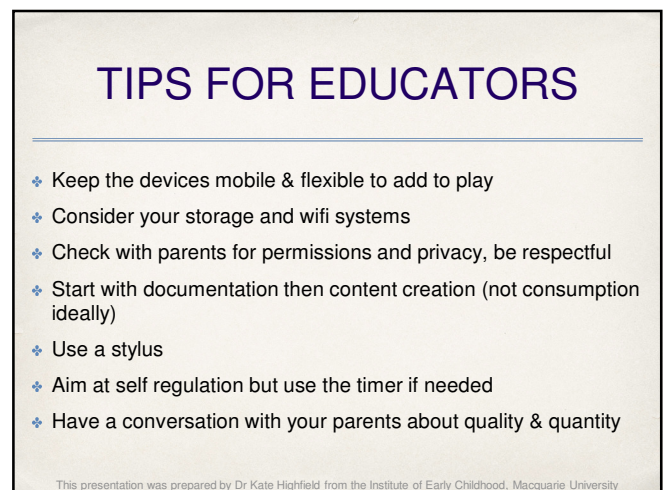
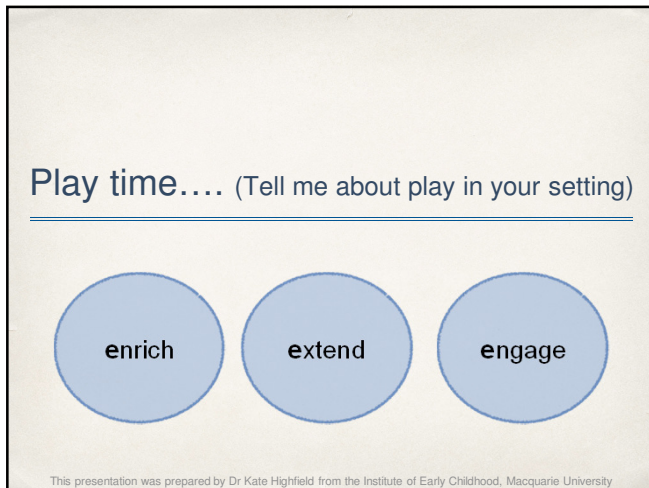
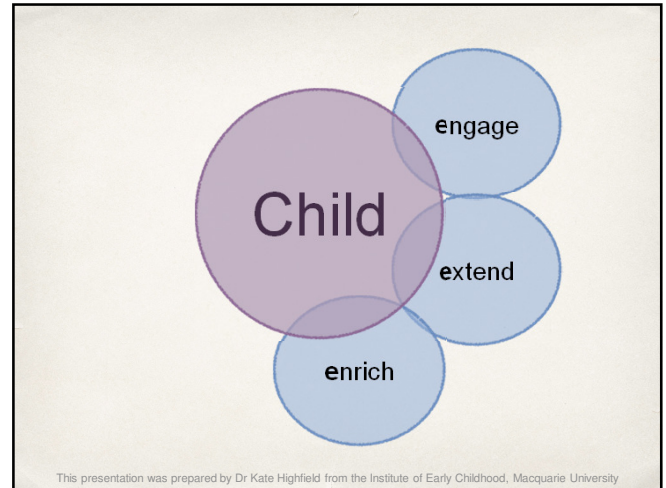
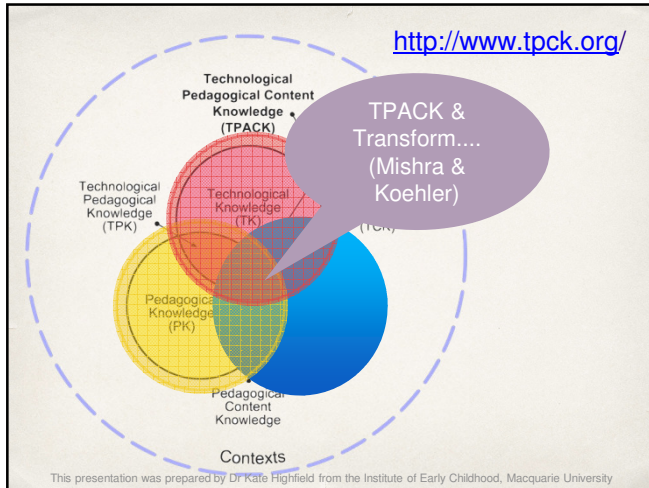
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R	Computer technology allows for new tasks that were previously not possible. <i>e.g. collecting data internationally &amp; collaborating in real time.</i>
M	This is the first step towards transforming the classroom. Common classroom tasks are being accomplished through the use of computer technology, <i>e.g. multimodal story writing</i>
A	Computer Technology offers an effective tool to perform common tasks, <i>e.g. an online quiz</i>
S	Computer technology is used to perform the same task as was done before the use of computers - <i>e.g. a digital sheet</i>

For more information on SAMR see  
Dr. Ruben Puentedura  
<http://www.hippasus.com/>

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## 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

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“  
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

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