Professional Learning Module
Intentional Use of Technology and Interactive Media in Early Learning

Overview

The *Intentional Use of Technology and Interactive Media in Early Learning* module was developed for early childhood educators in a world with expanding access to and reliance on technology, to ensure young children continue to learn new skills and concepts in meaningful, developmentally appropriate ways. The US Department of Education, National Association for the Education of Young Children (NAEYC), Zero-to-Three, American Academy of Pediatrics, and other widely recognized sources have updated their position statements to acknowledge the advancements and availability of technology and media, while emphasizing the continued importance of interaction, play and real-world connections.

The purpose of this module is to assist educators in understanding how to intentionally plan for, introduce and integrate technology and interactive media throughout the day in a way that supports learning and enhances experiences, but does not replace interaction or open-ended, multi-sensory play.

Module 1: *Purposeful Planning by Enhancing Experiences* introduces the foundational principles of technology use in early learning settings and reviews the Technology and Our World component in the Social Studies domain of the Florida Early Learning and Developmental Standards (2017). It also provides examples of activities in other learning domains where technology may be a useful tool to supplement instruction.

Module 2: *How to Increase Access by Connecting Families* expands on the content further, with recommendations and tools to share with families that can help them make informed decisions about media at home.

It is helpful to note that the information presented here uses the term ***interactive media,*** which is defined by NAEYC as "digital and analog materials, including software programs, applications (apps), broadcast and streaming media, some children's television programming, e-books, the internet, and other forms of content designed to facilitate active and creative use by young children and to encourage social engagement with other children and adults. **"Educators are discouraged from using media in passive ways that can lead to over-exposure to screen time, or that are meant to be a substitute for social interaction."**

Technology is one of many tools to be used thoughtfully and appropriately with young children to foster curiosity, exploration and creativity. Educators can use and expand on the information and resources in this module to ensure young children have positive early experiences with technology.