How do we define digital media literacy?

- Attitudes
- Knowledge
- Experience
- Competencies
- Leading to fluency
Attitudes

• Parents’ feelings and thoughts about technology and media
• Foundation for attitudes
• Vary by tool and media
• Can change over time
Knowledge

• Specific tools and types of media
• Family members’ use of technology and media
• Appropriate use and integration with children
• Technology and media’s impact on children
• Balance
Concerns

- Overexposure to harmful commercialization, violence, and inappropriate content; Negative influence
- Hyperactivity, shortened attention, and emotional problems
- Contributes to risk and health problems
- Decrease in social interaction and creative play
- Replace traditional early childhood and family time experiences
- “Technology Addiction”
- Less time outdoors
Affordances

• Multiple features and medium
• 21\textsuperscript{st} century skills
• Enhance and extend learning
• Customized to meet individual needs
• Form of communication and collaboration
• Support interests
Experiences

• Range in time period
• Vary by tool and media
• Positive, negative, or indifferent
• Personal and parenting
• Particular occurrences that caused shift in knowledge, attitude, or skill
Competency

• Ability and skill
• Figure it out – problem solve
• Changes over time and by tool
• Increases with being comfortable and confident
Fluency

- Navigate technology and media
- Constructive and proactive attitude
- Effective strategies with different tools for various contexts
- Foundational understanding and knowledge
DML Reflection

Think of one of your earlier experiences of using a tech tool

• What was it like to use it for the first time?
• How did you learn how to effectively use it?
• Who were the people that helped you – if others were involved?
• How did you feel when you learned how to use it?
Building Your Digital Media Literacy

Helps Promote a Healthy Family Media Ecology

- Increases awareness and understanding
  - What you’re bringing?
  - What are your goals?
- Enhance knowledge and skills
- Strengths and learning opportunities
- It takes time.
Promoting a Healthy Family Media Ecology

- Behavior... *it starts with us*
- Understanding the children
- Tools and content
- To integrate or not integrate
- Access and excess
- What’s your learning community
Behavior

• Common Sense Media, #realtime
  https://youtu.be/usq0Ls8i9Js?list=PL1YCGfBa9BUbBzAcmcQz51KSDQfSQtsPe

• Family members model technology use for children
  – Parents TV viewing habits impact children’s TV view habits
  – Children mirror digital tech behavior from adults, siblings, peers, extended family
Behavior

• Consistency
• Observe family’s use and its technology and media culture
• Unique for each family
• Parents and caring adults
  – Demonstrate interest in children’s tech use through dialogue and questions
  – Help children navigate use of digital platforms
Understanding the Child

• Building on children’s interest
• Designed for independent use
• Fits needs and developmental level
• Effective feedback and scaffolding
• Opportunities for investigation and risk taking
Tools

• Intentionality

• Choose the best technology by examining:
  – Parenting goals
  – Learning opportunities
  – Children’s interest
  – Affordances of device: features of the tool (i.e. tablet – video and audio recordings, photos, multi-touch, mobile, wifi)
What is your balance of windows and mirrors?

More Mirrors in the Classroom
Kids Like Us – Jane Fleming, et al.

Do you have a balance of technology and media content in which your children can see themselves in the characters as well as learn information from a different perspective?
Digital Media Content

- Appropriate images, language, and design
- Support children’s learning and development
- Accommodates children of different abilities and needs
- Engaging and motivating without being distracting
- Culturally appropriate and inclusive
- Repeatable and scaffolded
- Gives children control
- Content creation: Allows expression and creativity
What’s your Favourite Food?

tickletapapps.com
Let’s Play

Take a look at some children’s interactive media

Evaluate if you think it’s appropriate for young children

Play with an app in a group and assess it’s appropriateness
To Integrate or Not Integrate

• Diverse tools, different affordances
• Meaningful, interactive, and social contexts
• Joint media engagement
• Build on family activities – involve important others
• Use indoors and outdoors
• Connect digital to other experiences
Children’s Apps

Save information and send to family members

http://mpowerstech.edublogs.org/2015/02/24/kindergarten-documents-their-winter-walk/
Access

• New content

• Support inquiry
  – Learning is meaningful for children
  – Stimulates new ideas and hypotheses
  – Supports authentic problem situations that require strategic thinking
  – Opportunities to demonstrate learning and understanding
Excess

• Parent involvement

• Digital footprint

• Technology locations in the home environment

• Guidelines for family media use through certain events or times of day – involve children

• Tablet and computer restrictions
  – Search engines, content, language

  *It’s okay to say no.*
Let’s Wonder

Use Wonder “Why Do Your Lungs Burn When You Run in the Cold?”

How can technology be used to enhance and/or extend this learning experience?

Learning Community

• Connect with parents and educators
• In-person events and online tools
• Curate a list of reliable resources
• Start a group and have weekly/monthly check-ins using online platforms (social media, Today’s Meet, Zoom, Google Hangout) or text tools (GroupMe)

Can you create a learning community at home?
Advice from Lisa Guernsey

**Utilize 3 Cs**

- **CONTENT** How does this help children engage, express, imagine, or explore?
- **CONTEXT** How does it complement, and not interrupt, children’s natural play?
- The Unique **CHILD**: How do we choose the right tech tools and experiences for each child’s needs, abilities, interests and developmental stage?

**Make sure each child has a Media Mentor**

Link to: TEDxMidAtlantic http://youtu.be/P41_nyYY3Zg
Making Digital Choices that EMPOWER

• Examine ways technology enhances children’s learning and development
• Merge devices with other hands-on experiences
• Play with digital tools
• Open PLN to include professionals and parents
• Watch young children’s responses to tools
• Establish a framework for digital choices
• Research ways to build knowledge
TEC Curation – Favorite Resources
TEC Curation – Trusted Sources

Fred Rogers Center
for early learning and children’s media
at Saint Vincent College

NAEYC
Technology & Young Children Interest Forum

Ele
EARLY LEARNING ENVIRONMENT™

HTN
EARLY LEARNING COLLABORATIVE

#ECETechCHAT

PAEYC
Pittsburgh Association for the Education of Young Children

Children’s TECHNOLOGY REVIEW

ISTE
Connected learning. Connected world.

Early Childhood Investigations Webinars

ECEtech.net

Little eLit

Erikson TEC Center

Pacific University
Oregon
COLLEGE of EDUCATION

Common Sense Media
For slides and resources, visit us at www.teccenter.erikson.edu