

Chapter 11

Technology Resources and Software Recommended for Young Children and Teachers

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ABSTRACT

Technology is being designed for children of all ages, even as young as nine months (Morrison, 2007). The software market is growing rapidly for children from infant to preschool age, with programs for children under five representing the fastest-growing educational software area (Morrison 2007). The Internet provides access to a great collection of resources available for young children and teachers.

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The following pages may be of interest to educators of young children. There are web sites included for software and articles of interest related to issues concerning technology and young children selected by all authors of our book.

LINKS TO ONLINE RESOURCES ON TECHNOLOGY AS A LEARNING TOOL

- (NAEYC and Authors) <http://www.journal.naeyc.org/btj/200311/links.asp>
- **ACTTive Technology**, a quarterly publication of Macomb Projects, features articles about technology application for young children and curriculum activities. www.wiu.edu/users/mimacp/wiu/articles.html
- **“Adobe Photoshop”** can be used to create slideshows and class books using digital photos taken in the classroom. Slideshows are a great way to document a school year, or special event, in pictures. Slideshows can be saved to disk and are keepsakes that parents are sure to enjoy. By making class books using Adobe Photoshop, teachers can help students retell their own classroom experiences through writing. Children love to take the books home to share with friends and family!
- **“Alphabet Express,”** a software program by School Zone Publishing Company, is recommended for children from ages three to six. After logging on to this program, children can choose to listen to an alphabet song, play early literacy games, or select a letter of the alphabet to learn about via games and coloring pages. Printable handwriting pages are available for each letter of the alphabet. The bright colors and lively music capture the interest of the very youngest learners. (Available at www.schoolzone.com)
- **The America Connects Consortium (ACC)** supports the work of community technology centers (CTCs) across the country. Through training, evaluation, resource development, and information referral, ACC supports the use of information technology to improve adult literacy and achievement in education. In this article, “With Computers, Children Learn the 3 Rs Plus the S: Self- Esteem,” by Carolyn Moore, parents and teachers in a Head Start program in Connecticut are surprised at the changes taking place in the students. www.americconnects.net/field/F7abcd.asp
- **Apple Learning Interchange’s** extensive use of digital video ignites conversation, imagination, and improvement in education by showcasing the exemplary content that educators deliver in classrooms every day. http://ali.apple.com/ali_sites/ali/new_elem.html
- **Bailey’s Book House** by Edmark is recommended for children from the ages of two to five. When interacting with the software, children select from seven early literacy activities that focus on letter recognition, rhyming, and vocabulary development. Children also can create printable cards for various occasions and “write” stories. The program also encourages the development of basic computer skills. The software can be purchased from Edmark (1-800-362-2890 or www.edmark.com).
- “Business Leaders Warn of Early Learning Gap; Urge States, Federal Government to Build High-Quality Early Childhood Education Programs” is a **Business Roundtable** Press Release dated May 7, 2003. www.brt.org/press.cfm/902
- **Candy’s Project Website**—Walking

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Elderly People with Disabilities in the Internet Age

Panagiotis Kyriazopoulos, Irene Samanta, Rania Christou and Anastasios Ntanos (2011). *Technology Enhanced Learning for People with Disabilities: Approaches and Applications* (pp. 137-153).

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