iPads, Are They Worth It?

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Technology in our society has been increasingly important especially in our classrooms. The iPad and Apple applications have become especially useful for many different reasons. There has to be a balance in the use of technology and real life experiences. Each member of our group studied a different behavioral theorist to gain an understanding of how each of their viewpoints would apply in our world of technology today.

Our group collaborated and demonstrated our critical media literacy skills by creating an iMovie about the different developmental theorists. This movie aligns with the ISTE Standard 4c. Promote and model digital etiquette and responsible social interactions related to the use of technology and information (ISTE Standards, 2008). As a group, we researched different theorists, developed a script, and filmed and edited an iMovie. We used technology effectively by displaying our knowledge of the theorists throughout the video and working together. Our iMovie also aligns with the NAEYC Standard 1b. Knowing and understanding the multiple influences on early development and learning (NAEYC Standards, 2010). We demonstrated our knowledge of this standard by advocating for developmentally appropriate apps for children throughout the video.

While researching our theorists, we found that Maria Montessori believes that technology can be used to prepare children for the future. By recreating realistic experiences on iPad applications, children will be better prepared to tackle the technological world around them. We also found that B.F. Skinner's Behaviorism theory supports the application "Lumosity" because he says that conceptual preparation and repetition of behavior can shape behaviors towards mastery (Donohue, 2014, p. 64). Vygotsky's Social Constructivism theory supports the Twitter app because it is a convenient and guick way to access information and stay up to date on the latest technological advances through videos and social media. The app, Garage Band, supports

the Zone of Proximal Development because it meets the children at their ability. This app is used as a way to scaffold children by allowing them to adjust the level of difficulty based on their skill set. Through the app, children can practice and are challenged.

Reference:

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