Child Psychology and Education with Technology

Miss Kusum Kaushik

Freelance Content Writer and Technical Writer
Certified Technical Writer from Tech Total Solutions Pvt Ltd, Hyderabad
Pursuing PG Diploma in Technical Writing from Symbiosis(SCDL)
Pursuing M.A. (Mass Comm)

Abstract

Child Psychology is the branch of psychology which deals with the mind and behavior of the children. Child learning is different from that of adult. Since child is the best learner technology will boost his learning. Involvement of technology boosts teaching and learning process. Technology can help enhance early childhood practice when integrated into the environment, curriculum and daily routines. Appropriate technology should be chosen otherwise it can harm children’s learning. Parents play an important role in child’s learning. Technology has brought together student, parent and teacher. The article is concluded with a conclusion that a perfect coordination with creativity and technology should be maintained in order to give a child an all round development.

Keywords – Psychology, behavior, technology, practice, enhance, curriculum.

What is Child Psychology?
Child psychology is one of the many branches of psychology. This particular branch focuses on the mind and behavior of children from prenatal development through adolescence. Child psychology deals not only with how children grow physically, but with their mental, emotional and social development as well. Historically, children were often viewed simply as smaller versions of adults.

The ultimate goal of this field is to study the many influences that combine and interact to help make kids who they are and to use that information to improve parenting, education, child care and psychotherapy other areas focused on benefiting children.

Child Psychology focuses greatly on effective child development.
How child learning is different?
The ways in which children learn and develop vary greatly from child to child. It is important that children are held to their own standards and not those of their peers.

During the early stages of development, children learn by playing. Play, in a developmentally appropriate environment, inspires the child to relate oneself to the environment while making sense of the infinite elements uniting internal processes with external influences. As children play, they learn. They learn about the size, shape, smell, taste, and tactile quality of their world. As they internalize the sensations of the environment, they integrate personal experiences to hypothesize the impossible.

Child is a best learner-
No one who has observed young children with digital devices can doubt that kids take to technology like ducks to water. From smart phones to tablet computers and game consoles, it is not unusual to see toddlers intuitively swiping screens and confidently pressing buttons.

As with anything to do with young minds or new technology, there’s no simple answer. Experts say they do find the increased presence of digital technology affecting child behavior. The concept of play – considered to be an important contributor to cognitive and social development. Children best learns while playing. Playing video games, or using iPads, keeps children absorbed in a virtual world and real-life interactions with playmates.

To use Technology to support Teaching and Learning
Using technology to enhance teaching and learning practices in the classroom is becoming common place. Students constantly interact with technologies such as ipods, mobile phones, the internet and social networking tools outside the classroom and have an expectation that these technologies will also support their learning in the classroom.

Technologies that facilitate the co-creation of knowledge or those that encourage self-discovery and personalized learning opportunities are especially valuable in providing stimulation and creativity to all learners. Using these, students and teachers can access new knowledge, communicate with experts outside the school and tap into resources across geographical boundaries, as well as collaborate with parents and the local community.

Computers can support the variety of ways learners construct their own understanding. Students who gather information from the Internet can be self-directed and independent. Introducing technology into the learning environment can encourage cooperative learning and student collaboration.

For children with special needs, technology has proven to have many potential benefits. Technology can be a tool to augment sensory input or reduce distractions. It can provide support for cognitive processing or enhance memory and recall.
How integration of Technology with Learning and Teaching helps?
Technology can help enhance early childhood practice when integrated into the environment, curriculum and daily routines. The successful integration of technology into early childhood programs refers to the use of technology tools and resources such as computers, digital cameras, software applications, and the Internet in daily classroom activities. Careful evaluation and selection of materials is essential in early childhood settings. For example, one of the earliest and most familiar technologies in early childhood settings is Froebel’s use of blocks.

Growing up in this technological culture affects the language and concepts that children learn, and shapes their perceptions of reality. Terms like cyberspace, Internet, DVD, VCR and so on all refer to digital realities unknown to children of even the previous generation. The language, music and dress of teenagers all speak to their lack of respect for the older generation and their need to have clearly delineated generational boundaries.

The most effective use of technology in an early childhood setting involves the application of tools and materials to enhance children’s learning and development, interactions, communication, and collaboration. Technologies should be used in ways that support existing classroom developmental and educational goals rather than distort or replace them. For instance, drawing on a touch screen can add to children’s graphic representational experiences. This should not replace paints, markers, crayons, and other graphic art materials but provide one more option for self expression.

The goal of technology integration is for the use of technology to become routine and transparent— when the focus of a child or educator is on the activity or exploration itself, not on the technology being used. When the use of technology tools supports educator and program goals for children, provides children with digital tools for learning and communicating, and helps to improve child outcomes, then technology integration has been successful.

Digital materials or the technology actually extends learning and development in ways not possible otherwise. In today’s technology rich world exciting new resources such as augmented reality games, 3D rendered collaborative games, and immersive world environments represent the next frontier in digital learning for our youngest citizens leaving it to talented educators and caring adults to determine how best to leverage each new technology as an opportunity for children’s learning. Technology tools can improve how we measure and record development, document growth, plan activities, and share information with parents, families, and communities.

Digital portfolios, photographs, and audio and video recordings have made it possible to document, archive, and share a child’s accomplishments. Communication and social media tools can be used to share a child’s developmental progress and communicate with parents and families.

Documentation and assessment can inform instruction, helping adults improve the quality of the programs they offer young children.

Technology tools can help educators make and strengthen home-school connections. With technology becoming more prevalent as a means of communicating with one another, early childhood educators can use social media tools to stay in
touch with families. Posting photos of children’s drawings or block buildings along with narratives dictated by the children or explanations of why these types of play are important can help families understand the critical role of play in early childhood development. Sending weekly, monthly, or even daily updates through Twitter or e-mail can help families feel more connected to their children while they are away. Inviting children to take a picture of something they have done and helping them upload the photo to a file that can be mailed is a way to help children understand ways of communicating with others and helps them learn more about the functions of reading and writing.

Using e-mail, educational texting, or other communication tools demonstrates the same concept about communication and helps to build media literacy skills at the same time.

**Evaluate appropriate technology by age:**
It is observed that infants respond best to touch screen technology that will foster their tactile/kinesthetic learning style. School age and young preteens have been shown to develop hand-eye coordination and decision-making skills through video games — ideally, those that have been properly researched, and coupled other imaginative play. For older preteens, mobile phone use fosters communication practice. Kids who are interacting with the screen get better much faster, make fewer mistakes and learn faster.

**Health is must for a growing child —**
The health and well-being of all children are primary goals. The healthy cognitive, social, emotional, and physical development of the whole child is as important as ever in the digital age. Access to technology tools and digital media should not exclude, diminish, or interfere with children’s healthy communication, social interactions, play, and other developmentally appropriate activities with peers, family members, and teachers. Early childhood educators must continually monitor and assess research findings on emerging issues related to technology, including 3-D and eye health, exposure to electromagnetic fields, toxins from lead paint or batteries, choking hazards related to small parts, or any other potentially harmful, physiological or developmental effects or side effects related to the use of technology.

**Role of Parents—**
Parents are the foundation for child development. If a child doesn’t form a healthy attachment with their primary parent(s), their ability to pay attention and do well at school will be affected. The critical period for early attachment formation is 0 – 7 months, and attachment is best formed through play. Technology conditions the brain to pay attention. Parents must make sure that while introducing technology into their life that a proper check should be made to make sure that child had adapted the technology not has become dependent on that.
Conclusion –
Technology is the factor greatly contributing to the children’s learning in home and school environment. It’s a child psychology to attract more towards the technical tools. If a child mostly depends upon technology for all basic learning then his creativity can be put at risk so a better coordination is required. Technology has brought closer the student, teacher and parents.

References