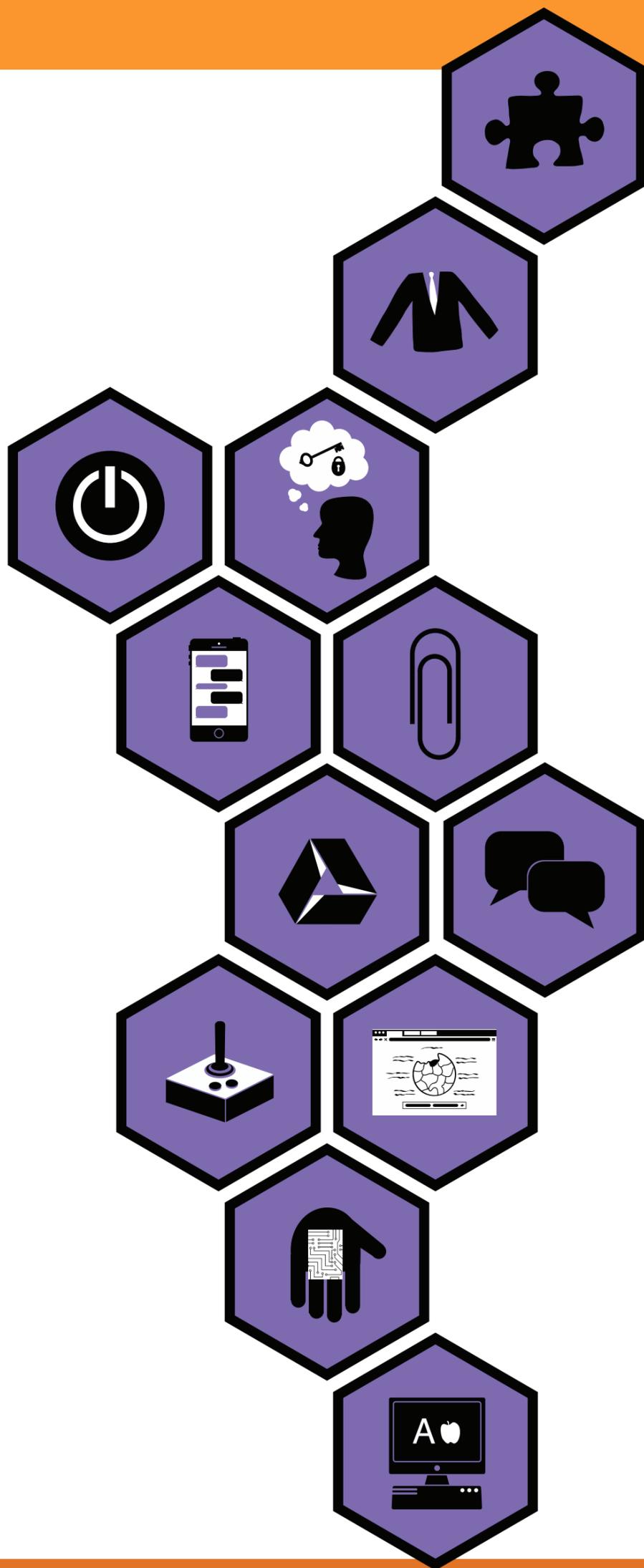


# EARLY CHILDHOOD EDUCATION

competencies for teachers working with young children include the use of technology, activity planning, and pedagogical approaches.



## KNOWLEDGE

### Integrated Learning

The educator understands STEAM learning principles, recognizes why these principles are important in early childhood education, and actively seeks opportunities to integrate these principles into everyday learning.

### Interactive Media in Early Childhood

The educator understands research about developmentally-appropriate practice such as the "Technology and Interactive Media as Tools in Early Childhood Programs" Position Statement issued by NAEYC and the Fred Rogers Center.

## SKILLS

### Device Use

The educator activates, deactivates, and charges common tech devices. The educator maintains devices by performing tasks such as regularly updating software and anti-virus protection. The educator connects to the Internet and uses the web.

### Lifelong Learning

The educator finds, accesses, and registers for learning opportunities through Pennsylvania Keys and other professional development resources.

### Mobile Tools

The educator uses iOS or Android mobile devices safely, securely, and appropriately for functions like taking pictures, recording video, using apps, sending email, and sharing content via social media.

### Office Tools

The educator uses email systems, word processing programs, spreadsheet programs, and presentation software to perform basic office functions.

### Online Collaboration

The educator uses cloud-based tools such as Google Apps to create online spaces for sharing information and collaborating with parents, educators, and children.

### Online Communication

The educator practices ethical digital citizenship and can use applications like group messaging to engage and communicate effectively with parents and caregivers.

### Playful Learning

The educator uses technology for effective play-based learning and actively seeks opportunities to embed STEAM concepts into classroom practice.

### Research Savvy

The educator accesses useful and credible resources online and uses information from these resources in the learning environment.

## DISPOSITIONS

### Advocacy

The educator communicates the need for and value of technology and digital literacy to parents, caregivers, and administrators. The educator identifies ways of increasing access to technology tools.

### Technological Sensibility

The educator fosters emerging and early digital literacy skills in young children and connects these skills to everyday learning experiences.

Learn more about competencies and digital badges at [remakelearning.org/competencies](http://remakelearning.org/competencies).



These shared competencies were developed through a community process led by The Sprout Fund with the generous support of The Hillman Foundation. Support for the Remake Learning Network is provided by The Grable Foundation, Claude Worthington Benedum Foundation, John D. and Catherine T. MacArthur Foundation, McCune Foundation, and The Pittsburgh Foundation.

THIS WORK BY THE SPROUT FUND IS LICENSED UNDER A CREATIVE COMMONS ATTRIBUTION-SHAREALIKE 4.0 INTERNATIONAL LICENSE.

