

# 5 ways to use technology with children

While technology is well and truly a way of life now the way young children use it should still be in line with the recommended developmental guidelines and supporting maximised learning in line with the NQS. Here are some tips on how to achieve this...



## Understand children's screen time usage

There are guidelines on how many hours children should spend on a screen due to the impact it can have on a range of developmental areas. Working with families to recognise how much screen time children have outside the service can help work out their usage in the service.

[https://aifs.gov.au/resources/short-articles/too-much-time-screens#:~:text=For%20screen%20time%2C%20the%20guidelines,years%20\(not%20including%20schoolwork\).](https://aifs.gov.au/resources/short-articles/too-much-time-screens#:~:text=For%20screen%20time%2C%20the%20guidelines,years%20(not%20including%20schoolwork).)



## Use technology as a tool

Technology should not be used as a substitute for a quality curriculum, instead a tool within it. Research information once children have discussed their own ideas, not instead of. Learn how to make games on smart board software instead of just playing youtube clips.



## Support children to supplement play with tech

The more you know about technology the more you can support children to use it in their play. For example if a child wants to draw something but cannot make it small enough you can scan it in and scale it down then replicate it and print them out for the child to cut out and add to their play.



## Interact and engage with children

Often technology can be used as a way to 'entertain' the children while educators do other work. This should never be the case as children deserve interaction, engagement, responsive teaching, challenges, etc. None of this can happen if the educators are not supporting this through their engagement.



## Bring technology based interests to life

Some children don't know how to play because of their habits around technology. Use children's interests with games, characters and programs to bring these into play though home corner, construction, art etc. This way the child's interest is being supported alongside other learning outcomes.