CHOICE ASSIGNMENT

Select one of the following assignments to complete. Your responses can be written, graphics, audio, video recordings, or digital representations (Scratch).

1. Option 1: Digital Footprints
    a. Read Young Children and Digital Footprints <https://acrobat.adobe.com/link/review?uri=urn:aaid:scds:US:0f1efef9-f266-338c-8174-3f7e2cb15bea>.
    b. Answer the "Consider" questions as review the document (there are 2 sets of Consider questions).
    c. Watch this video: https://www.youtube.com/shorts/lm7xSgVZOvI
    d. Answer the following questions:
        i. What's your gut reaction to this video?
        ii. Why do you think the mom of another child in Jaden's class decided to share this video on Instragram?
        iii. Would you ever share a video like this of another child if you had the family's permission?
        iv. Do you have criteria that you follow on what to share when it comes to content that showcases other children?
        i. Take a minute to think about your approach to sharing (or not sharing) pictures or videos of another child online. Has it changed at all over the past few years? Why or why not?
        ii. Jaden was invited to dance at a San Francisco 49'ers half time show. Does this change your insights about sharing similar videos?
        iii. More than 92% of 2-year-old have an on-line identity, more than 1/3 had a digital identity before birth and US parents typically share 1,000 images online before a child is 5 (Time, 2016). Schools have families sign consents before taking/using a child's image – i.e., for publicity, celebrations, photos from a 3rd party vendor, etc. -- but those images may also end up online. What can schools do to minimize a child's digital footprints?
2. Option 2: Adding Technology to an Instructional Opportunity
Identify an instructional opportunity you engaged in with children that could be improved by technology. Add low-tech and high-tech materials to the instructional opportunity then share it with children. Answer the questions:
    a. Describing the Learning Experience
        i. Describe the instructional activity (before you added technology).
        ii. Describe the technology -- low-tech &/or high-tech -- are you adding to the activity? Why did you select that technology?
    b. Reflections on the learning experience.
        i. What was successful about the learning experience? Why?
        ii. What worked well with the technology you used? Why?
        iii. What will you do differently the next time you implemented the learning experience? Why?
        iv. What would you like to change about the technology you used? Why?
3. Option 3: Using New Technology
    a. Identify a new platform or app that you have not used.
    b. Use the new technology with your students.
    c. After using the technology, share a reflection - video, graphic, paper, audio, digital - describing:

       i.   The new technology you used.
      ii.   Why did you select the technology?
    iii.   How did you use the technology with the students?
    iv.   What went well using the technology? Why?
     v.   What would you change the next time you use the technology? Why?
    vi.   What did you like about the technology? Why?
   vii.   What would you like to change about the technology? Why?

4. Option 4: Evaluating Apps & Software
   a. Evaluate 3 apps/software programs for children.
   b. Select:
       i.   1 app/software you use or could use to support teaching/the curriculum;
      ii.   1 game app/software that is popular with children in your class;
    iii.   1 social media app/software that is popular app popular with children in your class -- if the children are too young for social media, identify a 2nd game or learning app.
   c. Evaluate the technology using:
       i.   The POUR process for accessibility:
            https://edtechbooks.org/digitaltoolsapps/evaluatingaccessibility
   d. Positive technology experiences using criteria outlined by Katie Davis
      https://podcasts.apple.com/us/podcast/technologys-child/id1279984850?i=1000604649458
       i.   Is it self-directed?
      ii.   Is it community supported?
    iii.   What are the dark patterns?
    iv.   What are the app/software's design layers -- feature, practice, & culture?