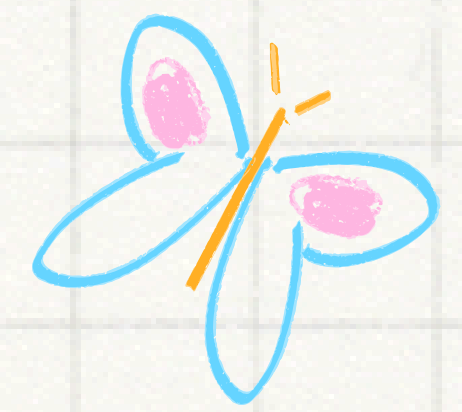




Early Learning Centre

TECHNOLOGY PLAN





Overview of an ELC

An Early Learning Center (ELC) is a specialized educational setting that focuses on the **development and learning of young children**, typically ranging from infancy through age 8. These centers are designed to provide a nurturing environment that supports the cognitive, social, emotional, and physical development of young children. The aim is to lay the **foundation for lifelong learning** and to prepare children for later academic success.

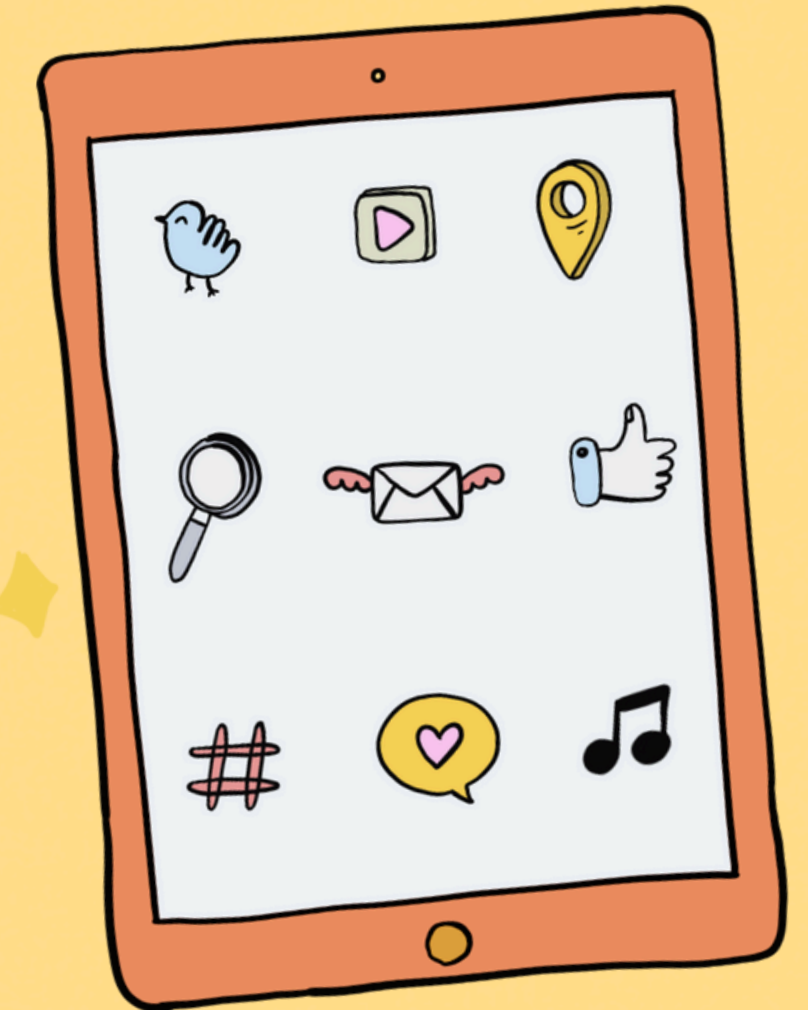
Key features include **play-based learning**, which helps children explore concepts and develop social skills, and a curriculum that **promotes early literacy, numeracy, and creativity**. It prioritizes socialization, health, and safety, and often caters to diverse learning needs, ensuring equitable access to quality education.

Classroom Technology Integration



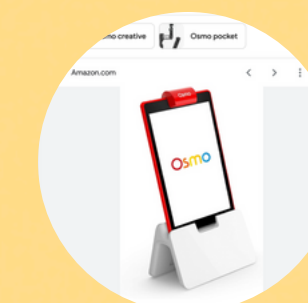
The thoughtful use of technology by parents and early educators can engage children in key skills such as play, self-expression, and computational thinking which will support later success across all academic disciplines and help maintain young children's natural curiosity.

Early educators have access to apps, digital books, games, video chatting software, and a multitude of other interactive technologies that can be used with young children.



Classroom Technology Integration

- **Smartboards and Interactive Tablets:** develop skills like number recognition, letter sounds, and basic problem-solving.
- **Digital Storytelling:** improve language development, creativity, and sequencing skills.
- **Educational Apps and Games:** promote skills, such as numeracy, literacy, and motor skills.
- **Virtual Field Trips and Exploration:** early learners can "travel" to places.
- **Social and Collaborative Learning Tools:** help them build social and communication skills.





Guiding Principles



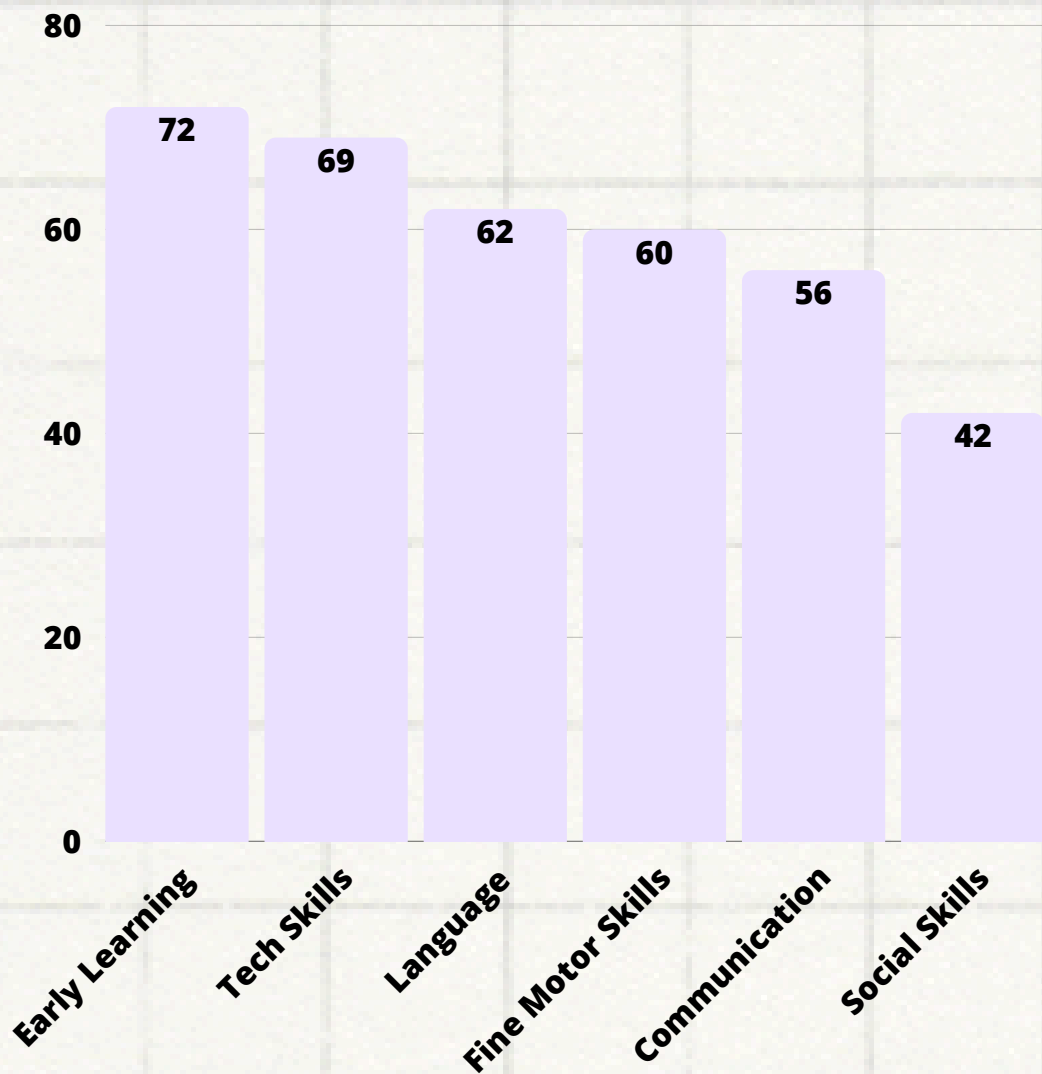
- Technology—when used appropriately—can be a tool for learning.
- Technology should be used to increase access to learning opportunities for all children.
- Technology may be used to strengthen relationships among parents, families, early educators, and young children.
- Technology is more effective for learning when adults and peers interact or co-view with young children.



“ (Office of Educational Technology, n.d)

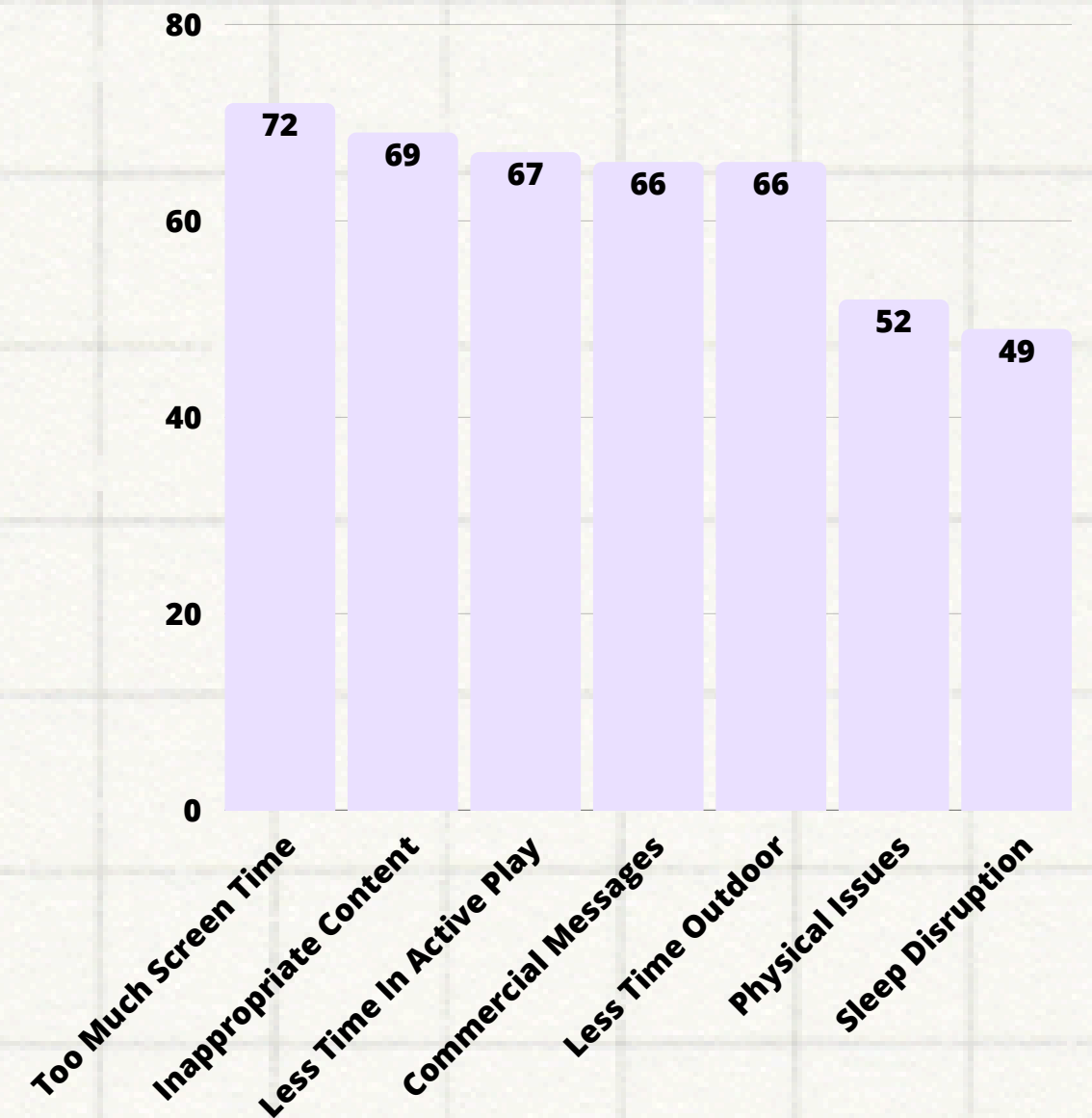


Statistics



Parents perceived benefits associated with technology use

Most parents surveyed—62 percent—said they felt that technology had a positive impact on the time spent with their young children while 24 percent expressed negative associations with such technology use and 14 percent were unsure. Parents who reported negative feelings were largely those with children under age 3.



Concerns reported by parents about technology use for children under 6



Goals



Goal 1

Implement tech tools for personalized, differentiated instruction

Goal 2

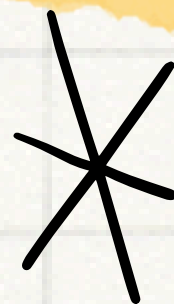
Boost student engagement by 25% with gamified learning platforms

Goal 3

Track student progress in real-time and improve communication with stakeholders

Goal 1

Provide parents with weekly updates through a learning app portal






Associated Professional Standards

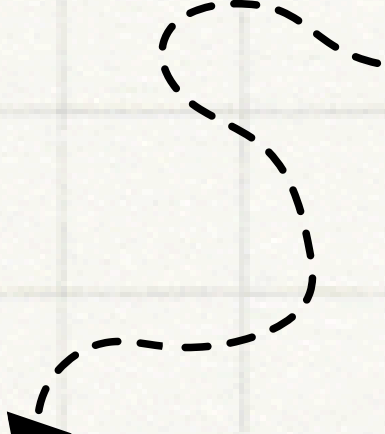
It is an international association of individual teacher educators, and affiliated organizations of teacher educators in all disciplines, who are interested in the creation and dissemination of knowledge about the use of information technology in teacher education and faculty/staff development.

The SITE Conference is designed for teacher educators in ALL disciplines, teachers, curriculum developers, all interested in improving education through technology.

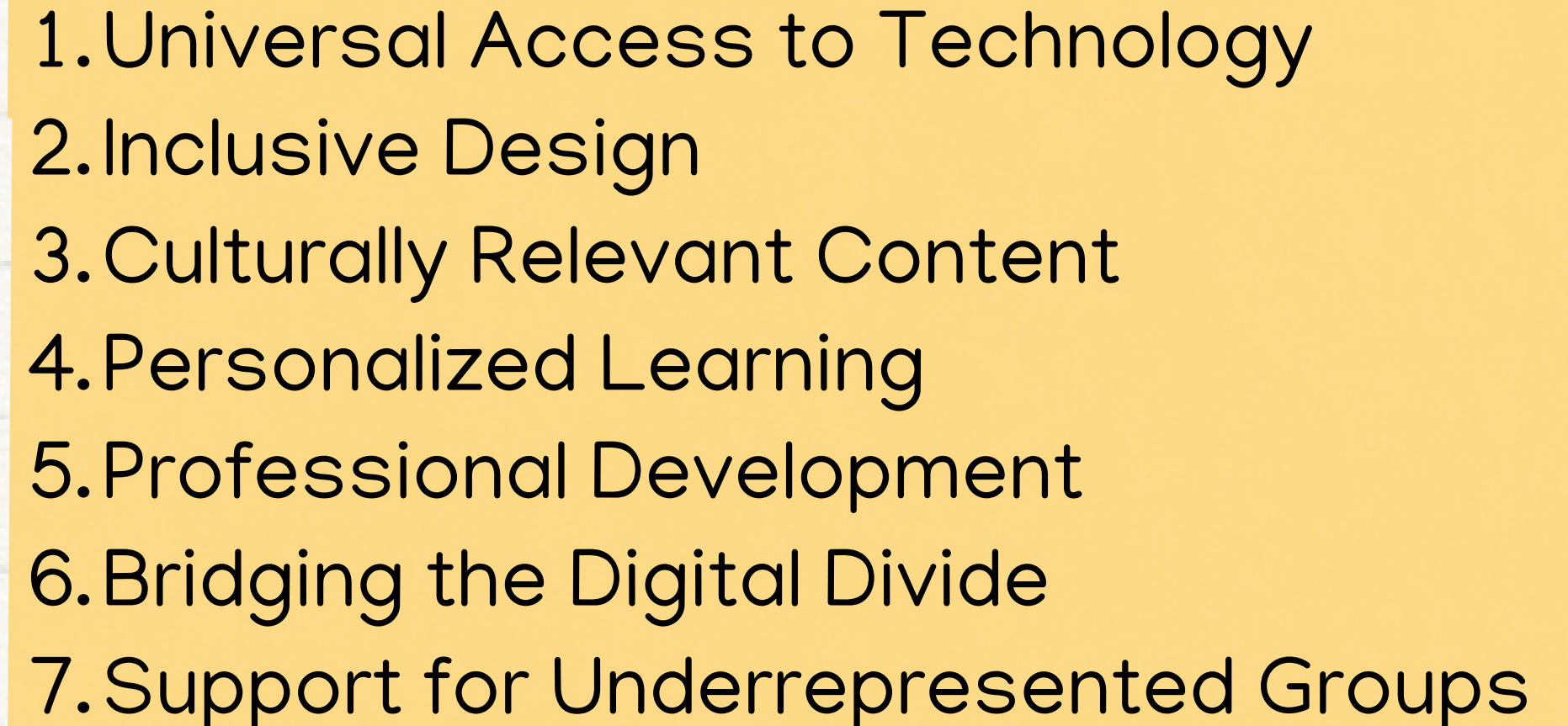


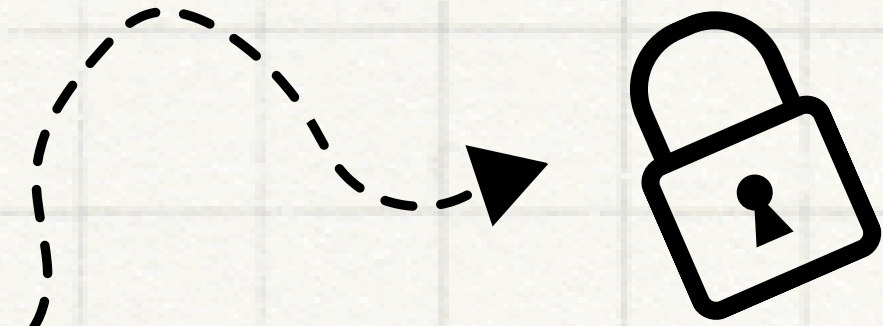


Equity and Accessibility Considerations

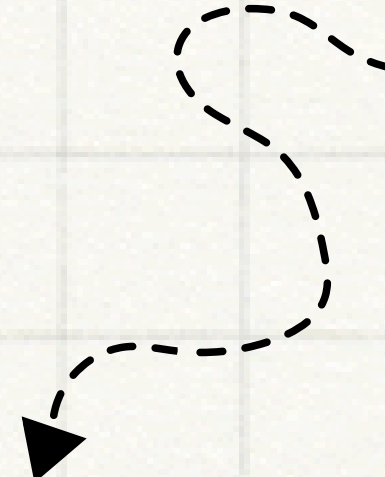


Early learning settings should strive to ensure that technology, when used, is applied in ways that promote children's learning and healthy development. In early learning environments, technology should be used to increase **accessibility for children with disabilities and dual language learners**, and to strengthen relationships with peers and adults. These considerations aim to ensure that technology is used in elementary education to **create an equitable, accessible, and inclusive learning environment for all students.**

- 
1. Universal Access to Technology
 2. Inclusive Design
 3. Culturally Relevant Content
 4. Personalized Learning
 5. Professional Development
 6. Bridging the Digital Divide
 7. Support for Underrepresented Groups



Privacy Guidelines

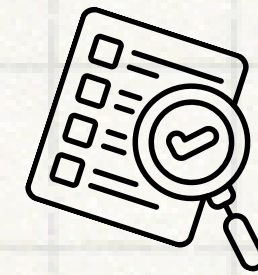


Early childhood educators and administrators should ensure that the proper filters and firewalls are in place so children cannot access materials that are not approved for a school setting.

- The Children's Online Privacy Protection Act (COPPA) (15 U.S.C. § 6501–6505) governs online collection of personal information by online services such as apps and websites from children under aged 13.
- The Federal Trade Commission, which enforces COPPA, has said that school officials can act in the capacity of a parent to provide consent to sign students up for online educational programs at school.
- The Family Educational Rights and Privacy Act (FERPA) might also protect the child's privacy online.
- Regardless of whether either of these two statutes applies, families and educators should evaluate an app's privacy policies prior to using the app.

 Checklist document that provides a framework for evaluating online educational tools' Terms of Service Agreements.

Technology Audit



Technology should be used strategically, thoughtfully, and safely by early educators at all times and incorporated along with other valuable classroom materials in early childhood learning environments.

A technology audit should include

- ✓ An assessment of broadband access and the availability of digital tools to support teachers in early learning programs.
- ✓ Documentation and promotion of professional development opportunities.
- ✓ A tally of financial commitments made to technology-supported early learning programs.
- ✓ Recommendations for redirecting existing assets from less effective programs.



Potential Obstacles



- ⊘ Children face the possibility of exposure to harmful content.
- ⊘ Overuse of technology can have a negative impact on mental and emotional health.
- ⊘ Technology potentially diminishes cognitive development and reduces problem-solving skills.
- ⊘ Children may have reduced direct peer interaction if they're reliant on technology.
- ⊘ Technology use can be distracting in the classroom.

“ (Lynn University, 2024)






Required Personnel



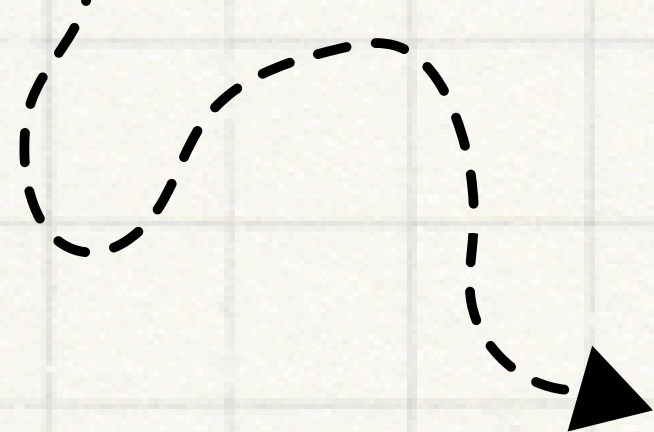
Implementing a technology plan in an ELC, especially for classroom technology integration, requires a team of diverse personnel with various skills to ensure the successful adoption, integration, and use of technology.

- Early Childhood Education Manager – Oversees the entire technology plan implementation.
 - Technology Coordinator – Manages the technological infrastructure and supports tech-related operations.
 - Professional Development Specialist – Trains educators and staff on how to effectively use technology. Ensures that technology is aligned with the educational curriculum, accessibility for all students, including those with disabilities.
 - Data Privacy and Security Officer – Ensures the safe use of technology and student data
 - Family Engagement Coordinator – Involves families in the technology integration process.
 - Procurement and Budgeting Officer – Manages the financial and logistical aspects of the technology plan.
 - SME Consultant – Provide expertise or specialized tools.
- 

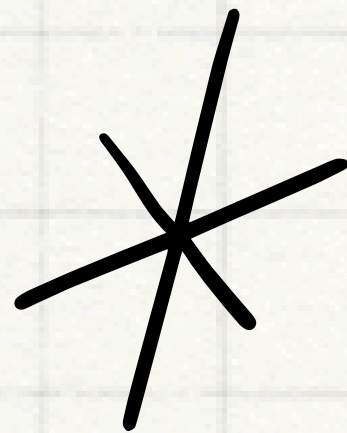
Budget



Early Learning Center
Technology Plan: Classroom
Integration Budget



Early Learning Center Technology Plan: Classroom Integration Budget					
Category	Designation				Salary
Personnel	Early Childhood Education Manager				90,000
	Technology Coordinator				70,000
	Professional Development Specialist				70,000
	Data Privacy and Security Officer				50,000
	Family Engagement Coordinator				50,000
	Procurement and Budgeting Officer				50,000
	SME Consultant				50,000
Subtotal					430,000
	Items	Description	Unit cost	Qty.	Budget
Devices and Hardware	Interactive Whiteboards	For engaging, interactive lessons.	2000	10	20000
	Audio/Visual set-up	For personalized learning/experience.	400	10	4000
Subtotal					24000
Software & Apps	Educational Apps/Software	Age-appropriate learning tools	50	20	1000
	Classroom Management Software	For managing devices, student progress, and activities.	500	1	500
	Learning Management System (LMS)	To organize lessons, assignments, and communications.	500	1	500
	Content Creation Tools	Apps for digital storytelling, drawing, or media creation	100	3	300
Subtotal					2300
Professional Development & Training	Teacher Training on Technology Use	Workshops on classroom tech integration, regular training updates, conferences, or online resources.	1000	4	4000
	Tech support	Setup and troubleshooting.	500	4	2000
Subtotal					6000
Miscellaneous	Internet	Bandwidth and Wi-Fi coverage.	150	12	1800
	Tech Accessories	Cables, mounts, cases, stands, etc.	200	4	800
	Subscription to Educational Content	Access to digital books, videos, and educational resources.	150	4	600
Subtotal					3200
DIRECT COST					465,500
Overhead	Facility Costs, Utilities, Marketing and Advertising			10%	46550
TOTAL ESTIMATED BUDGET					512,050



Timeline



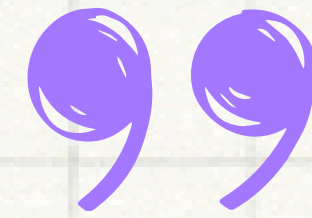
[Technology Implementation Timeline for ELC](#)



(National Center for Education Statistics, NCES, n.d)



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Thank you!

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EDUC 611 Introduction to Educational Technology
Fall 2024