Activity: Sharing our digital things.

The purpose of this activity is to help children develop some strategies to make sharing digital things easier. Increasingly digital things dominate the households and other areas of young children's lives. Digital things can become a point of tension and challenge in households. This activity is designed to help children practice sharing and turn taking with digital things.

Readiness

Children are ready for this activity when they are learning to share. If children are having difficulty with this activity you may like provide opportunities for them to explore feelings through usual social/emotional activities. Discuss what could make them feel happy/sad/angry when they play with digital things. You can also model sharing when playing with digital things by having conversations such as:

"Who's turn is it now?"

"Can I please have a turn?"

"It is my turn until I hear the bell"

Other Playing IT Safe activities to explore how we look after each other when we use digital things include:

- How do I feel when...

Description

This activity requires you to be actively engaged to support children to understand key concepts that help them to share digital devices.

First, set up one of your service's iPads/tablets with an appropriate digital experience of an interactive app (something from Toca Boca or similar).

Then, create a table or a space with two or three seats with the device with a digital experience and a digital timer (or sand timer). When children use that learning environment explain that when they start the experience they have to press the timer button, or set the sand timer going. They can play with the device for as long as the timer goes (3-5 minutes) and then they have to stop and share it with someone else.

There are opportunities to discuss waiting and patience and to talk about what is enjoyable about sharing. This promotes and teaches children that digital technology should be a part of our social experience and be used to include, not exclude others.

Resources required

- Digital timing device (or sand timer).
- Tablet.

Modelled play

You can model learning to children in this activity by:

- Supporting children to use the timing device appropriately.
- Demonstrating to children how different technology works and how we share.
- Monitoring and overseeing the use of the space (children will require this level of support).

Prompts

- How do you feel while you are waiting for a turn?
- What is it like to share? How does it feel?
- Why is it important to share?

Learning statement

<Name of child/ren> is/are able to use a timer to support sharing the use of a digital device. They have practiced taking turns and understanding that you can stop using a digital device at any time. They have demonstrated an ability to co-operate and with adult support manage a process of sharing with their peers.

Alignment

Outcome 2: Children are connected with and contribute to their world

Children become aware of fairness

This is evident when children:

- Respond to prompts that allow them to share with others
- Identify that digital things are often available for many people to use and it is important to have shared access

Outcome 4: Children are effective communicators

Children interact verbally and non-verbally with others for a range of purposes .

This is evident when children:

- Demonstrate an ability to articulate their interest in sharing a digital thing.
- Discuss and negotiate around the sharing and use of a digital thing.