

# Activity: Taking a photo.

The purpose of this activity is to teach children how to take a photo with digital technologies so they can practice seeking permission and making sure they are considering others when taking their photo. Young children learn through play and digital play that supports them to access and use technology in ways that foster creativity, rather than just consumption. This is important because they may not be getting this experience outside of the early learning environment. It is important, as always, to remember the outcome of this practice doesn't matter – it is allowing children to practice taking a photo and giving them control that matters. What we are interested in is teaching children that smart devices can be used to create, not just consume.

## Readiness

Children are ready for this activity when they can talk about things in a photo and ask others if they would like their photo taken. If children are having difficulty with this activity you may like to model seeking their permission when you are taking their photo;

“That’s a great tower you built, can I take a photo and send it to mummy?” “Would you like to be in the photo?”

“There’s a couple of different photos we’ve taken, which is the best one to send? Why?”

“We probably shouldn’t send that one because your skirt flew up”

## Other Playing IT Safe activities to further explore who uses digital things include:

- Guess who
- Sharing our digital things.

## Description

### Part 1: Set up for safe use

- Our aim is to have a device that is set up to be used as simply as possible by a child (i.e. just one button to press to take a photo)
- Identify a digital camera, a tablet or old smartphone that is robust or can be put into a case so that children can use it without fear of breaking
- If possible, delete all other apps or use a tool like Apple’s “Guided Access” to lock the tablet or smartphone so the camera is the only app that can be used.



## Part 2: Introducing the camera

- You can introduce the camera to a small group, or individual children.
- It is good to demonstrate how you take a photo, explain that it isn't easy to keep it still and press the button at the same time.
- Ask children where they have seen cameras before and who they know uses them.
- Introducing the camera and teaching children to use it could align with the day a photographer comes in to take annual photos for parents.

## Part 3: Photo taking activities

- Photographer for a day: with older children (3 years) you could nominate someone to be photographer for the day and they get to use the camera and take whatever photos they like.
- Guide a specific type of photo: children can help document their learning and take photos of drawings, or constructions, or play they are undertaking. You should ask a child, "would you like to take a photo of what you have been working on?" and give them the camera and support them to take a photo
- Set up a photo session: Have the camera set up on a table with toys that allow children to construct a scene and them take a photo of it. This can be very simple, just using blocks or anything. The purpose is to get used to the idea that children can take photos and to give them practice taking them.

## Tips

Young children may find it difficult to hold a device for taking photos and taking the photo at the same time. A simple tripod stand can be found cheaply for a few dollars and you can instead create an activity where children find things they want to photograph and bring it to the camera on the tripod.

## Resources required

- Digital Camera.
- Smartphone.
- Tablet.

## Purposefully-framed play

You purposefully-frame this activity by:

- Showing children how a camera works and how they can take photos.
- Setting up activities that encourage children to take specific photos.
- Adapting the activity to meet the needs of children's fine and gross motor skills.

## Prompts

- Who do you know who takes photos?
- What do you like taking photos of?
- What will you take a photo of today?
- What do you need to do to take a photo?

## Learning statement

<Name of child/ren> has/have demonstrated the ability to use their fine motor skills to use a camera on a mobile device to take a photograph. They have taken a photo or series of photos and understand that photos are saved on the device unless deleted. The child/ren have shown creativity and choice in the decision-making process around taking a photo. They have developed an understanding that digital technology can be used to take a photo and "create" a picture.

## Alignment

### Outcome 1: Children have a strong sense of identity

Children develop their emerging autonomy, inter-dependence, resilience and sense of agency. This is evident when children:

- Develop a sense of control and responsibility through the taking of photographs.

### Outcome 4: Children are confident and involved learners

Children develop a range of skills and processes such as problem solving, inquiry, experimentation, hypothesising, researching and investigating. This is evident when children:

- Improve and develop their skills in taking photographs and demonstrating clear decision making in relation to the images they wish to capture.