

# Activity: Book corner

The value of books for young children's learning is unquestionable. Offering children the ability to develop and create their own books provides them with a sense of ownership and belonging that further supports their learning.

This activity is broad and offers you many points to begin or scaffold. Allowing a child to create a book using technology may be their first introduction to the concept that they can create content on technology. It is very important for them to understand that technology is a tool that allows them to create and express themselves, as well as consume content. When they know this, we can then consider scaffolding content that allows children to consider what they create using technology, and how they can do it safely with consideration for others.

## Readiness

Children are ready for this activity when they can understand that technology is a tool that allows them to create and express themselves, as well as consume content. When they know this, we can then consider scaffolding content that allows children to consider what they create using technology, how they do it safely with consideration for others.

## Description

There is a small range of books that are excellent at explaining the internet to young children. Read one of these books to set up the following creative activity:

- The Internet is Like a Puddle by Shona Innes
- Penguinpig by Stuart Spendlow

You can use these books at different times, but they are good resources to get children sharing their own stories of the internet and technology.

You can use whatever technology you have available to you in your room to support children to create their own books about technology and the internet. This could be driven by how they use the internet, what they know about it or what they find most fun. Ways you could use technology include:

- Have children draw pictures, then take photos of those pictures and include them in a book created in a Word document. Print out and staple the book together. This could be a class project where everyone draws a picture and it creates a single book.
- If you have tablets, have children use an app like Book Creator or WePublish to create their own books that can be read on tablets or printed out.
- If you use an app for documentation, use it to capture a social story or video where a child shares their experience or understanding of the internet.

## Resources required

- Paper, pens, stapler.
- Tablet with app for creating books.

## Creative play

You can create books and tell stories in many different ways. These are suggestions and you may have your own methods. You don't have to use digital technology to create them; however, this is a way to teach children that people make stories or pictures and share them on the internet. It could be a way to share what children have done with their parents using digital technology, such as text messages, Storypark/ Educa or getting permission to share images on the pre-school website or Facebook page.

## Prompts

- When have you had fun on the internet with a trusted adult?
- When have you found something tricky on the internet that a trusted adult could help you with?
- What is the best fun on the internet?
- Can you draw a picture of what it looks like when you are on the internet?

## Learning statement

[Child/ren] demonstrated their understanding of the internet and that it can be a place that is fun, interesting and informative, but also tricky and with things that are only for adults. They learnt that the safest way to visit the internet is with an adult. By producing their own stories, they shared what they know and enjoy about the internet and digital technology.

## Alignment

### Outcome 2:

### Children are connected with and contribute to their world

- Understand the concept that the “internet” and “world wide web” connects people all over the world.
- Identify when or how they have used digital networks to communicate and connect with others.
- Understand that people put up information that tells you news about the world.

