

CONNECTING SPACES:

Children and Community Digital Literacy



OLA Super Conference
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Project Overview

Funded by the Margaret and Wallace McCain Family Foundation and the Jimmy Pratt Family Foundation

Grade three students used tablet computers with a pre-selected series of applications over a seven month period at school and through a community afterschool program.



Project Overview

Students benefited from differentiated learning in the school environment and online collaborative play in the afterschool centre.

Benefits of the exposure to digital tools included:

- **intergenerational learning as children assisted both parents and teachers with digital applications;**
- **problem-solving; and**
- **enhanced collaborative play for students across environments.**



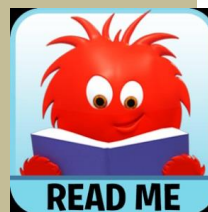
@ School Sample Activities & Projects

BUDDY READING

Tablets provided a great equalizer for students struggling to assist their reading buddy



MeeGenius Children's Books



Read Me Stories



@ School Sample Activities & Projects

CLASSROOM BLOG

Writing and English language skills improved with diary and blogging activities



Diary Notes Multimedia



Kidblog

@ B&GC Computer Club



Boys & Girls Clubs
of St. John's

@ B&GC

Teacher Observations of Success

FRIENDSHIP & SOCIALIZATION



- **Weekend play online sparked discussions**
- **Proximity play on similar games became collaborative play and learning**
- **Play eventually evolved to problem solving**

@ B&GC

Culminating Project

Stixy.com Collaboration

The screenshot shows a Stixy.com storyboard interface. At the top, there is a navigation bar with the Stixy logo and links for 'Go To Stixy', 'About Stixy', 'Feedback', and 'Support'. On the right side of the navigation bar, there are links for 'Calendar', 'Personal Settings', and 'Sign Out: altonnewell@gmail.com'. Below the navigation bar, there are buttons for 'Open List', 'New Storyboard', 'Share', and 'Options'. The main content area is a collage of photos from a school project, each with a caption:

- I love the Arts and Crafts room
- I love to make crafts
- I like to play Minecraft and Wooworld
- I love the computer room
- i was playing woow world
- I love the Homework Room
- The Homework Room is awesome
- I enjoy the Homework Room
- I love dancing
- I like to dance!
- I was working on Raz kids
- I was doing my raz kids
- Tablet Crew Rocks!

Outcomes & Themes

INTERGENERATIONAL TEACHING AND LEARNING



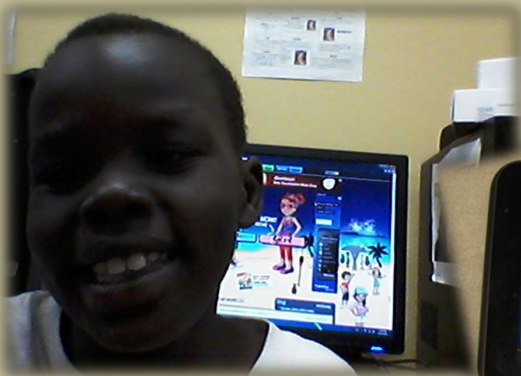
Outcomes & Themes

**BRIDGING THE
DIGITAL DIVIDE WITH
ACCESS TO
TECHNOLOGY IN AND
OUT OF SCHOOL**



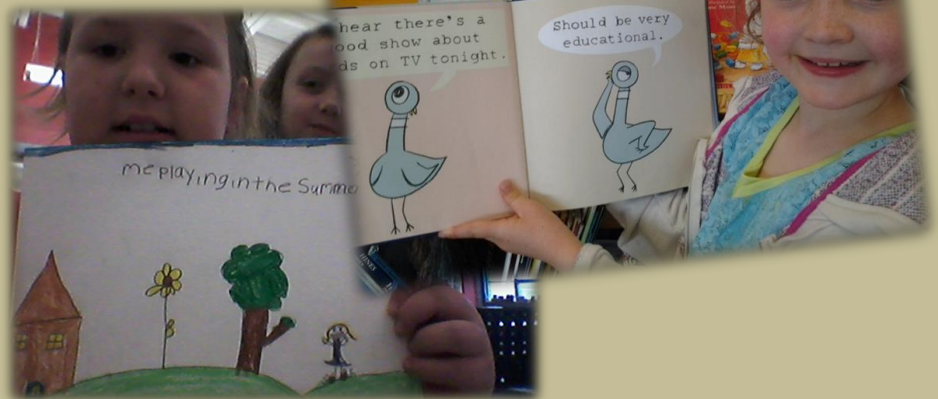
Outcomes & Themes

RESPONSIBLE USE & DIGITAL CITIZENSHIP



Outcomes & Themes

INCORPORATING TRADITIONAL LITERACIES IN THE DIGITAL SPACE



Outcomes & Themes

**COLLABORATIVE
LEARNING, PLAY
AND TEAMWORK
&
BUILDING
FRIENDSHIPS**



Recommendations for Further Research

- 1. Further research exploring digital literacy as a community practice through intentional use of tablets by qualified professionals in a variety of locally-accessible environments.**



Recommendations for Further Research

2. Opportunities for teachers, parents, and community leaders to learn how to use mobile devices intentionally.



Recommendations for Further Research

3. Equitable access for children to mobile technologies and places to use them collaboratively.



Considerations for Community Libraries

Intergenerational programming with tablet computers has benefits – especially in the realm of digital citizenship – for adults and children



Considerations for Community Libraries

EAL students in our study benefitted from the ability to use a tablet alongside a student familiar with English & the device



Considerations for Community Libraries

The growth of digital media has outpaced our ability to provide safe and nurturing environments in the digital spaces our children visit. So we can insert ourselves in existing ones and learn and grow together.



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Access full report:

<http://jimmyprattfoundation.org/wp-content/uploads/2016/01/Community-outreach-digital-tools-final-copy.pdf>