

Picoo's Alignment to NAEYC and the Fred Rogers Center Technology and Interactive Media: Position Statement

NAEYC RECOMMENDATIONS

Select, use, integrate, and evaluate technology and interactive media tools in intentional and developmentally appropriate ways, giving careful attention to the appropriateness and the quality of the content, the child's experience, and the opportunities for co-engagement.

Provide a balance of activities in programs for young children, recognizing that technology and interactive media can be valuable tools when used intentionally with children to extend and support active, hands-on, creative, and authentic engagement with those around them and with their world.

Prohibit the passive use of television, videos, DVDs, and other non-interactive technologies and media in early childhood programs for children younger than 2, and discourage passive and non-interactive uses with children ages 2 through 5.

PICOO'S RESOURCES

- Explicit and systematic instruction aligned to standards.
- Uses purposeful and collaborative technology
- Encourages social engagement with other children and adults

- Serves healthy development, learning, creativity, interaction with others, and relationships.
- Can be used in whole group, center time, or individual practice.
- Fosters self-esteem and social skills.

- Encourages interactive play
- Screen-free

DETAILS OF ALIGNMENT

Students can play individually or in a whole group. Picoo can facilitate peer social interaction by selecting teams so that no one gets left out. Students learn self-control, patience, and how to take turns. With the use of smart sleeves, teachers can encourage active learning by tailoring lessons for any standard. Picoo is equipped with sound, vibrations, and lights, but no screens.

The possibilities are endless when using the Picoo. Instruction is extended with cross-curricular activities while incorporating movement and play. The Picoo helps children focus on the task while using gross motor skills and critical thinking skills. Picoo can increase working memory, number sense, encourage social-emotional learning, differentiate groups and decrease summer slide.

The Picoo can be used outside or inside without the use of a screen. The Picoo encourages physical activity while interacting and learning content.

NAEYC RECOMMENDATIONS

Limit any use of technology and interactive media in programs for children younger than 2 to those that appropriately support responsive interactions between caregivers and children and that strengthen adult-child relationships.

Carefully consider the screen time recommendations from public health organizations for children from birth through age 5 when determining appropriate limits on technology and media use in early childhood settings. Screen time estimates should include time spent in front of a screen at the early childhood program and, with input from parents and families, at home and elsewhere.

Provide leadership in ensuring equitable access to technology and interactive media experiences for the children in their care and for parents and families.

PICOO'S RESOURCES

- Picoo is recommended for ages 4 and up
- Promotes strong relationships between caregivers and children.

- Involves motor skill use
- Promotes movement and exercise
- Supports active play
- Encourages unplugged play

- Does not require the use of the internet
- Supports family engagement

DETAILS OF ALIGNMENT

While some 3-year-olds may understand the concept of Picoo, we recommend it for children aged 4 and up. This age group has been observed to be especially receptive to Picoo.

Picoo uses technology in a unique and engaging way that gets students up and moving, transforming play into a purposeful learning experience. Additionally, Picoo encourages unplugged, screen-free play while allowing educators to integrate learning across subjects such as literacy, math, and science.

Because Picoo is fun for all ages; parents, teachers, and students can play together. Picoo can also be adapted for color blindness.