Technology Policy

adventure Datch

Policy Relevant to:	All educators, Team members and families		
Last Reviewed:	September 2023		
Next Review:	November 2026		
NQF:	73, 76, 155, 156, 181-184		
NQS:	1.1.1, 1.1.3, 1.2.1, 4.2.2		
National Law:	167		

Digital technologies have become an integral part of many children's daily lives. For this reason, it is important that our educators and team members are not only familiar with the use of digital technologies, but are able to guide children's understanding of, and ability to interact, engage, access and use a range of digital technology in a child safe environment.

Technology and media items will only be used as an extension to the daily program assisting in the development of social, physical, emotional, cognitive, language, and creative potential of each child. Digital technology and multimedia can be helpful in the retelling of stories about our culture, help to celebrate diversity and assist in providing an inclusive and equitable educational program.

Purpose

Adventure Patch will implement responsible behaviour and limit screen time when using technology and multimedia, respecting the Service, children, and the privacy of families and educators. Educators will exercise appropriate judgement and behave in a professional and ethical manner when using technology. At all times, educators will provide a child safe environment and supervise children when using technology to minimise the opportunity for abuse or other harm to occur.

Implementation

Adventure Patch will ensure technology and multimedia used within services supports children's development and learning opportunities and will only be used as an extension to the daily program, assisting in the development of each child's social, physical, emotional, cognitive, language and creative potential.

Technology and media items will be incorporated as an additional resource, not a substitute. Technology when used appropriately, can be a tool for learning, especially when educators play an active role.

The Internet is a magnificent resource for research, communication, and extending programming ideas and interests. Technology use within our Service aims to encourage children to solve problems and use logical reasoning, leading children to make decisions and choices and assisting them to use computer software competently and safely. Our educators are diligent in ensuring children are only able to access age-appropriate technology on any device provided by the service.



Examples of Technology and multimedia for Early Childhood Education include, but are not limited to:

- Touchscreen devices- tablets (iPads, iPods, Tablets)
- Computers, laptops
- programs that develop literacy or numeracy skills with ICT such as word processing, desktop publishing
- Internet and information literacy skills
- Robotic toys- such as bee bots
- Scanners
- Interactive whiteboards/data projectors
- Televisions (including smart TVs)
- DVD players
- Electronic game consoles.

Related Policies Child Protection Policy Privacy and Confidentiality Policy Social Media Policy

Sources

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Guide to the National Quality Standard. (2017).

NSW Department of Education. (2021). *Implementing the Child Safe Standards*. A guide for early childhood education and care and outside school hours care services.

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The Australian Council on Children and the Media for the Australian Research Alliance for Children and Youth. (2011). *Television and young children: Quality, choice and the role of parents: What the experts and parents say.*



Review History

Policy Reviewed By:	Scott Norris	DCEO	September 2023
POLICY REVIEWED	September 2023	NEXT REVIEW DATE	November 2026
Modifications	policy maintenancehyperlinks checked and repaired as required		
POLICY REVIEWED	PREVIOUS MODIFICATIONS NEXT REVIEW DATE		
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Signed

CEO:	
Manager:	S. Norris