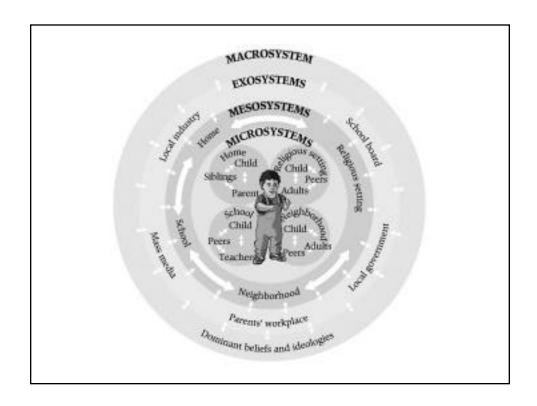
The Contexts of Early Childhood Development





Contexts

- Family
- Media
- Community
 - Daycare/Preschool



The Family as a Context for Development

- Family Configurations and Socialization Practices in North America
 - Parenting styles in the middle-class North American nuclear family
 - Patterns of socialization in single-parent families
 - The impact of poverty on child rearing
 - The extended family and social networks

Media: Linking Community & Home

- The Lessons of History
- Books
- Television
- Interactive Media

Books

- The form of early literacy experiences
 - Zone of Proximal Development
 - Dialogic Reading
 - Whitehurst grammar, idea expression, word sounds
- Appropriate content for young children
 - Fairy tales: Do they have a role?
 - Stereotypes



Television

- Viewing Factors
 - Interests Change over time
 - Preschoolers educational shows
 - Kindergarten (5) cartoons
 - Middle childhood general audience
 - Individual Differences
 - Males more than females
 - African Americans more than Caucasians
 - Lower SES more than Higher SES
 - How Much?
 - 1 hour at 6 mo. - 4 hours at 10 years (per day

Television: Neutral, Helpful or Harmful?

- Appearance -Reality Distinction
- The problem of television form
 - Scene-changes, flashbacks, face-paced
 - Induces Mental Laziness?
- The problem of television content
 - Media Stereotypes
 - Men vs women, Ethnic minorities & Foreigners
 - Dangers: Identification with own group
 - Violence: Problems with evaluating its effect.
 - Observational, experimental
 - Natural Experimental: Introduction of TV to community

Television: Helpful?

- Cognitive Development
 - Sesame Street (school readiness skills)
 - · Greatest gains for disadvantaged children
 - Increase in vocabulary, letters, name writing, numbers & forms
 - Better adapted to schools, more positive attitudes to school & other ethnic groups
 - Barney & Friends
 - Social-emotional benefits
- TV: Good or Bad: Depends on Quantity

Television

- Family Influences
 - Joint Television watching: Helpful?
 - Depends on what is watched
 - How parents interact with show and child

Paper #3

- Evaluation of the positive & negative influences on development of children's television.
 - Synopsis of the show
 - Analysis of the developmental goals
 - Evaluation of the goals
 - Background research, theory
 - Recommendations

Blues Clues



Media Paper

- Writing a synopsis
 - Describe the general format of the show
 - Animation, real-life, mixed media
 - Setting & characters (where, who)
 - Plot line (goal, focus what is it about)
 - Audience (who is the show designed for)
 - Describe the specific features of the episode
 - Topic
 - Activities/ concepts

Media Paper

- Analysis of the developmental goals
 - What are they trying to teach
 - In general specific examples
 - What strategies do they use to teach
 - In general specific examples
- Evaluation of the goals (Theory & Research)
 - Are the goals appropriate for the audience
 - Content & Strategy
 - Success in attaining their goals
 - How well did they implement the goal
 - Recommendations (Theory & Research)
 - How would you make the show better?

Interactive Media

- Modeled on Cartoons & Books but interactive
 - Graphics, Music, Game-like
 - Teach basic skills
 - Literacy skills (letter recognition, sounds letters, spelling, etc)
 - Mathematical skills (numbers, quantity, classification, addition & subtraction)
 - Reasoning skills (problem solving, sequencing, etc)
 - Computer skills
 - Controlling mouse, click & drag, activating, opening & closing files, programs, etc

The Young Child in the Community

- Varieties of Day Care
 - Home care
 - Family day care
 - Day-care centers
- Developmental Effects of Day Care
 - Intellectual effects
 - Impact on social development
- Preschool
 - Preschools and "The war on poverty"
 - What difference does Head Start make?
 - The future of compensatory preschool programs