The integration of the internet of toys in early childhood education: a platform for multi-layered interactions

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## Topics

* Learning
* Internet usage, practices and engagement
* Wellbeing
* Risks and harms
* Access, inequalities and vulnerabilities

## Sample

Australia: 17 children from four-year-old classrooms
Norway: 6 children five years old from one Kindergarten
Scotland: 5 case study children; up to 160 observational children aged 3-5 years; 20 staff
England: 12 children up to 5 years of age

## Implications For Parents About

## Implications For Educators About

## Implications For Policy Makers About

* High-quality content online for children and young people
* Stepping up awareness and empowerment
* Creating a safe environment for children online

## Implications For Stakeholders About

* Researchers
* Industry
* Healthcare

# Abstract

This paper presents findings from an on-going international study of early childhood educators’ and children’s use of new digital technologies, such as the Internet of Toys (IoToys) and the pedagogic interactions which occur when these artefacts are integrated into classrooms. Based on qualitative methodology, data have been collected in four countries: Australia, Norway, Scotland and England. Data collection includes observations of interactions with IoToys (written and video), multimedia messages (digital images, videos), short written reflections and consultations with the children. Findings across all countries show that IoToys offers a platform for interactions to become multidirectional, multidimensional and multimodal. Examining the interactions in the ecology of the playroom, this study calls for pedagogy involving IoToys to provide a platform for children’s rich symbiotic explorations, creativity, collaboration and problem solving.

# Outcome

Findings across all countries show that IoToys offers a platform for interactions to become multidirectional, multidimensional and multimodal. Examining the interactions in the ecology of the playroom, this study calls for pedagogy involving IoToys to provide a platform for children’s rich symbiotic explorations, creativity, collaboration and problem solving.