Alive Studios' Alignment to
NAEYC's Technology and Interactive Media: [Position Statement](#)

NAEYC RECOMMENDATIONS	Alive Studios Zoo Supplemental Resources	Details of Alignment
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**.	• Explicit and systematic instruction is aligned to PK/K standards • Uses purposeful and collaborative technology • Supports all 5 pillars of the Science of Reading • Guaranteed to increase engagement and attention • Invites collaboration with other students	Students engage in shared experiences that build foundational skills for literacy and math. The Augmented Reality zoo animals layer into real-world environments where students can interact with the animals, each other, and adults with endless oral language and vocabulary opportunities. Our supplemental resources facilitate peer social interaction through expression of emotions, discovery of new things, and working together to problem-solve. *Alive Studios Zoo's software and app-based resources **do not require the internet** to operate.*
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.	• Includes a balance of multisensory activities that encourage exploration, creativity, and collaboration with others • Can be used in Whole Group, Center Time, or for individual practice • Features 3D Augmented Reality zoo animals that create a joy-filled, captivating learning environment in seconds	The possibilities are endless when using Alive Studios Zoo's 3D augmented reality animals to capture students' attention and motivate them to learn. Instruction is extended with cross-curricular, multimodal lessons and activities, including rhyming stories, charts, writing, drawing, building, and exploring. Our flexible resources offer various ways to enhance preschoolers' predictive reasoning and critical thinking skills, including story sequencing, cloud stories, logic puzzles, word family and rhyming games, role-playing, and more.
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.	• Requires hands-on interaction with a blend of tactile learning materials and technology • Are perfectly suited for 3-5 year olds • Are not typical "stare and peck" tech resources	Alive Studios' technology provides opportunities for educators and students to engage with the animals by physically manipulating alphabet and sight word cards to generate animal responses. The feedback is positive, and students feel like they're making a game work while learning. Right or wrong is replaced with predictive reasoning, collaborating, and problem-solving. Teachers and students utilize touchscreen technology tools for interactive, targeted, and purposeful delivery of instruction and learning.

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.	• Screen time is limited to a few minutes, and the activity is interactive with tactile, real-world materials and other students. • Complements ANY core curriculum with 8-10 minutes of instruction (including whole group, center time, and individual practice)	Alive Studios' targeted technology delivers purposeful, interactive instruction in approximately 8-10 minutes a day and can cover multiple strands: (letters, sounds, SOR Skills, number concepts and relationships, animals, habitats, oral language, vocabulary, Social Emotional Learning, STEM, etc.) ** Public health organizations recommend no more than one hour a day for students up to the age of 5 and discourage the use of passive screen time in the school setting.*
Provide leadership in **ensuring equitable access** to technology and interactive media experiences for the children in their care and **for parents and families**.	Our Letters and Math alive® Student Journals: • Support family engagement • Include a FREE mobile app for phone/tablet • Include a parent guide in English and Spanish • Does NOT require internet for use	Alive Studios resources include multiple ways to communicate with parents including Zoo Baby Hats and Badges, mastery certificates, photos with the AR animals, and artwork. Parents are invited to participate in the ABC and 123 Fashion Shows/Parades. Our free app along with My Letters and My Math Journals, provides families with the opportunity to continue learning at home. Activities for journal use at home are described in the free parent guides (available in English and Spanish).

(National Association for the Education of Young Children & Fred Rogers Center for Early Learning and Children's Media at Saint Vincent College, 2012)

NAEYC.org | Position Statement

AliveStudiosZoo.com