

RESEARCH-TO-PRACTICE BRIEF

The Uses of Technology to Support Early Childhood Practice: Instruction and Assessment

Sample Product and Program Tables



The Uses of Technology to Support Early Childhood Practice

OPRE REPORT 2015-39 | MARCH 2015

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Administration for Children and Families
U.S. Department of Health and Human Services

Contract Number: HHS P233-37-042T

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Introduction

This document is a supplement to the research-to-practice brief titled, “The uses of technology to support early childhood practice: Instruction and assessment.” The brief describes 12 technologies that early childhood practitioners are currently using to support instruction and assessment. The technologies are classified broadly as hardware (i.e., physical electronic devices), software (i.e., programs that run on hardware) or video. Because Instruction and Assessment is a broad Topic Area, its technologies were divided among three more focused categories: 1) curricula and instructional tools; 2) assessments; and 3) integrated curricula and assessments. This document contains three tables, one for each of these three categories, listing sample products and programs that utilize the 12 technologies. If you are interested in learning more about a specific product or program, the tables contain external hyperlinks to product or program websites. Full web addresses are also written out in a bibliography at the end of the document. Please note that as websites are updated, hyperlinks and web addresses included in this document may become inactive. In those instances, we suggest conducting a web-search for the product(s) or program(s) of interest.

Table 1. Curricula and Instructional Tools Identified in Web Search, Classified by Product Features and Technologies

Content Area Curriculum or Instructional Tool	Company, Publisher, or Developer(s)	Product Features Technology- First	Product Features Type of Instructional program/ product Curriculum	Product Features Type of Instructional program/ product Tool	Product Features Build Your Own	Product Features Practitioner-to-Parent Communication	Product Features Standalone Device	Technologies Hardware Computer	Technologies Hardware Interactive Book	Technologies Hardware Interactive Whiteboard	Technologies Hardware Language Environment Analysis (LENA) System	Technologies Hardware Mobile Device	Technologies Hardware Movement Sensor	Technologies Hardware Multi-touch Table	Technologies Hardware Proprietary Computer	Technologies Software App for Mobile Devices	Technologies Software eBooks	Technologies Software Software as a Service (SaaS)	Technologies Software Traditional Software	Video	Social Networking Media	Online Coursework	Other
Content Area: Comprehensive																							
1. ABCmouse.com	Age of Learning, Inc.	x	x		x			x								x		x					
2. ActivTable	Promethean	x		x	x		x	x						x									
3. Boardmaker	Mayer-Johnson	x		x	x			x								x			x				
4. FasTrack Learning Station	FasTrackKids	x	x					x											x				
5. Inspire-NG Multi-touch Table	Kaplan Early Learning Company	x		x			x							x									
6. Interactive Whiteboard System and ActivInspire Software	Promethean	x		x	x			x		X						x			x				
7. International Preschool Curriculum	International Preschool Curriculum and Clarenter LLC		x					x											x				
8. Juf-in-a-Box	Ranj Serious Games	x	x				x																
9. KidSmart Early Learning Program*	KidSmart	x	x				x								x								
10. LeapPad 2 Learning Tablet	LeapFrog	x		x			x									x	x		x				

Content Area Curriculum or Instructional Tool	Company, Publisher, or Developer(s)	Product Features Technology- First	Product Features Type of Instructional program/ product Curriculum	Product Features Type of Instructional program/ product Tool	Product Features Build Your Own	Product Features Practitioner-to-Parent Communication	Product Features Standalone Device	Technologies Hardware Computer	Technologies Hardware Interactive Book	Technologies Hardware Interactive Whiteboard	Technologies Hardware Language Environment Analysis (LENA) System	Technologies Hardware Mobile Device	Technologies Hardware Movement Sensor	Technologies Hardware Multi-touch Table	Technologies Hardware Proprietary Computer	Technologies Software App for Mobile Devices	Technologies Software eBooks	Technologies Software Software as a Service (SaaS)	Technologies Software Traditional Software	Video	Social Networking Media	Online Coursework	Other
11. Move-NG	Kaplan Early Learning Company	x		x						X			x							x			
12. Pre-Kindergarten Learning System	The InvestiGator Club		x				x													x			
13. SMART Board Interactive Whiteboards and SMART Notebook Software	SMART Technologies	x		x	x			x		X						x				x			
14. SMART Table 442i Collaborative Learning Center	SMART Technologies	x		x	x		x							x									
15. Splash into Pre-K Curriculum	Houghton Mifflin Harcourt		x					x										x	x				
Content Area: Social-Emotional																							
16. Juba	Six Red Marbles	x	x					x								x		x					
17. Second Step Early Learning Program*	Committee for Children		x					x										x	x				
18. Teacher Classroom Management and Child Social and Emotion curriculum (Dinosaur School)*	Incredible Years	x	x																	x			

Content Area Curriculum or Instructional Tool	Company, Publisher, or Developer(s)	Product Features Technology- First	Product Features Type of Instructional program/ product Curriculum	Product Features Type of Instructional program/ product Tool	Product Features Build Your Own	Product Features Practitioner-to-Parent Communication	Product Features Standalone Device	Technologies Hardware Computer	Technologies Hardware Interactive Book	Technologies Hardware Interactive Whiteboard	Technologies Hardware Language Environment Analysis (LENA) System	Technologies Hardware Mobile Device	Technologies Hardware Movement Sensor	Technologies Hardware Multi-touch Table	Technologies Hardware Proprietary Computer	Technologies Software App for Mobile Devices	Technologies Software eBooks	Technologies Software Software as a Service (SaaS)	Technologies Software Traditional Software	Video	Social Networking Media	Online Coursework	Other
Content Area: Science																							
19. Little Discoverers: Big Fun with Science, Math and More	Sesame Workshop		x					x				x								x			
Content Area: Literacy or Language																							
20. Kiddy Read, Kiddy Bilingo, Kiddy Chinese	KiddyLearn	x	x					x										x					
Total: 20	20	15	12	8	6	0	7	12	0	3	0	1	1	3	1	6	1	5	11	1	0	0	0

Note. Products/programs that have evaluative literature are identified by *.

Table 2. Assessments from Web Search, Classified by Product Features and Technologies

Type of Assessment/Content Area	Assessment	Company, Publisher, or Developer(s)	Product Features Technology First	Product Features Build Your Own	Product Features Practitioner-to-Parent Communication	Product Features Standalone Device	Technologies Hardware Computer	Technologies Hardware Interactive Book	Technologies Hardware Interactive Whiteboard	Technologies Hardware Language Environment Analysis (LENA) System	Technologies Hardware Mobile Device	Technologies Hardware Movement Sensor	Technologies Hardware Multi-touch Table	Technologies Hardware Proprietary Computer	Technologies Software App for Mobile Devices	Technologies Software eBooks	Technologies Software Software as a Service (SaaS)	Technologies Software Traditional Software	Video	Social Networking Media	Online Coursework	Other
Type of Assessment: Formative																						
Comprehensive	1. Strengths and Difficulties Questionnaire*	YouthInMind					x										x					
Comprehensive	2. Work Sampling Online	Pearson					x											x				
Developmental	3. The Early Learning Accomplishment Profile (E-LAP)*	Chapel Hill Training-Outreach Project, Inc.			x		x				x						x	x				
Literacy or Language	4. Children's Progress Academic Assessment	Northwest Evaluation Association	x		x		x										x					
Social-Emotional	5. The Ounce Scale*	Pearson					x										x					
Type of Assessment: Progress Monitoring																						
Comprehensive	6. C-PALLS+ Child Progress Monitoring Tool*	Children's Learning Institute	x		x		x				x				x		x					
Comprehensive	7. mCLASS: CIRCLE*	Children's Learning Institute	x		x		x				x				x		x					

Type of Assessment/Content Area	Assessment	Company, Publisher, or Developer(s)	Product Features Technology First	Product Features Build Your Own	Product Features Practitioner-to-Parent Communication	Product Features Standalone Device	Technologies Hardware Computer	Technologies Hardware Interactive Book	Technologies Hardware Interactive Whiteboard	Technologies Hardware Language Environment Analysis (LENA) System	Technologies Hardware Mobile Device	Technologies Hardware Movement Sensor	Technologies Hardware Multi-touch Table	Technologies Hardware Proprietary Computer	Technologies Software App for Mobile Devices	Technologies Software eBooks	Technologies Software Software as a Service (SaaS)	Technologies Software Traditional Software	Video	Social Networking Media	Online Coursework	Other
Comprehensive	8. myIGDIs*	Early Learning Labs	x		x		x								x		x					
Type of Assessment:																						
Screening																						
Developmental	9. Ages and Stages Questionnaire (ASQ)*	Paul H. Brookes Publishing Co.					x										x	x				
Social-Emotional	10. Ages and Stages Questionnaire Social-Emotional (ASQ-SE)	Paul H. Brookes Publishing Co.					x										x	x				
Social-Emotional	11. Devereux Early Childhood Assessment (DECA)*	Devereux Foundation					x				x						x	x				
Total	11	11	4	0	5	0	11	0	0	0	4	0	0	0	3	0	10	5	0	0	0	0

Note. Products/programs that have evaluative literature are identified by *.

Table 3. Integrated Curricula and Assessments from Web Search, Classified by Product Features and Technologies

Content Area/Integrated Curriculum Assessment	Company, Publisher, or Developer(s)	Product Features Technology First	Product Features Build Your Own	Product Features Practitioner-to-Parent Communication	Product Features Standalone Device	Technologies Hardware Computer	Technologies Hardware Interactive Book	Technologies Hardware Interactive Whiteboard	Technologies Hardware Language Environment Analysis (LENA) System	Technologies Hardware Mobile Device	Technologies Hardware Movement Sensor	Technologies Hardware Multi-touch Table	Technologies Hardware Proprietary Computer	Technologies Software App for Mobile Devices	Technologies Software eBooks	Technologies Software Software as a Service (SaaS)	Technologies Software Traditional Software	Video	Social Networking Media	Online Coursework	Other
Content Area: Comprehensive																					
1. ClassVINCI Blended Learning Program	VINCI Education	x		x	x	x								x							
2. Core Knowledge Preschool Sequence and Preschool Assessment Tool*	Core Knowledge Foundation					x										x	x				
3. Curiosity Corner*	Success For All					x										x	x				
4. Frog Street Pre-K Curriculum and Assessment	Frog Street					x				x				x	x		x				
5. Galileo Pre-K Online	Assessment Technology Incorporated	x		x		x										x					
6. iStartSmart Computer	Hatch	x			x	x													x		
7. iStartSmart Mobile	Hatch	x			x					x									x		
8. IStation Reading Program and Math Intervention Programs, Computer-Adaptive Reading and Math Assessments	IStation	x		x		x				x				x		x					
9. Online Curricula	Time4Learning.com	x				x								x	x	x					
10. PreK-3 AWE Tablet	AWE Digital Learning Solutions	x			x					x											
11. PreK-3 Student Learning Center	AWE Digital Learning Solutions	x			x	x															

Content Area/Integrated Curriculum Assessment	Company, Publisher, or Developer(s)	Product Features Technology First	Product Features Build Your Own	Product Features Practitioner-to-Parent Communication	Product Features Standalone Device	Technologies Hardware Computer	Technologies Hardware Interactive Book	Technologies Hardware Interactive Whiteboard	Technologies Hardware Language Environment Analysis (LENA) System	Technologies Hardware Mobile Device	Technologies Hardware Movement Sensor	Technologies Hardware Multi-touch Table	Technologies Hardware Proprietary Computer	Technologies Software App for Mobile Devices	Technologies Software eBooks	Technologies Software Software as a Service (SaaS)	Technologies Software Traditional Software	Video	Social Networking Media	Online Coursework	Other
12. Preschool Curriculum and Child Observation Record (COR) Advantage Assessment*	HighScope			x		x								x							
13. TeachSmart 2.0 Interactive Whiteboard*	Hatch	x	X		x	x		x									x				
14. Texas Opening the World of Learning (OWL) Pre-K Curriculum and Assessment*	Pearson					x										x	x				
15. The Creative Curriculum System for Preschool (version 5) and Teaching Strategies Gold Assessment System (TS GOLD; version 4)*	Teaching Strategies					x								X			x				
16. The DLM Early Childhood Express*	McGrawHill			x		x									x	x	x				
17. We Can Early Learning Curriculum (including The Learning Zoo)	Voyager Sopris Learning	x				x										x					
18. WePlaySmart Multi-Touch Table	Hatch	x			x							x									
Content Area: Language of Literacy																					
19. Literacy Instruction and Assessments	Imagine Learning	x				x				x				x		x	x				

Content Area/Integrated Curriculum Assessment	Company, Publisher, or Developer(s)	Product Features Technology First	Product Features Build Your Own	Product Features Practitioner-to-Parent Communication	Product Features Standalone Device	Technologies Hardware Computer	Technologies Hardware Interactive Book	Technologies Hardware Interactive Whiteboard	Technologies Hardware Language Environment Analysis (LENA) System	Technologies Hardware Mobile Device	Technologies Hardware Movement Sensor	Technologies Hardware Multi-touch Table	Technologies Hardware Proprietary Computer	Technologies Software App for Mobile Devices	Technologies Software eBooks	Technologies Software Software as a Service (SaaS)	Technologies Software Traditional Software	Video	Social Networking Media	Online Coursework	Other
20. Making Online Decisions (MOD) Clinical Decision Support System*	Jay Buzhardt, Judith Carta, Dale Walker	x				x										x					
21. Ready, Set, Leap*	LeapFrog	x			x		x										x				
Content Area: Math																					
22. Building Blocks*	Douglas Clements and Julie Sarama	x				x										x					
Total	22	15	1	5	8	18	1	1	0	5	0	1	0	6	4	11	11	0	0	0	0

Note. Products/programs that have evaluative literature are identified by *.

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