Index

A
ABA - See Applied Behavior Analysis Techniques.
Active Learning 146
age appropriate ranking 84
age appropriate technology
  changing views 80
  conflicting views 78
  myths 87
  recommendations 91
aggressive children 289, 293
Applied Behavior Analysis Techniques (ABA) 282, 313
ASD - See Autism Spectrum Disorders.
asthma 256
Autism Spectrum Disorders (ASD) 242, 259, 272

B
Baby Boomers - See technological generations.
Behavior Incidence Report (BIR) 197
behavior tracker pro 282
blogs 318
Bloom’s higher level of thinking 170
Bloom’s Taxonomy 21, 32-35, 38, 172, 177, 182, 189

C
cancer 252-255, 257, 259, 261-262, 264, 268, 270
cerebral palsy 242, 251-252, 260, 266
Child Development
Language Development 137-138, 202-203, 249, 306
Motor Development 139
Physical development 52, 78, 83, 139, 273
Children’s Epistemological Technology Framework 6, 25
chronic illness 235, 237, 242, 251-253, 256, 258-259, 264, 266-267, 269-270
Classroom Assessment Scoring System (CLASS) 115, 115, 223-225, 230
collaboration 24, 210, 217, 277, 299, 315-316
Constructivism 12-14, 42, 148
Critical Media Literacy in School 104
cyberbullying 296

D
Delicious - See social bookmarking.
Descartes 9
Developmental Domains
  cognitive development 4
  emotional development 5
  social development 5, 8, 27, 44-45, 85, 112-113, 115, 123, 125-126, 133, 137, 244, 263, 306, 310-312
Developmentally Appropriate Practice (DAP) 79
Dewey, John 12
Diigo - See social bookmarking.

E
Early Childhood Intervention Programs (EIS) 284
Early Intervention (EI) 50, 158, 196, 250, 259-260, 262-264, 266, 268-269, 272-273
E-books 304, 309
educational environments 2, 13-15, 18, 45, 47, 51, 
71, 76-77, 86, 89-91, 93, 112-113, 132, 212- 
213, 216-217, 276
educational toys 137
EI - See Early Intervention.
EIS - See Early Childhood Intervention Programs.
electronic trail 222
encouragement and affirmation - See intentional 
teaching.
Equality of Access 146
Erikson, Erik 118

F
Facebook - See social networking.
FBA - See functional behavior assessment.
Feedback 155
feedback loops - See intentional teaching.
Four Phases of Peer-Assessment 
evaluation 221
feedback 221
implementation 221
planning 221
framing technology
   Children’s Epistemological Technology Frame-
work 6, 25
cognitive development 4
developmental domains 3-4, 25, 114, 272
emotional development 5
social development 5, 8, 27, 44-45, 85, 112-
113, 115, 123, 125-126, 133, 137, 244, 263, 
306, 310-312
free play 131, 291-292, 310
functional behavior assessment (FBA) 196, 198
future technologies
   interactive devices 304
   smart phones 304
tablet computing 304

G
Games and Virtual Worlds
   Baby-Place.com 319
   Everquest 319
   Second Life 320
Generation X - See technological generations.
Generation Y - See technological generations.
Generation Z - See technological generations.
Greco-Roman Generation - See technological gen-
erations.

H
higher-order thinking 31
HIV 252
Hume, David 11

I
Individualized Family Service Plan (IFSP) 198, 274
Individuals with Disabilities Educational Improve-
ment Act (IDEA) 271
Industrial Revolution - See technological genera-
tions.
Industry vs. Inferiority 119
information processing
   and children 36
   and higher-order thinking 31
   and knowledge 33
   and teacher/educational implications 37
   and technology 37
Initiative vs. Guilt 118-119
in pre-K environments 114
inquiry learning
   and cycle of teaching 171
   and higher order thinking 173
   and reasoning 169-170, 172-176, 178, 180
   and science 172, 175
   and thinking 169-170, 172, 174-175, 180
   approach 171
   role of the teacher 176, 216
   stages of 172
   using technology 180
Integration 76, 108, 123, 154, 166, 228, 232
Integration of Technology with Social Competence 
123
Integrative Personal Epistemology Model 16-17
intentional teaching 155
Internet safety 288-290, 295-296, 299-301, 305-308, 
311-312
Internet use 3, 90, 182, 263, 265, 295-296, 301-303, 
305-306, 308-309, 311

K
Kant, Immanuel 11
Kindle - See E-books.
KWL (Know, Want to Know, and Learned) 177, 182

L
Locke, John 11
Index

M
Manipulatives 148, 152, 156-157, 161, 164, 167
    animated 157
    computer 156-157
    physical 157
    virtual 148, 156-157, 164
Massive Multiple Online Role-Playing Games (MMORPG’s) 319
microgenetic perspective 150
Middle Ages-Renaissance - See technological generations.
multi-functional web-based program 201
    AIMSweb 201
    Dynamic Indicators of Basic Early Literacy Skills (DIBELS) 201
    Headsprout Early Reading 201
    Imagination Station 202
multi-function sites 317
multi-tiered interventions 194-195
muscular dystrophy 252

N
NAEYC - See National Association for the Education of Young Children.
National Association for the Education of Young Children (NAEYC) 20, 79-80, 97, 126-127, 133, 146, 148, 164-166, 197, 232, 271, 285
number sense 149, 163-164

P
PACER (Parent Advocacy Coalition for Educational Rights) 210, 270, 287
parenting 238
PBS Kids 317
peer acceptance 115, 127, 291, 293
personal epistemologies
    and Theory of Mind 8, 19, 29, 40
    as theories 14
    importance of 25
    research on 25-26
    young children’s 25
personal epistemology
    lack of research 26
Piaget model 134
Piaget, Jean 116
Piaget’s Theoretical Framework 22
pop culture
    gender issues 107
popular culture 97
    classroom implementation 105
    in the classroom 103
pre-service and in-service teachers 212
prompting thought process - See intentional teaching.
providing information - See intentional teaching.

Q
Quality of Life (QoL) 62, 248, 256, 263, 270

R
reflective assessment 212-213, 215
response to intervention (RTI) 195

S
scaffolding - See intentional teaching.
Silent Generation - See technological generations.
smart phones - See future technologies.
smart toys - See future technologies.
social bookmarking 232, 317
social-emotional development 113
    influence of technology 112-113, 122
spina bifida 251
spinal muscular atrophy 251, 263
Stages of Play
    Associative Play 135-136
    Cooperative Play 118, 135, 137
    Onlooker Play 135-136
    Parallel Play 135-136
    Solitary Play 135-136
    Unoccupied Play 135-136
STARBRIGHT Foundation 257, 260, 270
Student-centered Learning 146

T
tablet computing - See future technologies.
technological generations
    Baby Boomers 63
    Generation X 64
    Generation Y 69
    Generation Z 71
    Greco-Roman 52
Index

iGeneration 289
Industrial Revolution 60
Middle Ages-Renaissance 56
Silent 61
Technology and Illness Information 252
theoretical frameworks
  Constructivism 13
  Descartes 9
  Dewey 12
  Greek influences 9
  historical perspective 8
  Hume 11
  Integrative Personal Epistemology Model 16-17
  Kant 11
  Locke 11
  personal epistemologies 14

Piaget’s Theoretical Framework 22
Vygotsky’s Theoretical Framework 23
Theory of Mind 7-8, 15, 18-21, 23, 27-31, 36, 39-42, 190
  and personal epistemology 8, 19, 29, 40
  children’s 27
Twitter - See social networking.

V

video assessment 212
video self- and peer-assessment guide 212
Vygotsky, Lev 117
Vygotsky’s Theoretical Framework 23

W

WebQuest 181-184