



Using Interactive Media in Early Learning Assignment

Review of Interactive Media

Objective

To evaluate screen media for use in an early learning setting

Instructions

1. Pick a digital game to play and review for possible use in an early learning environment. Choose one that is designed to promote learning. Possible websites to use to choose games are:

- Common Sense Education <https://www.commonsense.org/education/> and Common Sense Media <https://www.commonsensemedia.org/>
- Chrome Web Store <https://chrome.google.com/webstore/category/app/8-education>
- PBS Kids <http://pbskids.org/>
- First 8 Studios <http://first8studios.org/gracieandfriends/cityskate.html>

All of these sites identify games available at no or minimal cost on specific web or mobile platforms..

2. Play the game.

3. Write a reflection of your experience playing the game and your recommendation regarding its use in early learning. Include why or why not you would use it in an early childhood setting and, if you are recommending it, how you would use it.

Make sure to consider the criteria for choosing interactive media that you developed earlier in this module. In addition, answer the question: *Based on your experience playing this game, would you add any criteria to your list for choosing screen media for early learning?* The paper should be at least one page and include a thesis statement (tells the reader what you intend to say), an introduction, and a summary.

Rubric

	Exemplary	Proficient	Developing	Needs Improvement
Reflect	<p>The assignment is complete and on time. Participant provides an introduction and thesis statement, i.e., tells the reader what to expect from the reflection. Participant describes learning from the experience, connects experience to concepts in the module, and draws implications for work as a teacher. Participant provides a summary and includes reference to specific examples from the game and evaluation criteria. There are no spelling or grammar errors. Paper is at least one page.</p>	<p>The assignment is complete and on time. Participant provides an introduction and thesis statement, i.e., tells the reader what to expect from the paper. Participant describes learning from the experience and discusses implications for work as a teacher. Participant provides a summary and includes reference to specific examples from the game and evaluation criteria. There are few, if any, spelling or grammar errors. Paper is at least one page.</p>	<p>The assignment is complete and on time. Participant includes more than half of expected elements: introduction, thesis statement, major learning, implications, summary, and examples. There may be some grammar and spelling errors.</p>	<p>The assignment is incomplete or may be late. Participant includes less than half of expected elements: introduction, thesis statement, major learning, implications, summary, and examples. There are grammar and spelling errors. Paper is not appropriate length.</p>
Instructor's Comments				