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Technology in Early Childhood

Selecting or Upgrading Software and Web Sites in the Classroom

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Three issues are important considerations when selecting or updating software and/or web sites for children's use in classrooms or computers labs. The first issue is computer integration: products need to mesh with the goals or standards identified by the school, district or state. Second, violence should be avoided, especially if children initiate and control the violence. Third, the developmental appropriateness of programs is an essential consideration. The outstanding software and web sites for 2004 are reviewed and illustrated with screen captions.

KEY WORDS: technology; computers; software; web sites; developmental appropriate computer use; computer integration; violence in media; technology in early childhood classrooms; software and web site selection for early childhood education; selecting software and web sites for after school programs; selecting software and web sites for computer labs.

Three important issues need to be considered when selecting software and web sites to begin using technology in the classroom. These same issues are important to consider when upgrading and/or expanding the programs currently in use. So, no matter where you are in the journey of utilizing technology, these issues have emerged as important factors to consider in the process of determining which programs children will be utilizing.

The first issue is computer integration. In the past this factor was usually considered last. Teachers, lab specialists and administrators selected software and/or approved web sites and then it was the teachers' and lab specialists' responsibility to determine how these products would be introduced to children, how frequently they would be using the products and what children were expected to gain from the experiences. Most often the selection of software and web sites and then the integration of them into the curriculum has led to children's technology experiences being isolated from the rest of the curriculum. With the goal and standards based education schools are now providing children, no other curricular products are selected for schools until it is determined how they fit the state and district standards. Can you imagine, for example, a school adopting a reading or math program without first determining how it aligns with the state and district standards? In the past, we have not expected software and web sites to have the same accountability. Yet, research has shown that only when computer experiences are integrated into the curriculum do children have significant gains in conceptual knowledge (Haugland, 1992). When the decision has been made to select software and/or web sites for the classroom/computer lab or to expand/update the programs that are being used, the first question that needs to be asked is "What curricular area(s) do we want to address and which standards/goals within these curricular area(s) are important to achieve through computer experiences?" In the past I have indicated that either the products could be selected to fit within the curriculum or additional activities could be developed to reinforce the software or web sites. Unfortunately all too often the later has not been successful. Even with the best of intentions, software and web sites are installed and introduced to children

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and then little curriculum integration actually occurs. Due to this reality, I am now suggesting to look first at the goals or standards that are important to achieve during the year. Then select the curricular area(s) you believe technology could be utilized most effectively for learning. Next, select software or web sites that mesh with these standards or objectives. If you have opportunities to preview products the standards or objectives for software are listed in the manual that comes with the product. If you do not have previewing opportunities investigate software products on the Internet or in catalogs. Usually publishers indicate what objectives or standards each software program addresses. For web site selection, the objectives or standards may be listed on the site. If not, email the individual or company that sponsors the web site to determine the objectives and goals of the activities on the web site. If products are being placed outside of the classroom it is important that discussion occurs with the teachers regarding what computer experiences will occur and how teachers can reinforce these computer experiences in the classroom. Working together teachers and computer specialists can achieve computer integration.

The second issue to consider is violence in software and web sites. There is a significant difference between violence in software or web sites and violence in other curricular products that are utilized in the classroom. The difference is: at the computer children create and control the violence. An observation of Kid Pix in a computer lab of kindergarten children revealed that children spent the entire time placing objects on the screen and bombing them off the screen. When children were asked why they were doing this, they said it was fun. Is this what we want children to be learning: that violence is fun and can be repeated over and over again with no consequence? The fact that children initiate and control the violence and then observe or experience no consequences for the violence is of serious concern. Educators have argued that teachers can introduce products with violence, explain how they can and cannot be used and then monitor their use. Yet, one of the most significant aspects of providing computers to children is their self-exploration and the power they experience when they can control what happens on the computer. Why would we as adults select products for computer experiences that have something within them that we have to control? More importantly why would we want to provide children experiences with any type of violence? "While it is true that they (children) can be very resilient, early experiences of all sorts set a tone for the social and emotional developments that will follow. Yes, human development is complex and steeped in culture, but it is the job of adults to have a say in what form this culture will take. Many of us prefer a culture of less violence and early educational materials do not need to include violent images or actions (Bailey, 2004, unpaged).

The third and last issue is software and web site selection. Products should be developmentally appropriate for children. Unfortunately only about 20% of the software and web sites available are developmentally appropriate. It is important that these programs are evaluated for their developmental appropriateness. Computer experiences should not be electronic worksheets. This is a poor use of a powerful learning tool. Instead, computers need to be used for exploratory, open-ended experiences that teach children powerful ideas. Children can then apply their new conceptual understandings in their interactions with the world. Not all evaluation systems address the developmental appropriateness of software. How can you determine if software and web sites are developmentally appropriate? There are two options. Administer the *Haugland Developmental Scale for Software* or the *Haugland/Gerzog Developmental Scale for Web Sites* (Haugland & Wright, 1996). The second option is to explore the web site: childrenandcomputers.com. The web site includes the evaluation scales, directions for administering the scales and reviews the best developmental software and web sites for the past 4 years. The outstanding software and web sites for 2004 are highlighted below. Software is divided into two age groups, 3–8 and 9–14. Within each age group, there are 8 curricular areas: creativity, language, math and science, multicultural, problem solving, thematic and teacher resource. Web sites are separated into four categories: informational resources, interactive activities, publishing and virtual field trips.

DEVELOPMENTAL SOFTWARE

Ages 3–8

Creativity

Software: Krazy Art Room
Publisher: GuruForce, Inc.
Developmental Rating: 8.0
Cost: $39.95
Ages: 4+
Platforms: WIN

Fig. 1. Krazy Art Room.

Fig. 2. I SPY Fantasy.

Description: Krazy Art Room provides a wealth of fun and magical tools and functions that facilitate sophisticated creativity. The art center provides two palettes of art tools that make it easy to include animated stickers and a wide variety of backgrounds. Children can change the hue, saturation, and contrast of their drawings or even see them in grayscale. The program also has diverse project templates such as calendars and greeting cards. Lack of verbal instruction coupled with a help option that is not kid-friendly makes the software complicated for beginning users. Adding text to the project is possible, but simplifying the multiple steps would have made it easier. Expanding complexity is definitely the strength of this software. Children can create anything ranging from simple doodles to animated pictures with text.

Language

Software: I SPY Fantasy
Publisher: Scholastic, Inc.
Developmental Rating: 9.0
Cost: $19.95
Ages: 6–10
Platforms: WIN/MAC

Description: I SPY Fantasy is the eighth in a series of quality I SPY programs. Children explore three fantastical worlds filled with unique characters, fun scavenger games and 54 challenging I SPY riddles. When children click the fish tank, they embark on a search for lost treasures. Clicking on a collection of beach toys takes children to a sand castle to save a princess, while clicking on a toy rocket area launches them on a mission to Mars where they meet curious aliens and conduct experiments as you search for hundreds of objects and play fun games. Special tools like microscopes, flashlights, and telescopes add to the sense of adventure. The graphics are stunning. This program helps children develop skills in a variety of areas: problem solving, reading, rhyming, visual memory, logic, reasoning, vocabulary, listening and cause and effect. This program would be strengthened if the special tools were readily available to child through an icon menu on every screen. Having the house icon to return to the main menu would give children easier access to the various activities.

Software: Destination Reading
Publisher: Riverdeep, Inc.
Developmental Rating: 8.5
Cost: $249.95 (1 stand alone), $10,000 unlimited network version, $59.99 for online subscription. Volume pricing available, call publisher.
Ages: 4–10
Platforms: WIN/MAC

Fig. 3. Destination Reading.

Description: Destination Reading is a comprehensive, K-3, reading program divided into two courses, one for grades K-1, and the other for grades 2–3. Schools can choose to purchase it as a stand-alone CD-ROM or an Internet-based version. The program consists of 41 standards-based interactive units. Children learn about sounds, letters and words in the context of meaningful text. Stories are read to children with phrases highlighted. As stories are presented, children learn about the parts of a book, the names of letter, letter sounds, punctuation, etc. The software would be strengthened if children had the opportunity to input letter, words, sentences and their own simple stories.

Math and Science

Software: Math Missions: The Race to Spectacle City Arcade
Publisher: Scholastic, Inc.
Developmental Rating: 7.5
Cost: $19.99
Ages: 5–8
Platforms: WIN/MAC

Description: Children solve math challenges to help store owners in Spectacle City and earn money to play games. Children build addition, subtraction, geometry, early division, classifying, sorting, logic and reasoning and problem-solving skills. A variety of math activities, connected to real life experiences and situations make this math adventure both entertaining and educational. The quantity and quality of math activities are definite strength of this program.

Software: Toy Store
Publisher: Sunburst
Developmental Rating: 8.0
Cost: $89.95
Ages: 5–9
Platforms: WIN/MAC

Description: Toy Store provides a real-life situation where children try to make a profit running a toy store. This software engages children to make decisions and learn about how a simple economy works. Children control the function of objects as they design the toys, graph the toy preferences of the town's children, and decide how many of two toys to produce and then price their product. The results of their choices are reflected in a profit or loss at the toy store. The inclusion of verbal instructions and expanding complexity would strengthen this program. After initial use children should be expected to construct the graphs by selecting the option to create their own graph, as opposed to allowing the program to automatically generate a graph of the children's toy preferences. Lesson plans and handouts are included.

Problem Solving

Software: Putt-Putt Pep's Birthday Surprise
Publisher: Atari
Developmental Rating: 8.0
Cost: $19.99
Ages: 3–6
Platforms: WIN

Description: Children drive Putt-Putt around Cartown, helping his friends and gathering supplies in order to prepare for his best pal, Pep's first birthday party ever! Everyone in Cartown works together to throw Pep a surprise party. The software saves children's work and provides children new challenges

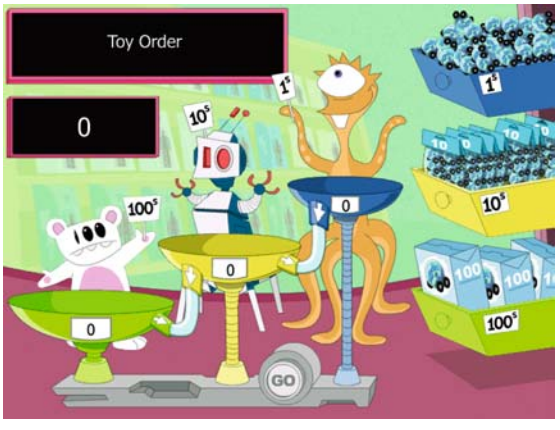

Fig. 4. Math Missions: The Race to Spectacle City Arcade.

Fig. 5. Toy Store.

Fig. 6. Putt-Putt Pep's Birthday Surprise.

every time they return to the program. Children develop critical thinking, listening and memory skills, as well as learning the importance of team work.

Multipurpose

Software: Nick Jr. Little Bill Thinks Big
Publisher: Scholastic, Inc.
Developmental Rating: 8.0
Cost: $19.99
Ages: 4–6
Platforms: WIN/MAC

Description: Children explore four rooms in Little Bill's house and in the process become engaged in five activities. The children begin by picking one of the four seasons. In each season they are helping Little Bill create a surprise. This software exposes children to a variety of early childhood concepts including shape, color, numbers, sequencing, classification, etc. The auto-leveling and expanding complexity of this product enables children with little understanding of concepts to gain skills and build on these skills to master much more difficult activities. Each season concludes with an open-ended project that allows children to use a variety of resources to create a picture reflective of the season.

Teacher Resource

Software: Photo Art
Publisher: HiJack
Developmental Rating: 7.5
Cost: $29.99
Ages: N/A
Platforms: WIN/MAC

Description: Photo Art provides teachers with a library of photographs arranged by topic, for easy access to use in curriculum development. This product provides excellent visual support for young children as well as English language learners. Pictures can be imported to a word document and then text added. The strength of this software is in the organization and the quality of the photos. While there are many resources for clip art, it is often difficult to find quality illustrations for topics that teachers want to illustrate in their classroom.

Ages 9–14

Creativity

Software: PhotoShow
Publisher: Simple Star
Developmental Rating: 8.5
Cost: $29.99
Ages: 8 +
Platforms: WIN/MAC

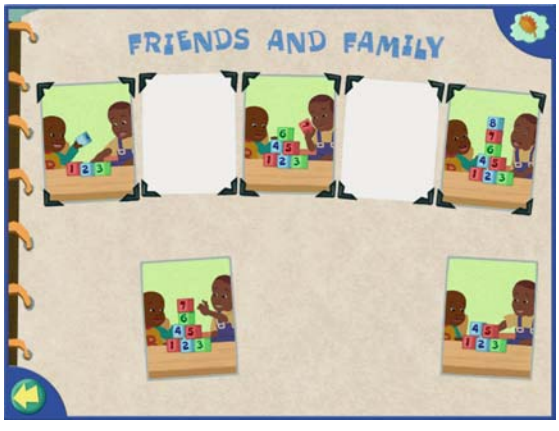

Fig. 7. Nick Jr. Little Bill Thinks Big.

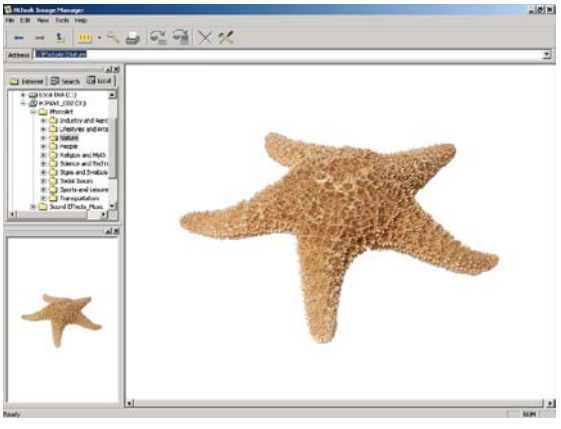

Fig. 8. Photo Art.

Fig. 9. PhotoShow.

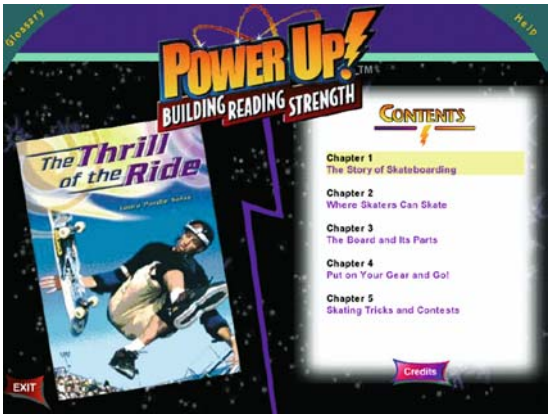

Fig. 10. Power Up!.

Description: An outstanding multimedia product whose strength lies in its ease of use. A simple interface enables children to create stories using images, text, animation and music. The quality of the slide shows is professional even for beginning users or children who are not computer proficient. Photo shows can be shared on-line, transferred to a CD-ROM, used as screen savers or published on a web site. The software encourages children to think critically and express themselves creativity, instead of just producing written documents of their thoughts, ideas and experiences. Written help is provided, but some instructions are heavy in text. The ability of students to input dialogue from a microphone into their show would enhance children's oral language development.

Language

Software: Power Up!
Publisher: Steck-Vaughn
Developmental Rating: 8.0
Cost: $795.00
Ages: 11 +
Platforms: WIN

Description: Power-Up is a four level reading program that begins at the 2.5 level and extends to 5.5. Themes commonly used in middle school education provide a rich context for learning and are engaging for children. Controlled vocabulary and attention to idiomatic language help make language more accessible to struggling readers and English language learners. Power-up is research-based using five instructional strategies: comprehension, the transition from narrative to expository text, guided reading, vocabulary, and the connection between reading and writing. The think-a-long strategy is modeled throughout the CD-ROM books to teach what good readers process as they read and text. Students respond to open-ended questions that help them predict, analyze characters, and set a purpose for reading. Power-Up is correlated to standardized tests and national standards. The package includes 30 copies of the Workout book, 30 Web licenses, a teacher's edition, 40 paperback books, 8 audio CDs, 8 books on CD-ROMs and a teacher resource binder with posters, all in a nice backpack on wheels.

Math and Science

Software: Math Missions 3–5: The Amazing Arcade Adventure
Publisher: Scholastic, Inc.
Developmental Rating: 7.5
Cost: $19.95
Ages: 8–10
Platforms: WIN/MAC

Fig. 11. Math Missions 3–5: The Amazing Arcade Adventure.

Description: The second in the Math Missions series, this program is similar to the first title for K-3, but includes more complex math activities, including a scavenger hunt. Children explore Spectacle City, by traveling on the subway, ferry and bus to different shops. At each shop children solve math problems, and earn money to eventually play games. Children learn problem-solving, graphing, place value, addition, subtraction and solve story problems. Math activities are connected to real life situations. This product would be strengthened if the navigation map was interactive so that students and teachers could navigate to the various stores directly. The expanding complexity and quality of math activities are strengths of this software.

Problem Solving

Software: The Flying Carpet: A Mathematical Journey
Publisher: Tool Factory, Inc.
Developmental Rating: 7.5
Cost: $59.00
Ages: 8–12
Platforms: WIN

Description: Flying Carpet takes children on a journey through Egypt as they search for a lost pet companion. Children solve mathematical problems to earn money to buy a flying carpet. Children explore puzzles, basic addition, subtraction and multiplication problems as well as strategy and problem-solving challenges. Math activities also allow practice in time, money, probability, and geometry. This product would have been strengthened by providing children models scaffolding to achieve a task after unsuccessful attempts, rather than just repeating the instructions. The colorful graphics and music support the Egyptian theme and mood.

Reference

Software: Encarta 2004 Reference Library Plus DVD
Publisher: Microsoft Corp.
Developmental Rating: 8.5
Cost: $69.99
Ages: 11 +
Platforms: WIN

Description: Encarta has made significant improvements by creating a visual browser to help students navigate between articles. Searching for relevant information has never been easier. This comprehensive encyclopedia on DVD features over 68,000 articles, over 25,000 photos and illustrations, over 400 videos and animations, and over 29,000 websites with no disk swapping. A 5 CD version is also available. This new version also includes videos from the Discovery Channel. The homework and research tools, literature guides, interactivities, chart maker and homework starters provide student support. Providing an elementary version of the same content, but with a lower readability level, would broaden the user based and provide a valuable resource to younger grades.

Thematic

Software: National Geographic 112 Years
Publisher: Topics Entertainment
Developmental Rating: 7.5
Cost: $49.95
Ages: 12 +
Platforms: WIN/MAC

Fig. 12. The Flying Carpet: A Mathematical Journey.

Fig. 13. Encarta 2004 Reference Library Plus DVD.

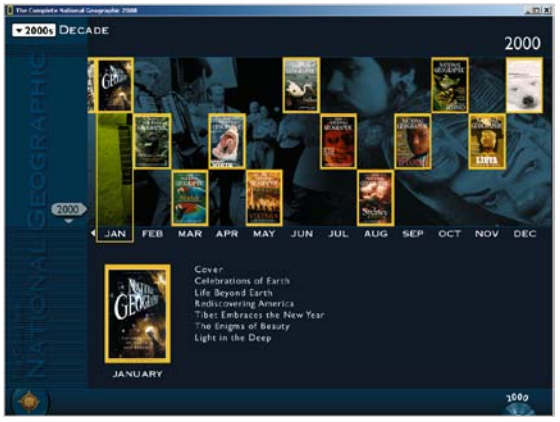

Fig. 14. National Geographic 112 Years.

Description: National Geographic 112 Years is the electronic collection of every issue of the magazine, 1285 issues, from 1888 to December 2000. This program includes over 185,000 photos and illustrations and over 9500 articles. Information is searchable by author, title, or subject. The easy-to-use interface allows students to view all of the covers and the table of contents without changing disks. When students find the issue or article desired, the program provides clear one-sentence instructions about which of the 32 CDs to insert. The program's primary weakness is the text resolution, both onscreen and in print. Allowing the students to copy and paste text would also have strengthened this product.

Multi-purpose

Software: Inspiration 7.5
Publisher: Inspiration Software, Inc.
Developmental Rating: 8.5
Cost: $54.00
Ages: 11+
Platforms: WIN/MAC

Description: Inspiration is a great tool for brainstorming, organizing information, creating concept-maps or webs, and formulating outlines. This new version offers additional support for the curriculum by including 10 additional templates. The interface is easier to use and best of all it include a one-click transfer from Inspiration to Microsoft Word or AppleWorks. This feature allows for the transfer of webs, outlines, templates, etc. created in Inspiration to be quickly and easily used for diverse curricular projects. Schools or individuals who use Inspiration 7 can upgrade their software to 7.5 free of charge.

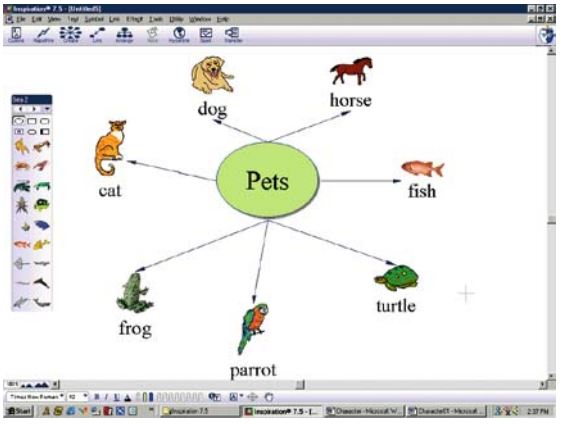

Fig. 15. Inspiration 7.5.

DEVELOPMENTAL WEBSITES

Informational Resources

Website: MightyBooks
Publisher: Mightybook.com, Inc.
Developmental Rating: 8.5
Ages: 2–12
URL: http://mightybook.com/home.htm

Description: MightyBooks.features a library of free, educator approved Flash animated "Read-Aloud Books" for ages 2-Preteen, available 24 hrs a day. The site contains no advertising. All books are found in the age specific libraries 2–4, 4–6, 6–8, 8–10, and 10-Pre-teen. There is also a library for parents. In addition to the books, children and adults enjoy the *MightyBook Sing-Along Songs* in Real Audio from the *MightyBook Jukebox* as well as *Video Song Books* in Flash animation. A new addition to the Music

Fig. 16. MightyBooks.

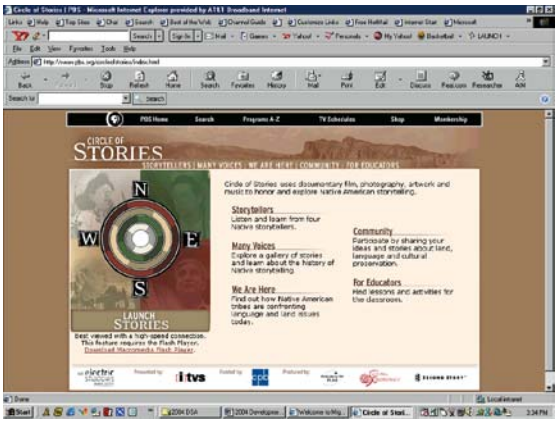

Fig. 17. Circle of Stories.

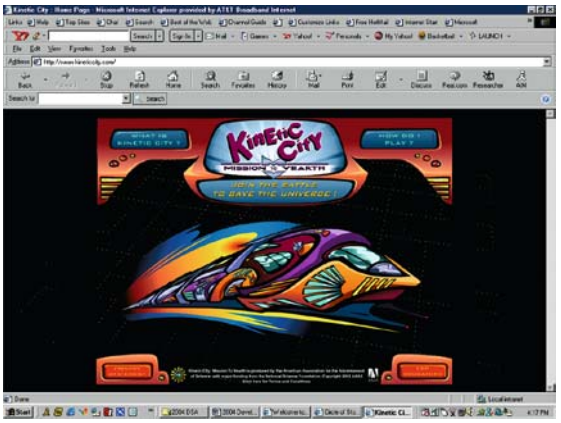

Fig. 18. Kinetic City.

page is an interactive electronic keyboard. By mousing over the key, kids discover their musical creativity.

Website: Circle of Stories
Publisher: PBS
Developmental Rating: 7.5
Ages: 11 +
URL: http://www.pbs.org/circleofstories/

Description: Circle of Stories uses documentary film, photography, artwork and music to honor and explore Native American storytelling. The website is organized into five areas: (1) Storytellers, students listen and learn from four Native storytellers; (2) Many Voices, students explore a gallery of stories and learn about the history of Native storytelling; (3) We Are Here, students explore how Native American tribes are confronting language and land issues today; (4) Community, students participate by sharing their ideas and stories about land, language and cultural preservation; and (5) For Educators, lessons plans and activities for the classroom. This site is an excellent resource for classroom teachers at the middle and high school level.

Interactive Activities

Website: Kinetic City
Publisher: American Association for the Advancement of Science
Developmental Rating: 8.5
Ages: 8–11
URL: http://www.kineticcity.com/

Description: Kinetic City: Mission to Vearth is an after-school standards-based program in which kids explore science activities. The Kinetic City Super Crew needs help to save their virtual world of Vearth from the science-distorting computer virus, Deep Delete. Children work together and then download their data to the Super Crew (Keisha, Curtis, Megan and Max) to help repair their world. Then, they will go on an exciting Mission To Vearth adventure, earning Kinetic City Power Points as they use their knowledge to battle Deep Delete. The Kinetic City provides kids in grades 3 through 5 an engaging avenue to learn standards-based science. Each Kinetic City Club accommodates up to 30 children, who participate in 100 activities involving hands-on demonstrations and experiments, writing and language arts, internet research, interactive science games; and art projects. Children can also to participate in special events such as Live Chats with renowned scientists

Website: Wonderville
Publisher: Science Alberta Foundation
Developmental Rating: 8.0
Ages:
URL: http://www.wonderville.ca/

Description: Wonderville is a highly interactive, animated site that features a wide array of science explorations for grades 2–8. Students can explore the many choices of Wonderville to learn about a lot of different areas of science. Wonderville offers experiments and activities for students to explore online, factual information in the ''Ever Wonder'' category, printable activities, activity ideas to do at home, and video clips. The versatility of this site allows you to have students work online as well as print out activities and send activity ideas home for the classroom-home science connection.

Fig. 19. Wonderville.

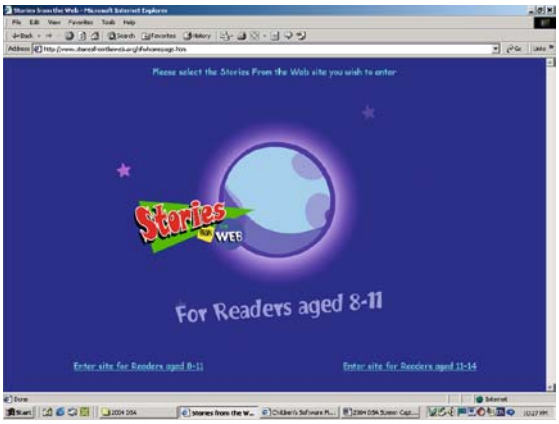

Fig. 21. Stories From the Web.

Publishing

EZKidWeb (See Figure 20)
Website: EZKidWeb
Publisher: EZKidWeb
Developmental Rating: 7.5
Ages: 8+
URL: www.ezkidweb.com

Description: EZKidWeb is a Web authoring software program that allows any user to create professional looking Web sites without all the complicated commands. You can change your Web site as many times as you choose. With the click of the mouse, you can change your theme, clip art, text, etc. and upload your changes to the Internet. The music files provided and supported are MIDI files. Wave files and MP3 files can also be used by importing them into the sounds directory and uploading them directly onto the server. EZKidWeb has a built in device called a TWAIN interface. EZKidWeb will connect to the scanner of your choice and walk you through the scanning process.

Fig. 20. EZKidWeb.

Stories From the Web (See Figure 21)
Website: Stories From the Web
Publisher: Burmingham Libraries
Developmental Rating: 7.5
Ages: 8–14
URL: http://www.storiesfromtheweb.org/sfwhomepage.htm

Description: Stories From the Web is an interactive literacy site where students can read and review a wide variety of books from different authors, titles and genres. The website is designed for two age groups, 8–11 and 11–14. The gallery allows children to read their own or other student's work including poems, stories, cliffhanger endings or beginnings, book reviews and recommendations. 'Stories from the Web' is a Reader Development Program managed by Birmingham Libraries.

Virtual Field Trips

International Children's Digital Library (See Figure 22)
Website: International Children's Digital Library
Publisher: ICDL
Developmental Rating: 8.0
Ages: 7+
URL: http://www.icdlbooks.org/

Description: The International Children's Digital Library (ICDL) is a 5-year research project to develop innovative software and a collection of books that specifically address the needs of children as readers. Interdisciplinary researchers from computer

Fig. 22. International Children's Digital Library.

science, library studies, education, art, and psychology are working together with children to design this site. With participants from around the world, the ICDL is building an international collection, reflecting diverse, quality children's literature. Currently, the collection includes materials donated from 27 cultures in 15 languages.

Ology (See Figure 23)
Website: OLogy
Publisher: American Museum and Natural History
Developmental Rating: 8.5
Ages: 8+
URL: www.ology.amnh.org

Description: OLogy means "the study of." On the American Museum of Natural History's OLogy Web site, children study and explore many different OLogies. If children are fascinated by spiders, then they are focused on ARACHNOLOGY. If they like volcanoes, then they can explore VOLCANOLOGY is for them. Or, if they want to learn about planets and stars, then ASTRONOMY. The website is categorized in the following Ologies: archeology, astronomy, biodiversity, Einstein, genetics, marine biology, and paleontology. Each section has instructions for hands-on activities, computer activities, and experiments, which promote exploration, collecting, sorting and publishing.

Teacher Resources

Math Dictionary for Kids (See Figure 24)
Website: Math Dictionary for Kids
Publisher: Jenny Eather
Developmental Rating: 7.5
Ages: 7+
URL: http://www.amathsdictionaryforkids.com/

Description: Math dictionary is an animated, interactive dictionary for students, which explains over 500 common mathematical terms in simple language. The website provides definitions, examples, activities, and practice with a variety of mathematical terms. Children or teachers can select a mathematical concept and then use the manipulatives or tools provided to discover more about the topic.

Teach First (See Figure 25)
Website: TeachFirst
Publisher: TeachFirst, Inc.
Developmental Rating: 8.5
Ages: N/A
URL: http://teachfirst.com/teachfirst/

Description: TeachFirst provides videotaped demonstrations of outstanding teachers and their best practices in their own classroom with their students. Then in collaboration with an elite team of education researchers they highlight background information,

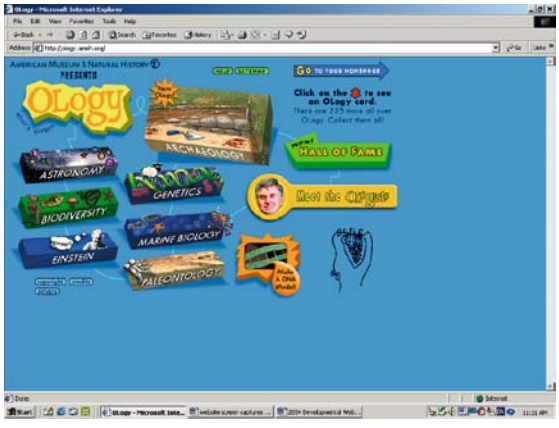

Fig. 23. OLogy.

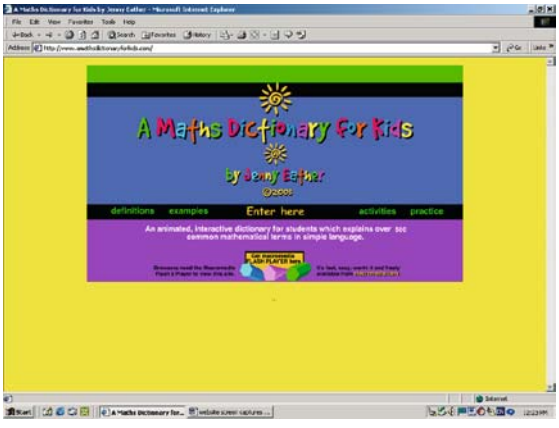

Fig. 24. Math Dictionary for Kids.

Fig. 25. TeachFirst.

tips, the research base, and all the practical aspects of successfully implementing that practice in the classroom. Topics include (1) **What to teach**—standards-based, research-validated and classroom proven teaching strategies for English Language Learners and Elementary Literacy; (2) **How to teach it**—video examples modeling best practices; and (3) **Ongoing mentoring**—coaching and feedback to develop mastery of effective teaching practices. Some of the many strategies modeled by award-winning teachers are: phonemic awareness, phonics, read aloud, shared reading, guided reading, independent reading, modeled writing, shared writing, guided writing, independent writing, comprehension, and reading/writing across the curriculum.

The Children and Computers web site can be found at: http://childrenandcomputers.com/ Susan W. Haugland can be reached at: susanhaugland@hotmail.com

For More Information

A variety of resources to help parents and teachers utilize computers effectively with young children are found at the Children and Computers web site: http://www.childrenandcomputers.com. In addition a book by Susan W. Haugland and June Wright, *Young Children and Technology: A World of Discovery* provides detailed suggestions on how to use computers effectively with young children. The book also provides detailed information on administering the Haugland Developmental Software Scale. The book can be ordered through the website or by calling +1-800-666-9433.

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K.I.D.S. & Computers, Inc. provides teacher training, evaluates software and children's websites, publishes the childrenandcomputer.com web site and sponsors the Developmental Software Awards annually.

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