Embracing a balanced approach between Online engagement and OFFline alternatives

MODULE 2

Types of online engagement

DEVELOPED BY: 32 Secondary Language School, Sofia, Bulgaria

DESCRIPTION

Screen Time: Active vs Passive

Passive consumption is when a child passively consumes digital content. No thought, creativity or interaction is required to progress. Passive activities can include scrolling through social media, watching videos on YouTube (especially if auto play is on, i.e. the next video is not watched for any reason other than that it was offered), browsing the internet, or playing repetitive games and binge-watching shows.

DESCRIPTION

Screen Time: Active vs Passive

Active screen time, on the other hand, involves cognitive and/or physical engagement in the process of device usage. This might include activities like making YouTube videos, playing educational games, editing pictures, coding a website, designing digital space, etc.

LEARNING OUTCOMES

BENEFITS OF SCREEN TIME

- Online games and activities can **enhance teamwork and creativity**

- The internet gives children access to a wealth of information to **help build their knowledge**

- Interacting with computers improves both visual intelligence and hand-eye coordination

LEARNING OUTCOMES

BENEFITS OF SCREEN TIME

- Technology **takes away physical barriers to social connections** – which is important for children who find it hard to make friends or have special interests or special needs.

- Children in households with computers **perform better academically** than peers who do not have ready access to computers.

- **Outcomes for children are better** if they benefit from connected technology.

MODULE 2 Types of online engagement

LIST OF TOPICS

TOPIC 1 **Passive consumption**

TOPIC 2 **Interactive consumption**

TOPIC 3 **Communication**

TOPIC 4 **Content creation**

LEARNING OUTCOMES

Passive consumption is when a child passively consumes digital content. No thought, creativity or interaction is required to progress. Passive activities can include scrolling through social media, watching videos on YouTube (especially if auto play is on, i.e. the next video is not watched for any reason other than that it was offered), browsing the internet, or playing repetitive games and binge-watching shows.

LEARNING OUTCOMES

Once you have followed this module, you will be able to:

- Build modern skills to be prepared for college and careers in the future
- Become digital citizens, using information from technology in order to be active and engaged members of your communities and society
- Become positively exposed to new ideas and knowledge
- Acquire hard and soft skills learned about or through digital media

TV watching is correlated with poor language development. Two or more hours per day of screen time before the first birthday is associated with a six-fold increase in language delay. (Aamodt & Wang, 2011)

Live interactions between a child and an adult conducted over a digital device such as a tablet or smartphone enable children to learn new words (Roseberry, 2013)

Violent content and evening media use were associated with increased sleep problems for children aged three to five years. (Garrison, 2011)

Interactivity and adult modeling help children to learn a task better than passive viewing of the same material (Lauricella, A. R., et. al. 2010)

Some of the potential risks of too much screen time, where "too much" is a very contentious term and is not clearly understood:

• Increasing rates of childhood obesity

• Engaging in risky or aggressive behaviour

• Developing attention problems, screen addiction,
 sleep disorders, and language and developmental delays

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QUIZ

1. Passive consumption is when a child passively consumes digital content.
a. True
b. False

2. Playing repetitive games help children acquire knowledge.
a. True
b. False

3. Children spend most of their online time studying.
a. True
b. False

QUIZ

4. Match the concepts with their definitions:

1. Passive consumption	**A.** It involves cognitive and/or physical engagement in the process of device usage.
2. Active screen time	**B.** When a child consumes digital content and no thought, creativity or interaction is required to progress.

Correct answers: 1-B, 2-A,

LEARNING OUTCOMES

Active consumption involves cognitive and/or physical engagement in the process of device usage. This might include activities like making YouTube videos, playing educational games, editing pictures, coding a website, designing digital space, etc.

LEARNING OUTCOMES

Once you have followed this module, you will be able to:

- Improve Cognitive Skills
- Acquire hard and soft skills learned about or through digital media, including creativity and personal expression
- Play video games and thereby improve motor skills and coordination
- Deliver educational value and school-related homework and research

Improves Cognitive Skills

As a player, when playing any online games, a player has to pass several stages. These stages are not the same, and therefore if the student play well, he/ she has to find the best solutions for every scene. When they are thinking to pass every step, they need to think further and know the strategies they should use.

Games lead to the development of mental ability which is beneficial in student's daily activities such as solving academic tasks.
Enhances Imagination and Creativity
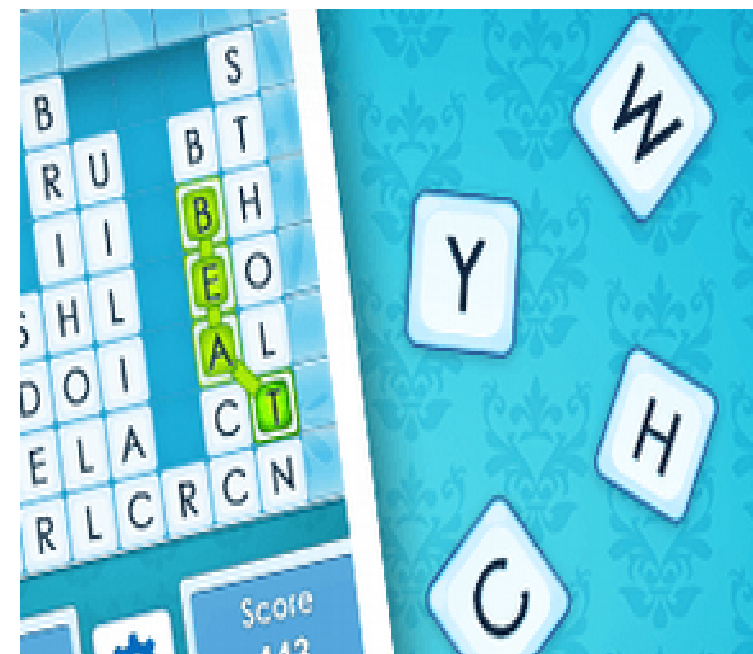
Most online games help the players and even the students to see the world in a different perspective. When playing some of these games, they will help you in increasing your thinking capacity. Also, these kinds of games need a player to be focused and creative. Therefore, the more you play, the more creative you become.

Entertainment

There are various types of online games out there that can address the universal human need for entertainment. Students can also play these games from anywhere, on any internet-enabled device and at any time. Many players can now express their attitude towards online games based on the benefits they enjoy.

Better Decision-Making Ability

Online gaming improves decision-making skills more especially when players are challenging each other in various situations without losing the accuracy. When taking chances or decisions instantly, this enhances the ability of the player to make good choices.
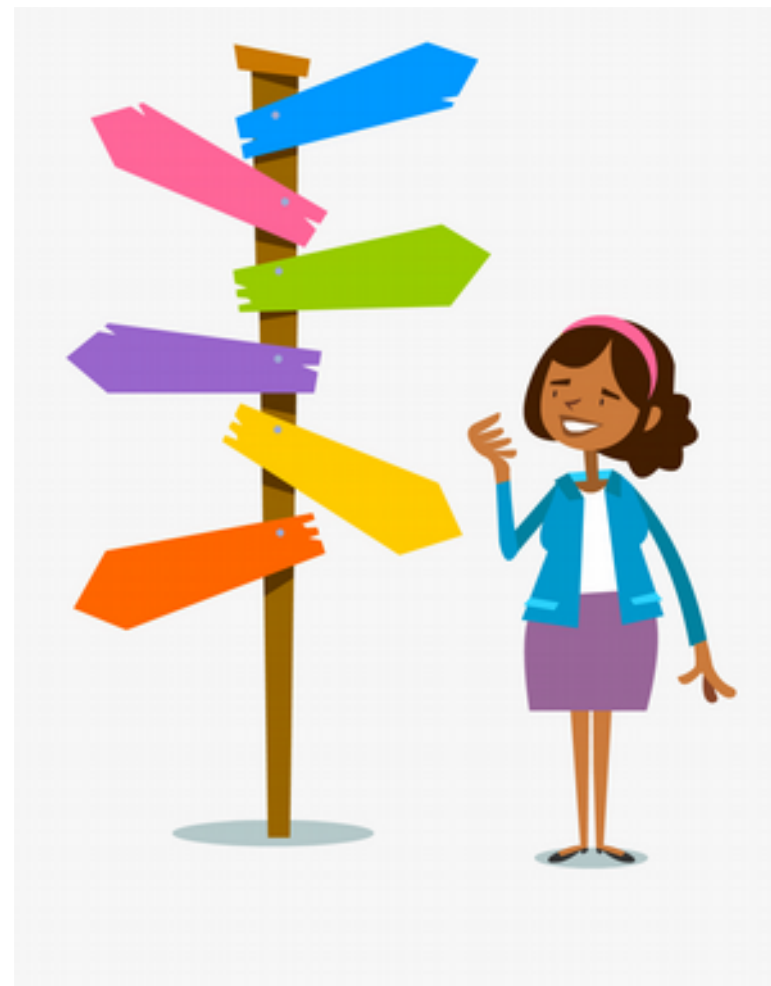
Few disadvantages of online gaming for kids are:

Internet is an open place where everyone can access a vast amount of information. Kids may download games from less reputed sites. As a result, they end up downloading spam, viruses, malicious software etc.

Some people out there are always trying to find ways to take undue advantage of kids. Kids are fooled and cheated and can also be abused and harassed online.

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QUIZ

1. Kids are fooled and cheated and can also be abused and harassed online.
    a. True
    b. False

2. Games don't lead to the development of mental ability .
    a. True
    b. False

3. Children spend most of their online time studying.
    a. True
    b. False

LEARNING OUTCOMES

The term Social Media refers to the use of web-based and mobile technologies to turn communication into an interactive dialogue.
With the world in the midst of a social media revolution, it is more than obvious that social media like Facebook, twitter, orkut, MySpace, Skype etc., are used extensively for the purpose of communication.

LEARNING OUTCOMES

Once you have followed this module, you will be able to:

- Offer Internet tools, texting, video conferencing, and shared video games — easy and fun ways to socialize, communicate with others, build community engagement and collaborate
- Encouraging joint engagement across family members and educators to further learning

One of the most important **advantages** of the use of social media is the online sharing of knowledge and information among the different groups of people.

This online sharing of information also promotes the increase in the communication skills among the people especially among the learners/students of educational institutions.

Social media have the potential to fundamentally change the character of our social lives, both on an interpersonal and a community level.

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QUIZ

1. Social media have the potential to fundamentally change the character of our social lives
   a. **True**
   b. False
2. Social Media cannot be used as a means of communication tool
   a. True
   b. **False**
3. Slang terminology should always be used in order for the public to understand the message being conveyed
   a. True
   b. **False**

LEARNING OUTCOMES

Technology is redefining art in strange, new ways. Works are created by people moving through laser beams or from data gathered on air pollution. Technology has been providing artists with new ways to express themselves for a very long time.
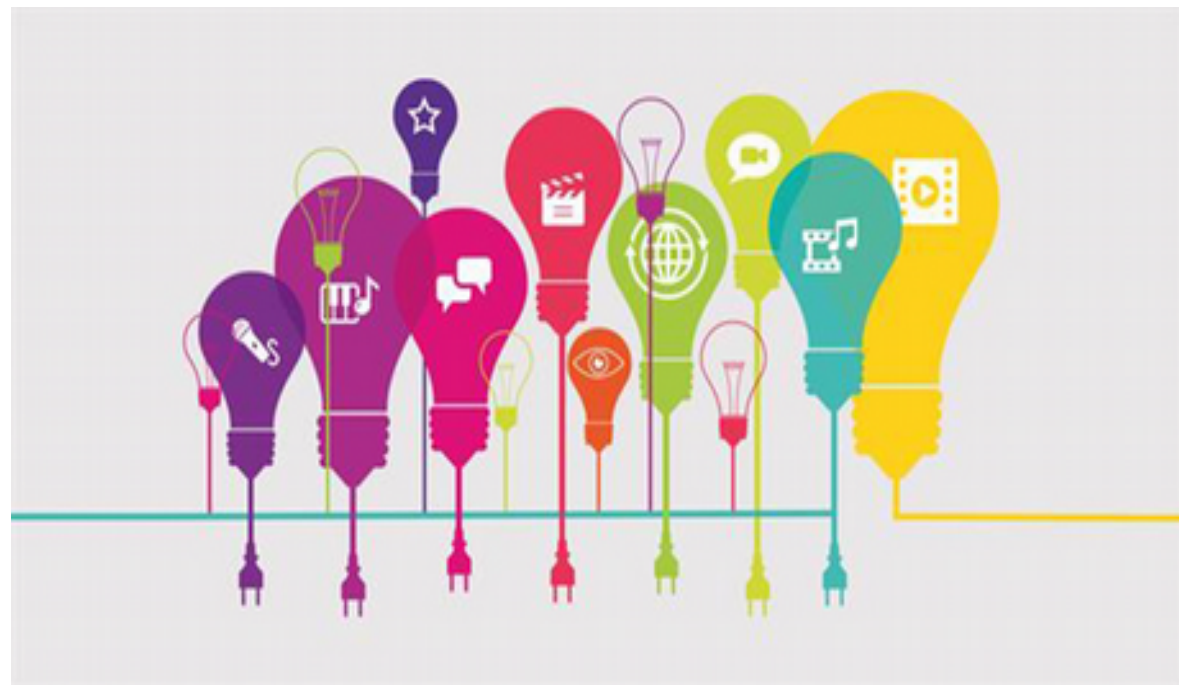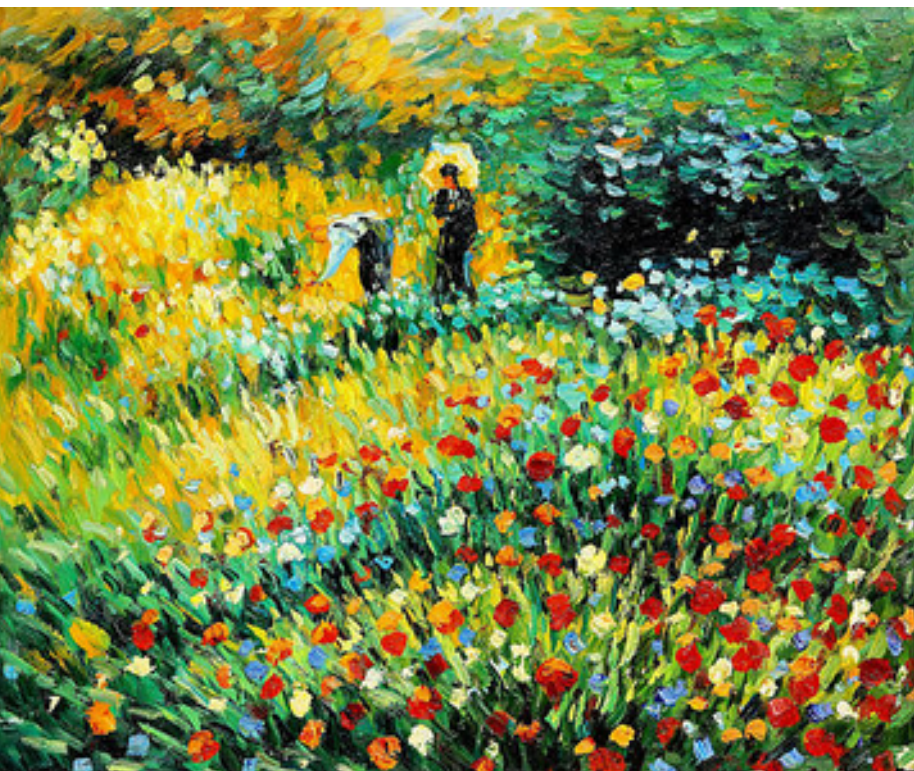
LEARNING OUTCOMES

Once you have followed this module, you will be able to:

- Learn and create
- Acquire hard and soft skills learned about or through digital media, including creativity and personal expression
- Deliver educational value and school-related homework and research
- Develop problem-solving skills
-

Digital art is an artistic work or practice that uses digital technology as part of the creative or presentation process.

The impact of digital technology has transformed activities such as painting, drawing, sculpture and music/sound art, while new forms, such as net art, digital installation art, and virtual reality, have become recognized artistic practices.

More generally the term digital artist is used to describe an artist who makes use of digital technologies in the production of art.

In an expanded sense, "digital art" is contemporary art that uses the methods of mass production or digital media.

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ASSIGNMENT

- Write an essay on the following topic:

- Does computer gaming addiction lead to more dangerous consequences among teenagers?

CONCLUSIONS

"It is less important to focus on screen time limits and more important to focus on screen content quality and the context of how children engage with content across screens."
Thérèse E. Dugan, PhD

CONCLUSIONS

As devices with screens have become more ubiquitous over the past 15 years, the topic of screen time has come under increasing scrutiny. While there are potential risks to interacting with screens, there are also numerous benefits to engagement. Not all screen time activity is alike, just as not all content that young people engage with is the same.

CONCLUSIONS

It is the responsibility of educators and families to prioritize students' quality academic, knowledge-building, and learning screen engagement with other non-structured, entertainment based screen engagements.