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멀티미디어를 활용한 유아교육

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유아교육에서의 멀티미디어

- 교육철학의 정립 -

21C 지식사회의 변화

Conceptual Change of Knowledge and Information: Selection, analysis, revision and recreation of unlimited information

▪ Major Informant

Contents	Series 1	Series 2	Series 3
Search engine	5,000	4,000	3,000
book	1,000	2,000	1,000
others	500	1,000	700
* Mobile-based communication tools and internet are much easier and faster in order to access and browse information.			

▪ Decreasing Informant

Contents	Series 1	Series 2	Series 3
book	3,000	1200	860
friends	1,000	880	720
adults	500	290	230
* Instant smart equipment-centered usage is increasing while offline interaction usage is decreasing.			

▪ Ways of obtaining information (Unit : won)



* Social network and mobile-based knowledge acquisition is increasing.

유아교육에서의 멀티미디어: 교육철학의 정립

▶ 21c Paradigm Shift of Education

Past	Present: Knowledge-based society
Something in a package, such as books, texts	Everywhere, such as internet, mobile...
Something steady, unchangeable	Something changeable
Know-what	Know-how to browse, select, analyze and synthesize information
Instructor -> learner	Learner-centered, learner-created



유아교육에서의 멀티미디어: 교육철학의 정립

▶ 21c Paradigm Shift of Members

- Digital Native vs. Digital Immigrant(Prensky, 2001)
- Pierre Bourdieu (1983, 1990)

“ Internalization of habitus....construction of culture that influences a child on seeing and acting the world...being affected by the culture and supporting the characteristics of culture.”

Zevenbergen, R. (2007). Digital natives come to preschool: Implications for early childhood practice. *Contemporary Issues in Early Childhood*, 8(1), 18-28.

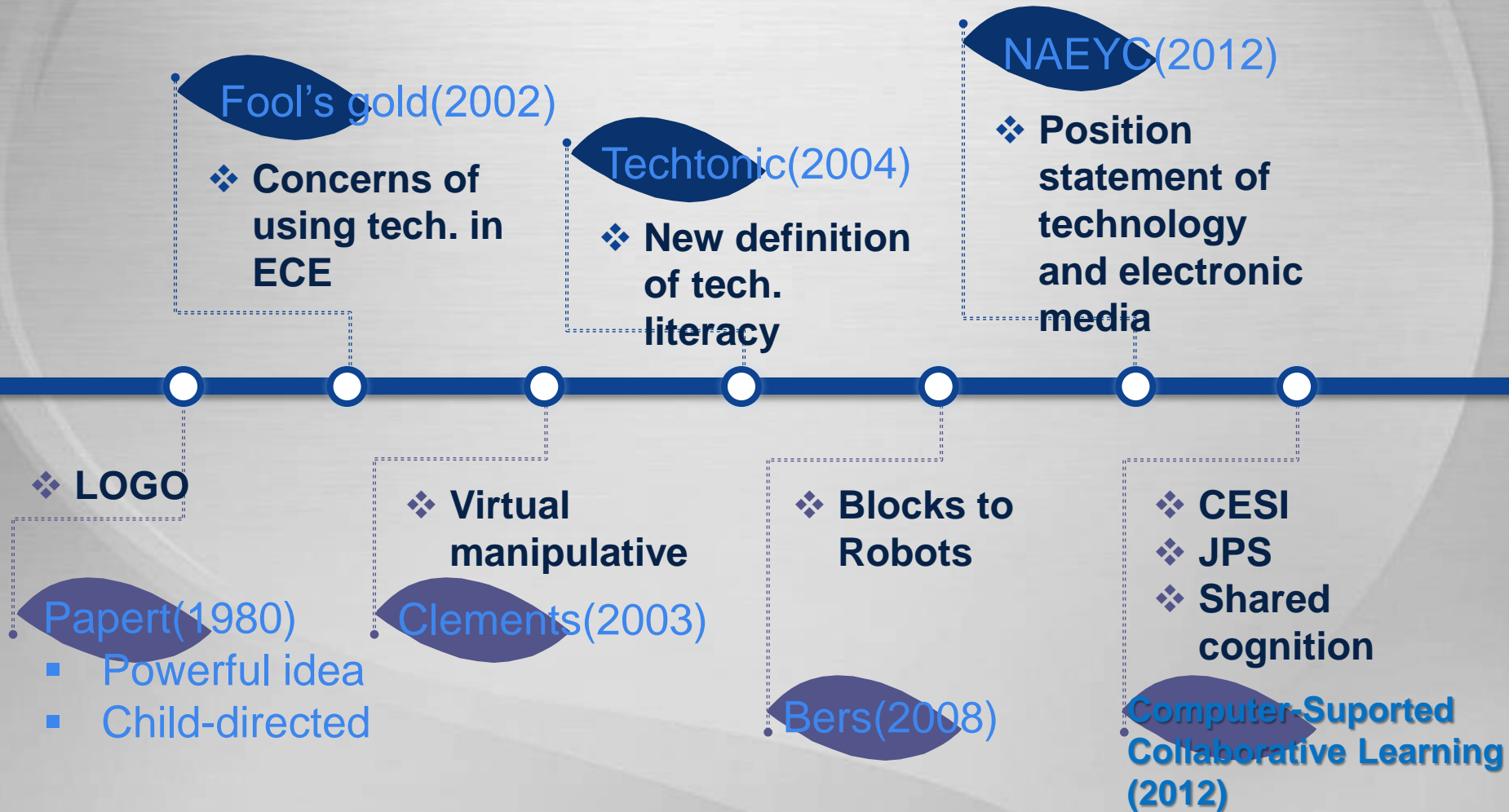
유아교육에서의 멀티미디어: 교육철학의 정립

▶ 21c Paradigm Shift of Members

Digital Natives	Digital Immigrants
<i>Twitch speed</i> quick thinking/reaction	<i>Conventional speed</i>
<i>Parallel processing</i> multitasking	<i>Linear processing</i>
<i>Random access</i> hyperlinks, CD, multiliteracies	<i>Linear thinking</i>
<i>Graphics first</i> seek graphics for information	<i>Text first</i>
<i>Connected</i> Listserves, chatlines, email, blogs, ssn	<i>Stand alone</i>
<i>Active</i> seek to actively engaged in activities	<i>Passive</i>
<i>Pay-off</i> through games, rewards & pay-offs are central	<i>Patience</i>
<i>Fantasy</i> dungeons and dragons generation	<i>Reality</i>
<i>Technology as a friend</i>	<i>Technology as a foe</i>

Zevenbergen, R. (2007). Digital natives come to preschool: Implications for early childhood practice. *Contemporary Issues in Early Childhood*, 8(1), 18-28.

유아교육에서의 멀티미디어: 교육철학의 정립



구체성과 추상성의 의미



Concrete

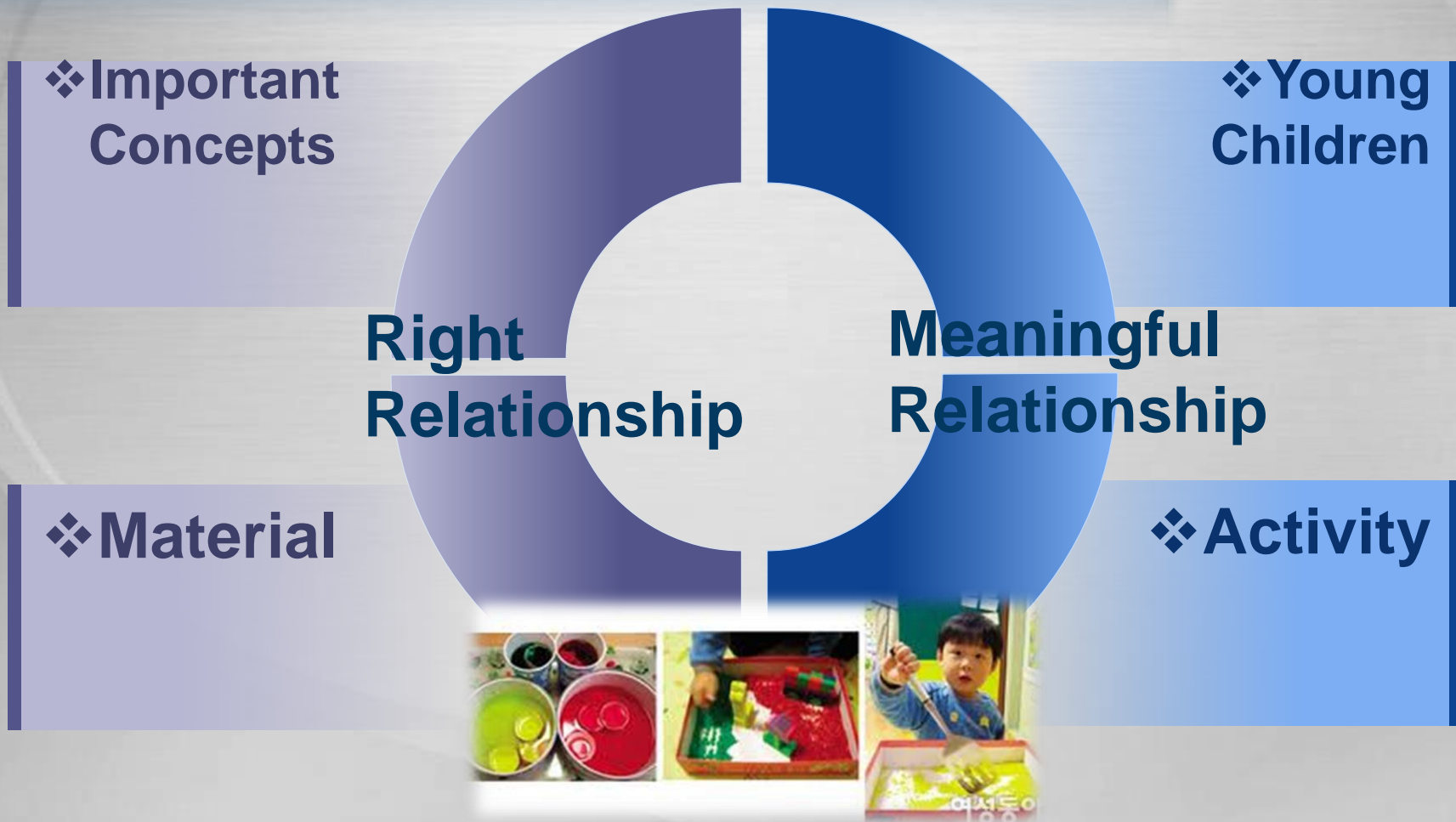
Abstract



Manipulative

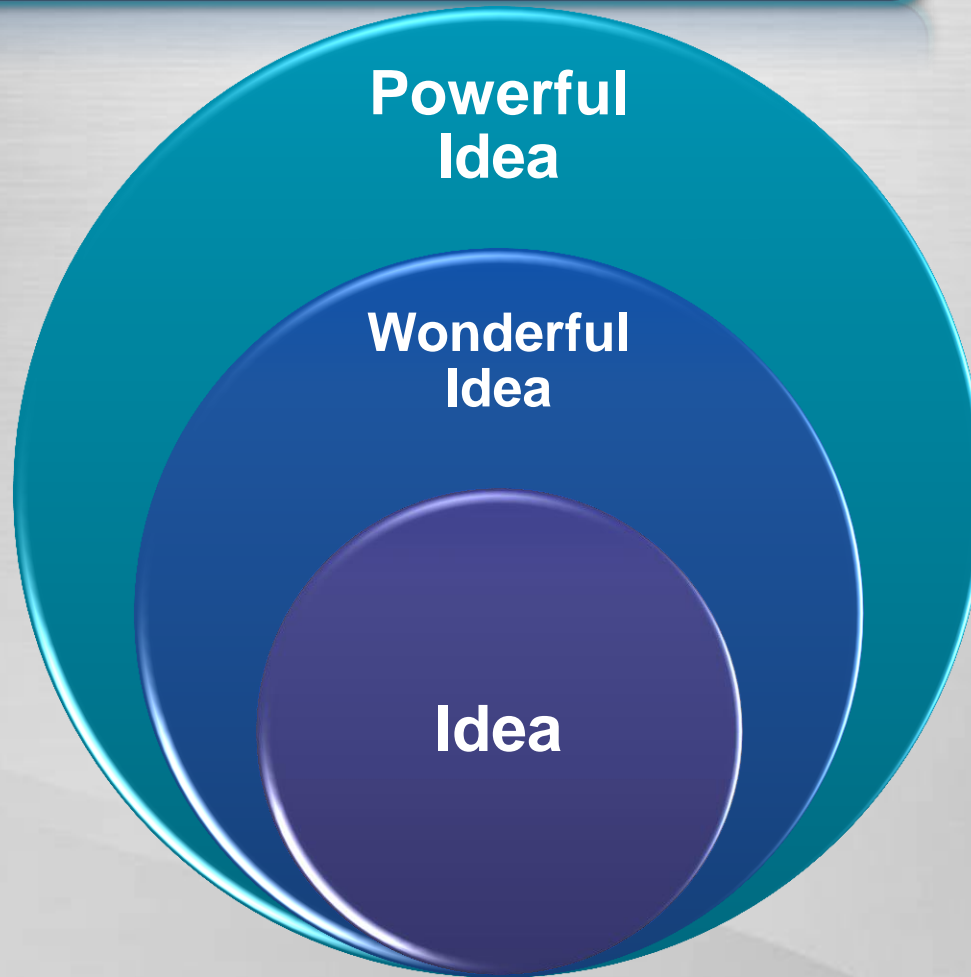
Clements, D. H., & Sarama, J. (2003). Strip mining for gold: Research and policy in educational technology-A response to "Fool's Gold." *Educational Technology Review*, 11(1), Retrieved July 25, 2004 from www.aace.org/pubs/etr/issue4/clements.cfm.

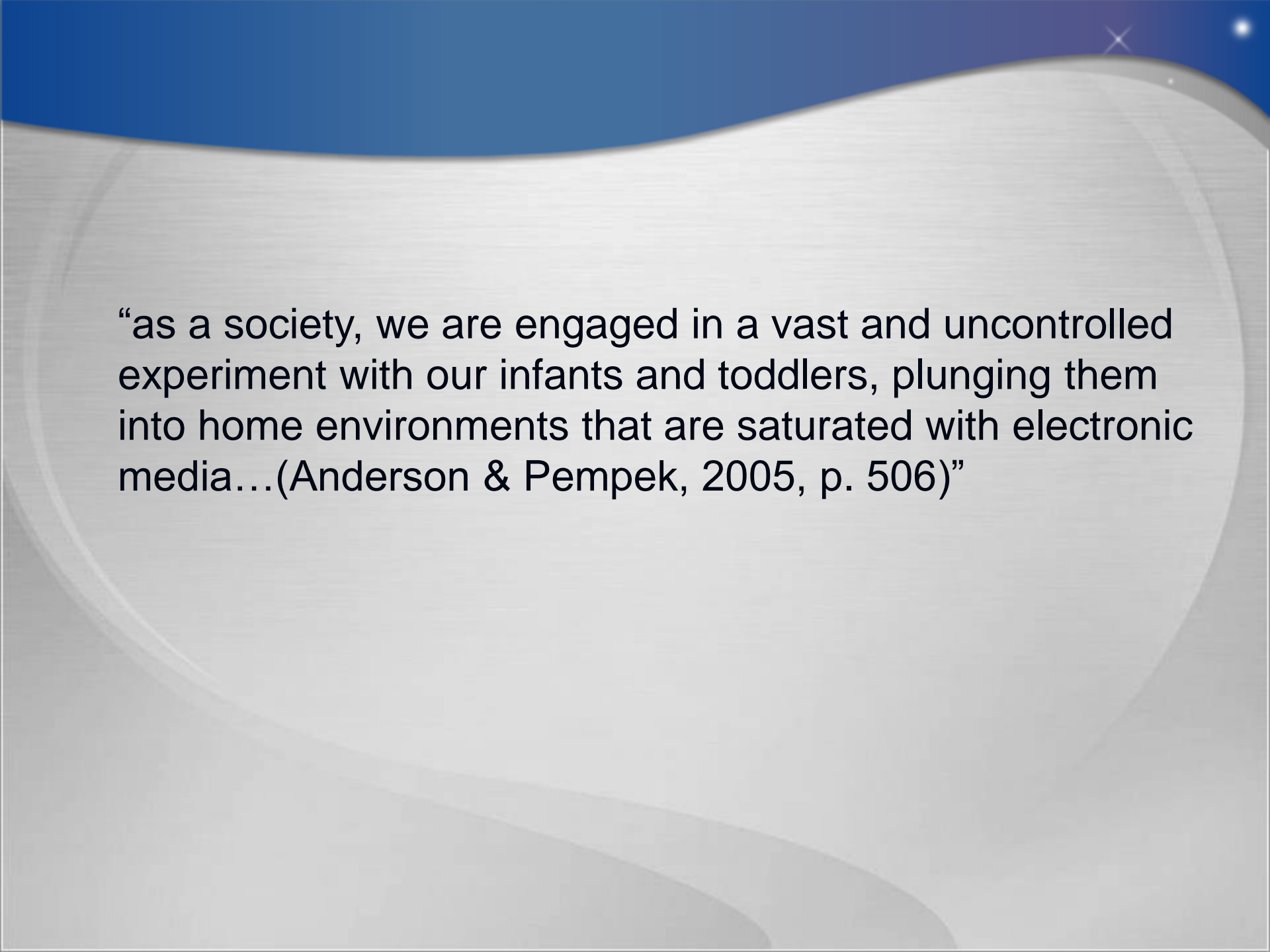
의미있는 학습이란?



Clements, D. H., & Sarama, J. (2003). Strip mining for gold: Research and policy in educational technology-A response to "Fool's Gold." *Educational Technology Review*, 11(1), Retrieved July 25, 2004 from www.aace.org/pubs/etr/issue4/clements.cfm.

영향력 있는 생각





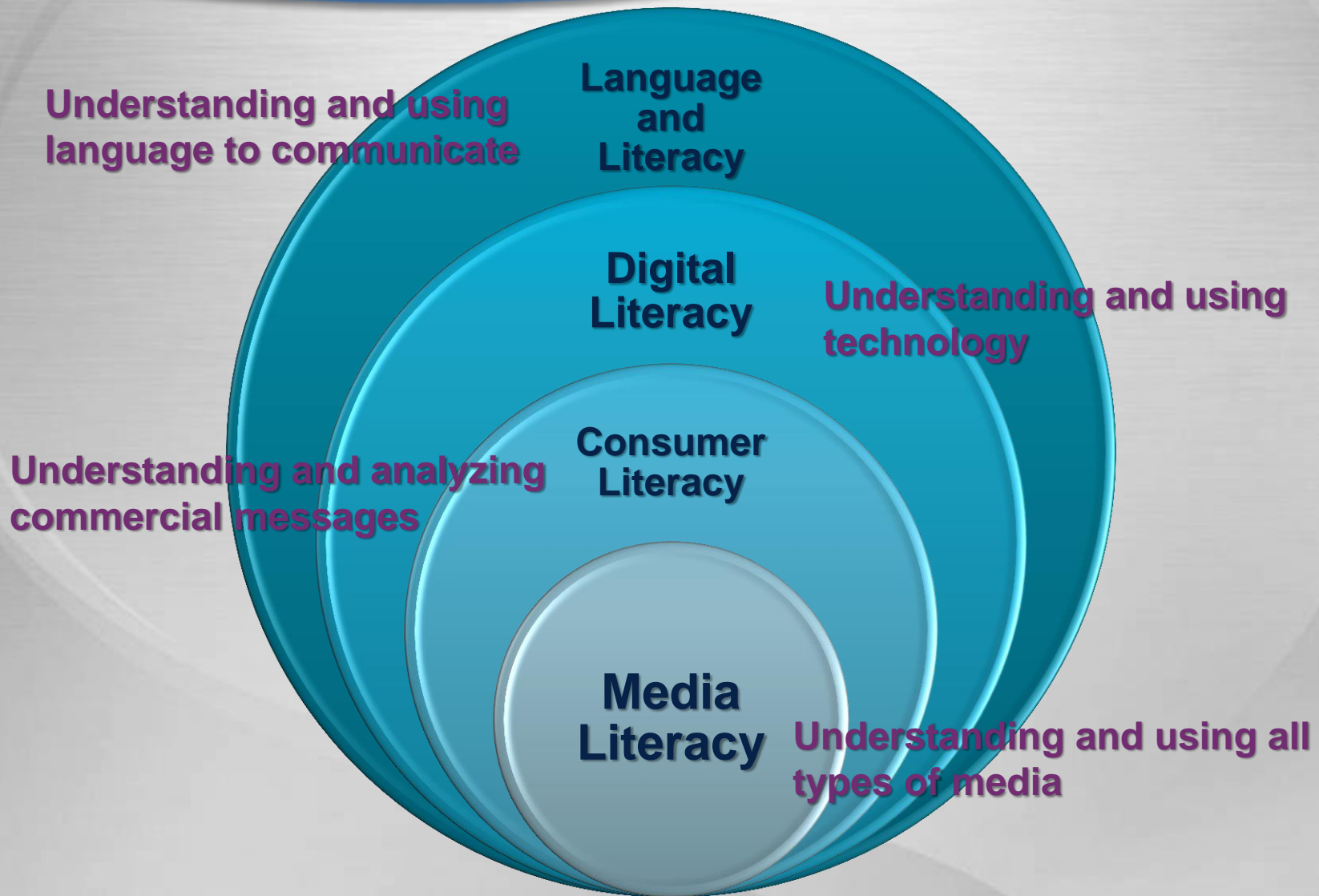
“as a society, we are engaged in a vast and uncontrolled experiment with our infants and toddlers, plunging them into home environments that are saturated with electronic media...(Anderson & Pempek, 2005, p. 506)”

멀티터러시와 사이버안전교육

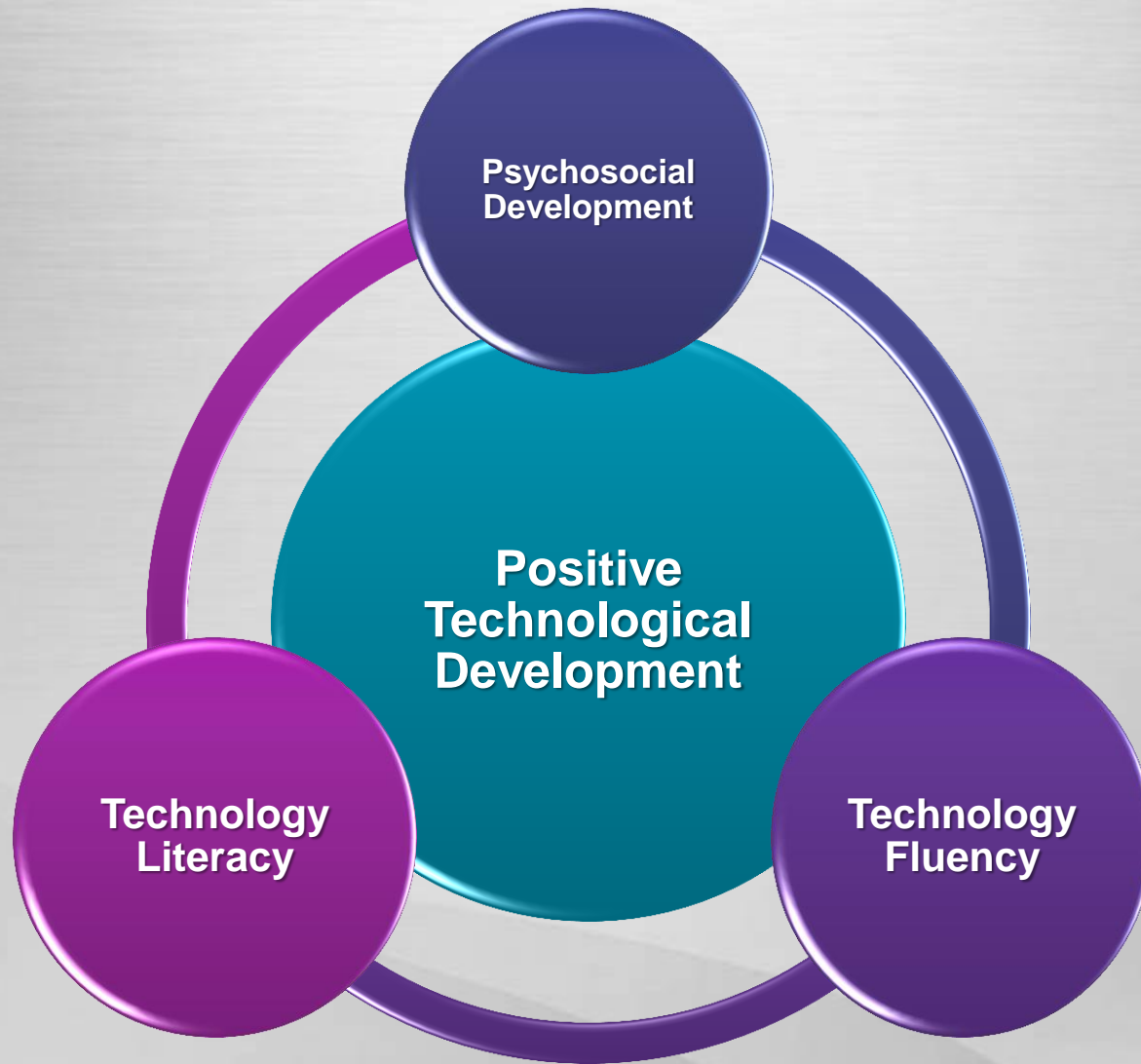
리터러시(Literacy)란?

- 인코딩(encoding): 암호로 바꾸다. 부호화하다.
표현하다. 나타내다.
- 디코딩(decoding): 암호를 해독하다. 부호를 이해
하다. 해석하다.
- Literacy = encoding + decoding

디지털 리터러시(Digital Literacy)란?



디지털 리터러시(Literacy)란?



멀티리터러시(Multiliteracy)란?

Technology is transforming our lives
in new ways and new places

Literacy: ability to read, write, think, and
express through media and also criticize
what is in that information



TV literacy



Computer literacy



Technology literacy



Robot literacy

Digital Literacy: the ability to find and use
information and to communicate using
digital technology (Simon & Nemeth, 2012,
p.127)

Multiliteracy

사이버 안전교육

- 정보를 공개하지 않아요
- Cyber bullying
- Netiquette
- 컴퓨터도 예방주사를 맞아요
- 컴퓨터 안에 유치원이 있어요
- 컴퓨터 안에서 만난 사람을 실제로 만나지 않아요.
- 이상할 때는 항상 부모님께 먼저 말씀 드려요.

Cyber Safety

사이버 안전교육 – 정보의 공개성



밀봉된 편지



엽서

멀티미디어를 활용한 교육적 접근

멀티미디어를 활용한 교육적 접근

멀티미디어를 활용한 유아 중심의 교육활동은 어떻게 운영되는가?

01. 유아 주도성

- 유아의 눈높이에서 접근
- 유아의 생각이 살아있는 활동
- 또래간 협력학습 양상
- 지식구성, 아이디어 발현

02. 교사 지원

- 유아에게 기회 제공
- 지속적 활동 위한 자료
- 이야기나누기로의 연계
- 다른 각도에서 보도록 격려

03. 융통성 있는 교육과정

- 유아의 흥미와 호기심으로 수정, 보완되는 분위기.
- 초기에 열린 분위기 제공
- 평가의 융통성이 가능

04. 영역간 통합적 활용

- 타영역과의 연계 계획
- 다양한 생각과 활용을 장려
- 다문화와 반편견

멀티미디어를 활용한 교육적 접근

멀티미디어를 활용한 유아 중심의 교육활동의 가치는 무엇인가?

01. 집단 창의성

- 누적적 활동을 통한 집단 창의성의 발현
- 이야기나누기를 통한 아이디어의 공유와 재검토

02. 윈윈(win-win)의 경험

- 함께 협력하여 선하게 이루는 경험
- 정답이 없는 활동으로 함께 찾아가는 경험

03. 영향력 있는 아이디어

- 동생반에 홍보
- 지역사회에의 홍보
- 중요한 결정을 내릴 수 있는 판단력과 우수성

04. 독창성과 유연성

- 나만의 생각 만들기
- 관련 없는 것을 연결하기
- 상상력과 창의력의 밑바탕

교육적 활용의 예

* 나비 일대기 관찰 후 이야기 만들기



01. 나비의 일대기



02. 현미경으로 관찰한 나비



교육적 활용의 예

* 잠자리 날개 관찰 후 이야기 만들기

01. 잠자리 날개는 왜 까끌까끌할까



Apps. For X-ray

교육적 활용의 예

Technology enlarges children's experience



World Wonders Project



Starry Night

교육적 활용의 예

Technology enlarges children's experience



**Children's Book Writers
or Specialists**



Video Conferencing

교육적 활용의 예

증강현실의 예



멀티미디어로 여는 창의융합의 유아교육

창의융합의 유아교육

Positive Technological Dev.

The screenshot shows a web browser window with the address bar displaying <http://kids-learn.org/butterflies/>. The browser's address bar and tabs show several open pages, including 'A Dance With the Butterflies', '유아 스스로 - Google 검색', 'Gallery - Street View - Google...', and 'Moon in Google Earth - YouT...'. The main content area of the browser displays the 'A Dance With the Butterflies' project page. The page has a white background with several colorful illustrations of children dressed as butterflies. The text 'A Dance With the Butterflies' is at the top in a large, stylized font. Below it, the text 'Project Information' is in green, 'Student Showcase' is in blue, 'Assessment' is in pink, and 'Curriculum Materials' is in red. At the bottom of the page, there is a copyright notice: '©2006 Susan Silverman and Sarah McPherson'. The browser's taskbar at the bottom shows various application icons, including Internet Explorer, Google Chrome, and Microsoft Word. The system clock in the bottom right corner shows the date '2012-10-31' and the time '오전 7:47'.

A Dance With the Butterflies

Project Information

Student Showcase

Assessment

Curriculum Materials

©2006 Susan Silverman and Sarah McPherson

A Dance With the Butterflies

Project Information Student Showcase Assessment Curriculum Materials

창의융합의 유아교육

Positive Technological Dev.



TTS (Text-to-Speech)
STT(Speech-to-Text)

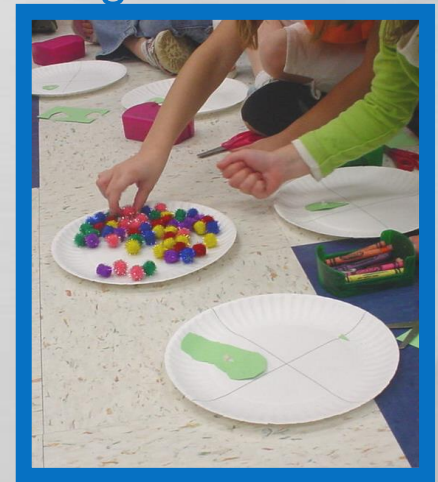
<http://text-to-speech.imtranslator.net/speech.asp>

창의융합의 유아교육

Positive Technological Dev.



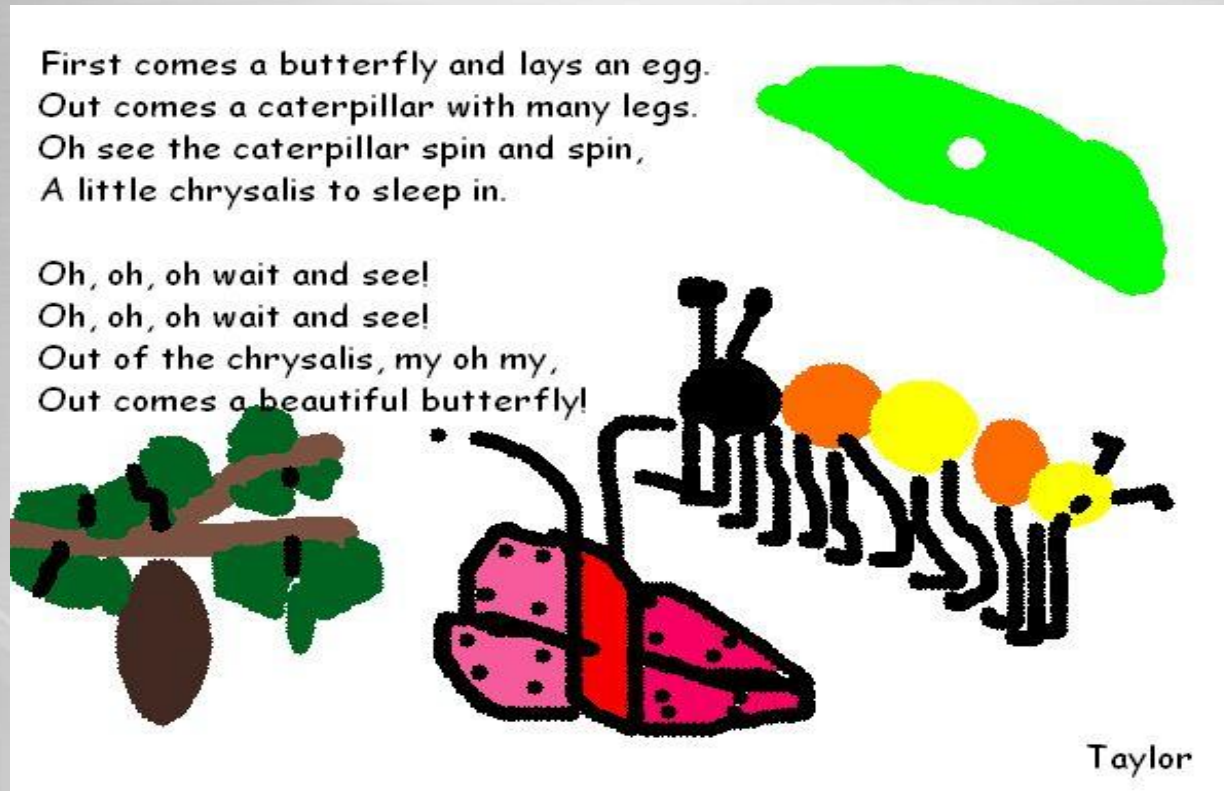
Some students chose to work together on a large butterfly. They used tissue paper and glue to create the butterfly.



Students could chose to make life cycle circles. Beans, pom poms, tissue paper, pipe cleaners, sticks and cotton balls were available to create their project.

창의융합의 유아교육

Positive Technological Dev.



Students learned to sing the poem above to the tune of [Up on the Housetop](#). Click [HERE](#) to listen to us sing.

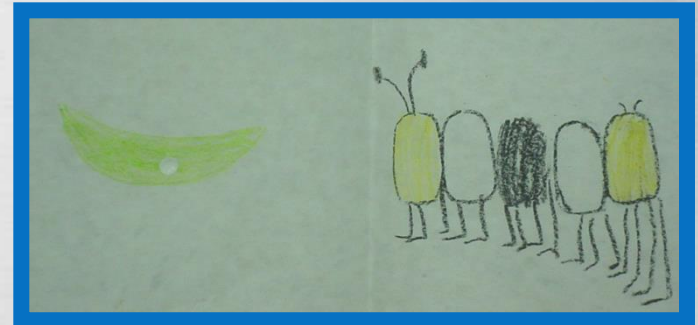
창의융합의 유아교육

Positive Technological Dev.

Some students made a mural of the stages of a butterfly. They used paint, markers, crayons and stencils to create their mural.

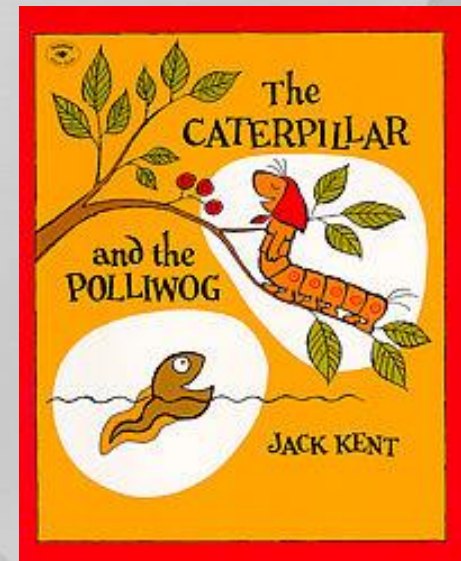


Students made edible butterflies with circus peanuts and pretzels.



Students used their fist to stamp paint the chrysalis.

Students were able to watch the video of The Caterpillar and the Polliwog. Students were able to make a connection to other animals that to through changes as they grow.



창의융합의 유아교육

Positive Technological Dev.



Plans for our Butterfly Garden

- ✧ Plant flowers so the butterflies can drink nectar.
- ✧ We need leaves for the caterpillars and mommies to lay eggs.
- ✧ A place for caterpillars to crawl and hide like some sticks with a hole for a little door and they can make their chrysalis.
- ✧ Water for caterpillars and butterflies to drink. We need rain and a little jar.
- ✧ Big rocks for the butterflies to rest on and so they don't fall.
 - ✧ A road for walking outside
- ✧ But a fence for animals and people won't go in.
- ✧ Signs to tell people to just look with their eyes and no stepping because we love butterflies.



감사합니다