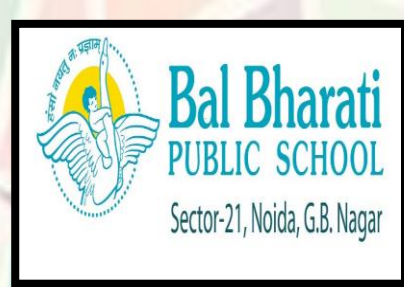


# Workshop on “Combining Toy Pedagogy and Digital Competencies to Strengthen the Foundational Years Curriculum“ (8<sup>th</sup> June, 2022)



**Resource Person: Dr. Swati Popat Vats,**  
President, Early Childhood Association  
Associate Professor, Association for Primary  
Education & Research



Attended By All Pre Primary staff members and HM (PP)

The webinar commenced with Ms. Nanu Rekhi (Montessori Advisor, CES) extending a heartfelt welcome to the eminent resource person, Dr. Swati Popat Vats. The webinar was attended by the Pre-Primary Teachers and HMs (PP), BBPS Pan India.

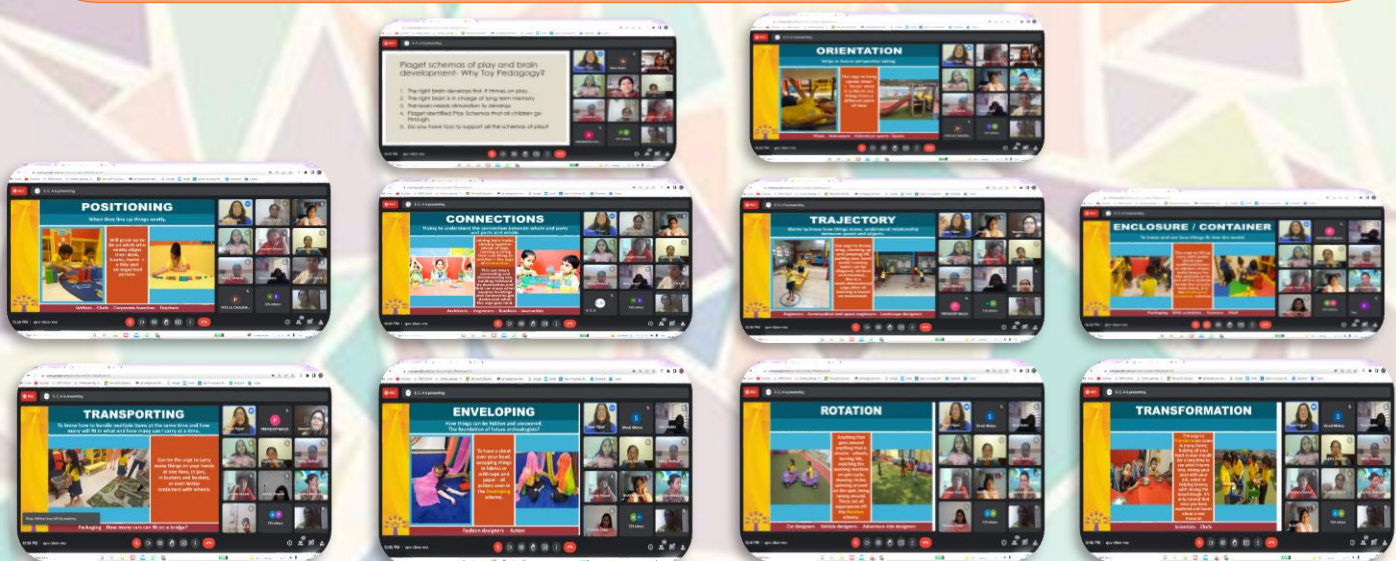
The objective of the webinar was to combine toy pedagogy and digital learning together to bring joy and meaningful learning among students. In this pedagogy, teachers need to ensure our learners should grow up with the balance of teaching and learning with the toys, games & digital tools. This pedagogy is learner centric and will surely make teaching learning process more enjoyable.

**Digital natives!**

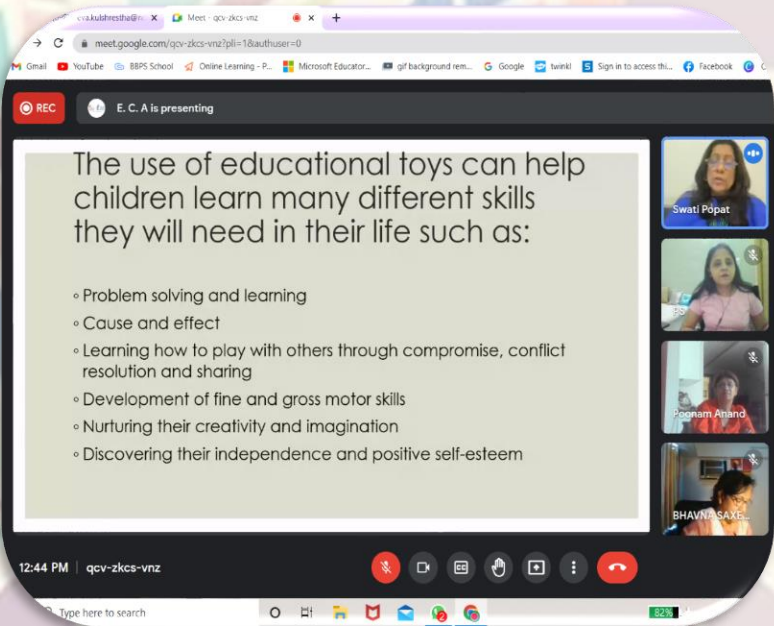
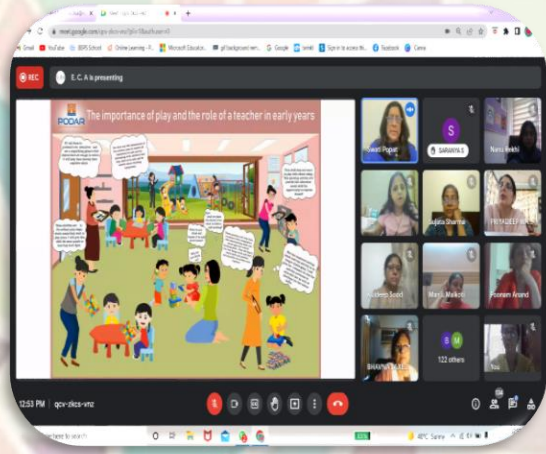
- Young children are described as 'digital natives' with a natural aptitude for using digital technologies. Research shows that this is not the case (Bennett, Maton & Kervin, 2008). Research shows that this is not the case (Bennett, Maton & Kervin, 2008).
- Children learn to use digital with Exploratory play, observations of adults using digital technologies, and social interactions with knowledgeable peers, siblings, co-players (Marsh, Hannon, Lewis & Ritchie, 2017).

Swati Popat  
EKTA ARORA  
Manju Malkoti  
GAJINDER JAIN

The session began with the explanation of the importance of play based, activity based, experiential based and project based learning. This kind of a learning goes straight to the right brain of the learners and makes learning lifelong and permanent. She introduced all the teacher facilitators to PIAGET'S SCHEMAS of play and brain development. Piaget was a French educator famously known for his theory of cognitive development. Children around the world have a specific way of playing, they all play in a particular play, this play is called the 'Schemas of Play' by Piaget. Dr Swati laid stress on the toys to support all the schemas of play. She explained all the facilitators about all the "schemas" like Orientation, Positioning, Connections, Trajectory, Enclosure, Transporting, Enveloping, Rotation & Transformation.



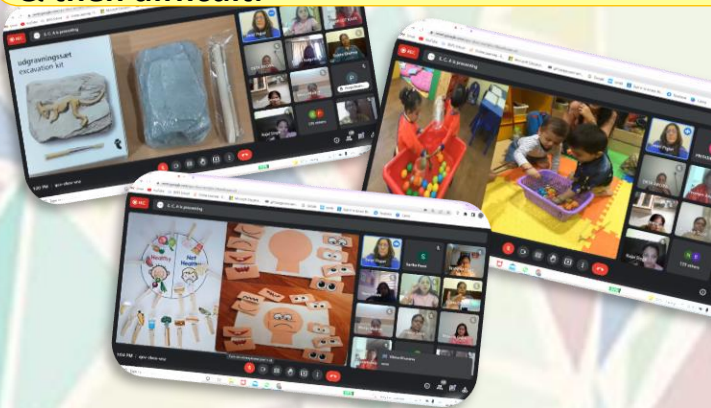
Dr. Swati talked about importance of play and the role of a teacher in Early years. She emphasized the inclusion of traditional toys of every state which gives exposure to each and every child. The resource person categorized play into 9 different types and explained their relevance along with examples in early years of learning. They are Solitary , Pretend, Risky ,Constructive ,Cooperative, Active, Parallel, Sensory, Rough & Tumble Play.



Dr. Swati made all the facilitators understand about the usage of educational toys that can help children learn many different life skills such as:

- Problem solving
- Cause & effect
- Learning how to play with others through compromise, conflict resolution and sharing
- Discovering their interdependence and positive self esteem.

The facilitators were told to plan different activities whereby children learn while they play...One such activity called "Tip Toes" was explained. She recommended that teacher facilitators plan activities for children at three levels moving from Easy to Slight difficult & then difficult.



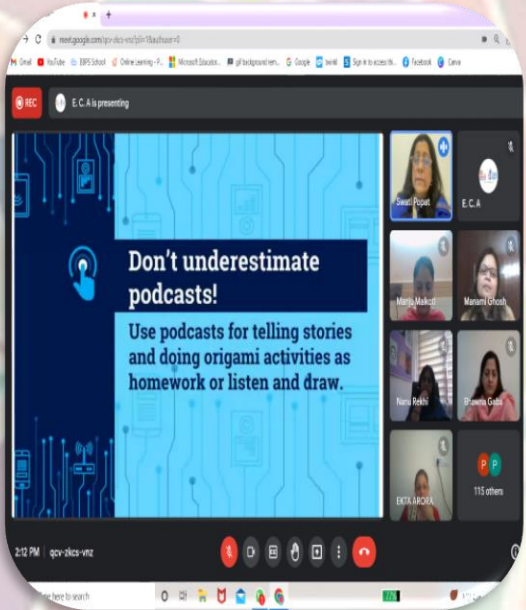
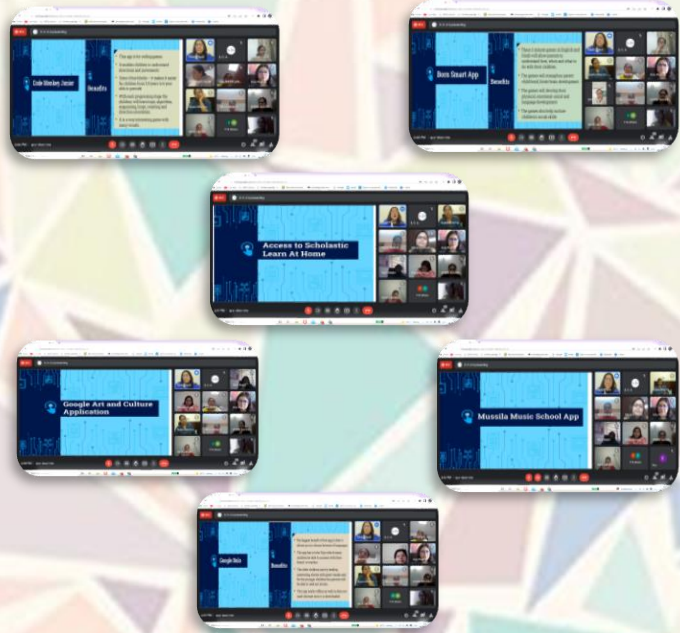
The session, was made interesting and engaging by demonstrating various activities like Treasure Hunt, Healthy & Unhealthy Food, Feed the Doll , Ball Play with Duppatas, Plasticine, Balls & Strings. Attendees were given ample opportunities to think about Piaget's schemas applied in each activity.c

Dr. Swati talked about Digital competencies. She guided the facilitators how technology works as a tool for bridging the gap between the teachers and students and how the skills can be taught to the students. Facilitators were given some examples of digital devices such as torch, timer etc. Some physical activities were suggested by using these digital devices. Facilitators were guided to apply play pedagogy inclusive of digital competencies while selecting any digital tool to enhance language, social skills, creativity, muscle development, group play & learning. She suggested that teacher facilitators become Strategic & Reflective learners to make teaching learning process more effective and enjoyable for the early learners.



Dr. Swati assured to share the link of completely digital i-pad project having all values in it. She gave some ideas to use certain digital apps that can be used in classrooms. The different features in the apps which enhances the artistic, thinking , sense of rhythm were demonstrated.

- The recommended apps and tools that can be used for the early learners are as follows:
  - 1.BORN SMART
  - 2.GOOGLE BOLO
  - 3.CODE MONKEY JUNIOR
  - 4.ART SELFIE
  - 5.ART PROJECTOR
  - 6.ACCESS TO SCHOLASTIC LEARN AT HOME
  - 7.MUSSILA MUSIC SCHOOL APP
  - 8.GOOGLE ART AND CULTURE APPLICATION



A special activity was introduced through PODCAST wherein the teacher facilitators may speak about the steps involved in origami and the children follow the same while listening to the podcast. She insisted to have this Podcast in every school which develops listening skills of the students. Facilitators were asked to make students learn the safety points of digital world. This workshop focused on Toy pedagogy aligned with digital competencies and Indian culture which can be used as pedagogical tools across schools for all round development of the children.

## Learning Outcomes

The teacher facilitators were able to :

- ⚙ understand the importance of integrating toy pedagogy and digital learning.
- ⚙ know more about the safety norms of digital learning.
- ⚙ learn about Piaget's schemas and how to incorporate them in various play and class activities.
- ⚙ select toys for the children on the basis of learning outcomes achieved and associated schemas. They should NOT be made a part of classroom TLMs for their colorful appearance and looks.
- ⚙ know about various play and digital apps to make classroom teaching more interesting and engaging.

The enriching presentation made by Dr. Swati Popat Vats has been compiled in the form of a PPT , which has been attached for reference and perusal.

[Click here](#) to view the PPT

Report Prepared By : Ms Manju M. & Ms Eva K.

HM(PP): Ms Sarika Passi