

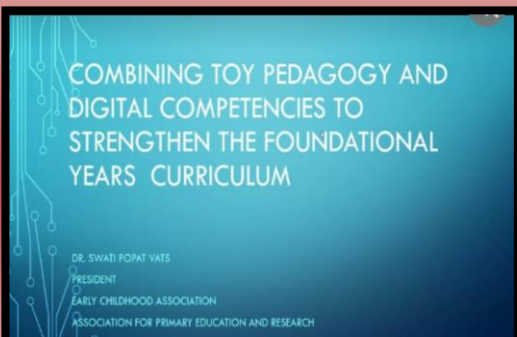
## **WORKSHOP - COMBINING TOY PEDAGOGY & DIGITAL COMPETENCIES TO STRENGTHEN THE ECE CURRICULUM**

**DAY AND DATE – WEDNESDAY, 8<sup>th</sup> June 2022**

**RESOURCE PERSON – Dr Swati popat vats president of the national committee ECA & APER**

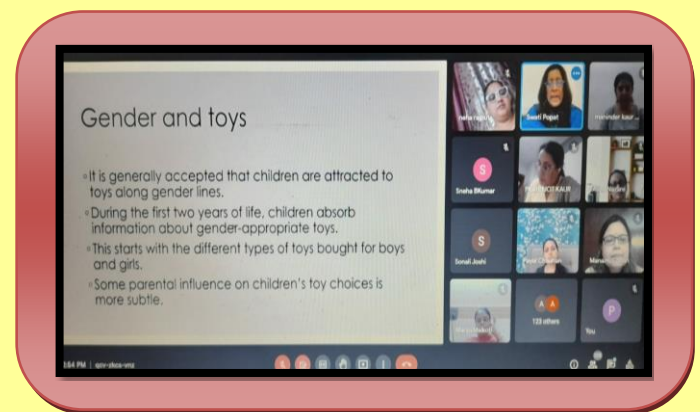
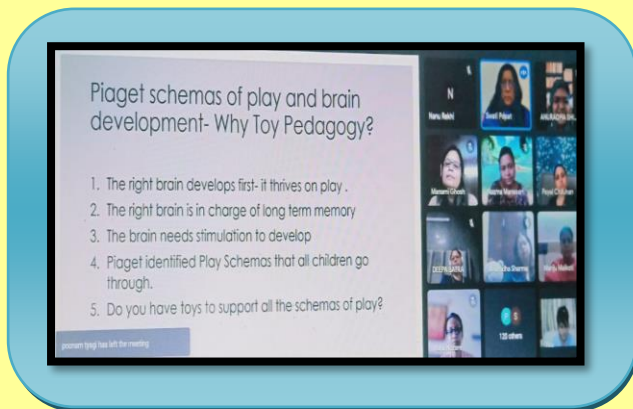


The session was inaugurated with Ms Nanu Rekhi Montessori, advisor for CES, who attempted to set up this workshop in a commendable manner. This workshop was a massive achievement of the knowledge shared and gained. She initiated the event by welcoming the resource person Dr Swati Popat Vats, president of the national committee ECA & APER



## About the workshop

1. Dr Swati conducted an engaging workshop to discuss how toy pedagogy and digital competencies can strengthen the ECE curriculum's foundation.
2. The workshop was commanded through google meet, and Dr Swati made it captivating for all the facilitators.
3. The resource person encouraged the facilitators to choose the toys per the Piaget schemas, which can instil different skills.
4. To make the facilitator's mindful of the topic, over 125 facilitators attended the workshop.
5. The resource person educated the participants that children can learn through toys and games and acquires knowledge through play effectively and efficiently.

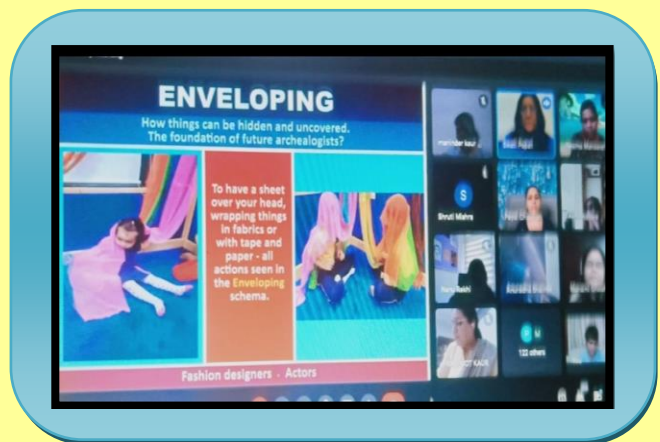
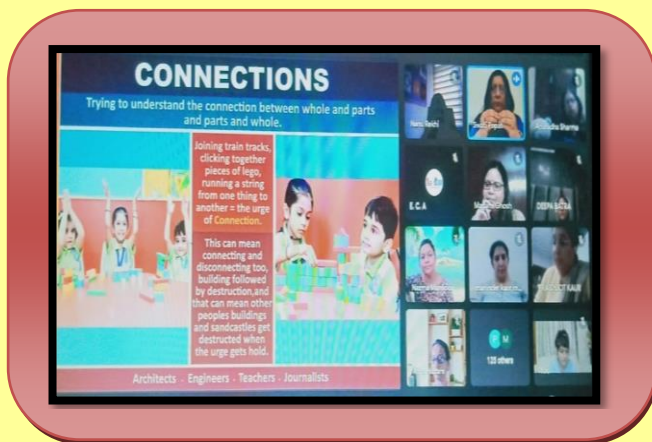
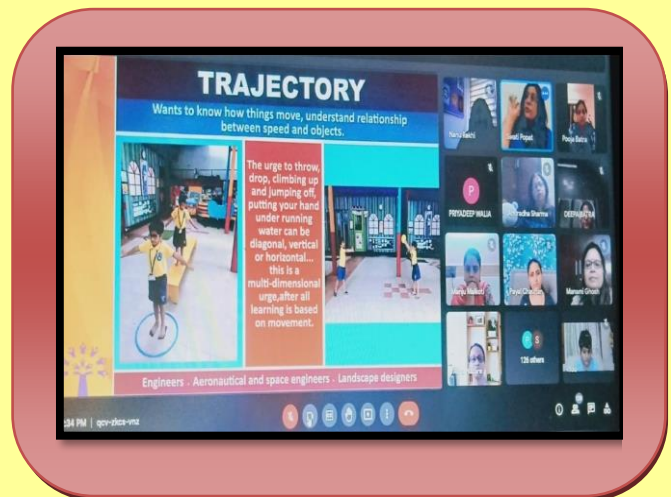


## Points discussed in the workshop

1 The facilitators were activated to focus on helping the children to explore the world of toys and games

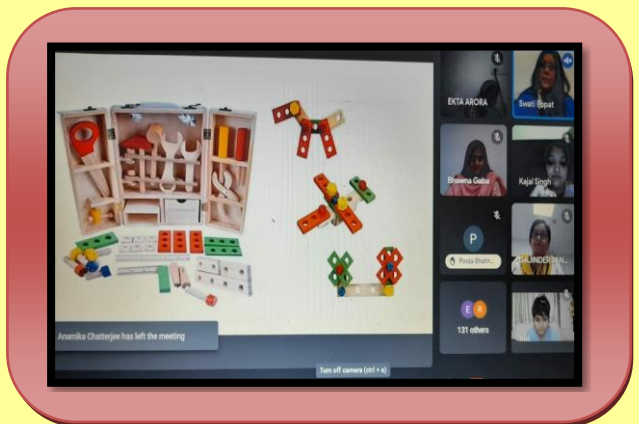
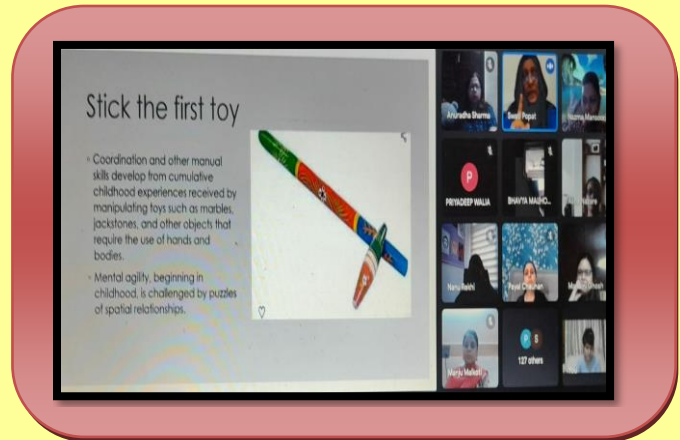
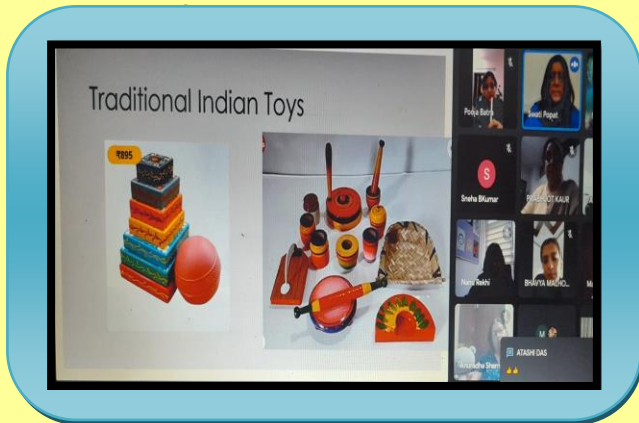


2. Piaget's schemas of play and brain development were discussed in detail



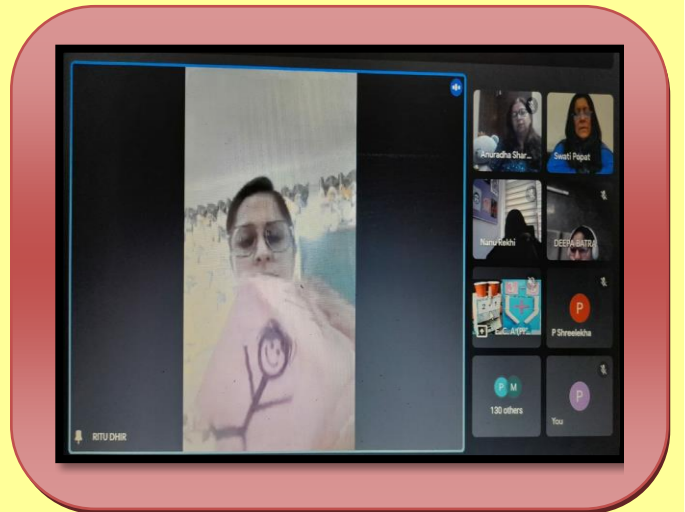
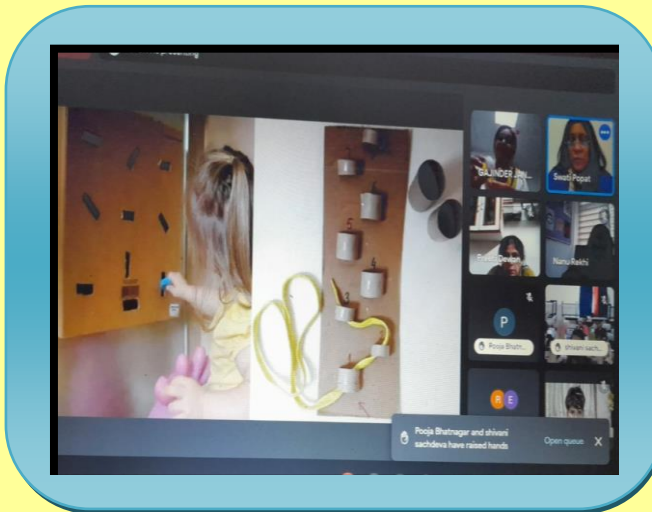
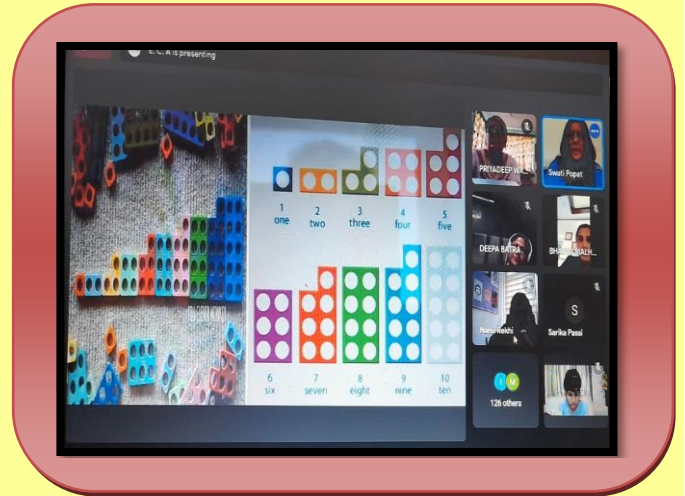


To imbibe the traditional values in children, Dr Swati proposed that facilitators to use traditional toys to extend their vocabulary, understanding, and proper handling.



4 Four levels of digital competencies in the foundational year of child learning were discussed, and the facilitators were inclined to be strategic or reflective learners.

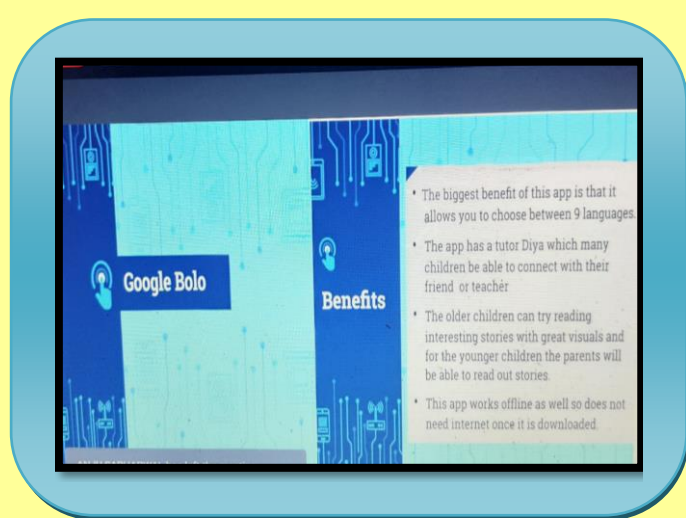
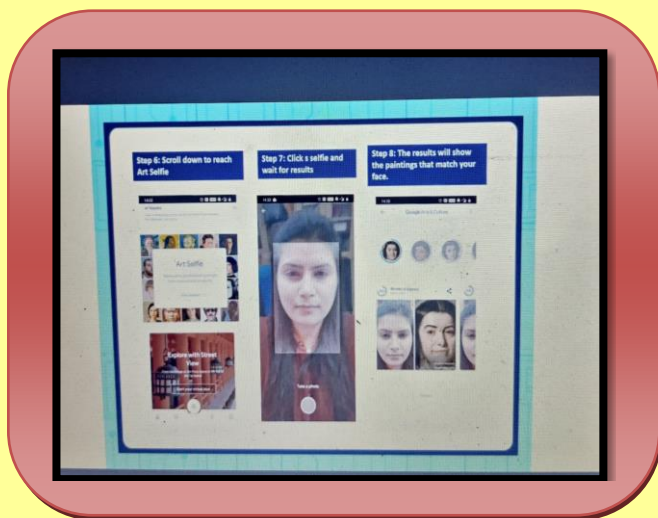
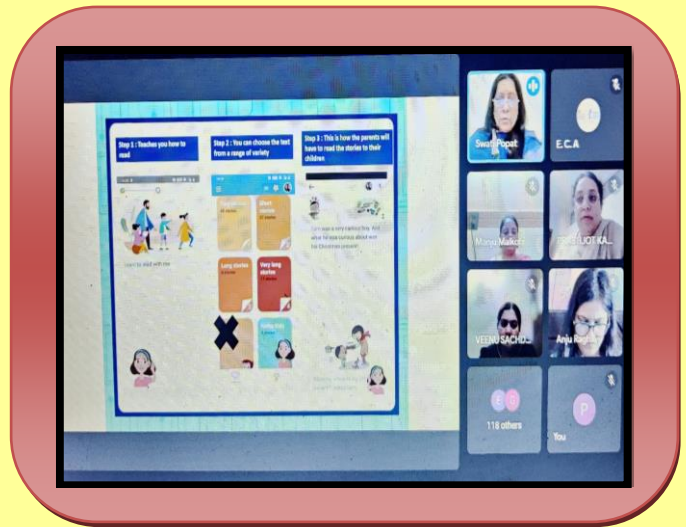
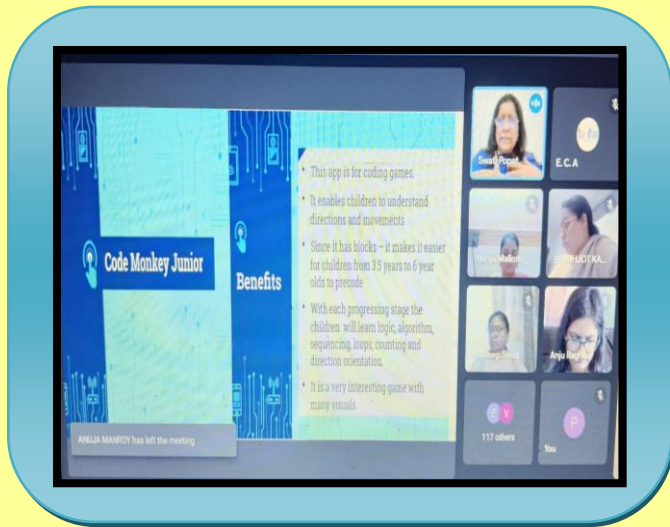
5 By showing pictures of DIY toys and board games, the resource person uplifted the facilitators to create such toys for effective and efficient learning in their classroom.



6. Dr Swati highlighted that a young child is described as a digital native and naturally apt to use digital technologies. Teachers were inspired to have a balanced use of technology in their classrooms.

7. Teachers were updated with different digital Applications for learning like ( Screens and the brain, Born smart app, Code monkey junior, Google bolo, Google art, and culture application.

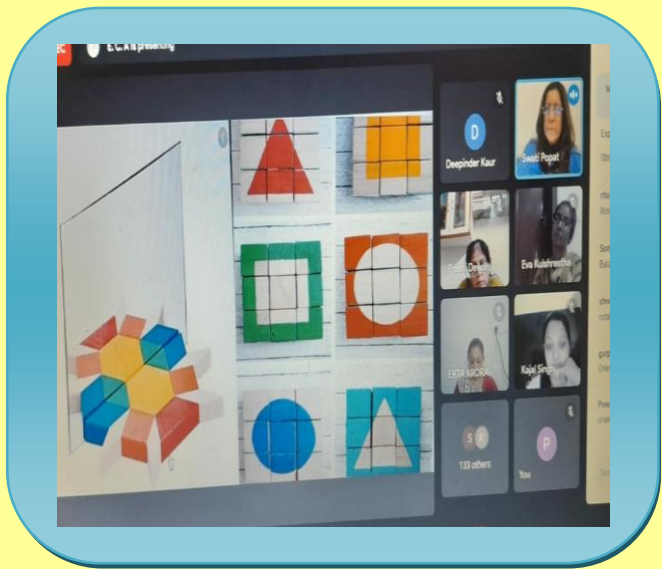




## Learning outcomes

1. It was an extraordinarily absorbing and communicative session.

2. It was an eye-opening workshop, and teachers learned how to fabricate a bridge between technology and toys to have integrated learning in their classrooms.
3. The teachers built an understanding of a selection of the toys, games and how to create DIY toys using waste material.
4. The presenter showed the picture chart of different toys of various states, and the facilitators were inspired to arrange such toys for classrooms presentation.
5. The facilitators learned the types of play for a child's overall development.



The presentation made by Dr swati popat vats was very detailed systematic as she explained each aspect with clarity and made the workshop extremely interesting for all the participants.

