The Appropriate Computer Application for Early Childhood

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Abstract: This paper describes results of small research at the early chilhood school teacher program of Indonesia Open University. The aim of research is to know which aplications or program most appropriate to early childhood student. About 28 female teacher as respondent in charge with two research questions, and result showed the most appropriate application or program do not meet the need for early childhood student but the curriculum has performed for teacher and student.

Introduction

Today, the hot issue in education of Indonesia is on the administration of early childhood education in accordance with law No. 20 2003 where early childhood education be part of the Indonesian education system is an integral and systematic (Noorlaila, 2010). Therefore, early childhood program is one of the priority programs of the Education Ministry of Indonesia (Suriansyah & Aslamiah, 2011). According to (Hughes, 1998) suggests we are in front-line battle to make the Internet safer for our children. Where the introduction of information and communication technologies like the internet to children need to be based on theories of child development knowledge in the age 0-8 - 0-2 years, age coaching parents; 2-4 years, pre-school age: 4-6 years, the age of formal school; and 6-8 years of age basic educational preparation.

Information Communication and Technology (ICT) has penetrated in every aspect of human life, including in education (Diana, 2011) and It can contribute to children's learning, how it can be integrated into a play based curriculum and how it relates to key areas of learning such as collaboration, communication, exploration and socio-dramatic play (Iram & Siraj-Blatchford, 2006).

Progresses of ICTs have an impact on children from an early age and it is now close to that name computers, laptops and other technological media such as digital cameras (Alex & Siraj, 2010). But according to our experiences in teaching student who continue study from diploma to undergraduate for early childhood teacher education program and also from our exploration of some book of that program, we still find some confusing such which computer application or program most appropriate for children. Therefore, we think still need to explore from the student which program are appropriate to early childhood students because according to Haugland (2008) the most important decision a teacher makes regarding computers is application or program selection.

Literature Review

Alex & Siraj (2010) and Patilima (2011) states there are 5 things that must be considered to maximize early childhood learning ICT, namely (1) Ensure that educational objectives, (2) creating a rich environment for learning, (3) develop software in accordance with the age and development to support creativity, communication and collaboration at an early age, (4) Strengthen interaction, dialogue and sharing of opinion both at home and at school, and (5) an early age children will thrive in a rich language environment (enriched language environments).

Software in technology activity for young children has been developed so that children can interact with technology in accordance with her wishes (Ettpane, 2011). The early childhood teacher play an important role when selecting and evaluating computer software for their students for ensuring developmentally appropriate activities and learning (Haugland, 1997; Buckleitner, 2012; NAEYC, 1996; Aldrich, 2002) and they must be familiar with software and be able to evaluate not only the quality of the software but its appropriateness for young children (Haugland, 2000).

Methodology

The research was located at Banjarmasin and data was obtained with interviews through 21 female. They are teachers of Early Childhood School who continuing study from Diploma two to undergraduate in Early childhood school teacher program of Indonesia Open University.

This study focused on two open research questions. First, what application or programs are appropriate taught to early childhood student? Second, Computer application that you learn in college is dedicated to you or to be taught to students? Before data collecting,

both of questions was testing to reach the triangulation in order to make sure those understood by the respondent.

Results and Discussion

The result of research question one shows that teachers have opinion that word processing (57%), painter program (2.7%), internet program (7%), power point (14.3%), media player (9.5%), and game (9.5%) are the appropirate application for early childhood student. This finding corroborates the findings of Long-Breipohl (2001) which state can be trusted to help children's learning although morever Long-Breipohl (2001) state those program still not fulfil the requirement of application or program for early childhood student and also according to and Haughland (2008) or not developmentally appropriate which including: age appropriateness; the ability of the child to remain in control; the clarity of the instructions; increasing difficulty levels; the ability for the child to work independently; non-violent content; the process orientation of the program; whether the program models the real world; technical features; and transformations.

The result of research question two shows that teachers have opinion 71,4% computer application that they learned in college are dedicated to them and 28,6% for student). This finding is supported by Campbell and Scotellaro (2009) state that most of the literature on the integration of ICT in education is related to a secondary or college level context and there is very little relevant to an early childhood context.

Conculussion and Recomendation

Based on research questions that showed the results, we can conclude that the most appropriate application or program do not meet the need for early childhood student but the curriculum has performed for teacher and student.

This research does not meet which software most appropriate for early childhood student therefore it is necessary for to explore it using criteria for deplomentally software on next.

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