# **Observation Task 5: Literacy Software / Web-based Programs**

# 🖊***Table 5: Documenting computer software / Web-based Programs***

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Software Title** | **Age Range** | **Links to the ADEC Curriculum** | **Links to Multiple Intelligences** | **Comments** |
|  | 3-6 | **Communication, Language, and Literacy**  Topics covered include reading and language skills like phonics, letter recognition and vocabulary.  **Problem Solving, Reasoning and Numeracy**  Early math’s skills include  numbers, patterns, puzzles, counting , sizes, shapes, and differences.  **Personal, Social and Emotional Development**  Children can work in pairs, take turns and cooperate with each other while exploring this software.  **Knowledge and Understanding of the World**  Use a mouse and keyboard to interact with age-appropriate computer software to support their learning | **- Mathematical Intelligence**  **- Verbal-Linguistic Intelligence**  **-Interpersonal Intelligence Bodily-**  **-Kinesthetic Intelligence** | - this software is an easy and fun way to teach children math and English |



# **Reflections on Observation Task 5: Literacy Software / Web-based Programs**

1. Were there any literacy software/web based programs used in the classroom? If there were, select (a); if there were not, select (b).
2. What did early childhood literacy skills the software/web-based programs address?

The software programs that are used in the kindergarten help children to develop their skills in reading through listening to the sound and seeing the letter on the screen, this is when the child presses on the letter so it makes the sound of it.

Children are also able to write the letters on tablets’ apps and the app can correct it for them and help them to write the letter in the right way.