2D Early Childhood Learning
Young children, digital technology and the school of tomorrow

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ESSAY

How design a pedagogical space promoting the interaction between young children & digital technology?

*Based on children’s speech and needs*
MONTESSORI & DIGITAL TECHNOLOGY

Absorbent Mind

Material

Autonomy

MONTESSORI APPROACH

EDUCATION BY DIGITAL TECHNOLOGY
REGGIO EMILIA & DIGITAL TECHNOLOGY

REGGIO EMILIA APPROACH

The Hundred Languages

Learning by doing

Teacher’s role

EDUCATION BY DIGITAL TECHNOLOGY

+
PEDAGOGY & ENVIRONMENT

ENVIRONMENT & PEDAGOGY
PROJECT OBJECTIVES

• COMMIT THE WHOLE BODY

• FOSTER INTERACTIONS

• ENCOURAGE AUTONOMY AND INITIATIVE

• PERCEIVE DIGITAL TECHNOLOGY DIFFERENTLY
USES SCENARIOS

• INTERACTIVE STORIES
  Tell a story associating sounds and movements

• TACTILE ATELIER
  Perceive the sense of touch with materials and sounds

• CHILD-PHOTOGRAPH
  Produce a collective portrait with photographies
To sit
To lean back
To work
To store
4 SCENARIOS & DEVICE

- INTERACTIVE STORIES
- TACTILE ATELIER
- CHILD-PHOTOGRAPH
5 PEDAGOGY BY & ON DIGITAL TECHNOLOGY

- LEARN WITH DIGITAL TECHNOLOGY
- ENCOURAGE AUTONOMY BY INITIATIVE AND MOBILITY
- LINK DIGITAL TECHNOLOGY & TANGIBLE MATERIALS
- DISCOVER ALL THE SENSES BY INVOLVING THE WHOLE BODY
- LEARN TO WORK IN GROUP - COLLABORATION
CONCLUSION.

Integrate digital technologies by creating new applications and scenarios at school, in order to rethink the pedagogical space...