

**2<sup>nd</sup> Intl. Conference  
on Future Education**



# **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*



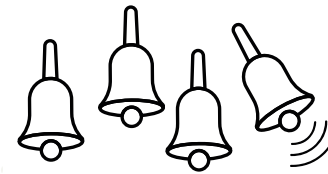
# MONTESSORI & DIGITAL TECHNOLOGY

MONTESSORI  
APPROACH

Absorbent Mind



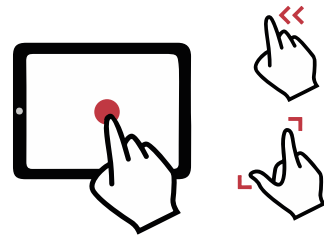
Material



Autonomy



EDUCATION  
BY DIGITAL TECHNOLOGY



# REGGIO EMILIA & DIGITAL TECHNOLOGY

## REGGIO EMILIA APPROACH

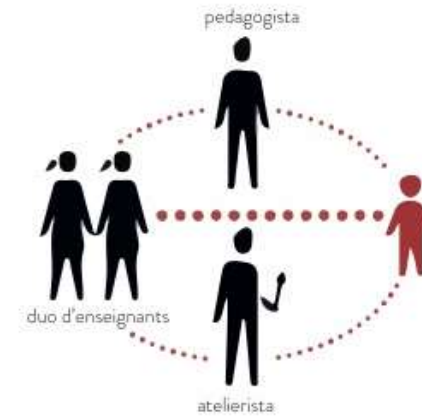
The Hundred Languages



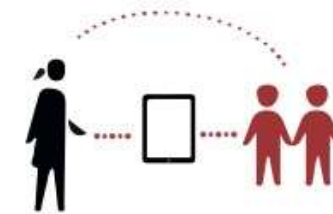
Learning by doing



Teacher's role



## EDUCATION BY DIGITAL TECHNOLOGY



**PEDAGOGY & ENVIRONMENT**



**ENVIRONMENT & PEDAGOGY**

A large, light gray circle serves as a background. Inside the circle, there is a white line-art logo of a person with arms raised, standing on a small base. The word "NUMERIUM" is centered over the logo.

**NUMERIUM**

# 1 PROJECT OBJECTIVES

- COMMIT THE WHOLE BODY
- • FOSTER INTERACTIONS
- • • ENCOURAGE AUTONOMY AND INITIATIVE
- • • • PERCEIVE DIGITAL TECHNOLOGY DIFFERENTLY

# 2 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 photographs





# 3 DEVICE



To sit



To lean back



To work



To store

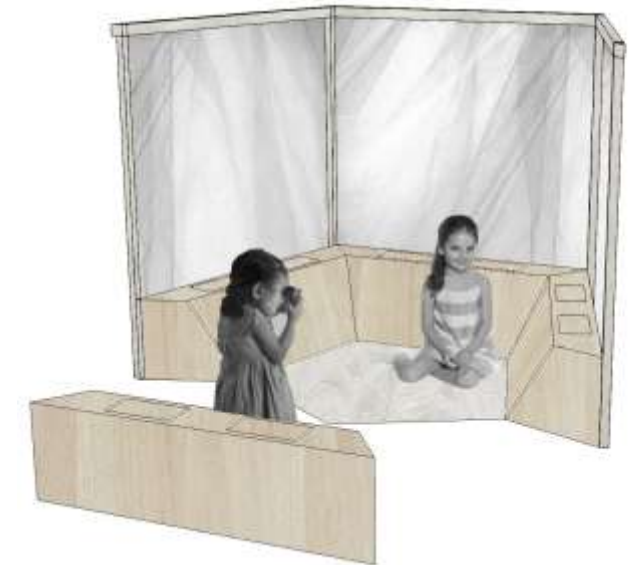
# 4

## SCENARIOS & DEVICE

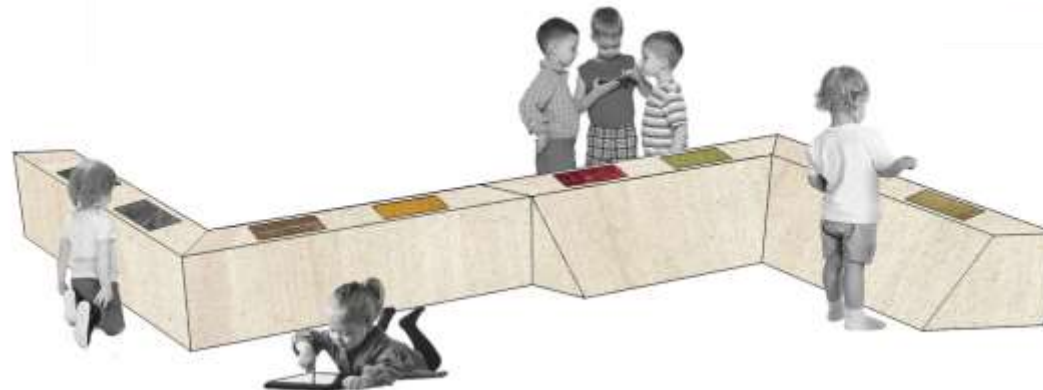
- INTERACTIVE STORIES



- • • CHILD-PHOTOGRAPH



- • TACTILE ATELIER



# 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



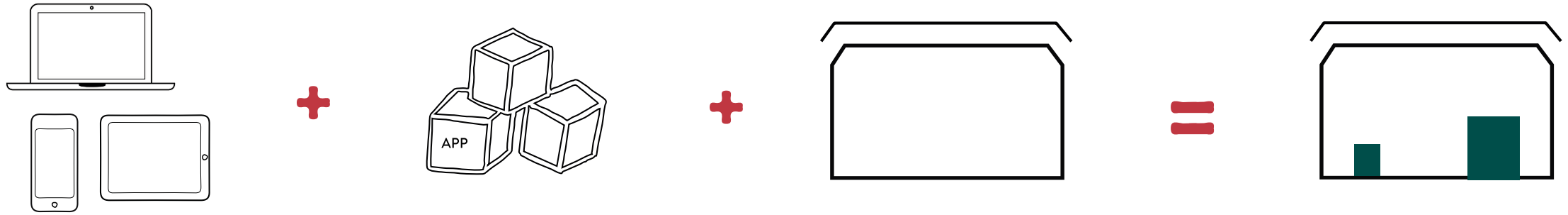
LEARN TO WORK IN GROUP - COLLABORATION





# CONCLUSION.

## research process



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