

GSJ: Volume 12, Issue 9, September 2024, Online: ISSN 2320-9186 www.globalscientificjournal.com

THE INTEGRATION OF ICT TOOLS FOR VISUAL, AUDITORY AND KINESTHET-IC LEARNERS IN PRESCHOOL

Zara Akbar

Department of Computer Science & Information Technology, University of Engineering & Technology Peshawar, Pakistan *E-mail: xara.xarakhan@gmail.com*

KeyWords

Auditory Learner, Information and Communication Technology, Kinesthetic Learner, Learning Preferences, Learning Style, Preschool Education and Visual Learner.

ABSTRACT

The advancement of technology has made its way in every educational filed, including preschool learning environments. Integrating Information and Communication Technology (ICT) tools in preschools presents both challenges and opportunities, particularly when teachers are making content according to diverse learning styles such as visual, auditory, and kinesthetic learners. This study explores the ICT tools integration in preschools, focusing on how these tools can be used for different learning preferences. The study aims to identify barriers to ICT adoption, evaluate its benefits and suggest ways to optimize technology use for various learner types. Examining the current practices and the impact of ICT tools on preschool education, offering recommendations for educators and policymakers.

Introduction

Preschool education is an essential component for a child's future academic success. During these crucial years, children begin to explore their surroundings, develop social and cognitive skills and build learning habits. Traditionally, preschool education has been originated on play-based, tactile learning experiences. However, with the increasing use of ICT tools, there has been a drive to include digital tools into early childhood education.

The use of information and communication technologies in preschool educational system is growing in importance. ICTs are used by teachers to assist students in understanding their teachings. The use of ICT in education has made it simpler to implement various teaching and learning approaches. Preschoolers are captivated with the images, graphics and sounds utilized in information communication technologies (ICT) sessions and students are showing interest in this growing trend. Students' interest in the classes is maintained by the interactivity and animations offered by ICT tools. It has transformed teaching and learning within educational institutions. The introduction of ICT tools has led to the development of new teaching methodologies and learning styles, making it an integral component of modern education systems (Hinostroza et al., 2008; Toit, 2015).

Objectives

The objectives of this study are:

- Investigate the issues preschools encounter when incorporating ICT tools for different learning styles.
- Identify how ICT technologies can enhance learning experiences for visual, auditory, and kinesthetic learners.
- Propose solutions to overcome challenges to effective ICT integration in preschool education.

Motivation for Study

Many research conducted in the last few years have looked into integrating ICT in preschool to teach diverse learners, but there are still a lot of unanswered questions about the opportunities and difficulties. In an effort to close these gaps and provide fresh perspectives on the fusion of ICT tools and learning styles, this study synthesizes the body of existing knowledge. Moreover, given the growing prevalence of technology in academic settings, it is imperative to evaluate the ways in which these advancements affect the existing body of knowledge. The review conclusion will lay the groundwork for more studies and useful applications in this area.

Literature Review

Learning Styles

Visual, auditory, and kinesthetic learning styles are the foundation for understanding how preschool children interact with educational materials. Visual learners process information by sight, preferring images, diagrams and visual stimuli. Auditory learners, on the other hand, learn by listening, utilizing spoken instructions, music and sound-based activities. Physical activity, hands-on work, and movement-based interaction help kinesthetic learners learn the most effectively. Research suggests that children have a combination of these patterns but they frequently have a dominating learning preference (Kolb, 1984) (Pashler et al., 2009). According to research, addressing these diverse learning preferences might improve the efficiency of preschool education by increasing engagement and comprehension (Pashler et al., 2009). Furthermore, incorporating diverse sensory inputs in early education can increase retention and learning results, especially for younger students who are still developing cognitive skills (Shams & Seitz, 2008).

ICT in early childhood education

In recent years, an increasing number of authors and researchers have recognized the potential of Information and Communication Technology (ICT) in early childhood education, emphasizing its ability to offer a wide array of learning possibilities for young children. The integration of ICT tools such as educational apps, digital storytelling, interactive games and multimedia resources has the potential to enhance cognitive, social and emotional development in early learners. These technologies allow children to engage with content in a more interactive and personalized way, promoting creativity, problem-solving and critical thinking skills at an early age (Aubrey & Dahl, 2008; Kennewell & Morgan, 2006; Kerckaert et al., 2015; Plowman & Stephen, 2005; Stephen & Plowman, 2008; Yelland, 2005).

The benefits and positive results connected with the use of ICT in education have led researchers to feel that introducing technology to children from a young age is now vital, as long as it is done positively and purposefully. Several studies in kindergarten education show that well-designed digital educational activities can be effective instruments for improving learning, particularly in the development of early reading skills (Mccarrick, 2007; Neumann, 2014). These studies demonstrate the potential of digital resources to help young learners acquire core literacy skills in a more efficient and enjoyable manner. When properly incorporated, technology can supplement traditional teaching techniques and contribute to more successful early learning experiences.

One of the key benefits of implementing ICT in early childhood education is its adaptability to various learning styles. Interactive applications and digital resources can be personalized to young learners' developmental needs and preferences, enabling them to learn through play-based activities (Ian Hutchby, 2001) . Furthermore, ICT encourages collaborative learning, in which children work together in digital environments to solve problems and complete tasks, thereby building teamwork and communication skills (Yelland, 2005).

ICT offers cutting-edge technologies to improve learning, which opens up a lot of options for early childhood education. When utilized properly, these tools may enhance the learning environment, helping kids acquire important skills and establishing a lifetime love of learning at an early age. Nonetheless, even with all of ICT's advantages, it is imperative to keep a directed and sensible approach. In order to prevent children from becoming unduly reliant on technology and to ensure that it enhances rather than replaces traditional hands-on learning experiences, researchers stress the importance of appropriate integration (Plowman & Stephen, 2005; Stephen & Plowman, 2008). By encouraging children's digital experiences and making sure that technology is in line with educational objectives, educators play a critical role in facilitating meaningful ICT interactions (Santamaria, 2018).

ICT Tools for Visual Learners

ICT offers a range of resources that assist visual learners, including digital drawing applications, interactive storybooks and instructional videos featuring poems and cartoons. Rich visual content offered by these tools can improve understanding and memory of the material (Almarabeh et al., 2015). Young visual learners are drawn in by the vibrant colors and animations of digital platforms, which promote independent learning and discovery (Alobaid, 2020).

ICT Tools for Auditory Learners

For auditory learners, technological tools such as instructional audio files, music-based apps and sound-enabled e-books can provide

GSJ: Volume 12, Issue 9, September 2024 ISSN 2320-9186

an engaging approach to acquire knowledge. Programs that combine storytelling with audio or voice-based interactive courses can greatly improve learning results for preschool students who like to listen (Bishop & Snowling, 2004).

ICT Tools for Kinesthetic Learners

Kinesthetic learners benefit from ICT technologies that require physical interaction. Children can engage with content in a physical and hands-on manner using interactive learning environments such as touchscreens, motion-sensor games, and virtual reality and augmented experiences (Subrahmanyam, 2000).

Barriers to ICT Integration

While ICT tools have many advantages in early childhood education, there are still several barriers to their implementation in preschools. Some of the primary obstacles are:

Technological Infrastructure

Many preschools, particularly those in low-income communities, lack the essential hardware, software and dependable internet access to fully utilize ICT technologies (Hennessy et al., 2022). Even well-funded institutions can struggle to keep up with the rapid speed of technological advancement (Pelgrum, 2001). Without sufficient infrastructure, it is a challenge to properly incorporate technology into the classroom environment.

Teacher Training

Not every educator is confident or equipped to use ICT technologies in the classroom. Without proper training and continuing support, technology can easily become a distraction rather than a useful learning tool (Blackwell et al., 2014). Teachers require opportunities to improve their skills and learn how to effectively integrate technology into lessons (Ertmer & Ottenbreit-Leftwich, 2010a).

Cost of ICT Tools

High-quality gadgets and instructional software are typically very expensive. Many preschools, particularly those in underprivileged communities, cannot afford to invest in these resources (Holloway & Green, 2013). In addition to the initial purchase, there are continuing costs such as software upgrades, maintenance, and repairs (Jay Becker, 2000), making it even more difficult for schools to give equal access to all pupils (Tondeur et al., 2008).

Developmental Concerns

Concerns have also been raised on how screen use affects young children. Their social and emotional development may be impacted by excessive screen time or improper content, if it is not closely supervised (Christakis, 2014). According to studies, excessive or inappropriate use of technology can result in less physical activity, fewer social connection, and delayed language development, even while it can foster creativity and cognitive skills (Hill et al., 2016).

Cultural Resistance

Sometimes parents and educators are reluctant to use ICT in early childhood education. This resistance could result from a desire for more conventional, experiential learning approaches or worries that technology might take the place of in-person communication (Plowman et al., 2010). To reduce this resistance, a bridge between these antiquated methods and contemporary technology must be built.

Digital Divide

Another significant issue is the unequal access to technology, sometimes referred to as the digital divide. When technology is highly utilized in the classroom, it might cause a divide between children from low-income households and those from rural areas, as they frequently lack access to devices or the internet at home (van Dijk, 2006).

Curriculum Alignment

Lastly, if ICT tools are not in line with learning objectives, incorporating them into a preschool curriculum can be challenging. Early education frequently emphasizes play-based, hands-on learning; therefore, introducing technology without a defined goal could interfere with rather than improve these activities (Mouza, 2008).

Opportunities for ICT Integration

When used intelligently, ICT resources provide a variety of chances to greatly improve learning experiences in early childhood education. Some of the primary benefits are:

Personalized Learning

ICT tools offer the potential to adapt educational content to each learners' unique needs, allowing for customized educational paths. For example, adaptive learning software can identify a learner's strengths and areas for improvement and then alter the content or difficulty level accordingly. This allows learners to grow at their own rate, reducing frustration for failing students while also providing additional challenges for more proficient students. Personalized learning using technology also adopts autonomy, empowering students to take charge of their learning journeys (Ertmer & Ottenbreit-Leftwich, 2010b; Koehler & Mishra, 2009; McKenney et al., 2016).

Engagement and Motivation

One of the most effective features of ICT tools is their ability to make learning more interesting and motivating. Interactive components like educational games, quizzes, and digital storytelling capture children's interest, making learning a fun experience. For students who do not respond well to standard teaching methods, interactive approaches can provide a new, dynamic manner to learn complicated concepts (Gee, 2003). Studies have indicated that gamified learning settings, in particular can boost motivation and academic accomplishment (Hamari et al., 2016).

Multimodal Learning

ICT tools enable multimodal learning by combining visuals, audio and tactile experiences, which can improve comprehension and memory retention. Children can learn more successfully by engaging numerous senses at the same time, which stimulates distinct sections of the brain and reinforces learning (Shams & Seitz, 2008) .Touchscreens allow students to interact with items on the screen, while visual and audio feedback can help reinforce learning objectives. This multisensory method is especially advantageous for pre-schoolers who are still developing cognitive skills (Mayer, 2010).

Collaboration and Social Interaction

ICT tools can help young learners collaborate and communicate more effectively. Digital platforms that promote group projects or cooperative play assist young learners in developing social skills such as teamwork, problem solving, and communication. Virtual learning environments and educational apps with multiplayer capabilities can promote peer learning and interaction both in the classroom and across geographical boundaries (Kreijns et al., 2003).

Access to Diverse Learning Resources

Another significant benefit of ICT is the wide range of resources it makes accessible. Online educational platforms, virtual field trips, and interactive simulations enable students to explore concepts beyond their local surroundings, widening their perspectives and instilling curiosity (Voogt et al., 2013). ICT tools can expose students to various cultures, languages, and scientific phenomena that they would not otherwise experience in a typical classroom context.

Immediate Feedback and Assessment

Young learners can benefit from instant feedback from ICT tools, which can assist them identify areas for improvement and help them understand where they went wrong. With the use of educational applications and software, parents and teachers can get a more comprehensive picture of their child's development by tracking their child's progress and receiving thorough data. By allowing teachers to modify their pedagogical approaches in real time, this prompt feedback can enhance student learning results (Dylan Wiliam, 2011).

Conclusion

The use of ICT resources in preschool education opens up numerous chances to improve learning experiences by appealing to different learning styles, increasing engagement, and creating personalized learning pathways. These tools can help to create more dynamic and multimodal learning environments for young learners, encouraging creativity, cooperation, and critical thinking. Despite the great potential, adoption of ICT in preschools remains uneven due to a number of ongoing problems. Key constraints include a lack of technological facilities inadequate teacher preparation, expensive technology expenses and worries about the developmental influence of screen usage. In many circumstances, educators lack the essential training and support to integrate ICT technologies in ways that are consistent with educational goals and developmentally appropriate practices. Furthermore, the digital gap exacerbates inequality by restricting access to these services in low-income communities.

For ICT to effectively improve early childhood education, a concerted effort is required to overcome such barriers. Schools and lawmakers must prioritize increasing access to technology, offering professional development for instructors, and ensuring that digital technologies are used in a balanced and ethical manner. By addressing these concerns, preschools may fully realize the promise of ICT tools, creating an atmosphere in which all children, regardless of background, can thrive in the digital age.

Recommendations

Comprehensive Teacher Training Programs

To ensure that teachers feel competent in using ICT tools, continual, comprehensive training on effective technology integration is required. These programs should include strategies for engaging all types of learners, utilizing ICT to support curriculum objectives, and limiting the potential distractions offered by digital tools. Training should also include how to combine digital learning with conventional, hands-on methods in order to provide a well-rounded learning experience.

Increased Funding for Technology

Authorities, schools and nonprofit organizations must collaborate to expand funding for ICT tools in preschools, particularly in neglected and low-income communities. Access to high-quality hardware, software, and a stable internet connection is critical to ensuring that all children reap the benefits of digital learning. Financial support should also include technological upkeep and regular updates to keep up with improvements.

Creation of Age-Appropriate ICT Content

It's critical to make sure that the ICT resources utilized in preschool environments meet requirements for development. This entails choosing educational material that is age-appropriate, exciting but not overly stimulating, and supportive of social and cognitive growth. Content developers and policymakers should work together to provide materials that comply with early childhood education guidelines.

Finding a Balance Between Screen Time and Traditional Learning

Although ICT tools can improve learning, play-based, hands-on learning should still take priority over their use. In order to support young children's development, it is imperative that clear rules be set for striking a balance between screen time and conventional educational activities like face-to-face interactions and physical play.

Enabling Equity in ICT Access

Reducing the technological divide is crucial to ensuring that every student has an equal chance to experience the rewards of technology in the classroom. The provision of gadgets and internet connectivity to low-income homes and schools should be the main goal.

Parental Support and Involvement

It is essential to involve parents in the use of ICT in preschool education. In order to help parents better understand how ICT might enhance their child's development and how to limit screen time at home, schools should provide workshops and materials. Children who have involved parents are more likely to receive regular assistance when utilizing technology at home and in the classroom.

Although a conclusion may review the main points of the paper, do not replicate the abstract as the conclusion. A conclusion might elaborate on the importance of the work or suggest applications and extensions. Authors are strongly encouraged not to call out multiple figures or tables in the conclusion—these should be referenced in the body of the paper.

References

[1] Almarabeh, H., Almara'beh, H., Amer, E. F., & Sulieman, A. (2015). The Effectiveness of Multimedia Learning Tools in Education (Vol. 5). https://www.researchgate.net/publication/290429349

- [2] Alobaid, A. (2020). Smart multimedia learning of ICT: role and impact on language learners' writing fluency YouTube online English learning resources as an example. Smart Learning Environments, 7(1). https://doi.org/10.1186/s40561-020-00134-7
- [3] Aubrey, C., & Dahl, S. (2008). A review of the evidence on the use of ICT in the Early Years Foundation Stage A review of the evidence on the use of ICT in the Early Years Foundation Stage Becta | A review of the evidence on the use of ICT in the Early Years Foundation Stage Becta | A review of the evidence on the use of ICT in the Early Years Foundation Stage. http://www.becta.org.ukhtttp://www.becta.org.ukhttp://www.becta.org.ukhtttp://www.becta.
- Bishop, D. V. M., & Snowling, M. J. (2004). Developmental dyslexia and specific language impairment: Same or different? *Psychological Bulletin*, 130(6), 858–886. https://doi.org/10.1037/0033-2909.130.6.858
- Blackwell, C. K., Lauricella, A. R., & Wartella, E. (2014). Factors influencing digital technology use in early childhood education. Computers & Education, 77, 82–90. https://doi.org/10.1016/J.COMPEDU.2014.04.013
- [6] Christakis, D. A. (2014). Interactive media use at younger than the age of 2 years. In JAMA Pediatrics (Vol. 168, Issue 5, pp. 399–400). American Medical Association. https://doi.org/10.1001/jamapediatrics.2013.5081
- [7] Dylan Wiliam. (2011). Embedded Formative Assessment. Solution Tree Press. https://www.solutiontree.com/embedded-formative-assessment-second-ed.html#contentarea
- [8] Ertmer, P. A., & Ottenbreit-Leftwich, A. T. (2010a). Teacher technology change: How knowledge, confidence, beliefs, and culture intersect. Journal of Research on Technology in Education, 42(3), 255–284. https://doi.org/10.1080/15391523.2010.10782551
- [9] Ertmer, P. A., & Ottenbreit-Leftwich, A. T. (2010b). Teacher Technology Change: How Knowledge, Confidence, Beliefs, and Culture Intersect (Vol. 42, Issue 3). www.iste.org/jrte
- [10] Gee, J. Paul. (2003). What video games have to teach us about learning and literacy. Palgrave Macmillan.
- [11] Hamari, J., Shernoff, D. J., Rowe, E., Coller, B., Asbell-Clarke, J., & Edwards, T. (2016). Challenging games help students learn: An empirical study on engagement, flow and immersion in game-based learning. *Computers in Human Behavior*, 54, 170–179. https://doi.org/10.1016/j.chb.2015.07.045
- [12] Hennessy, S., D'Angelo, S., McIntyre, N., Koomar, S., Kreimeia, A., Cao, L., Brugha, M., & Zubairi, A. (2022). Technology Use for Teacher Professional Development in Low- and Middle-Income Countries: A systematic review. *Computers and Education Open*, 3, 100080. https://doi.org/10.1016/j.caeo.2022.100080
- [13] Hill, D., Ameenuddin, N., Chassiakos, Y. R., Cross, C., Radesky, J., Hutchinson, J., Boyd, R., Mendelson, R., Moreno, M. A., Smith, J., & Swanson, W. S. (2016). Media and young minds. *Pediatrics*, 138(5). https://doi.org/10.1542/peds.2016-2591
- [14] Hinostroza, J. E., Labbé, C., López, L., & Iost, H. (2008). Traditional and Emerging IT Applications for Learning. In International Handbook of Information Technology in Primary and Secondary Education (pp. 81–96). Springer US. https://doi.org/10.1007/978-0-387-73315-9_5
- [15] Holloway, D., & Green, L. (2013). 0-8: Young children's Internet use. https://www.researchgate.net/publication/270583255
- [16] Ian Hutchby, J. M.-E. (2001). Children, Technology and Culture. https://doi.org/https://doi.org/10.4324/9781315011387
- [17] Jay Becker, H. (2000). Education Policy Analysis Archives Findings from the Teaching, Learning, and Computing Survey: Is Larry Cuban Right?
- [18] Kennewell, S., & Morgan, A. (2006). Factors influencing learning through play in ICT settings. Computers and Education, 46(3), 265–279. https://doi.org/10.1016/j.compedu.2005.11.001
- [19] Kerckaert, S., Vanderlinde, R., & van Braak, J. (2015). The role of ICT in early childhood education: Scale development and research on ICT use and influencing factors. European Early Childhood Education Research Journal, 23(2), 183–199. https://doi.org/10.1080/1350293X.2015.1016804
- [20] Koehler, M. J., & Mishra, P. (2009). What is technological pedagogical content knowledge? Contemporary Issues in Technology and Teacher Education (Vol. 9, Issue 1). http://www.tpck.org/.
- [21] Kolb, D. A. (1984). Experiential Learning: Experience As The Source Of Learning And Development Learning Sustainability View project How You Learn Is How You Live View project. http://www.learningfromexperience.com/images/uploads/process-of-experiential-learning.pdf!
- [22] Kreijns, K., Kirschner, P. A., & Jochems, W. (2003). Identifying the pitfalls for social interaction in computer-supported collaborative learning environments: A review of the research. In Computers in Human Behavior (Vol. 19, Issue 3, pp. 335–353). Elsevier Ltd. https://doi.org/10.1016/S0747-5632(02)00057-2
- [23] Mayer, R. E. . (2010). Multimedia learning. Cambridge University Press.
- [24] Mccarrick, K. (2007). Buried treasure: The impact of computer use on young children's social, cognitive, language development and motivation. In AACE Journal (Vol. 15, Issue 1).
- [25] McKenney, S., Boschman, F., Pieters, J., & Voogt, J. (2016). Collaborative Design of Technology-Enhanced Learning: What can We Learn from Teacher Talk? *TechTrends*, 60(4), 385–391. https://doi.org/10.1007/s11528-016-0078-8
- [26] Mouza, C. (2008). Learning with Laptops: Implementation and Outcomes in an Urban, Under-Privileged School. In Journal of Research on Technology in Education 447 JRTE (Vol. 40, Issue 4).
- [27] Neumann, M. M. (2014). An examination of touch screen tablets and emergent literacy in Australian pre-school children. Australian Journal of Education, 58(2), 109–122. https://doi.org/10.1177/0004944114523368
- [28] Pashler, H., Mcdaniel, M., Rohrer, D., & Bjork, R. (2009). Learning Styles Concepts and Evidence. www.learningstyles.net
- [29] Pelgrum, W. J. (2001). Obstacles to the integration of ICT in education: results from a worldwide educational assessment. Computers & Education, 37(2), 163–178. https://doi.org/10.1016/S0360-1315(01)00045-8
- [30] Plowman, L., McPake, J., & Stephen, C. (2010). The technologisation of childhood? Young children and technology in the home. In *Children and Society* (Vol. 24, Issue 1, pp. 63–74). https://doi.org/10.1111/j.1099-0860.2008.00180.x
- [31] Plowman, L., & Stephen, C. (2005). Children, play, and computers in pre-school education. In Children and computers in pre-schoolBritish Journal of Educational Technology (Vol. 36, Issue 2). Blackwell Publishing Ltd.
- [32] Santamaria, L. (2018). Digital technologies and learning in the early years. Contemporary Issues in Early Childhood, 19(3), 318–320. https://doi.org/10.1177/1463949118764031
- [33] Shams, L., & Seitz, A. R. (2008). Benefits of multisensory learning. Trends in Cognitive Sciences, 12(11), 411–417. https://doi.org/10.1016/j.tics.2008.07.006
- [34] Stephen, C., & Plowman, L. (2008). Enhancing learning with information and communication technologies in pre-school. Early Child Development and Care, 178(6), 637– 654. https://doi.org/10.1080/03004430600869571

GSJ: Volume 12, Issue 9, September 2024 ISSN 2320-9186

- [35] Subrahmanyam, K. (2000). The Impact of Interactive Technology on Children's & Adolescents' Cognitive and Social Skills. In Impact of Interactive Technology (Vol. 1).
- [36] Toit, J. Du. (2015). TEACHER TRAINING AND USAGE OF ICT IN EDUCATION New directions for the UIS global data collection in the post-2015 context.
- [37] Tondeur, J., van Keer, H., van Braak, J., & Valcke, M. (2008). ICT integration in the classroom: Challenging the potential of a school policy. *Computers and Education*, 51(1), 212–223. https://doi.org/10.1016/j.compedu.2007.05.003
- [38] van Dijk, J. A. G. M. (2006). Digital divide research, achievements and shortcomings. Poetics, 34(4-5), 221-235. https://doi.org/10.1016/j.poetic.2006.05.004
- [39] Voogt, J., Knezek, G., Cox, M., Knezek, D., & Ten Brummelhuis, A. (2013). Under which conditions does ICT have a positive effect on teaching and learning? A Call to Action. Journal of Computer Assisted Learning, 29(1), 4–14. https://doi.org/10.1111/j.1365-2729.2011.00453.x
- [40] Yelland, N. (2005). The Future Is Now: A Review of the Literature on the Use of Computers in Early Childhood Education (1994-2004).

CGSJ