

# PROJECT DATA

Project Title *ABC Song*

Tools used in Development *Adobe Captivate*

Collaborators Chackras Lee Smith, ID

Time in Development *1.5 Hours*

## BACKGROUND AND PROBLEM CONTEXT

This lesson was designed for a Early Childhood education facility to play for the children learning the alphabet. The time table on this project was expedient as they hoped to have it complete the next day to incorporate with a open house book fair. The school is focused on forward thinking projects that incorporates technology into the curriculum.



### Executive Summary

The goal of this design is two fold. First, it would be used as an intro for an open house at an early childhood education facility. Therefore, it had to grab the attention of children and the adults in attendance. Secondly, the project needed to be used to help children learn their ABC's throughout the school year. The children attending the school were ages 1 through 4 years old. The media also had to be accessible on multiple devices.

## SOLUTION JOURNEY

To ensure the app was successful and developmentally appropriate for the children it had to be very easy to use with minimal controls. With this in mind a very simple play function was added without any on screen interaction. The letters needed to be highlighted for the students to correlate the ABC song with the correct letter using visual cues and an auditory reference. With these constraints in mind I utilized Adobe



Captivate and wooden letter block images that students at this school often play with. I decided to use a visual effect to make the images appear to jump out at the learner when the ABC song sang the correlating letter. The budget was another concern as the center could not allocate for design and artifacts; however, the artifacts within the project were found through a search in the creative commons network.

## RESULTS

I kept the design simple and allowed for project to adhere to appropriate child development stages for children at these young ages. The instructors can play the app on either a mac or pc, that the center has in the faciailty. Further, an MP4 version was supplied to the school so the project could be played through other devices such as a tablet, or television. There is not an assessment associated with this e-Learning because it would not be developmentally appropriate. The design had to expedited to ensure it was ready for the upcoming book fair, as such the project was created quickly within one hour and sent to the center through electronic methods. With such a quick turnaround I am confident in my ability to construct a project quickly and succinctly. The staff and children praised the design and it has been incorporated in their teachers toolbox.



Credits

*Kristin Anthony, Portfolio Worksheet*