

## Annex A

### FACTSHEET FOR PLAYMAKER PILOT PROGRAMME



#### Background

The importance of engaging and preparing young children to be ready for a world that is globally connected and technologically rich is receiving increased attention by the Early Childhood educators. Their current knowledge and use of technology for preschoolers is mainly through the use of computers or tablets for e-books, educational software and learning games. In addition, there have been concerns that excessive screen time on computers and smart devices may affect the learning development of young children.

#### PlayMaker Objectives

As part of early learning, it is essential that children learn a wide spectrum of core skills such as communication, cognitive skills and creativity. With our Smart Nation initiative, technology will play an increasing role in the lives of our children. Through the use of tech enabled toys, PlayMaker seeks to inspire young children to play and make, sparking imagination and building creative confidence, as well as inculcate familiarity with the exploration of technology.

#### PlayMaker Starter Programme Rollout

The preschool centres will be provided the PlayMaker Starter Kit, comprising:

1. A suite of technology-enabled toys specifically designed to meet the development needs of young children.
2. Workshops for the Early Childhood educators. They will learn about the pedagogy behind using the technology-enabled toys in their lessons and how to integrate the toys into their curriculum.

3. Consultancy services by education technology companies. They will provide pedagogical support and guide the teachers in the integration of PlayMaker in their lessons, as well as technical support on the toys.

### **Programme Benefits**

It is apt to introduce these technology-enabled toys to preschoolers as these can serve as tools for children to communicate and connect with others in a safe way. These toys enable young children to learn by doing, giving them the chance to make their ideas physical and tangible, while developing their cognitive and creative skills; all these without requiring screen time from PCs, tablets or smartphones.

Through the process of facilitated learning through play with the toys, children can be expected to develop skills such as logical thinking, reasoning, sequencing, estimation and inventive thinking. The toys also encourage small group collaboration which will develop social and communication skills.

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### **For media clarifications, please contact:**

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## Annex A-1

### Examples of PlayMaker Tech-Enabled Toys

#### 1. Circuit Stickers

**Circuit Stickers** are peel-and-stick electronics for crafting circuits. With LED stickers, young children can easily add lights to their art & craft projects using LED stickers. Sensor stickers, that senses light or sound, allow for interactive projects that respond to the environment.



#### 2. BeeBot

**BeeBot** is a colourful, easy-to-operate and friendly little robot that is perfect for teaching young children sequencing, estimation, problem-solving and planning skills.



### 3. KIBO

**KIBO** is a robot kit specifically designed for young children aged 4-7 years old. It allows the child to create a sequence of instructions (a programme) using the wooden KIBO blocks, which they then scan the blocks with the KIBO body to tell the robot what to do.



### 4. Dash & Dot

With a suite of sophisticated sensors and unique functionalities such as user-recordable sounds and multi-coloured LED lights, **Dash & Dot** robots can easily capture children's attention. The interface app incorporates interactive challenges for children to learn independently, and educators have used it in the classroom in social activities that teach sequencing skills, storytelling, and art & craft.

