Impact of technology on childhood

In this essay the various stages of technology impact on childhood will be discussed and how more and more children influenced and affected by media such as TVs, video games to the internet, and computers.

Today's globe has been initiated by technology into the early childhood daily activities or education programs, thus you can find computers, internet, TVs and other technology components at any school , household , internet cafe or electronic play ground. Technology has the dark side effect on youth and children more than adults . For instance social behaviour disorder, child and youth obesity and health issues. However some parents believe that technologies are good for their children to learn faster and affect significantly on their education performance and it is essential in today's world. Consequently the negative sides of technology impact on childhood should be acknowledged and addressed regularly to the children through education providers programs and of course by contribution of the parents.

To begin with that child obesity can be caused by over use of technology tools. Generally from beginning of childhood, most kids are able to get access to computer specially computer games at home. According to Donald (1999) 70% of households with children have TV based video games; however desktop based computers are not the only tools that children involved with. Laptop, I-Phone, PSP or handheld games are available to kids especially to middle school children. Technology use has modified noticeably in the past years, for instance any imaginable video games, online games where the children can interact with other kids and playing the same game at the same time consequently the hours per day that children are involved

with technology are higher than the amount of time that they put in to completing their homework.

Apparently youthful individuals are different significantly in their interest, some kids contributing in physical activities and sports, others playing video games are their main interest. Physical activity is required to the physical and mental healthiness of young people, and of course their self confident. Generally it has been shown in too many studies and researches that childhood are increasingly affected by their desire for peers' acceptance which means children do most of their physical activity in groups rather than by their own. In fact spending time with groups which are supportive and active is one of the main inspirations to the kids to be active. Despite some people have their own point of views regarding reasons that affect younger generation physical activities, for instance some believe that genetics is the cause, some consider that its parents responsibility.

In addition physical activity can be reduced after school hours as more kids interact and involve with video games, therefore they have less time for physical activity and sport. According to some researches that video games and PCs cause more deep focus and unhealthy postures in kids than doing homework or watching TV . In fact the risk of physical and visual disorders and obesity in those kids are greater than other kids who spent less time using technology.

The other effect of the technology on childhood is the way how children response and react to other kids and their parents in the areas of understanding and good manners or valuing the respect of other individual.

Generally these days mostly parents are busy with work and other life commitment during a week, so they have less time to spent time interact and communicating with their children fully, as result of that any kind of technology such as computer, internet and specially video games will replace guardians role because at least it would be safer for kids to stay inside house play video games rather to spent time outside and playing in neighbourhood with other kids. Furthermore, harmful social impact of technology, isolation that happened to some kids who grown these days and regularly using computer and video games is the other dark side of technology . In fact there is relation between regular computer use and poor social participation and sadness which can be warning bell to the parents that any kind of technology may keeps their children away from them and reduce their parental interaction with them.

Retail sales of video games came to $ 9. 9 billion according to the annual U. S retail sales in 2004. In addition another surveys includes 70% of household with kids between 2 to 17 years old have access to internet and 68% have video games according to Woodrad& Gridina (2000). Consequently when kids involve playing video games and especially violent one therefore politeness and empathy would replace by aggregation towards guardians, their parent or other kids at school thus they intent to upset or frighten others within school or community and often involves violent behaviour or aggressive actions.

Admittedly we belong to an increasingly technology base community and children need to be informed, addressed and prepared so they can perform in a work environment and in a world where computers are basic tools of

everyday life. Technology has positive impact on children development and educational performance such as communicational, ease of access of information and career benefits. For instance children do not just have to learn about other people's backgrounds and values in a textbook, instead they can use the technology at hand, such as a computer and internet. This can help children to recognise the differences between cultures and resolve cultural conflict with others kids from different background that they may study together and work with later on; in addition technology improves the way children communicate with guardians and within community by technology tools such as instant messaging, chatting room and discussion board through internet.

Furthermore, children who have access to technology specially computer with supporting activity more likely improve their imagination skills, structural knowledge and long-lasting memory, depends of what sort of information and computer exercise offered to the them and how often children able to work with computers in regular basis. Generally the main role of technology, especially computers at the primary level of childhood are significant as it can improve children's mathematical abilities, creativity and critical thinking.

Basically in today's world, technology and computer has significant impact and influences on people life, Consequently the kids who get appropriate and necessary training of the technology and computer will able to overcome difficult task that they have been given through school an continuously through their life to compare to the children who has less access to this resources or belonging to the lower level of society.

Based on the information, it is clear that the high use of technology by children has a negative effect on their physical and mental well being. Child obesity in relation with technology is very high, and is an obvious cause of health problems in children. Also children's social behaviour is negative impacted with high interaction of technology, they are encouraged to replicate violent behaviour and become self isolated. The negative impact of technology and computer use in early childhood development should be recognised by the education providers and parents so they can address them regularly to the early childhood programs to reduce issues which children can develop.