

technology in early childhood education

technology in early childhood education has become an increasingly important aspect of modern learning environments. Integrating digital tools and resources in early childhood settings supports cognitive development, fosters creativity, and enhances engagement among young learners. This article explores the benefits, challenges, and practical applications of technology in early childhood education, highlighting how educators can effectively incorporate technology to enrich learning experiences. It also addresses the role of interactive media, educational apps, and digital literacy in fostering foundational skills. By understanding the impact and best practices of technology use in early years, educators and parents can collaboratively support children's growth in a digital age. The following sections provide a comprehensive overview of the key dimensions of technology in early childhood education.

- The Role of Technology in Early Childhood Learning
- Benefits of Integrating Technology in Early Education
- Challenges and Considerations for Technology Use
- Effective Tools and Resources for Young Learners
- Best Practices for Implementing Technology in Early Childhood Settings

The Role of Technology in Early Childhood Learning

Technology in early childhood education serves as a catalyst for introducing young children to digital literacy and interactive learning experiences. It supports diverse learning styles and can personalize education to meet individual developmental needs. Early exposure to age-appropriate technology fosters skills such as problem-solving, creativity, and communication, which are critical for lifelong learning. Moreover, technology provides access to a wide range of educational content that extends beyond traditional teaching methods. The integration of technology also aids educators in tracking developmental milestones and tailoring instruction effectively.

Enhancing Cognitive Development

Interactive technology tools such as tablets, educational software, and digital games stimulate cognitive growth by encouraging active participation and critical thinking. These tools often incorporate visual and auditory stimuli that help children process information efficiently. Technology can also support language acquisition through multimedia resources that promote vocabulary building and early literacy skills.

Supporting Diverse Learning Styles

Children learn in various ways including visual, auditory, and kinesthetic modalities. Technology in early childhood education accommodates these differences by offering customizable learning experiences. For example, interactive storybooks combine audio narration with visual cues, catering to multiple sensory inputs and enhancing comprehension for different learners.

Benefits of Integrating Technology in Early Education

The integration of technology in early childhood education offers numerous benefits that enhance both teaching and learning processes. These advantages contribute to a more dynamic and engaging classroom environment while preparing children for future academic success in an increasingly digital world.

Increased Engagement and Motivation

Digital tools capture children's attention more effectively than traditional materials alone. The interactive nature of technology motivates learners to explore concepts and complete tasks with enthusiasm, improving retention and understanding.

Development of Essential 21st Century Skills

Early exposure to technology helps develop skills such as digital literacy, collaboration, and problem-solving. These competencies are vital for academic progression and future workplace readiness.

Facilitation of Individualized Learning

Technology enables personalized learning experiences by adapting content to suit each child's pace and level. Adaptive software can identify strengths and areas for improvement, allowing educators to provide targeted support.

Accessibility and Inclusivity

Technology in early childhood education can bridge gaps for children with disabilities or learning challenges by offering assistive devices and tailored learning applications. This inclusivity promotes equal opportunities for all learners.

Challenges and Considerations for Technology Use

Despite the many benefits, the use of technology in early childhood education presents challenges that require careful consideration. Addressing these issues is crucial to ensure technology enhances rather than hinders learning outcomes.

Screen Time and Health Concerns

Excessive screen time may lead to negative health effects such as eye strain, reduced physical activity, and impaired social interactions. Establishing age-appropriate limits and balancing technology use with traditional play is essential.

Quality and Appropriateness of Content

Not all digital resources are designed specifically for young children or aligned with developmental goals. Educators must critically evaluate educational apps and media to ensure they are age-appropriate and pedagogically sound.

Equity and Access Issues

Access to technology varies widely among communities, potentially exacerbating educational disparities. Schools and policymakers must address these inequities to provide all children with opportunities to benefit from digital tools.

Teacher Training and Support

Effective integration of technology depends on educators' proficiency and confidence with digital tools. Professional development and ongoing support are necessary to maximize the benefits of technology in early childhood classrooms.

Effective Tools and Resources for Young Learners

A variety of technology tools and resources are available to support early childhood education. Selecting appropriate technologies enhances learning experiences and fosters developmental progress.

Educational Apps and Software

Age-appropriate apps focusing on literacy, numeracy, and creativity provide interactive learning opportunities. Examples include phonics games, counting activities, and digital drawing platforms designed specifically for young children.

Interactive Whiteboards and Touchscreens

These devices encourage collaborative learning and hands-on interaction. Children can engage in group activities, manipulate digital objects, and benefit from visual demonstrations.

Multimedia Storytelling Tools

Digital storytelling platforms combine text, images, and audio to enhance language development and comprehension. They also encourage narrative skills and imaginative thinking.

Assistive Technologies

Tools such as speech-to-text software, visual aids, and adaptive keyboards support children with special needs, making learning more accessible and inclusive.

- Educational apps focusing on foundational skills
- Interactive whiteboards for group engagement
- Multimedia tools to support language and creativity
- Assistive devices for diverse learner needs

Best Practices for Implementing Technology in Early Childhood Settings

Successful integration of technology in early childhood education relies on strategic planning, appropriate usage, and ongoing evaluation. Adhering to best practices ensures technology serves as a valuable educational asset.

Aligning Technology with Developmental Goals

Technology use should complement curriculum objectives and support age-appropriate learning outcomes. Selecting tools that foster developmental milestones is fundamental to meaningful integration.

Balancing Screen Time with Hands-On Activities

Maintaining a healthy balance between digital and physical play promotes overall well-being and social development. Incorporating technology as one of multiple learning modalities is recommended.

Engaging Families and Caregivers

Involving parents and caregivers in technology use strengthens learning continuity between home and school. Providing guidance on beneficial digital practices fosters a supportive environment for children.

Continuous Professional Development

Ongoing training equips educators with skills to effectively integrate technology and adapt to emerging digital tools. Collaborative learning among staff enhances implementation quality.

Monitoring and Evaluating Impact

Regular assessment of technology's effectiveness helps refine instructional strategies and ensures that digital tools positively influence educational outcomes.

1. Choose technology aligned with educational standards and developmental needs.
2. Limit screen time according to age-appropriate guidelines.
3. Incorporate technology as part of a varied curriculum.

4. Provide training and resources for educators.
5. Engage families to support technology use at home.
6. Evaluate the impact of technology on learning regularly.

Frequently Asked Questions

How is technology enhancing learning experiences in early childhood education?

Technology provides interactive and engaging tools such as educational apps, games, and digital storytelling, which help young children develop cognitive, language, and motor skills in a fun and effective way.

What are the benefits of using tablets and digital devices for preschoolers?

Tablets and digital devices offer personalized learning opportunities, promote creativity through drawing and storytelling apps, and improve fine motor skills. They also enable access to diverse educational content tailored to individual learning paces.

How can educators ensure technology use is developmentally appropriate for young children?

Educators should select age-appropriate, research-based digital tools that promote active learning, limit screen time according to guidelines, and incorporate technology as a supplement to hands-on, social, and physical activities rather than a replacement.

What role does technology play in supporting children with special needs in early education?

Technology can provide customized learning experiences and assistive tools that cater to individual needs, such as communication apps for non-verbal children, sensory engagement programs, and adaptive software that supports diverse learning abilities.

How can parents and teachers collaborate to effectively integrate technology in early childhood

education?

Parents and teachers can communicate regularly about the types of technology used, share guidelines for balanced screen time, co-select appropriate digital resources, and encourage joint activities that blend technology with real-world learning experiences.

Additional Resources

1. *Technology and Digital Media in the Early Years: Tools for Teaching and Learning*

This book explores the integration of technology and digital media in early childhood education settings. It offers practical strategies for educators to use technology as a tool to enhance learning and creativity among young children. The text emphasizes developmentally appropriate practices and includes case studies and examples from classrooms.

2. *Early Childhood Education and Technology: Supporting Learning in the Digital Age*

Focusing on the role of technology in early childhood classrooms, this book discusses how digital tools can support literacy, numeracy, and social skills development. It provides guidance on selecting age-appropriate technologies and balancing screen time with hands-on activities. The authors also address challenges such as equity and access.

3. *Screen Time in Early Childhood: Balancing Benefits and Risks*

This book critically examines the impact of screen time on young children's development. It reviews current research on cognitive, social, and emotional effects of technology use and offers recommendations for parents and educators. The book encourages a balanced approach that maximizes benefits while minimizing potential harms.

4. *Coding and Computational Thinking for Preschoolers*

Designed for early childhood educators, this book introduces concepts of coding and computational thinking for young learners. It provides age-appropriate activities and games that foster problem-solving, sequencing, and logical reasoning skills. The book highlights how early exposure to these skills can build a foundation for future STEM learning.

5. *Digital Play in Early Childhood: Designing Meaningful Technology Experiences*

This text explores how digital play can be integrated into early childhood education to promote exploration and creativity. It discusses various digital tools and apps that support open-ended learning and collaboration. Educators are guided on creating learning environments that blend technology with traditional play.

6. *Early Childhood STEM Education and Technology Integration*

This book focuses on the intersection of STEM education and technology use in early childhood settings. It provides strategies for incorporating technology

into science, technology, engineering, and math activities. The authors present research-based practices that support inquiry and experimentation among young children.

7. Using Tablets and Apps for Learning in Early Childhood Classrooms

This practical guide helps educators select and implement tablet-based learning tools effectively. It reviews popular educational apps and offers criteria for evaluating their suitability for young learners. The book also addresses classroom management strategies related to device use.

8. The Role of Technology in Supporting Children with Special Needs

This book examines how technology can be leveraged to support the learning and development of young children with disabilities. It highlights assistive technologies and adaptive tools that enhance communication, motor skills, and engagement. Case studies illustrate successful technology integration in inclusive classrooms.

9. Parenting in the Digital Age: Guiding Young Children's Technology Use

Targeted at parents and caregivers, this book provides advice on navigating the challenges of technology use in early childhood. It offers practical tips for setting limits, encouraging healthy digital habits, and selecting educational content. The book aims to empower families to make informed decisions about technology in their homes.

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technology in early childhood education: Contemporary Perspectives on Science and Technology in Early Childhood Education Olivia Saracho, Bernard Spodek, 2008-01-01 For decades, politicians, businessmen and other leaders have been concerned with the quality of education, including early childhood education, in the United States. While more than 50% of the children between the ages of three and five are enrolled in preschool and kindergarten programs in the United States, no state, federal, or national standards exist for science or technology education in preschool or kindergarten programs. Knowledge about science and technology is an important requirement for all in contemporary society. An increasing number of professions require the use of scientific concepts and technological skills and society as a whole depends on scientific knowledge. Scientific and technological knowledge should be a part of every individual's education. There are many ways to enhance young children's scientific thinking and problem-solving skills as well as their

technological abilities. The purpose of this volume is to present a critical analysis of reviews of research on science and technology education in early childhood education. The first part of the volume includes contributions by leading scholars in science, while the second part includes contributions by leading scholars in technology.

technology in early childhood education: Young Children and Families in the Information Age Kelly L. Heider, Mary Renck Jalongo, 2014-12-05 This edited book presents the most recent theory, research and practice on information and technology literacy as it relates to the education of young children. Because computers have made it so easy to disseminate information, the amount of available information has grown at an exponential rate, making it impossible for educators to prepare students for the future without teaching them how to be effective information managers and technology users. Although much has been written about information literacy and technology literacy in secondary education, there is very little published research about these literacies in early childhood education. Recently, the National Association for the Education of Young Children and the Fred Rogers Center for Early Learning and Children's Media at Saint Vincent College published a position statement on using technology and interactive media as tools in early childhood programs. This statement recommends more research "to better understand how young children use and learn with technology and interactive media and also to better understand any short- and long-term effects." Many assume that today's young children are "digital natives" with a great understanding of technology. However, children may know how to operate digital technology but be unaware of its dangers or its value to extend their abilities. This book argues that information and technology literacy include more than just familiarity with the digital environment. They include using technology safely and ethically to demonstrate creativity and innovation; to communicate and collaborate; to conduct research and use information and to think critically, solve problems and make decisions.

technology in early childhood education: Young Children June L. Wright, Daniel David Shade, 1994 This book addresses the issues of appropriate use of computers with young children and how children and early childhood educators interact with the computer in early childhood settings. Part 1, Young Children as Active Learners, contains chapter 1: Listen to the Children: Observing Young Children's Discoveries with the Microcomputer (June L. Wright); chapter 2: Thoughts on Technology and Early Childhood Education (Barbara T. Bowman and Elizabeth R. Beyer); and chapter 3: The Uniqueness of the Computer as a Learning Tool: Insights from Research and Practice (Douglas H. Clements). Part 2, The Role of Technology in the Early Childhood Curriculum, includes chapter 4: Learning and Teaching with Technology (Sue Bredekamp and Teresa Rosegrant); chapter 5: Software Evaluation for Young Children (Susan W. Haugland and Daniel D. Shade); chapter 6: The Potential of the Microcomputer in the Early Childhood Classroom (Jane Davidson and June L. Wright); chapter 7: Staff Development Practices for Integrating Technology in Early Childhood Education Programs (Charles Hohmann); chapter 8: Computer Applications in Early Childhood Special Education (Michael M. Behrmann and Elizabeth A. Lahm); and chapter 9: Family Involvement: Family Choices at Home and School (Patricia A. Ainsa and others). Part 3, The Challenge for Early Childhood Educators includes chapter 10: Moving Early Childhood Education into the 21st Century (Gwendolyn G. Morgan and Daniel D. Shade); chapter 11: Replicating Inequities: Are We Doing It Again? (Suzanne Thounvenelle and others); and chapter 12: Interactive Technology and the Young Child: A Look to the Future (Cynthia Char and George E. Forman). The following articles are appended: (1) Using Computers to Support Thematic Units (Jane Davidson); (2) Early Childhood Education and Computer Networking: Making Connections (Bonnie Blagojevic); and (3) Helpful Hints on Acquiring Hardware (Daniel D. Shade). A glossary and a list of software for young children is also provided. All chapters contain references and 55 additional resources are provided. (BAC)

technology in early childhood education: Understanding Digital Technologies and Young Children Susanne Garvis, Narelle Lemon, 2015-09-08 Understanding Digital Technologies and Young Children explores the possibilities digital technology brings to enhance the learning and

developmental needs of young children. Globally, the role of technology is an increasingly important part of everyday life. In many early childhood education frameworks and curricula around the world, there is an expectation that children are developing skills to become effective communicators and are using digital technology to investigate their ideas and represent their thinking. This means that educators throughout the world are expected to actively enhance children's learning in ways that provide learning experiences with technology that are balanced and purposeful to allow the transformation of traditional authentic learning experiences. Digital technologies can be used to explore, manipulate, discover, play and interact with real and imaginative worlds to allow active meaning making. With a wide range of expert contributors, this book provides a comprehensive examination of the current research on technology and young children and the importance of engagement for learning. This approach encourages the reader to rethink the possibilities and potential of digital technologies for learning in the early years, especially in the years before formal schooling when children might be attending early childhood settings. This will be a valuable reference for anyone looking for an international perspective on digital technology and young children, and is particularly aimed at current and future teachers.

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Howard P. Parette, Craig H. Blum, 2013 Better teaching & learning through technology

technology in early childhood education: Technology and Critical Literacy in Early Childhood Vivian Maria Vasquez, Bryan Woods, Carol Branigan Felderman, 2022-05-05 Now in its second edition, this popular text explores classrooms where technology and critical literacies are woven into childhood curricula and teaching. Using real-world stories, it addresses what ICTs afford critical literacy with young children, and how new technologies can be positioned to engage in meaningful and authentic learning. Concise but comprehensive, the text provides strategies, theoretical frameworks, demonstrations of practice, and resources for teachers. Updated with discussions of media literacy and new pedagogical tools, the second edition features new classroom examples and experiences that highlight the ways in which critical literacy, technology and media literacy come together in everyday life in the early childhood classroom. The inviting examples model how to use the interests and inquiry questions of young learners as a springboard for creating a critical curriculum. Each chapter includes Reflection Points, pedagogical invitations, and Resource Boxes to imagine new possibilities of working with students in engaging and supportive ways. The inspiring stories, guidance, and tools this book make it a great resource for pre-service teachers and students in Early Childhood Education and Literacy Education, and primary teachers and educators.

technology in early childhood education: Digital Play and Technologies in the Early Years Christine Stephen, Liz Brooker, Pamela Oberhuemer, Rod Parker-Rees, 2020-04-24 Technologies are a pervasive feature of contemporary life for adults and children. However, young children's experiences with digital technologies are often the subject of polarised debate among parents, educators, policymakers and social commentators, particularly since the advent of tablets and smartphones changed access to the Internet and the nature of interactions with digital resources. Some are opposed to children's engagement with digital resources, concerned that the activities they afford are not developmentally appropriate, limit physical activity and restrict the development of social skills. Others welcome digital technologies which they see as offering new and enhanced ways of learning and sharing knowledge. Despite this level of popular and policy interest in young children's interactions with digital technologies our understanding of the influence of these technologies on playing and learning, and on the role of educators, has remained surprisingly limited. The contributions to this book fill in the gaps of our existing understanding of the field. They focus on children and families from Australia to England to Estonia, the how and why of encounters with digital technologies, the nature of digital play and questions about practice and practitioners. The book raises critical questions and offers new understandings and theoretical insights around one of the 'hot topics' in early years research. This book was originally published as a special issue of the Early Years journal.

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Socialization: Developmental Applications and Methodologies Blake, Sally, Izumi-Taylor, Satomi, 2009-08-31 This book provides readers with valuable and authentic research on how technology relates to early childhood growth--Provided by publisher.

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technology in early childhood education: *Innovative Communication Technologies in Early Childhood Education and Related Issues* Seth Badu, 2018-04-26 Submitted Assignment from the year 2018 in the subject Education - Educational Tests & Measurements, University of Education (Early childhood Education), course: Contemporary issues in early childhood education, language: English, abstract: Contemporary issues are events, ideas, opinions or topics in a given subject area that are relevant to the present day. In the area of early childhood education, contemporary issues are issues that have come to light recently and are relevant to the present day. ICT is becoming a ubiquitous component of the physical and social worlds occupied by young children. It is an important part of the private and work lives of most people, including those who support young children's learning and development, whether as parents, family members, caregivers, or early childhood educators. It is often argued in the literature that children's early childhood education experiences should reflect and connect with their experiences in the wider world. Therefore, ICT matters in early childhood education, because it already has an effect on the people and the environments that surround young children's learning and well-being. There is strong consensus across the literature that, it is timely for the role and potential of ICT for the early childhood education sector to be critically examined, to guide future development and decision-making in this area. Since the inception of early childhood education program in 2004, there have several subjects of concern to ensure the effectiveness of the program and since the modern world is fast-paced and dynamic, these issues keeps coming into light and as early childhood stakeholders we cannot forgo these issues without discussing its relevance and effectiveness in advancing early childhood education in Ghana.

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technology in early childhood education: **New Research on Early Childhood Education** Arthur T. Waddell, Rachel M. McBride, 2008 *Early Childhood Education* spans the human life from

birth to age 8. Infants and toddlers experience life more holistically than any other age group. Social, emotional, cognitive, language, and physical lessons are not learned separately by very young children. Adults who are most helpful to young children interact in ways that understand that the child is learning from the whole experience, not just that part of the experience to which the adult gives attention. Although early childhood education does not have to occur in the absence of the parent or primary caregiver, this term is sometimes used to denote education by someone other than these the parent or primary caregiver. Both research in the field and early childhood educators view the parents as an integral part of the early childhood education process. Early childhood education takes many forms depending on the theoretical and educational beliefs of the educator or parent. Other terms those are often used interchangeably with early childhood education are early childhood learning, early care and early education. Much of the first two years of life are spent in the creation of a child's first sense of self or the building of a first identity. Because this is a crucial part of children's makeup-how they first see themselves, how they think they should function, how they expect others to function in relation to them, early care must ensure that in addition to carefully selected and trained caregivers, links with family, home culture, and home language are a central part of program policy. If care becomes a substitute for, rather than a support of, family, children may develop a less-than-positive sense of who they are and where they come from because of their child care experience. This book presents the latest research in this vital field.

technology in early childhood education: Supporting Ict In The Early Years

Siraj-Blatchford, John, Whitebread, David, 2003-10-01 Helps readers understand how very young children (from birth to six) develop an early awareness, and subsequently develop their knowledge, skills and understandings of information and communication technologies (ICTs). This book is useful for students, parents, carers, teachers, and other professionals.

technology in early childhood education: *The Routledge International Handbook of Learning with Technology in Early Childhood* Natalia Kucirkova, Jennifer Rowsell, Garry Falloon, 2019-03-04 The Routledge International Handbook of Learning with Technology in Early Childhood focuses specifically on the most cutting-edge, innovative and international approaches in the study of children's use of and learning with digital technologies. This edited volume is a comprehensive survey of methods in children's technologies and contains a rich repertoire of studies from diverse fields and research, including both educational and developmental psychology, post-humanist literacy, applied linguistics, language and phenomenology and narrative approaches. For ease of reference, the Handbook's 28 chapters are divided into four thematic sections: introduction and opening reflections; studies answering ontological questions, which theorize how children take on original identities in becoming literate with technologies; studies answering epistemological questions, which focus on how children's knowledge and learning are (co)constructed with a diverse range of technologies; studies answering practice-related questions, which explore the resources and conditions that create the most powerful learning opportunities for children. Expertly edited, this interdisciplinary and international compendium is an ideal introduction to such a diverse, multi-faceted field.

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technology in early childhood education: Mobile Technology in Early Childhood Education

Carina McGee, 2015 Current research on mobile technology suggests that there may be significant potential benefits to early learning and skill development for young children, particularly children with disabilities. Literature also suggests there may be collateral effects of mobile technology use, including a potentially decreased number of social interaction opportunities. This study discusses literature on the subject and builds upon it by exploring common mobile technology practices of inclusive early childhood educators across the United States and effects they observe with their students. Descriptive and inferential statistics were used to analyze practices and observations. Relationships between practices and child outcomes reported were also explored. Results indicate that educators who used inclusive practices during mobile technology use were more likely to report higher levels of social interaction and benefits to skill development across domains. A number of trends and observations of mobile technology use with young children both with and without disabilities are discussed.

technology in early childhood education: *Technology and Digital Media in the Early Years*

Chip Donohue, 2014-08-07 A Co-Publication of Routledge and NAEYC *Technology and Digital Media in the Early Years* offers early childhood teacher educators, professional development providers, and early childhood educators in pre-service, in-service, and continuing education settings a thought-provoking guide to effective, appropriate, and intentional use of technology with young children. This book provides strategies, theoretical frameworks, links to research evidence, descriptions of best practice, and resources to develop essential digital literacy knowledge, skills and experiences for early childhood educators in the digital age. *Technology and Digital Media in the Early Years* puts educators right at the intersections of child development, early learning, developmentally appropriate practice, early childhood teaching practices, children's media research, teacher education, and professional development practices. The book is based on current research, promising programs and practices, and a set of best practices for teaching with technology in early childhood education that are based on the NAEYC/FRC Position Statement on Technology and Interactive Media and the Fred Rogers Center Framework for Quality in Children's Digital Media. Pedagogical principles, classroom practices, and teaching strategies are presented in a practical, straightforward way informed by child development theory, developmentally appropriate practice, and research on effective, appropriate, and intentional use of technology in early childhood settings. A companion website (<http://teccenter.erikson.edu/tech-in-the-early-years/>) provides additional resources and links to further illustrate principles and best practices for teaching and learning in the digital age.

technology in early childhood education: *Digital Technologies and Learning in the Early Years*

Lorna Arnott, 2017-04-10 iPads, mobile phones, tablets and many other digital devices feature in the lives of children from the moment they are born, but what is the place of these technologies in children's early years and learning experiences? In the age of the 'Techno-Tot' this edited collection focuses on exploring the potential of what children can do with technologies, rather than what technologies can do for children. With chapters written by a range of international authors, this book: offers an evidence-based discussion of children's experiences with technologies in early years education broadens our understanding of technologies in early years, beyond the typical focus on screen-based media details the child's 'story' with technology offers a range of case studies from the UK, USA, Australia and Europe. Lorna Arnott will be discussing key ideas from *Digital Technologies and Learning in the Early Years* in the SAGE Early Years Masterclass, a free professional development experience hosted by Kathy Brodie.

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