



ИННОВАЦИИ  
ДЕТЯМ



Interactive sandbox as a foundation for the development  
of the creative potential of a preschooler

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**This research is for understanding the needs of society for people, since the priority tasks for modern education everywhere in the world is to train highly qualified specialists with a high level of creativity. The largest organizations and centers are interested in finding several solutions to such issues and generating new ideas.**

**The aim** of this research is to excel developing the creative potential of preschool children.

**The subject** of the study is the pedagogical conditions for the development of creativity of the personality for preschoolers by means of an interactive sandbox.



## These are our tasks:

1. to determine the conditions for the development of children using Information communicative technology.
2. to develop analyses which helps finding a positive trend for increasing the level of the child's creativity by using an interactive sandbox.
3. to develop guidelines for teachers and parents on working with children by an interactive sandbox.



## **These pedagogical conditions are for the improvement of the creative possibilities of preschool children**

1. Game modes for organizing the classes;
2. Enriching educational environment – with the use of augmented reality technology in combination with the operation of real objects;
3. preparing a study case for "Interactive Sandbox" for developing the children's imagination

To develop a system of classes for preschool children with the help of interactive sandbox, we rely on such scientists as B.G. Ananiev, Yu.D. Babaeva, D.B. Bogoyavlyanskaya, L.S. Vygotsky, I.E. Emelyanova.

To carry out the work which we developed the game "Introduction to the Princess of the Sand Country" The purpose of the lesson was to introduce children to the interactive sandbox, to establish safety rules and behavior with sand.

With the development of creative imagination, we actively used the "**Colored sand**" mode. Children often shared associations with a certain color, compared it with emotions or objects in the world around them.



A system of indicators has been developed to enhance development of the creative potential of children in the process of observing gaming activities

As a result, children developed creativity, mental health, speech skills; communication skills; the ability to think outside the box and create stories with many options for events; the ability to change the plot freely.



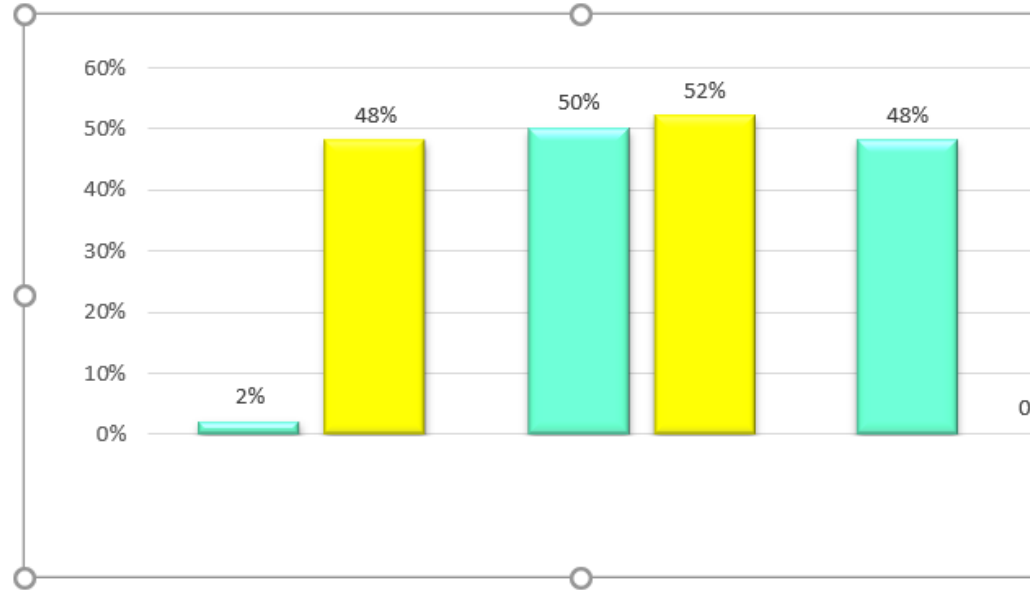


# Study results

## Involuntary creativity

■ results at the beginning of the school year

■ results at the end of the academic year

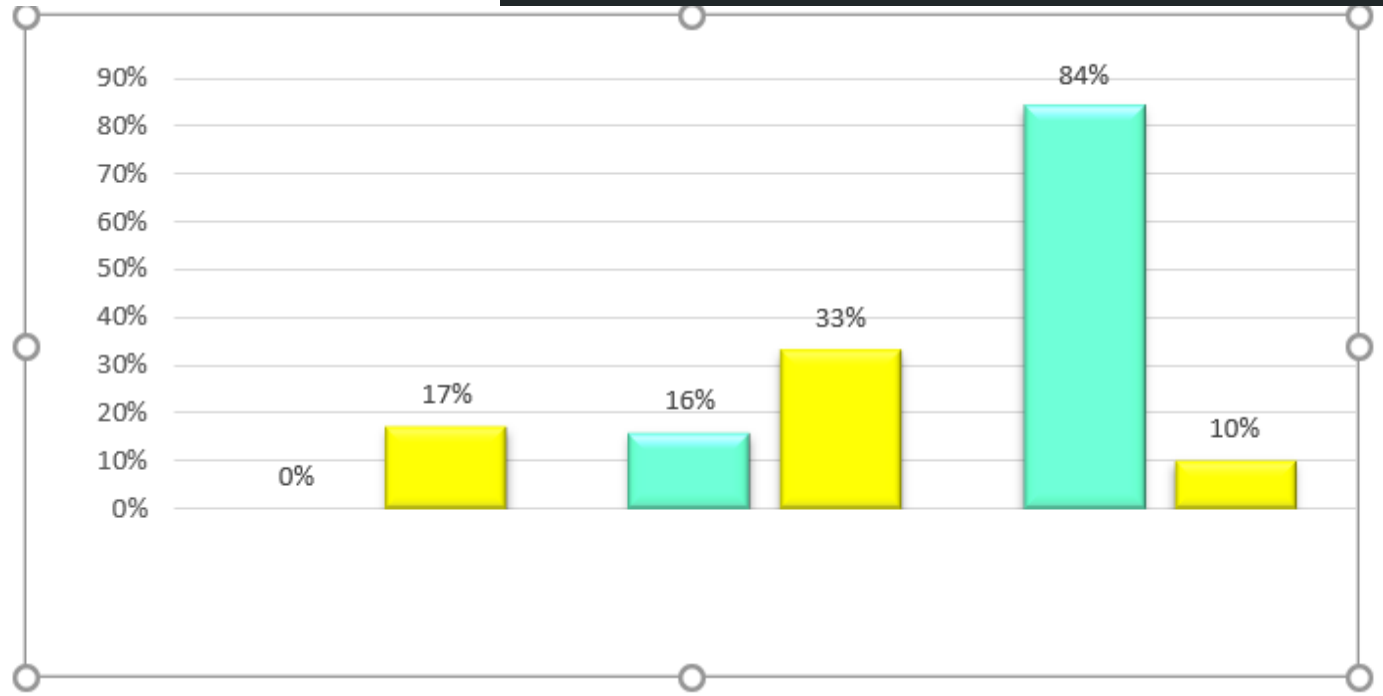


According to the experiments which we have done for the subject of "Involuntary creativity" at the beginning of the school year we understood that preschoolers mainly had a low and average level of development. It showed to us that 48% of children were found to have a low level, which tells us that it is difficult for children to make changes on the plot, but After the implementation of pedagogical conditions with an interactive sandbox 50% of children turned out to be at the average level. they were able to change the plot of the games by themselves. So , 52% of children agreed to the proposal to change something which have reached the average level.



# Study results

## Verbal creativity



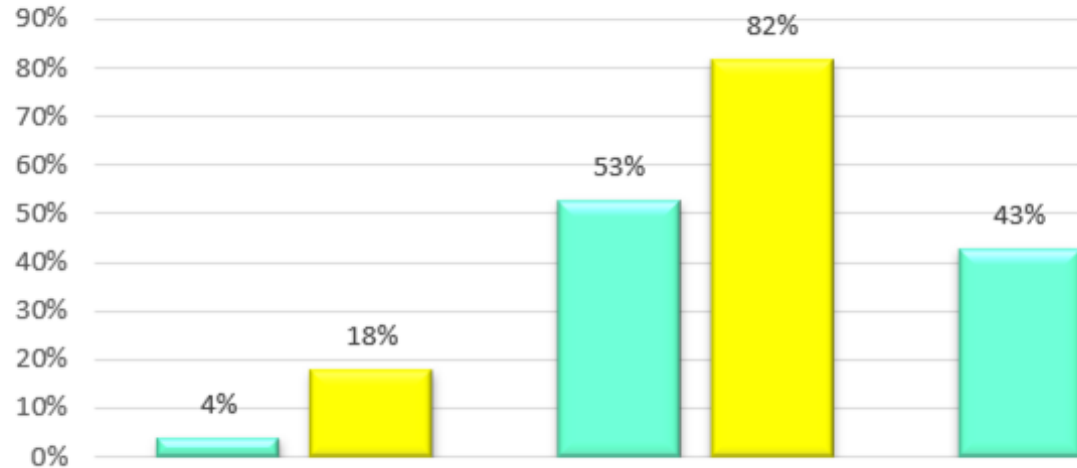
If we compare the results between the levels at the beginning and at the end of the academic year, we can see a positive progress. At the end of the school year, the level of verbal creativity rose to a high level by 16%, but as we can see, at the beginning of the school year, there were no high-level indicators in the groups of children.

During the year of classes in the interactive sandbox, children improved their ability to consistently compose a fairy tale or story. There was a tendency to daydream and create.

# Study results

## Initiative

We concluded that preschoolers need to direct their learning by interactive Sandbox independently. At the end of the academic year, the results increased to medium and high levels. As a result, children had more initiative during the game, for making their own story. 18% of preschoolers preferred to choose the characters for the game and the necessary background on their own.



**Thank you for your attention**