

# Introduction



This Fall issue provides readers with a variety of topics that include literacy, supporting refugee students with learning loss, creativity in the classroom, and technology concentrated on Artificial Intelligence and social and emotional engagement through video games. Moreover, this issue introduces a new section titled “Education: Words and Meaning” to help readers learn the meaning of education terms. The International Journal of the Whole Child continues to be committed to promoting holistic learning and the development of the whole child.

## **Article #1:**

Promoting Tangible, Cultural, and Cognitive Access to STEAM Identity Through  
Literacy-Based-Picture Book Biographies  
*Joan Boulware, Eula Monroe*

The authors of this article discuss how picture book biographies can be used as a tool to support both STEAM identity and literacy. The use of picture book biographies allows for support to be addressed through tangible access, cultural access, and cognitive access. Information on appropriate book selection is provided. Additionally, the authors present sample picture book biographies as well as accompanying STEAM goals and literacy tasks.

## **Article #2**

The Impact of Mitigating Refugee Students' Mathematics Learning Loss on Their Resilience  
Levels  
*Seyat Polat*

Through a pretest-posttest quasi-experimental study, the author hoped to decrease math learning loss by increasing resilience through a mathematics education program. The author outlines the role of resilience both in the face of challenges and academics. The findings measure resilience on the Connor-Davidson Resilience Scale (CD-RISC-25). Findings suggest that reducing math learning loss increases students’ resilience. The author provides additional activities that support the building of resilience. Future research can expand on the various forms of resilience that support refugees as well as examining resilience through a variety of lenses.

## **ETC.**

Creativity Crisis: Awakening the Creative Classroom Environment  
*Natalie Tye*

This author discussed the impact regimented curriculum has on creativity in the classroom and how implementing active engagement, instructional flexibility, and differentiated goals during the learning process can reignite creativity in the classroom. The author proposes eight attributes to help teachers implement a creative environment.

### **Tech Talk**

Entering A New Frontier: AI in Education

*Nancy Caukin, Lori Vinson, Leslie Trail*

The authors of this article discuss how Artificial Intelligence (AI) can be used as a digital assistant that improves teaching and learning. AI can improve teaching and learning by creating greater opportunities for differentiated and personalized learning that meets both students' needs and interests. Additionally, the authors address the use of AI in assessment and tutoring, as well as a teacher's assistant addressing administrative tasks. Conversely, risks for the use of AI in this context include both inherent bias and security issues.

### **STEAM**

The Science of Sand and Water

*Cris Lozon, Jennifer Hardison*

The authors of this article share their experiences with the use of sand and water in a play-based early childhood school. Through the exploration, practice, and repetition associated with sand and water play children are unknowingly forming the foundation of scientific principles and enhancing their literacy. The learning experienced through sand and water play fosters scientific inquiry and investigative play that aligns with the Next Generation Science Standards.

### **Play Therapy**

Minecraft™: Just a Game or a Conduit to Enhance Social-Emotional Learning?

*Susan Elswick, Elena Delavega*

The authors of this article explore the effects of virtual reality and game-based interventions via Minecraft™ on social emotional learning for children with high functioning Autism. Additionally, they provide theoretical grounding for this work, addressing how technology can be used alongside therapy, and what progress looks like through this lens. Finally, the authors discuss the opportunities for further research to shed more light on how these interventions compare to face-to-face interventions, the use of technology and predictive analytics, and supportive technology without a live data collector.

### **Education by the Numbers**

*Donald Snead*

The data provided by the author in "Education by the Numbers" discuss the correlation between education attainment and employment.

### **Education: Words and Meanings**

*Larry Burris*

This first publication for the column, Education: Words and Meanings, describe the use and misuse of common research terms and words. These words are often used incorrectly and interchangeably, leading to confusion and misunderstanding, when accuracy and clarity are needed.

### **Pictures for Reflection**

A Playground Mystery: What Happened

*Kathy Burriss, Larry Burriss*

The authors discuss how a simple metal frame can be used in a multitude of ways to inspire imagination and play.

### **Page Turners: Books for Children**

*Carla K. Meyer, Michelle J. Sobolak, Patricia Crawford, Maria Genest, Katrina Bartow Jacobs*

In this article, different children's books are listed with descriptive summaries on each one. The books include: *Blast Off! How Mary Sherman Morgan Fueled America into Space*; *Little Houses*; *Memory Jars*; *Once Upon a Book*; *Salat in Secret*; *The Year We Learned to Fly*; *Across the Tracks: Remembering Greenwood, Black Wall Street, and the Tulsa Race Massacre*; *Luminous: Living Things that Light Up the Night*; and *My Brother is Away*.