$\{CyberKids\}$

an app-visory for the 21st century

Choosing Digital Media

- Make intentional decisions about digital media.
- Explore apps on your own before exploring them together with your pre-reader.
- Look for apps and other media that help you and your child write, read, play, sing and talk together.
- Consider the 3 Cs: Context, Content, Child (discussed in *Screen Time* by Lisa Guernsey).

Evaluating Book Apps

- Are the interactive elements meaningful or do they distract from the story?
- Is it a great story? Are the images visually appealing and age appropriate?
- Is the font easy to read? No typos or grammatically correct?
- Is there a read-to-me and read-to-myself option?
- High quality audio? Is the narrator easy to understand?
- Can you turn off the music or other sound effects?

Evaluating Game/Education Apps

- Value: Will it be fun to use over and over?
- Does it offer open-ended play?
- Is it easy to navigate and intuitive?
- Is it visually appealing with an uncluttered display?
- Is it age-appropriate?

Helpful Books & Websites

Screen Time: How Electronic Media-From Baby Videos to Educational Software-Affects Your Young Child by Lisa Guernsey Born Reading: Bringing Up Bookworms in a Digital Age - from Picture Books to eBooks and Everything in Between by Jason Boog Media Moms and Digital Dads: Fact-not-Fear Approach to Parenting in the Digital Age by Yalda T. Uhls

Fred Rogers Center Joan Ganz Cooney Center Sesame Street Workshop Common Sense Media Digital Media Diet Digital Storytime Know What's Inside Smart Apps for Kids

fredrogerscenter.org joanganzcooneycenter.org sesameworkshop.org commonsensemedia.org digitalmediadiet.com digital-storytime.com knowwhatsinside.com smartappsforkids.com





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Early literacy: talk, sing, read, write, play

Below are iPad app suggestions for preschool and early elementary students based upon "Every Child Ready to Read," a national literacy initiative PPLD supports. It encourages the five practices of talking, singing, reading, writing, and playing to advance early literacy development. This list is dynamic and we will be adding more suggestions for other ages and platforms.

TALK

<u>Don't Let the Pigeon Run this App</u> (Loud Crow) iTunes <u>StoryBots – Learning Books, Videos and Games Starring Your Child!</u> (JibJab Media Inc.) [free] iTunes <u>Toca Robot Lab</u> (Toca Boca) iTunes

SING

<u>Barnyard Dance</u>—Sandra Boynton (Loud Crow Interactive) iTunes <u>Felt Board – Mother Goose on the Loose</u> (Software Smoothie) [free] iTunes <u>Storybots Tap and Sing</u> iTunes

READ

The Very Cranky Bear (We Are Wheelbarrow PTY LTD) iTunes & Google Play
The Monster at the End of this Book (Sesame Street) iTunes
Reading Rainbow: Learn & Read with A Library of Children's Books, Kids Videos & Educational Games
(Reading Rainbow) [free] iTunes & Amazon

WRITE

Alphabet Tracing (Oncilla Technologies Inc) [free] iTunes

Fingerpaint Magic [free] iTunes & Amazon

Kids Doodle - Movie Kids Color & Draw (Bejoy Mobile) [free] iTunes, Google Play, & Amazon

PLAY

Felt board (Software Smoothie) iTunes
Firefighter Dress Up (Jumpseewow, Inc.) iTunes
Sock Puppets (Smith Micro Software) [free] iTunes

PPLD's CyberShelf at ppld.org

- <u>TumbleBooks</u>: Accessible through PPLD website, currently not as an app. Features animated, talking picture books which teach kids the joy of reading in a format they'll love.
- <u>TumbleBookCloud</u>: Videos and chapter books suitable for middle school and high school.
- <u>TumbleBookCloud Junior</u>: Videos and chapter books suitable for elementary grades.
- OverDrive (CyberShelf): App available through iTunes, Google Play, Amazon. OverDrive hosts premium audio and digital titles for all ages and reading levels. Current formats are Kindle, ePub, & PDF.
- <u>ComicsPlus: Library Edition</u>: Accessible through PPLD website, currently not as an app. An online streaming service with access to digital graphic novels.