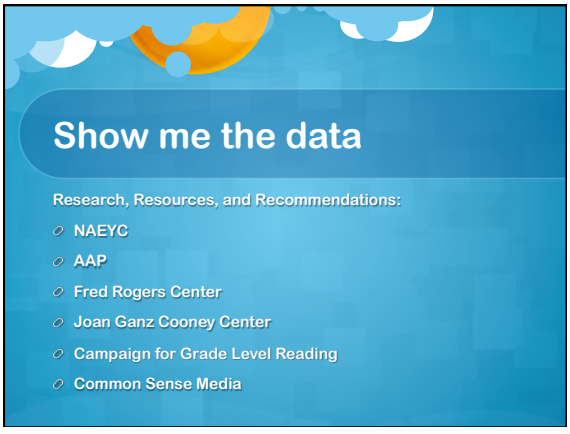
Early Digital Programming in the Digital Age



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Rules of thumb

- Media = tools (not inherently good or evil)
- Use technology in service to relationships and social and emotional development
- Used appropriately, media can support learning and enhance cognitive and social abilities
- Focus on active, engaged use rather than passive

This is how we roll now

Joint Media Engagement

- Caregiver/Child Engagement
- Child/Device Engagement
- Librarian/Content Engagement

Appvisory

- Where is the good stuff?
- How do I use it?
- Where do I find more?
- Librarians do this now

Evaluation of Apps

- Intended use
- Support for early literacy skills
- Interactivity
- Placement & design of controls
- Affordances
- Customizability

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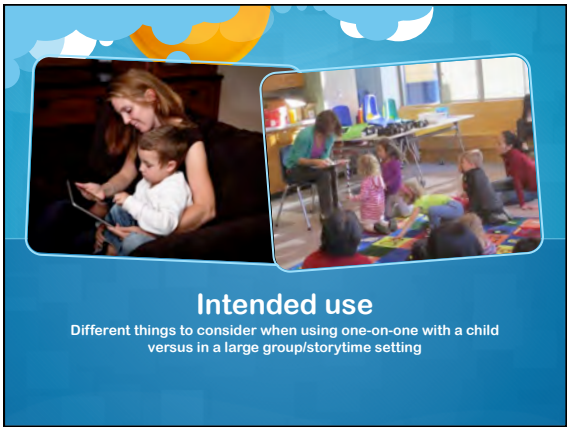

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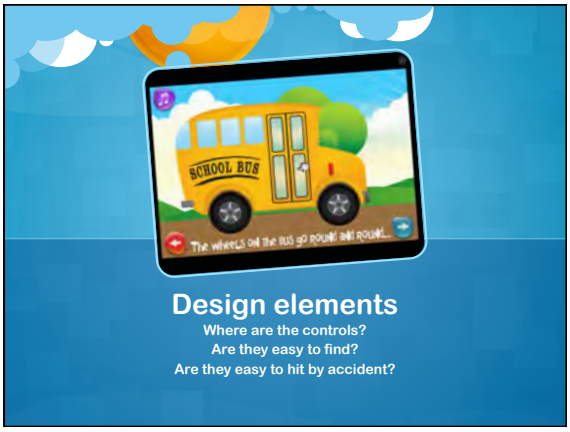

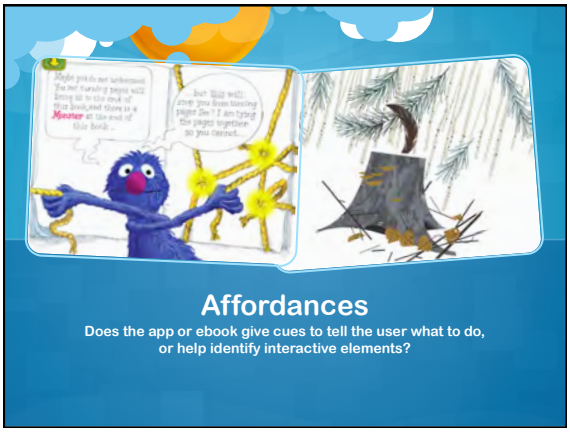

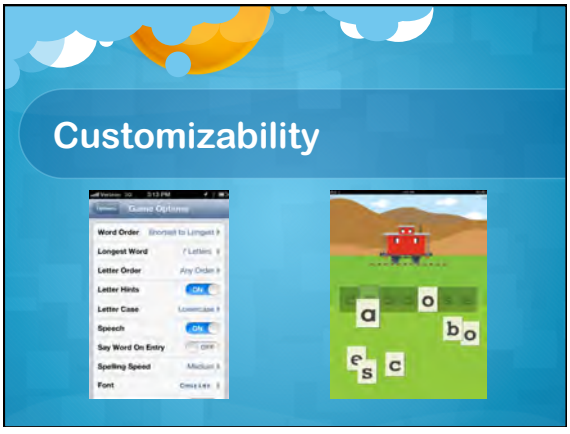

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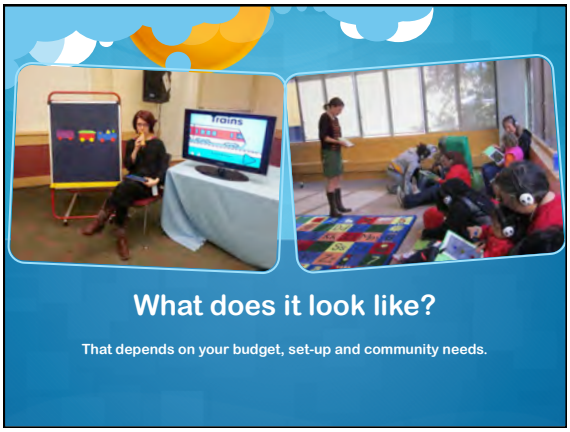
Reviews Please!

- LittleeLit
- Pinterest
- Digital Storytime
- Children's Technology Review
- Common Sense Media
- Kirkus
- Horn Book
- School Library Journal



What does it look like?

That depends on your budget, set-up and community needs.

What's going on?

Programs in Libraries	Libraryland
Hand-held iPad	Curation
Mirrored iPad	Crowd sourcing
Mounted Tablets	Content creation
Take-home Tablets	Complaining
In-house Tablets	Creative collaboration

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Great! Where do I start?

- Device (What do you have? Mirrored or hand-held?)
- Budget (free apps? Large storytelling collection? Fleet of devices?)
- Storytime Set-up (Large group? Small group?)
- Community needs (Appvisory? Access? Enagagement?)

What should I use?

- App Developers
- Oceanhouse Media
- Toca Boca
- Nosy Crow
- Loud Crow Interactive
- We are Wheelbarrow
- Software Smoothie
- eBook Providers
- iBooks
- Amazon
- Nook
- Bookboard.com (Full disclosure: I manage their library)

Not Rocket Science

1. Start with a book you love in print; find a digital version
2. Post lyrics plus an image of your favorite song (multiple literacies for parents!)
3. Use the digital version of a felt board story (either from app or photographs)

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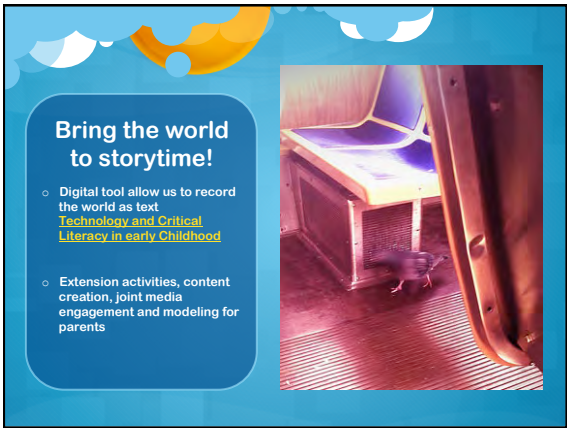

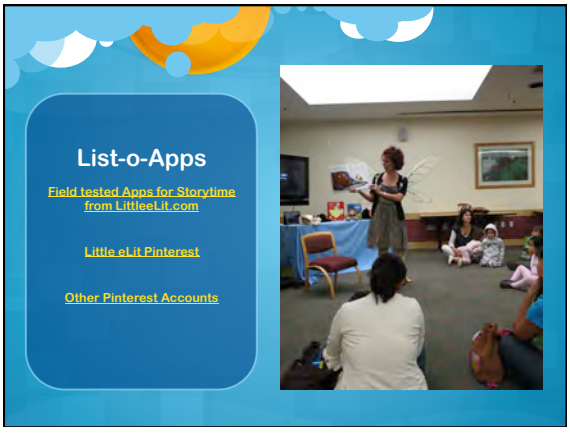

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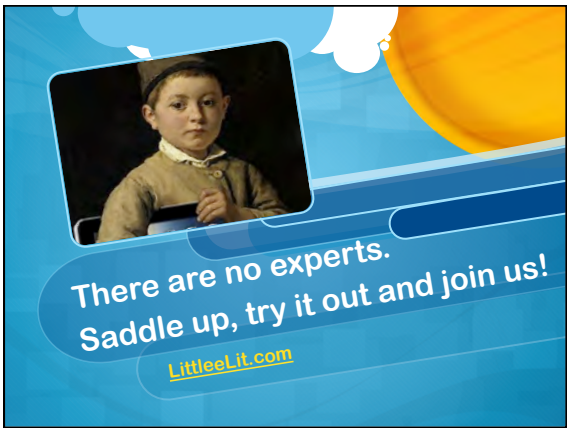

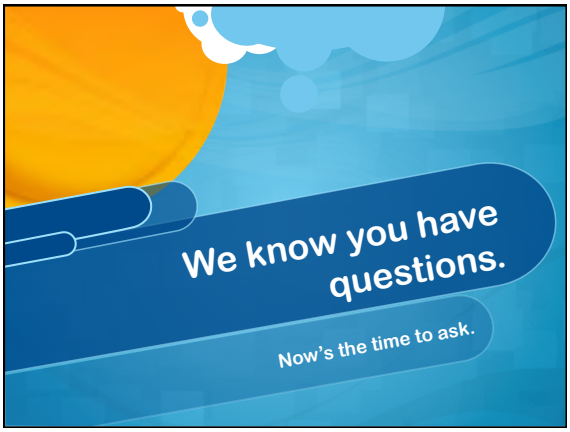

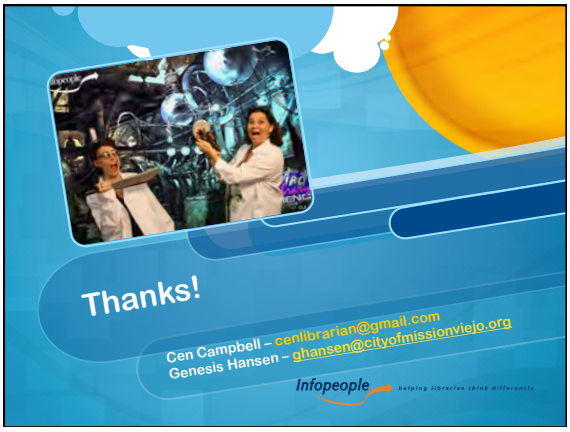

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