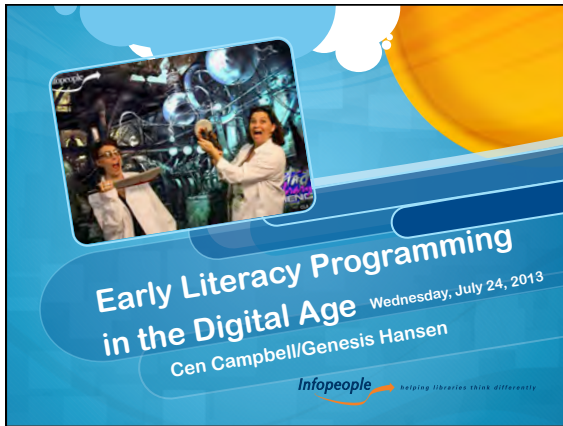
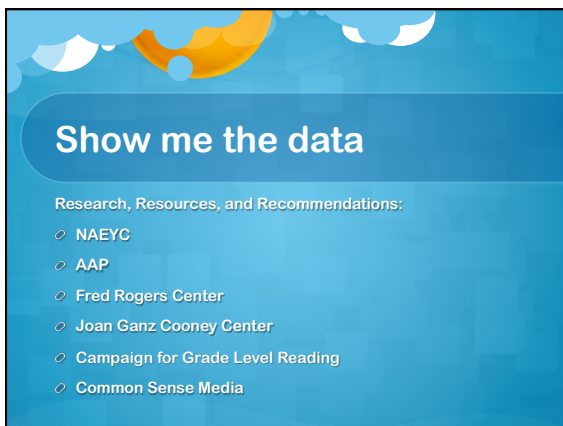


Early Digital Programming in the Digital Age







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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


<p>Joint Media Engagement</p> <ul style="list-style-type: none"> Caregiver/Child Engagement Child/Device Engagement Librarian/Content Engagement 	<p>Appvisory</p> <ul style="list-style-type: none"> Where is the good stuff? How do I use it? Where do I find more? Librarians do this now
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Evaluation of Apps

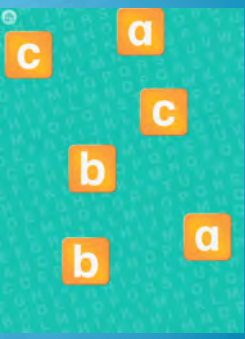
- Intended use
- Support for early literacy skills
- Interactivity
- Placement & design of controls
- Affordances
- Customizability

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Intended use
Different things to consider when using one-on-one with a child versus in a large group/storytime setting



Support for early literacy skills


- Print motivation
- Print awareness
- Letter knowledge
- Vocabulary
- Phonological awareness
- Narrative skills




Interactive Elements
Should enhance, not distract
Weigh the merits - can be a mix of good and bad

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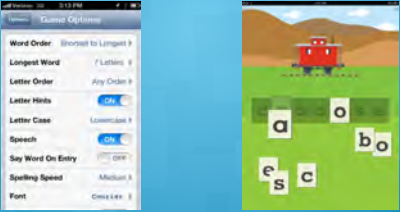


Design elements
 Where are the controls?
 Are they easy to find?
 Are they easy to hit by accident?



Affordances
 Does the app or ebook give cues to tell the user what to do,
 or help identify interactive elements?

Customizability



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Reviews Please!

- [LittleLit](#)
- [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?

<p>Programs in Libraries</p> <ul style="list-style-type: none"> Hand-held iPad Mirrored iPad Mounted Tablets Take-home Tablets In-house Tablets 	<p>Libraryland</p> <ul style="list-style-type: none"> Curation Crowd sourcing Content creation Complaining Creative collaboration
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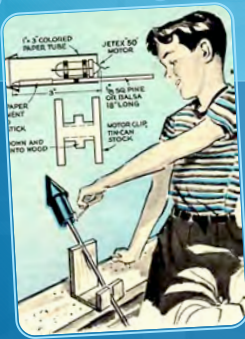
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Great! Where do I start?

- 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? Engagement?)

What should I use?

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



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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s do do Colin mon petit
 frere
 is do do t'auras du lolo
 Maman est en haut
 Qui fait du gateau
 Papa est on bas
 Qui fait du chocolat

Getting parents to participate!
 Make it easy for them to remember the songs, rhymes, games and books you read in storytime!



Bring the world to storytime!

- Digital tool allow us to record the world as text
[Technology and Critical Literacy in early Childhood](#)
- Extension activities, content creation, joint media engagement and modeling for parents



List-o-Apps

[Field tested Apps for Storytime from LittleLit.com](#)

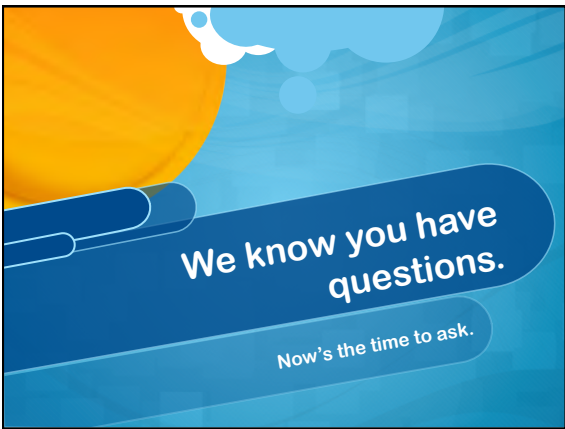
[Little eLit Pinterest](#)

[Other Pinterest Accounts](#)

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