



new media in early literacy –
using apps in story time, being a
media mentor, and apps that
wowed kids!





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What is new media?

- digital information can be manipulated, is networkable, dense, compressable, and interactive
- Examples the internet, APPS,
 CD-ROMs, DVDs

www.newmedia.org



APP SPOTLIGHT

Peek-a-Boo Vehicles





An 'appy' story time

- #1 Question Why would/should we use apps in story time?
 - Common Sense Media Statistics
- How has it enhanced the story time experience?
- Postive and/or negative outcomes
- Personal Experience
 - Disabled Adult Storytime and "Red in Bed"



Using Apps Appropriately

- Technology as an invitation for relationship
- Enhancement to hands on activities
- Media should be intentional
- Prohibit the use of passive media
- Limit the use for children under the age of 2
- Balance tech and non-tech activities



APP SPOTLIGHT

Thinkrolls





Librarians as Media Mentors

- What is a media mentor?
 - Knowledge
 - Model
 - Support
- What does it look like?
 - Access
 - Advisory
 - Programming

Examples

 Endeavor Community Sharing Supper





Early Literacy iPad kit







Examples

 Endeavor Community Sharing Supper





Early Literacy iPad kits





APP SPOTLIGHT Quiver 3D Coloring





Choose your apps wisely!

- interactive
- developmentally appropriate cues for intuitive way-finding
- not glitchy
- read-to-me, read-to-myself options
- parent tips and developer support
- high quality audio (that can be turned off)





HARDWARE











APP SPOTLIGHT Inventioneers





Resources

Little eLit

littleelit.com

Media Mentorship in Libraries
 Serving Youth article

Common Sense Media commonsensemedia.org



Questions, Comments

THANK YOU!

