

## STORYTIME... IS THERE AN APP FOR THAT?



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## CREDITS

This presentation is adapted from a training created by:

**Cen Campbell** -Creator of Little eLit

**Carisa Culver** -Digital Storytime website

**Anne Hicks** -Children's Librarian, Henrietta Public Library

## AGENDA

- *Define & Discuss Concepts & Research*
- *Librarian's Tool Kit*
- *New Media in Storytime*



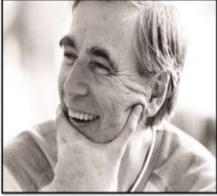
## SCREEN TIME



## SCREEN TIME

*"There is no scientific or technological advance that is either good or bad in itself. It is only as we human beings give meaning to science or technology that they will have a positive or negative thrust."*

— Fred Rogers



## NEW MEDIA

HELLO  
my name is  
*New Media*

- On-demand access to content, on any digital device, that provides opportunity for interactive user feedback and creative participation.
- Does not include: TV programs, movies, magazines, books or paper based publications (unless they contain technologies that enable digital interactivity).

## RESEARCH



advancing children's learning in a digital age





National Association for the Education of Young Children









National Center for Infants, Toddlers, and Families

**Interactive Media Use at Younger Than the Age of 2 Years**  
Time to Rethink the American Academy of Pediatrics Guideline?

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## AAP GUIDELINES PARENT RECOMMENDATIONS

- Set limits at every age.
- Avoid displacement.
- Address digital etiquette.
- Engage in using digital media together.
- Create definitive media-free zones.
- Model media behaviors.

*Growing up digital: media research symposium*  
American Academy of Pediatrics, Oct. 1<sup>st</sup>, 2015



## THE BEST APP FOR YOUNG CHILDREN...

...is one that supports the development of a relationship with another human being.



## JOINT MEDIA ENGAGEMENT

...what happens when people learn together with media.



Children learn best if they “co-view” media with a caregiver.

## NANCY STEWART [SINGWITHOURKIDS.COM](http://SINGWITHOURKIDS.COM)



What's **WRONG** with this picture?

What's **RIGHT** with this picture?

Librarians are ideally suited to provide guidance for the use of new media as **Media Mentors!**



**MEDIA MENTORSHIP**

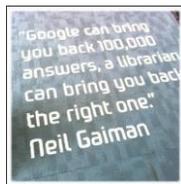


Explain and model positive media behaviors to parents and caregivers.

**WE HAVE THE TOOLS...**

Knowledge & Skills in:

- Childhood Development & Early Literacy
- Best Practices
- Reference and Review Resources
- Evaluation
- Reader's Advisory



**CHILDHOOD DEVELOPMENT & EARLY LITERACY**

ECRR & ECRR2

Todos los NIÑOS listos para LEER en tu biblioteca

Every CHLD Ready to READ in your library

Talking | Singing | Reading | Writing | Playing



## BEST PRACTICES



**Cen Campbell & Little ELit**

## LITTLEELIT GUIDELINES

### A.C.E.

**Access:** Act as media mentor to your community & support equitable access to information.

**Content:** Content should be high quality & age appropriate.

**Engagement:** Any technology use should support the development of relationships.

## BEST PRACTICES



**Media Mentorship in Libraries Serving Youth**  
-ALSC White Paper

**Young Children, New Media, and Libraries: A Guide for Incorporating New Media into Library Collections, Services, and Programs for Families and Children Ages 0-5**

-Amy Koester

**Young Children, New Media, and Libraries:**  
A Guide for Incorporating New Media into Library Collections, Services, and Programs for Families and Children Ages 0-5

## REFERENCE & REVIEW RESOURCES



**EVALUATION: QUALITY BOOK APPS HAVE...**

- Meaningful interactive elements that add to the story and are not only for inter-activity's sake.
- A great story with high quality images.
- Plain, highly-readable font.
- Read-to-me and read-to-myself options.
- Settings for turning on/off music and other sound effects.
- Limited/unobtrusive ads.
- No in-app purchases or parental controls to discourage in-app purchases.

**EVALUATION: QUALITY GAME APPS HAVE...**

- Are fun to play over and over again.
- Offer open-ended play.
- Encourage creativity.
- Are age appropriate.
- Have intuitive way-finding.
- Use a clean, uncluttered display.
- Limited/unobtrusive ads.
- No in-app purchases OR parental controls to discourage in-app purchases.
- Strengthen one or more of the early literacy practices (ECRR).

**EVALUATION: BAD APPS**

Poor font choice in *Alphabet Find*  
(2nd row, lowercase 'g';  
3rd row, lowercase 'j')

*Food Shape Game*: Is this a  
circle or an oval?

**READERS ADVISORY: APPVISORY**

## The Pierce County Library System Approach

**Digital Kids****Using Digital Media With Your Child**

Children develop in a healthy way through positive, nurturing relationships between adults and children. Quality digital media that is a mix of education and entertainment should support these interactions. It is always better for adults and children to share media together. The American Academy of Pediatrics discourages screen time for children under the age of 2.

## MEDIA MENTORS IN STORYTIME

*Use media that encourages the group to read, play, sing, talk and write together.*



## MAKE NEW MEDIA WORK FOR *YOUR* STORYTIME



- Apps are new tools to add to your storytime toolbox.
- Each storyteller's use of new media will be different, and that's great!
- Don't feel pressured to use an app just for an apps sake. Use high quality apps that you are excited to share with caregivers.
- Not necessary to re-design your storytime around new media. Find an app that works with your existing themes, favorite books, & ECRR!

## MOST IMPORTANT OF ALL...

**You LIKE it!**

## HARDWARE OPTIONS

- Laptop
- iPad
- Android Tablet
- TV
- Projector  
(speakers)



### Cabled Connection:

- HDMI & adapters

### Wireless Mirroring:

- Apple TV
- Google Chromecast
- Amazon Fire TV



## TECH TIPS

*Always practice  
before storytime!*



**Be familiar with your  
devices.**

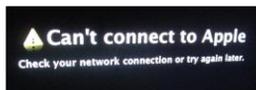
*Settings:*

- WiFi
- Tablet
- Apple TV/Chromecast
- TV

## TECH FAIL

**Have a backup plan:**

- Extra book, song, or flannel to use when the tech refuses to work.
- Move on- try it later in the program or next week!



## GOOD & BAD

### PROS

- Increased parent participation.
- Everyone can see the book.
- Focuses children's attention, calming.

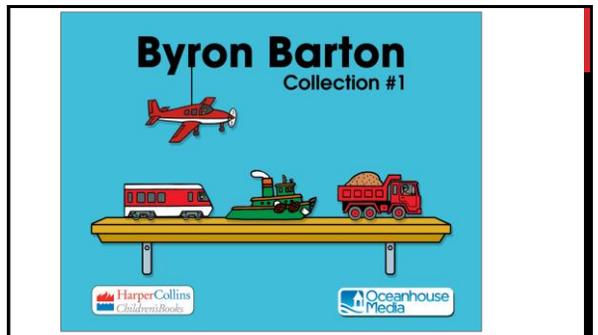
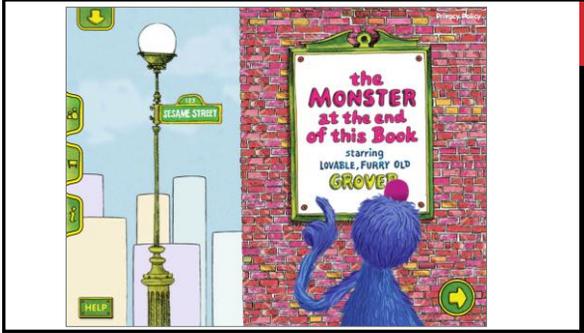
### CONS

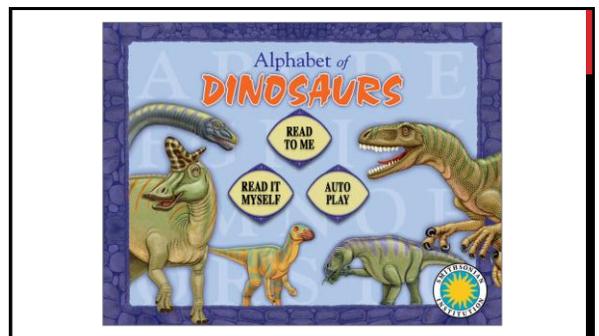
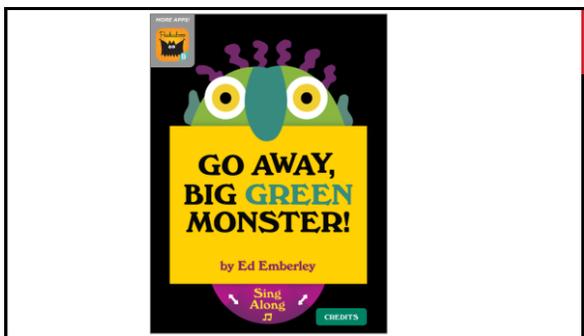
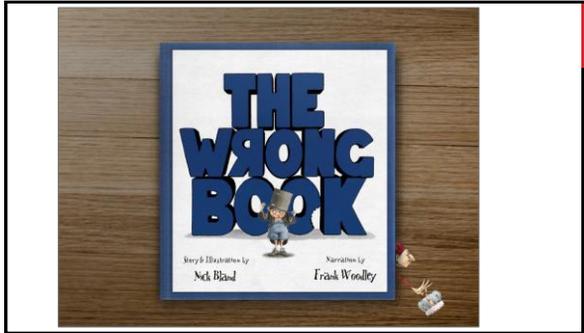
- Tech Fail
- Anti-screen time parents.
- Focuses children's attention (blank zombie stare).

## APPS



*Purchased in Apple App Store.  
Entertainment/educational games, interactive/animated storytelling.*





### BOYNTON COLLECTION



### ENDLESS APPS

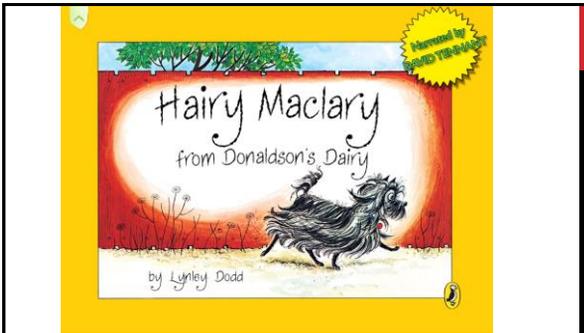
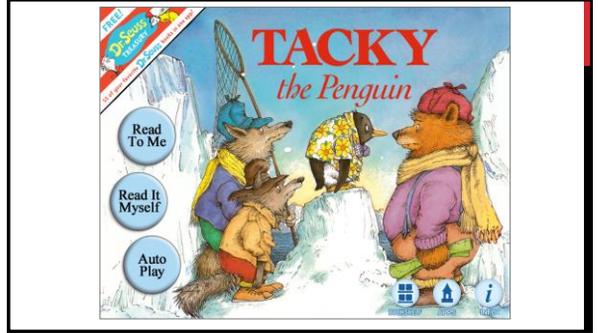
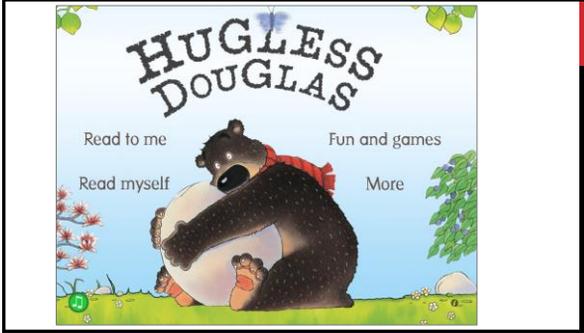


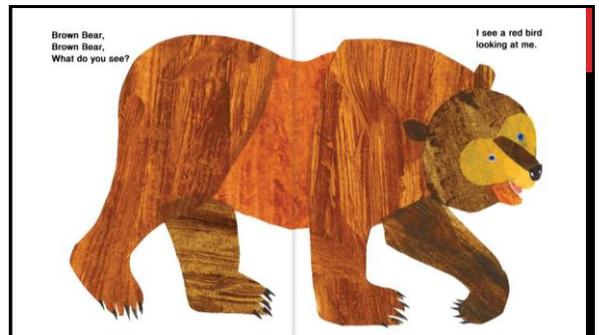
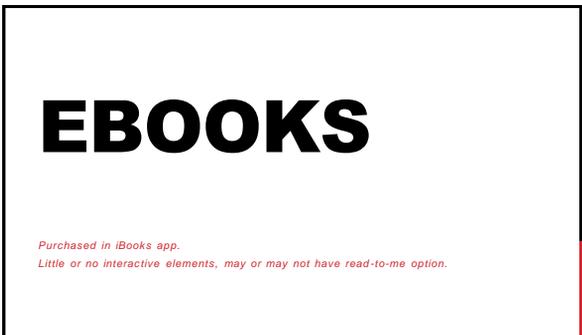
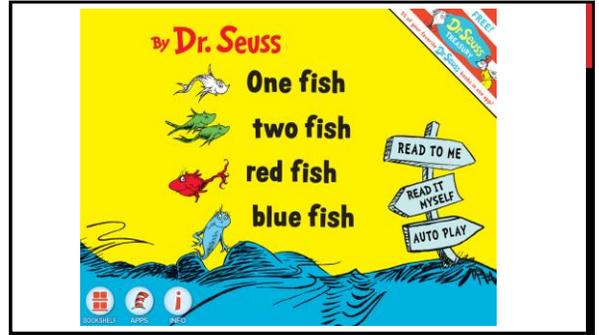
### SUPER STRETCH YOGA

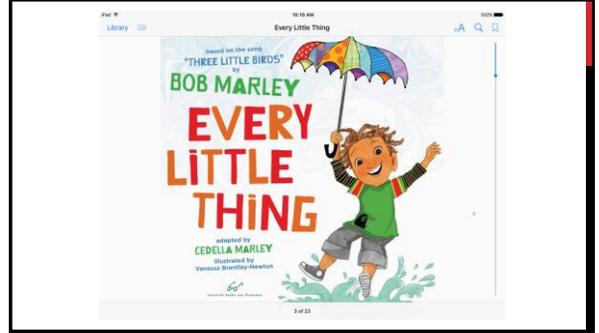
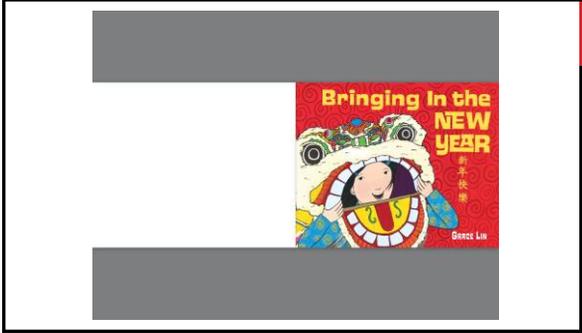


### LETTER SCHOOL









# EBOOK LIBRARIES

*Overdrive, Reading Rainbow, Epic*

## READING RAINBOW

The image shows a screenshot of the Reading Rainbow website interface. The interface is colorful and child-friendly, featuring a blue background with a rocket ship on the left and a girl on the right. In the center, there are several book covers displayed, including "The Three Little Birds" and "The Little Prince". Below the book covers, there are buttons for "Book Return", "Change Pack", and "Help". The interface is designed to be easy to navigate for children.

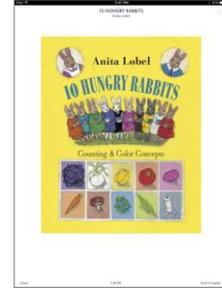
## EPIC



## OVERDRIVE

Free

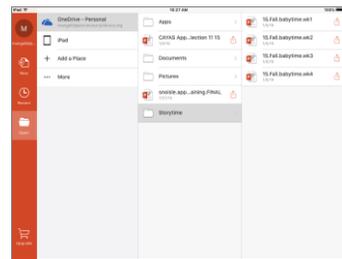
- Formatting sometimes poor
- Limited availability
- Tricky to check out at the right time.



## PRODUCTIVITY APPS

*PowerPoint, Word, OneDrive, Google Drive, Google Docs.*

## PPT & ONEDRIVE



<p>Hello Baby, How are you? Stand up tall and we'll clap for you.</p> <p>Wake up feet, wake up feet, Wake up feet and wiggle, wiggle, wiggle Wake up feet, wake up feet, Wake up and wiggle in the morning. <i>Hands, ears, hips, etc.</i></p>	<p>Arriba Juan, arriba Juan, Ya canto el gallito, Hay no mama, hay no mama, Es muy tempranito.</p> <p>Get up Juan! Get up Juan! The rooster already crowed. Oh no, Mama! Oh no, Mama! It is very early.</p>
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**DISCUSSION**

**Questions??**

*How might you incorporate new media  
into your storytimes and libraries?*