Westchester Library Association Annual Conference
The Inclusive Library: Accommodating Learning Differences
May 9, 2014

Great Literacy and Reading Apps for Youth (Youth Services)

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app

ap/

noun: app; plural noun: apps

a self-contained program or piece of software designed to fulfill a particular purpose; an application, especially as downloaded by a user to a mobile device.

"Apparently, there are these new apps that will actually read your emails to you!"

Common Platforms

- Apple ipads
- B&N Nook
- Amazon Kindle Fire
- Android tablets
 - Samsung Galaxy
 - Google Nexus

What makes a good app?

- Age appropriateness
- Interactive
- Variety of activities
- Runs smoothly (no glitches)
- Novelty should be fun to use again
 & again, not just the 1st time

How do I find out about them?

- School Library Journal
- Kirkus
- Common Sense Media
- Digital Storytime
- Children's Technology Review
- Ask your WLA colleagues!

How do I choose?

- Price isn't always an indicator of quality
- Free apps can be great, but be aware of ads
- Read USER reviews
- Watch YouTube clips to see apps in action

READING & WRITING:

Look for good record keeping, lots of levels and varied approaches, and excellent "fun factor".

GREAT STORY APPS:

Look for quality illustration and texts, with clickables that add to the story without distracting readers. Readaloud, text highlighting and recordyour-own-narration features add value.

SPECIAL NEEDS:

Use professional journals and trusted websites to find doctor/therapist approved apps. Simplicity and intuitive play are key.

LANGUAGE APPS:

Most language apps rely on daily repetition to be effective. Look for apps that have a website component so your patrons can practice at home too.

MATH & SCIENCE:

Apps are ideal for teaching basic concepts through manipulative games. Look for games that start simple and have room for growth for your more advanced gamers.

CREATIVITY:

Look for autonomy. Children should be in control of what they create – not simply completing tasks. Focus on apps that give a wide variety of options rather than saving lots of work.

Think Outside the Box: TWITTER

- Having a limit of 140 characters per tweet means that it doesn't take long to read, but interesting tweets – longer articles or blogs, -interesting books.
- laugh, keep you informed about the latest scientific breakthroughs, and give you something to think about.

COMICS

- Comics...great way to start reading.
- short
- well illustrated
- make you laugh.
- start with the comic strips graduate to the books.
- Reading can be frustrating to a reluctant reader, but the joy you get from reading the comics makes it worth the struggle.

Transmedia storytelling is done through different media, each of them making distinct contributions to the viewer/user/player's understanding of the story world. By using different media, different "entry points" are created for young people to become immersed in a

story world.

Great Literacy and Reading Apps for Youth (Youth Services) YALSA TEEN BOOKFINDER APP





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- App features include:
- a homepage featuring three titles from the database, refreshed each day
- the ability to search for books by author, title, award/list year, genre, by award, and by booklist
- a Find It! button, powered by the <u>OCLC WorldCat Search API, that will</u> show users where to find the book in a nearby library
- a Favorites button, to create an individualized booklist
- the ability to share books from the Teen Book Finder on Twitter and Facebook
- An Android version of the app is planned for later in 2014.

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