Quick Tips on Using Apps in Libraries

from the Center for Children's Books' Closing the App Gap project

Why apps?

- Appeal to kids of a variety of learning styles and abilities
- Access to important technologies for kids who don't have it at home
- New media can appeal to kids when their interest in books flags
- Opportunities for productive (and fun!) interaction and cooperation between kids
- Opportunities for multi-level programming to parents and children
- Positioning of librarian as greatly needed mentor for tech use with kids
- Great draw for the library!

See http://ccb.lis.illinois.edu/research/app-gap-bibliography.html for an additional bibliography of scholarly and practitioner articles on app and tablet use with young people

First, catch your apps!

• Choose your app review sources

Resources for App Reviews:

- Best Educational Apps Review Sites http://www.reviewfordev.com/list-of-review-sites-to-find-the-best-educational-apps-for-kids.php
- Common Sense Media https://www.commonsensemedia.org/app-reviews
- Best Apps for Kids http://bestappsforkids.com/
- Apps Gone Free http://appadvice.com/reviews
- Appy Smarts http://www.appysmarts.com/
- iPad Kids http://ipadkids.com/
- Best Kids Apps http://www.bestkidsapps.com/
- Mind Leap http://www.mindleaptech.com/
- Kids App Reviews http://www.kids-app-reviews.com/
- 148 Apps http://www.148apps.com/category/reviews/
- iKids http://kidscreen.com/category/ikids/
- LittleeLit.com http://littleelit.com/
- School Library Journal (online and in print) http://www.slj.com/category/reviews/apps/
- The Horn Book (online and in print)
- App Review of the Week: http://www.hbook.com/category/choosing-books/app-review-of-the-week/ _

- Kirkus Reviews (online and in print) https://www.kirkusreviews.com/bookreviews/ipad/?availability=recent-reviews&stars=na
- Publishers' Weekly http://www.publishersweekly.com/pw/bytopic/digital/Apps/
- Smart Apps for Kids http://www.smartappsforkids.com/

Choose your selection criteria

Some common criteria:
 developmental appropriateness
 meaningful content
 integration of features
 quality of audio
 clarity of navigation

Our criteria:

ease of use
child interest
age-appropriateness
levels of difficulty
customization of settings
feedback/corrective features
accuracy of content
appeals to learning objectives
diversity of representation

Other possible considerations: themes of intended programming patron interest and requests local/curricular relevance

Then, use them!

Tips:

- Kids love interacting with one another while they're using apps
- Kids enjoy adult approval and acknowledgement of achievement (high fives go a long way!)
- The more interactive the app, the longer kids stay with it
- Allow for kids' varied interests, experiences, and preferences
- Children progress quickly from novice to expert when using a well-designed app

- Headphones can minimize disruption with noisy apps (and splitters can allow multiple users to share a single tablet)
- The best results come with apps that provide clear play, respond overtly to users and give feedback for interactions, offer clear objectives, and contain limited distractions

Additional resources on app use with youth:

- LittleeLit.com http://littleelit.com/ is the hub of ebook and app info as well as reviews
- "Technology and Interactive Media Tools in Early Childhood Programs Serving Children from Birth through Age 8" - http://www.naeyc.org/content/technology-and-young-children
- Fred Rogers Center for Early Learning and Children's Media http://www.fredrogerscenter.org/
- Central Coast Children's Foundation article http://www.education.nh.gov/instruction/special_ed/documents/apps_early_lit eracy.pdf

See http://ccb.lis.illinois.edu/research/app-gap.html for more information about the Closing the App Gap IMLS-funded research and planning grant behind these suggestions.





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