

PARENT RESOURCES

WEBSITES

- Kindertown:
www.kindertown.com
- Moms with Apps:
www.momswithapps.com
- Common Sense Media:
www.commonsensemedia.org
- Smart Apps for Kids:
www.smartappsforkids.com

BOOKS

- Boog, J. (2014). *Born Reading*. New York: Simon & Schuster.
- Guernsey, L. (2012). *Screen time: How electronic media-from baby videos to educational software-affects your young child*. New York: Basic Books.

ARTICLES

- Guernsey, L. "Common-Sense, Science-Based Advice on Toddler Screen Time." *Slate*. November 2014.
- "Position Statement." *Technology and Interactive Media as Tools in Early Childhood Programs Serving Children from Birth through Age 8*. NAEYC & Fred Rogers Center, January 2012.
- Rosin, Hanna. "The Touch Screen Generation." *The Atlantic*. April 2013.

TECHNOLOGY & YOUNG CHILDREN

1. Engage and interact with your child when using technology.
2. Use technology to enhance real-life experiences, not replace them.
3. Proceed cautiously with children under 2. Children under 2 learn best from person-to-person interactions.
4. All screens are not created equally. Touch screens are more developmentally appropriate for young children. TVs are purely passive media while tablets and smart-phones can play many roles.
5. Look for high quality apps that are easy to use, meaningfully interactive, and are ad-free. Read app reviews to stay informed.
6. Experts suggest limiting screen time for young children, especially before bed.

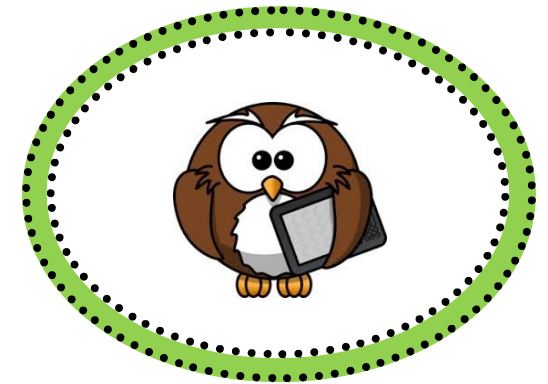
CHILDREN'S ROOM
HAMILTON-WENHAM PUBLIC LIBRARY
14 UNION STREET

PHONE: 978-468-5577
www.hwlibrary.org

LORRAINE DER, CHILDREN'S LIBRARIAN



EARLY LITERACY APPS FOR YOUNG CHILDREN



“RAISING HAPPY READERS”

HAMILTON-WENHAM PUBLIC LIBRARY CHILDREN'S ROOM

Take whatever information you want to disseminate, be it language, science, news, whatever. Embed it in storytelling, in the storytelling idioms that are native to the child. Put those interactive stories on tablet devices and we will revolutionize the way we teach children in this world.

~ Levar Burton



SIGHT & SOUND

- BUILD & PLAY 3D
- PEEK-A-ZOO
- TOCA BAND
- SPOT THE DOT
- MAKE IT POP!
- SOUND SHAKER
- MUSICAL ME
- HIGHLIGHTS HIDDEN PICTURES
- PICTURE ME CALM



If available, try before you buy
and download the "Lite version!"

MATCHING & MATH

- MONTESSORI COUNTING BOARD
- BEDTIME MATH
- ENDLESS MATH
- SUSHI MONSTER
- EDDY'S NUMBER PARTY
- TOUCH & LEARN 123
- WILD KRATTS CREATURE MATH



This is a small sample of peer or professionally reviewed or recommended apps. Apps are available for Apple and/or Android devices.

EBOOKS

- OVERDRIVE MEDIA CONSOLE - *BORROW LIBRARY EBOOKS ONLINE!*
- POPOUT! PETER RABBIT SUITE
- SANDRA BOYNTON BOOKS
- BYRON BARTON COLLECTION
- BLUE HAT, GREEN HAT
- 3 LITTLE PIGS
- CAT IN THE HAT
- MY LITTLE PONY'S TWILIGHT SPARKLE
- ELMER & ROSE
- DON'T LET THE PIGEON RUN THIS APP!
- HUGLESS DOUGLAS
- RED IN BED
- OLIVIA ACTS OUT
- LLAMA LLAMA RED PAJAMA
- GROWING UP WITH LITTLE CRITTER
- THE MONSTER AT THE END OF THIS BOOK—STARRING GROVER!



LANGUAGE & LITERACY

- BOB'S BOOKS READING MAGIC
- INTRO TO LETTERS MONTASSORIUM
- LITTLE PIM
- LINGO ZOO
- ABC POCKET PHONICS
- ENDLESS: ALPHABET, READER, ETC.
- LETTERSCHOOL
- SUPERWHY POWER TO READ APP PACK
- BUGSY KINDERGARTEN SCHOOL
- FELT BOARD—MOTHER GOOSE
- TOUCH & LEARN—ABC
- IWRITE WORDS



FAMILY FUN

- PEPPA'S PAINT BOX
- SPROUT
- PBS KIDS
- PEEP & THE BIG WIDE WORLD
- MAX & RUBY SCIENCE
- SAGO MINI DOODLECAST
- TOCA ROBOT LAB