

Kids and Digital Media

Homer Public Library

Goal=Healthy Media Diet

Choosing Digital Media

- Make intentional decisions about digital media with your kids
- Explore newly downloaded apps on your own before exploring them together with your pre-reader
- Look for apps and other media that help you and your child write, read, play, sing and talk *TOGETHER* (the 5 early literacy practices for your pre-reader)
- Consider the 3 C's: Context, Content, Child (discussed in *Screen Time* by Lisa Guernsey)

Story/Book Apps

Look for book apps that have:

- Meaningful interactive elements that add to the story and are not only for interactivity's sake (Interactive elements shouldn't distract from the story)
- Include culturally and ethnically diverse characters and stories
- A great story with high quality images
- Plain, highly-readable font
- Read-to-me and read-to-myself options
- Sound that enhances the reading experience or settings for turning on/off music and other sound effects

Game/Toy Apps

Look for apps that are:

- Fun to play over and over again
- Offer open-ended play
- Encourage creativity
- Strengthen one or more of the early literacy practices
- Age appropriate
- Are easy to navigate

And have:

- Clean, uncluttered display
- culturally and ethnically diverse characters

In-app Purchases and In-app Ads

Ask:

- Is the app free of in-app purchases or in-app ads which can be distracting? If not, are they easily ignored or is access blocked by a parent gate?
- Does the app developer state it will NOT collect data about you or your child within the app?

Use the settings within each app or the device's general settings to:

- Disable in-app purchases which can be distracting and expensive
- Require a password for in-app purchases

Review Sources

- Common Sense Media <http://www.commonensemedia.org>
- Digital Storytime (book apps) <http://digital-storytime.com>
- Kirkus Reviews: iPad Apps <https://www.kirkusreviews.com/book-reviews/ipad/>
- School Library Journal: Touch & Go <http://www.slj.com/category/books-media/reviews/apps/>
- Horn Book: Out of the Box <http://www.hbook.com/category/choosing-books/app-review-of-the-week/>
- Homer Public Library's Pinterest Boards ([Summer@HPL: Kids Apps](#) and [Summer@HPL: Teen Apps](#))

Developers to Check Out

- Night & Day Studios
- Toca Boca
- Loud Crow Studios
- Auryn
- Spinify
- Oceanhouse Media

Digital Media and Kids Resources

- Fred Rogers Center <http://www.fredrogerscenter.org>
- Sesame Street Workshop <http://www.sesameworkshop.org>
- Common Sense Media <http://www.commonensemedia.org>
- Moms with Apps <http://momswithapps.com>
- *American Association of Pediatricians Media Use Position Statement* <http://pediatrics.aappublications.org/content/132/5/958>
- *Interactive Media Use at Younger Than the Age of 2 Years: Time to Rethink the American Academy of Pediatrics Guideline?* by Dimitri Christakis, MD <http://archpedi.jamanetwork.com/article.aspx?articleid=1840251&resultClick=3>
- *Screen Time : How Electronic Media-From Baby Videos to Educational Software-Affects Your Young Child* by Lisa Guernsey
- *Born Digital: Understanding the First Generation of Digital Natives* by John G. Palfrey
- *The Parent App: Understanding Families in the Digital Age* by Lynn Schofield Clark

iPhone/ iPad Apps

- Moo Baa La
- A Frog Thing
- A Shiver of Sharks
- Felt board
- Felt board-Mother Goose on the Loose
- Don't Let the Pigeon Drive This App
- Peek-a-Boo Barn
- Petting Zoo
- Endless Alphabet
- Endless Reader
- Toca Builders
- Toca Train
- Peekaboo Forest
- Blue Hat, Green Hat
- Go Away, Big Green Monster
- Grow a Reader
- Peek-a-Zoo
- Sushi Monster (elementary)
- Squiggle Fish
- The Human Body
- Barefoot Atlas

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