YASL
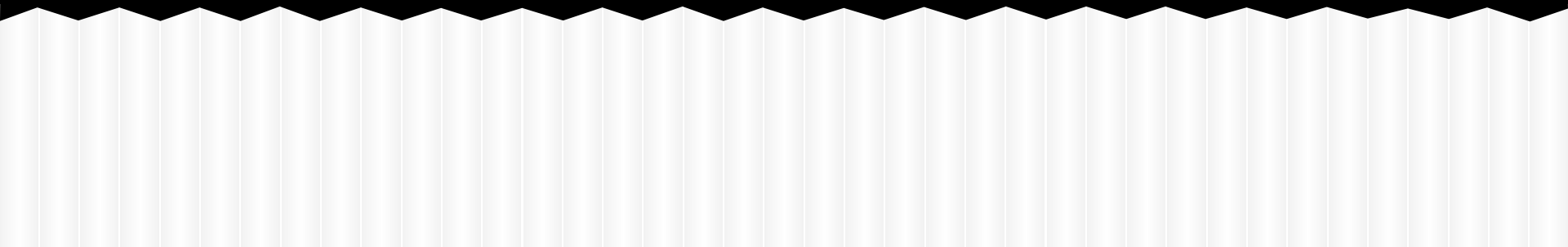youth and school librarians

YASL Presents…

KidAPProved:
The Best Apps for Young People

With YASL Panelists:
Sarah Cramer, Alex Quay, Mollie Hall, Alyssa Pisarski, Jessica Schmidt

Agenda

- Introduction: Apps and Children
- Best Apps by Age Group
  - Babies & Toddlers
  - Pre-K & Early Elementary
  - Tweens
  - Young Teens
  - Older Teens
- Test Drive: Try out these apps and ask questions

Apps and Children

Children's exposure to technology should be *meaningful:*

- Generate excitement to learn
- Enhance learning and everyday life
- Promote social interactions and collaboration
- Support age-appropriate development

Technology should *not* be a substitute for other meaningful childhood experiences like exposure to print, outside play, and personal interactions

Our Criteria

The apps we're about to show you…

- Are developmentally-appropriate
- Support standards of learning (21st Century Learner, Common Core)
- Cover a wide range of content areas
- Encourage collaborative interaction when appropriate
  - Peers
  - Teachers, parents, librarians
- Have some bang for their buck

Babies & Toddlers (0-3)

What makes a good app for this age group?

- American Academy of Pediatrics: "Research on early brain development shows that babies and toddlers have a critical need for direct interactions with parents . . . for healthy brain growth and the development of appropriate social, emotional, and cognitive skills."

- Look for apps that facilitate interaction between the child and caregiver

Kidzongs

by Stepworks

Why do we recommend it?

- Six children's songs
- Encourage caregivers to sing to or with children
- Words on screen, acoustic accompaniment, and sing-a-long options
- Minimal animation keeps the screen from becoming too much a distraction

$0.99

Barnyard Dance

by Loud Crow Interactive Inc.

Why do we recommend it?

- Adaptation of a popular children's board book
- Music and rhyme
- Animation used to "act out" the story rather than distract from it
- Encourages movement and dance

$3.99

Sesame Street Family Play

by Sesame Street

$1.99

Why do we recommend it?

- Encourages play between children and caregivers
- Games are "off-screen"
- Includes over 150 different games that promote a wide variety of skills

- BE AWARE: the app does allow for in-app purchases

Pre-K & Early Elementary (4-7)

What makes a good app for this age group?

- Apps that encourage collaboration, conversation and creation, and give them opportunities to problem-solve and master early-learning concepts

  - The younger children in this group require changes to develop their emerging literacy (via simple, repetitive text in engaging stories) and basic mathematics (shapes, comparing amounts, and sequences)

  - The older children are beginning to read and write on their own and can handle large amounts of text, are developing their understanding of addition and subtraction, and are starting to explore their ever-expanding world

The Monster at the End of this Book

by Sesame Street
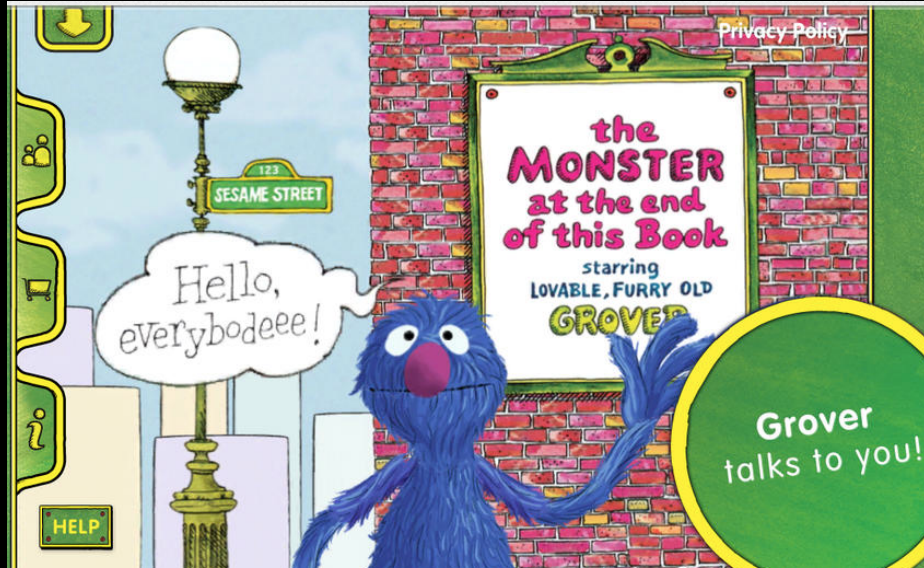
Why do we recommend it?

- Children's Technology Review Editor's Choice
- Best for early readers
- Text lights up as it is spoken-- easy to follow
- Visuals align with story and do justice to the original book
- Fun and funny-- guaranteed to appeal to kids and grown-ups

$4.99

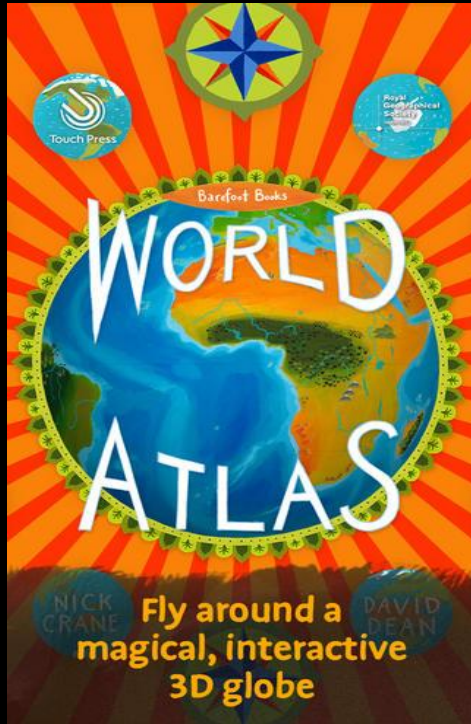# Mystery Math Town

by Artgig Studio

Why do we recommend it?

- Calls on several problem-solving skills at once:
    - Addition, subtraction, beginning multiplication
    - Maze navigation
    - Planning and information management
- Engaging animation and audio
- Chance to explore game surroundings

$2.99

Barefoot World Atlas

by Touch Press

$4.99

Why do we recommend it?

- One of AASL's "Best Apps"
- Birds-eye view of the globe
  - Features information on countries, landmarks, animals, people, etc.
- Self-guided, interactive world exploration
- Can purchase additional puzzle packs to expand the game

Image via https://itunes.apple.com/us/app/barefoot-world-atlas/id489221652?mt=8

Tweens (8-12)

What makes a good app for this age group?

- Tweens starting to develop personal identity with focus shifting from family to friends
  - Apps can help develop identity and creativity
- Need advice from parents and friends to make decisions
- Opportunities to socialize, be stimulated
- Privacy concerns
  - Apps/web sites where tweens can get past age requirements
  - Location on smartphones/apps

Simple Physics

by Jundroo, LLC

total cost: $157

Why do we recommend it?

- One of AASL's "Best Apps"
- Available on Android and Apple
- Gives real-world situations to stimulate thought about physics
- Can test out solutions to problems before trying them

$1.99

Dropbox

by Dropbox

Why do we recommend it?

- One of AASL's "Best Apps"
- Don't have to have Google or Facebook account to log in
- Can access files, photos, and videos from phone on computer (or vice versa)
- Backup for images on phone

Free

Image via http://icons.iconarchive.com/icons/igh0zt/ios7-style-metro-ui/512/MetroUI-Apps-Dropbox-icon.png

Stick Draw

by Bingzer

Why do we recommend it?

- Android app (try Doink on iTunes App Store)
- Create your own animations frame by frame
- Can be used by all ages
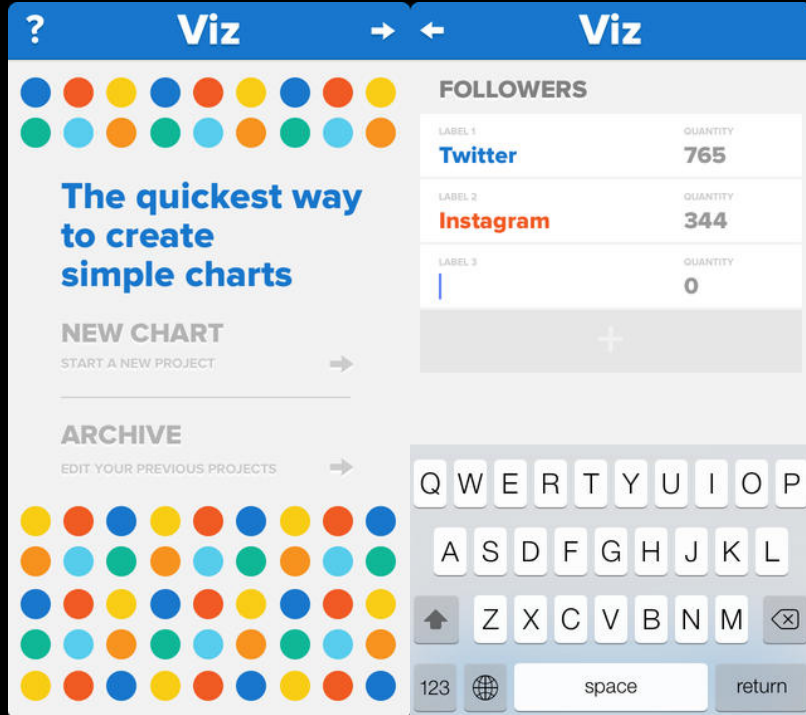- Easy to learn

Free

Young Teens (13+)

What makes a good app for this age group?

- Social, collaborative and competitive

- Standards and initiatives: STEM, AASL, and Common Core
  - Create and collaborate
  - Inquiry and Problem Based learning

- Safety Concerns
  - Protect privacy
  - Ability to turn off location
  - Limited personal information needed
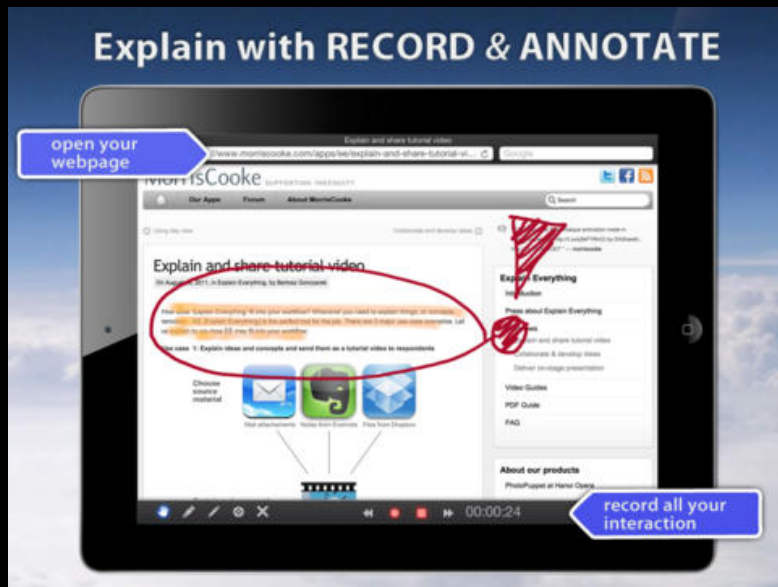
Viz

by Andrea Baldon

Why do we recommend it?

- YALSA App of the week in January 2014
- Create graphs & charts
- Easy to share, store, or save
- Available for iPod touch, iPhone & iPad
- Less expensive alternative to Excel or Numbers

$1.99

Explain A Website

by MorrisCooke

Why do we recommend it?

- YALSA App of the week in October 2013
- iPad screencasting tool
- Record audio and annotations
- Share via YouTube, Evernote, Dropbox or photo library

$0.99

Solve the Outbreak

by the Center for Disease Control and Prevention

Why do we recommend it?

- YALSA App of the week in March 2013
- Inquiry & problem based learning with realistic scenarios
- Informational text & visuals
- Earn badges and share result

Free

Image via https://itunes.apple.com/us/app/solve-the-outbreak/id592485067?mt=8

Older Teens (16+)

What makes a good app for this age group?

Similar features that appeal to young teens:
- Social and collaborative
- Competitive games
- Privacy

Plus…
- Preparing for college
- Productivity
- Managing "real life" tasks

Evernote

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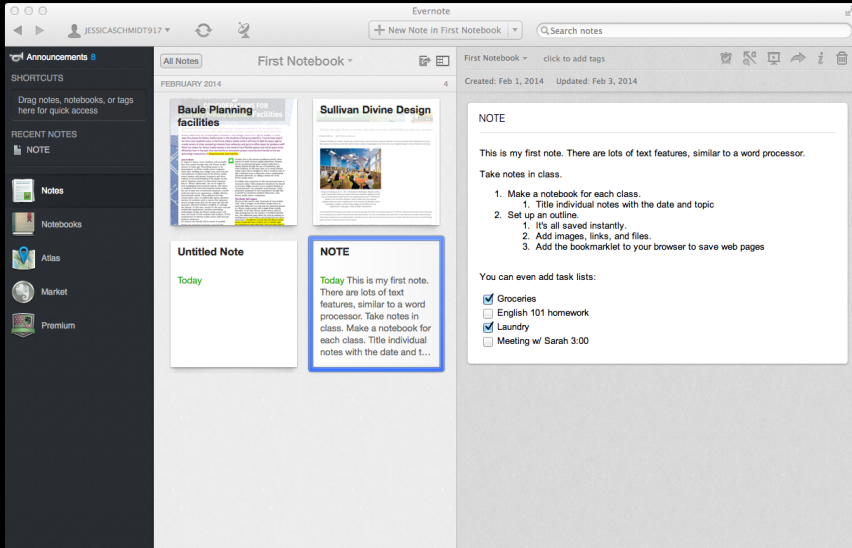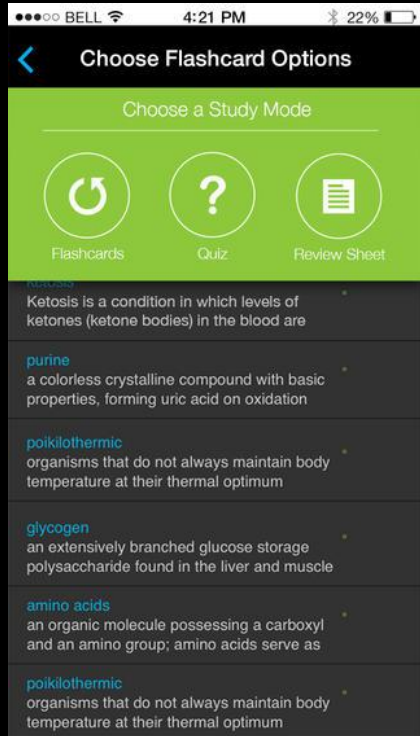### by Evernote

Why do we recommend it?

- One-stop shop
  - Notebook for each class
  - Traditional note-taking features
  - Audio and image notes
- Sync across devices
- Versatile
  - Think outside of class
  - Caveat: Subscription-based features

Free

STUDYBLUE

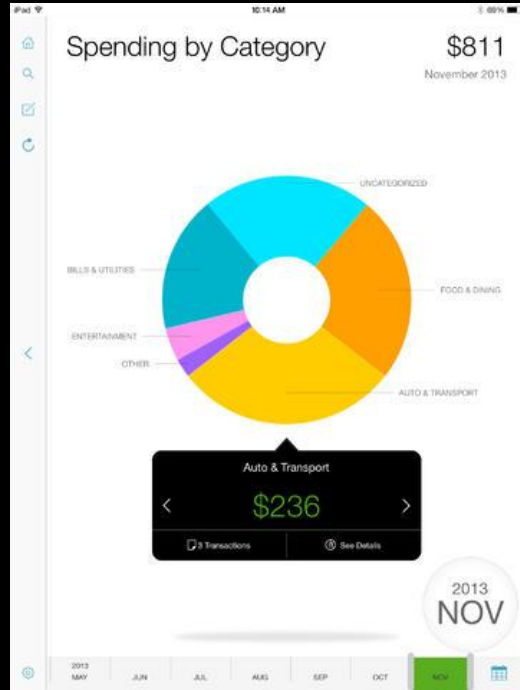by StudyBlue, Inc.

Why do we recommend it?

- Combines the best flashcard app features into one app
  - Multiple ways to study
  - Text, image, and audio flashcards
- Choice between social or private study
- Sync between devices and online

Free

Mint

by Mint.com, Intuit

Why do we recommend it?

- Analyzes spending habits to create monthly budgets
- Easy-to-read graphics show teens and college students where their money is going
- Low-balance notifications
- Multiple platforms
- Secure

Free

Image via https://itunes.apple.com/us/app/mint-personal-finance/id300238550?mt=8

yaslumsi.weebly.com