

Parents' Night Out Apps for Your Little One - Outline

Intros - 5 mins 6:30 - 6:35

- Introduce ourselves
- **FdeF**: Outline for the evening, explain that they'll have time to play after, bathrooms
- **FdeF**: Explain parent handout
- **LK**: Goals:
 - We'll be supporting you as your child's first and best teacher
 - To do that, we'll be teaching you some new skills and giving you new tools
 - Digital media can support both their child's and their learning process

Group Introductions - 5 mins 6:35 - 6:40

- Presenters start and share:
 - Your name and age of your kids
 - A game enjoy playing with together (example of physical game and ipad app)

Meat - 5 mins 6:40 - 6:45

LK The 3 C's for Choosing Digital Media

- **Content**: How does this app help children engage, explore, express, and imagine? When used intentionally and appropriately, technology and interactive media are effective tools to support learning and development.
- **Context**: How does it complement, not interrupt, children's natural play? We have to give children tools and building blocks for active play. The ipad or computer is just one of those tools. It is not mutually exclusive - you should still use other traditional forms of play. Use tech "with" rather than "instead of" and don't be afraid to go beyond the app.
- **The Unique Child**: How do we choose the right tech tools and experiences for each child's needs, abilities, interests, and developmental stage? You are the best judge of how to integrate technology into your family's life.

FdeF

- Using technology together (image slideshow)
 - not how much, but how
 - the learning comes from your interacting with each other, not from the thing you're looking at
 - sharing media leads to stronger learning and stronger relationships
 - not all screens are equal, passive video watching, vs. active touch screen
- Literacy
 - literacy is learning how to communicate, and how to share culture and values, not just learning how to read
 - from tiny babies learning that conversations go back and forth with people taking turns, to learning how to decode symbols on a sign, to learning that stories have beginnings, middles, and ends
 - literacy is about the joy of story, of hearing, telling, and reading stories
 - We build literacy by: Talking, singing, writing, reading, playing

Talk, Switch Zoo - 15 mins 6:45 - 7:00

LK Activity Talking Points:

- Talking with children builds their vocabularies, making them more likely to recognize words when they start to read
- Helps them understand the back and forth of conversation
- Talk back and forth - strive for 5 exchanges - with children as you explore new apps together. Introduce new words frequently.

LK App Talking Points

- Demo opening the app
- This app lets you create crazy animal creations by mixing and matching animal body parts.

LK Activity:

In groups of 2 or 3, make a creature and talk about it, demo shaking iPad for random creation, try asking each other questions about the animal you create or make up a story about the animal. We'll come back and discuss what you talked about.

- Break into groups
- Hand out one iPad to each group
- Show them how to open Switch Zoo

Debrief (FdeF):

- Did you have any interesting conversations?
- What do you think your child would enjoy about using this?
- Example about Liam worried about the fish fins drying out

Another app that's really great for encouraging talking is [Lazoo Squiggles](#), a simple drawing app that animates your child's squiggles, try it out during the free play time.

It can be hard for children to stop playing with an app – it can help to establish a routine for a common ending. We'll use a song to let you know when it's time to put the iPads down.

Song: (London Bridge) It's time to put the iPads away, iPads away, iPads away, it's time to put the iPads away, it's time to... come for lunch!

Sing Wheels on the Bus, 15 mins 7:00 - 7:15

FdeF Activity Talking Points:

- Singing draws out the sounds in words so children can hear syllables clearly
- Sing songs while you have an app open and sing them again later when you're not using your tablet.

FdeF Activity:

Pass out the rest of the iPads

Demo opening the app

Play for a few minutes

Song: It's time to put the iPads away, it's time to... go outside

FdeF App Talking Points:

Based on popular song, kids love to hear things over and over again, repetition is good

Simple interactive elements on each screen

Point out language options

FdeF Activity

Get everyone to go to a corner of the room

Ask if they want to rehearse? Loud

Record first verse and play back

LK Debrief:

- Anything to share about the app
- Would your kids like to hear their own voices recorded?
- Feel free to make up your own lyrics

LK Another app that's really great for encouraging singing is [Grow a Reader](#), which has many lyrics and videos of songs and rhymes. It requires internet access, if you want to try it out during the free play time, we can log you in.

Read, Go Away Big Green Monster - 15 mins 7:15 - 7:30

LK Activity Talking Points:

- Reading together is the #1 thing you can do to get your child ready to read
- Read eBook apps out loud with your child instead of always relying on the prerecorded option.
- Qualities of a good eBook include meaningful interactive elements that are relevant to the narrative and don't distract, simple, large fonts, read-to-me and read-to-myself options, highlighting word for word, settings for turning music off, easy navigation
- Going beyond the book/app - finding other activities to do with the story

LK App Talking Points:

- This app is based on the picture book by Ed Emberly (full readthrough) that teaches kids how to deconstruct a fear.

FdeF Activity:

- Groups of two or three, read the story in some of the different ways, and pick your favourite two.
- Demo opening the app, show different reading options: read with the author, read with a friend, read by myself, or sing.
- Put out the copies of the books, the felt stories, etc.
- We'd like you to take some time looking at the different ways to read this story: Book, app options, physical options
- (Every few minutes move them along to another format.)

Song: It's time to put the iPads away, it's time to... brush your teeth.

FdeF Debrief:

Which ways of reading did your group enjoy?

What other ways can you think of to read this story? (Draw and tell version with Eoin)

How could eBooks fit into your family's routines?

Have you looked at other ebooks?

LK Another book app that's really great for encouraging reading is Monster at the end of this Book, try it out during the free play time.

Break - 5 mins 7:30 - 7:35 Let's take a break from the iPads...

Action song: Going beyond the device

The big green monster also had a body....

If you're a monster and you know it

- Shake your hair
- Stomp your claws
- Give a roar!

Write, Touch and Write - 15 minutes 7:35 - 7:50

FdeF Activity Talking Points:

- Scribbling and drawing - with a crayon, chalk, pencil, stick in the sand, or on an iPad - are forms of writing.
- Writing on a tablet with your finger is easy for children who haven't mastered grasping a crayon.
- Telling stories is also a form of writing

LK App Talking Points:

- Demo opening the app
- This is a letter tracing app, fun option for customising the background and writings materials, and the ability to add your own words
- You can add words in another language, using the roman alphabet

LK Activity:

Play with it for a few minutes and practice writing, then create your own word list for your family, we'll share some of our family words with the group

Song: It's time to put the iPads away, it's time to... pick up Daddy

FdeF Debrief:

- Share some words you added to your family list
- Liam and his m's

Another book app that's really great for encouraging writing is Mother Goose on the Loose, a electronic felt board app that lets you tell simple nursery rhymes, or make up your own stories, try it out during the free play time.

Play, Sesame Street Family Play - 15 mins 7:50- 8:05

LK Activity Talking Points:

- Through play - whether dressing up, playing house, or solving a puzzle together - children learn how the world works and practice putting thoughts into words
- Exploring interactive apps together supplement (not replace) other forms of play.

FdeF App Talking Points:

- Demo opening the app
- This isn't an app you play with, its an app that suggests ways to play together
- Kids get to enjoy the characters, and you get ideas for games tailored to your location and group

FdeF Activity

- Work in groups of 2-3 and find an activity to play together
- Pretend you're at home (living room or bedroom)
- Describe your game to the group

Song: It's time to put the iPads away, it's time to... read a story

LK Debrief:

- What game did you play? Would you actually play it with your kids?
- Where else can you imagine using this? (Doctor's office, park, bus stop)
- You can use it on your iPhone

Another book app that's really great for encouraging playing is Toca Tea Party, try it out during the free play time. Toca Boca apps are wonderful for open, free play.

Free play time - 15 mins 8:05 - 8:20

FdeF Open play, on your own, or with a friend, try out any of the apps we looked at, or mentioned.

Explain the folders, ignore the middle years apps

Feel free to ask us questions, we'll be lurking

Song: It's time to put the iPads away, it's time to... have a nap!

End/Summary - 5 mins 8:20 - 8:25

FdeF What to take away

- Play together
- Choose apps that encourage creativity and the five activities
- Take the experience beyond the device
- 3 C's

LK What the library can do for you:

- Librarians can give you app recommendations, and tips for using them together
- Come and try out apps in the children's library (handout of VPL apps)
- We have downloadable audio and ebooks

Evaluation - 5 mins 8:25 - 8:30