

CHILDREN AND NEW MEDIA: RESOURCE LIST

Definition of a Media Mentor: "A person who supports children and their families in their decisions and practice around media use; a person who has access to and shares, recommendations for and research on children's media use."

Books and Online Resources:

Becoming a Media Mentor: A Guide for Working with Families (2016) by Cen Campbell and Claudia Haines

Born Reading: Bringing up Bookworms in a Digital Age- From Picture Books to eBooks and Everything in Between (2014) by Jason Boog

[Carissa Christner's "Balance Circles"](#)

[Carisa Kluver's formula for determining healthy screen time](#)

[Challenges to Productive Joint Media Engagement](#) Joan Ganz Cooney Center
(Research Point #4)

[Children, Adolescents, and the Media](#) (2013) American Academy of Pediatrics Policy Statement- update due October, 2016 **(Research Point #2)**

[Designing for Diverse Families](#) by the Joan Ganz Cooney Center **(Research Point #6)**

Diversity Programming for Digital Youth: Promoting Cultural Competence in the Children's Library (2014) by Jamie Campbell Naidoo **(Research Point #6)**

[Early Connections: A Parent Education Toolkit for Early Childhood Providers](#)

[Family Time with Apps: A Guide to Using Apps with Your Kids](#) (2014) Joan Ganz Cooney Center (This iBook can be downloaded through the iTunes store or as a non-interactive PDF from the link above.) **(Research Point #4)**

Giving Our Children A Fighting Chance: Poverty, Literacy and the Development of Information Capital (2012) by Susan B. Neuman and Donna C. Celano

[Growing Up Digital Research Symposium Proceedings](#) sponsored by American Academy of Pediatrics **(Research Point #2)**

[Hour of Code](#) by Code.org

[Madison Public Library's A Story Before Bed recordings](#) (see log-in instruction in sidebar)

[Screen Sense: Setting the Record Straight](#) by Zero to Three **(Research Point #5)**

Screen Time: How Electronic Media—From Baby Videos to Educational Software—Affects Your Young Child (2012) by Lisa Guernsey **(Research Point #1)**

[Selective Examples of Effective Classroom Practice Involving Technology Tools and Interactive Media](#) National Association for the Education of Young Children (NAEYC) and the Fred Rogers Center for Early Learning and Children's Media at Saint Vincent College **(Research Point #3)**

STEP into Storytime: Using StoryTime Effective Practice to Strengthen the Development of Newborns to Five-Year-Olds (2014) by Saroj Ghoting

Tap, Click, Read (2015) by Lisa Guernsey and Michael Levine (also: tapclickread.org) **(Research Point #1)**

[Tech Together](#) by Hennepin County Library (ECRR2 + Tablet tips)

Technology and Digital Media in the Early Years: Tools for Teaching and Learning (2014) edited by Chip Donohue

[Technology and Interactive Media as Tools in Early Childhood Programs Serving Children from Birth to Age 8](#) (2012) National Association for the Education of Young Children (NAEYC) and the Fred Rogers Center for Early Learning and Children's Media at Saint Vincent College **(Research Point #3)**

[The Common Sense Census: Media Use by Tweens and Teens](#) by Common Sense Media **(Research Point #6)**

[The New Coviewing: Designing for Learning through Joint Media Engagement](#)
by Joan Ganz Cooney Center and the LIFE Center **(Research Point #4)**

[Young Children, New Media, and Libraries: A Guide for Incorporating New Media into Library Collections, Services, and Programs for Families and Children Ages 0-5](#) by LittleeLit (various contributors)

[Zero to Eight: Children's Media Use In America](#) Common Sense Media

[Images for use in promoting New Media programs at your library](#)

Flickr Group with creative commons licensed photos featuring joint media engagement. Please credit photos where necessary, but none of these require special permissions or image use fees.

Blogs:

[Library Makers](#) (Carissa Christner's blog)

[Little eLit](#) (see other New Media Training slides [here](#), [here](#), [here](#), [here](#), [here](#) and [here](#))

[Fred Rogers Center blog](#)

[Joan Ganz Cooney Center blog](#)

[Digital Media Diet](#) (Carisa Kluver's blog)

[Never Shushed](#) (Claudia Haines' blog)

[Technology is Loose in the Library](#) (for more programming ideas)

Video Clips used in this training:

[Amy Koester's interview with Zoobean](#)

[Chip Donohue & Roberta Schomburg's Fred Forward Minute](#)

[Lisa Guernsey's TEDx talk](#)

[A Brief History of the Evolution of Story Apps and Interactivity](#)

some example book trailers from Madison Public Library are available at:

<https://vimeo.com/madisonbubbler/videos>

[PowToon explaining how to redeem app codes](#)

Special equipment mentioned:

Apple Support: Managing multiple devices

<http://support.apple.com/en-us/HT204074>

Kensington Rugged iPad Cases:

http://www.kensington.com/us/us/4463/rugged-tablet-cases#.VO_kKUI8Qfs

The ReadyAnimator stations (used at Madison Public Library) are available here:

www.readyanimator.com

They use the app *Stop Motion Studio* by Cateater:

<https://itunes.apple.com/us/app/stop-motion-studio/id441651297?mt=8>

More information about Madison Public Library's Media Lab can be found here:

<http://madisonbubbler.org/media-lab/>

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Find me on Pinterest too! (Carissa Christner)

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List compiled by Claudia Haines & Carissa Christner, 2016