Discover Your APPtitude:
Explore, Play and Imagine Interactive Tech Time in Kids’ Library Programming

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9.29.14
Objectives

• Pilot Overview
• Goals, Outcomes & Requirements
• Programming Resources & Lesson Plans
• Statistics Snapshot
• 2014 and Beyond
Overview: 2013 Children’s Technology Pilot

– Need: technology integration & Children’s Services
– Support: referendum funding
– Kick-off: May 2013
Pilot Locations & Equipment
Traveling iPad Kits

• 1 kit consists of:
  – Informational binder
  – 5 iPads with preloaded apps
  – iPad chargers

• Google Drive
Technology Pilot Goals

1. Create the position of a Digital Learning Librarian for Children’s Services.
2. Provide quality library programs that use technology in ways which are balanced, engaging, interactive and developmentally appropriate for the children we are serving.
3. Educate and model the use of technology.
Outcomes: **Goal 1**

- System-wide Guidelines
- **2014 Children’s Technology Committee**
  - Chair/Co-Chair: Rachel Nard & Amy Tooley
  - Committee Members: Ashley Barrowman, Dani Boyd and Linda Lieu
Outcomes: Goal 2

- **470** programs reaching **10,597** children/caregivers
- **435** total surveys
  - Babies and toddlers
  - School-Age
  - Parents/Caregivers
  - Children’s Specialist
Outcomes: Goal 3

• Created a variety of programs
• Peer-to-peer training
• Professional development to educators
Technology sharing:
Peer-to-peer app training, Children’s Services meeting, September 2013
Pilot Requirements

• Lesson Plans
• Administer/collect surveys
• App feedback from Children’s Specialists
Program Resource: CLP Selection Guidelines—Children’s Apps

- Professional journals/reviews
- Reputable online resources
- Cost and value
- Interactivity, ease of use, flexibility
- Availability
Program Resource: Guided Access

- Keeps the iPad locked on a single app
- Helps increase focus on the given app/program
- Controls features
- Password controlled
Guided Access

Created by Rachel Nard, Carnegie Library of Pittsburgh

On the iPad, go into “Settings”
In “Settings” tap “General” on the left hand side
Under “Learning” select “Guided Access”
Tap here to enable Guided Access

Guided Access keeps the iPad in a single app, and allows you to control which features are available. To start Guided Access, Triple-Click the Home button in the app you want to use.
Guided Access is ready. Set a 4 digit passcode.
Getting Started: Guided Access & Apps

- Open an app
- Once app is loaded, quickly triple click the circular home button
- The app should shrink down
- Tap the “Start” button in upper right hand corner
- If prompted, enter your four digit passcode (once, possibly twice to confirm)
- You will see a notification stating that Guided Access has started
- Begin using the app in Guided Access mode!
- Stop Guided Access by triple clicking the home button, enter passcode, tap “End”

- Note: you must start Guided Access for each individual app you use.
  - Already enabled in “Settings”
  - Must start/end it for each individual app
Program Resource:
Technology Lesson Plan 1

- **Theme:** Computer Coding
- **Grade Level:** K-5
- **Apps:**
  - *Daisy the Dinosaur* (Free)
  - *Hopscotch* (Free)
- **PA Core Standards**
- **Program Objective:**
  - Children will learn the concepts of basic computer coding by completing a simple maze and using iPad apps
Daisy the DINOSAUR

free-play mode challenge mode
Technology Program Plan 1

commands
repeat 5
when
move
turn
grow
shrink

program
repeat 5
shrink
turn
grow
when touch
move Forward
move Forward
move Forward

stage
Play
Menu

Play
Menu
Give Cupcake a new rule
Choose an Event

- When project is started
- When iPad is shaken
- When iPad is tapped
- When iPad is tilted right
- When iPad is tilted left
- When iPad is tilted up
- When iPad is tilted down
- When iPad detects a loud noise
- When Cupcake is tapped
- When Cupcake bumps the wall
Choose an Event

- When project is started
- When iPad is shaken
- When iPad is tilted right
- When iPad is tilted left
- When iPad is tilted up
- When iPad is tilted down
- When iPad detects a loud noise
- When Cupcake is tapped
- When Cupcake bumps the wall
Program Resource: Technology Lesson Plan 2

• **Theme:** Super Science @ Your Library, Machine Mania: Robots

• **Grade Level:** K-5

• **Apps:**
  – *Toca Robot Lab* ($2.99)
  – *Pete’s Robot* ($0.99)

• **PA Core Standards**

• **Program Objective:**
  – Children will learn the definition of a robot, the anatomy of a robot, the different types of robots that exist and their functions, and begin to experiment with a basic robot.
Breakout!

Explore *Daisy the Dinosaur, Hopscotch, Toca Robot Lab* and *Pete’s Robot* at your tables.
Statistics Snapshot: Baby/Toddler Surveys

The app(s) we played with today made me feel...

Did you have fun today?

The stories we heard today made me feel...

Would you like to come back to play with the iPad?
Statistics Snapshot: School-Age Surveys

How much did you know about using the iPad before taking part in this program?

- not much
- some
- a lot

What was your favorite part of today’s program?

- “Making my book”
- “The dinosaur (Daisy the Dinosaur) app”
- “Robot Factory iPad app”
- “Making my own cartoon”
- “Making stories on iPads”
- “Designing puppets”

Would you like to use the iPad again?

- No
- Maybe
- Yes
Statistics Snapshot: Adult Surveys

What technology do you have access to at home?

- smart phone
- computer
- video gaming system
- digital camera
- iPad/tablet
- Other

Would you like your child to use technology in library programs in the future?

- No
- Maybe
- Yes

How would you rate the app(s) used in today’s program?

- Poor
- Fair
- Good
- Excellent

How important do you feel it is for your child to use technology?

- not important
- somewhat important
- very important
Blending conventional building activities with interactive app time
Anecdotal Evidence

Andy Yeung, BLAST

• “All students were able to see small details in the graphic novels that would have been impossible to show with just the physical books. In this way, they were able to make stronger connections with the text and generate a deeper understanding of graphic novel features, creating more interest in checking out CLP graphic novels.”
Anecdotal Evidence

Amy Tooley, CLP-Lawrenceville

• “One mother told me that she had never used a tablet before, and had felt nervous about using them previously, and also hadn’t seen the value in using them with her daughter. She told me that my comments about engaging with children while using the device made sense to her and she was very excited to use the iPad with her daughter during the program.”
Program Resource: Technology Lesson Plan 3

- **Theme:** Farmyard Animals
- **Grade Level:** PreK
- **Apps:**
  - Make a Scene: Farmyard (Free)
- **PA Core Standards**
- **Program Objective:**
  - Throughout storytime, the children will be able to recognize farm animals and identify the sound they make.
make a scene
Farmyard

play
Program Resource: Technology Lesson Plan 4

- **Theme:** Felt Board
- **Grade Level:** PreK+
- **Apps:**
  - *Felt Board* ($2.99)
- **Program Objective:**
  - Not as much a program plan as a storytelling tool to utilize during storytimes. Use this as you would a felt board to tell stories, sing songs, etc.
Breakout!

Explore *Make a Scene* and *Felt Board* at your tables.
2014 Technology Initiatives

– Integration
  • One Book Every Young Child
  • Kids Summer Reading
  • Super Science @ Your Library

– Expansion
  • Grant funding for additional technology
  • Beyond the iPad
Presenting as part of the Interactive Forum
PA STEM Vision Conference, Pittsburgh, May 2014
Tech Pilot Phase II: 2014 Locations
Tips & Tricks

– Keep passwords standardized across all devices
– Choose iPad cases carefully
– Use iTunes giftcards to purchase apps
– Guided Access may be the key to your sanity
– iPads are more durable than you think!
– Managing devices takes longer than expected
– Never underestimate the appeal of iPads for all ages
– Don’t be afraid to use technology in programming!
Thank You!

To access Program Resources, visit:

www.clpgh.org/research/parentseducators/educators/

and click on “STEM”.

For more information about the Pilot, including our Pilot Report, visit

www.carnegielibrary.org/kidstech
Questions?

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