



Danbury Library

Early Literacy iPad Loan Program

Danbury Library has developed an Early Literacy iPad Loan Program for children ages 2-5. These kits may be checked out by parents and caregivers who are permanent Danbury residents with library cards in good standing. The iPad touchscreen technology engages children on a multi-sensory level and involves visual, auditory, and kinesthetic modalities. It also helps develop fine motor, language, and cognitive skills and promotes an enjoyment of learning through interactive and collaborative play. Each iPad is preloaded with apps chosen by library staff to help develop early literacy skills:

- Print Awareness: Learning to use books
- Vocabulary: Learning new words
- Phonological Awareness: Hearing sounds
- Narrative Skills: Storytelling
- Letter Knowledge: Learning shapes and letters
- Print Motivation: Learning to use and love books

Technology Best Practices – taken from *The National Association for the Education of Young Children (NAEYC)* <http://www.naeyc.org/>

- Children under the age of 2 should have limited screen time, and their time should be monitored.
- Access to technological tools should not take the place of a child's other developmentally appropriate activities.
- Technology should be hands-on, engaging, and empowering for a child. Applications should be playful and support creativity, exploration, active play and outdoor activities.
- Technology should connect on-screen and off-screen activities and should support co-participation between adults and children, and between children and their peers.
- Technology tools can be effective for dual language learners by providing access to a family's home language and culture while supporting English language learning.
- Digital citizenship is an important part of digital literacy for young children. Children should learn the use, abuse and misuse of technology.

What Makes a Great Early Literacy App?

- Ease of use for both parent and child. Content can be challenging, but using the app should not be difficult.
- Encourages the development of multiple literacies (print awareness, digital literacy, fine motor skills, etc.)
- Inspires active, rather than passive participation. Book-based apps should balance interactive features and opportunities for children to explore the story.