Using Interactive Media in Early Learning
Suggested Resources

American Academy of Pediatrics. (2015, October 1). *Growing up digital: Media research symposium.* https://www.aap.org/en-us/Documents/digital_media_symposium_proceedings.pdf

This summary of a symposium of the American Academy of Pediatrics on children and digital media developed eight themes and some recommendations for parents regarding children's use of media in a society where children's media use is growing.

Common Sense. (2013, October 28.) *Zero to eight: Children's media use in America 2013.* https://www.commonsensemedia.org/research/zero-to-eight-childrens-media-use-in-america-2013

Key findings in this report are from a national survey on children's media use and include current statistics about children's media access and use.

Culatta, B., Hall-Kenyon, K., & Bingham, G. (2016, January 7). *Five questions everyone should ask before choosing early literacy apps.* http://www.joanganzcooneycenter.org/2016/01/07/five-questions-everyone-should-ask-before-choosing-early-literacy-apps/

This Joan Ganz Cooney Center blog post describes important points to consider in choosing apps that encourage early literacy.

Guernsey, L. (2013, September 2). Field-testing the math apps. *The New York Times.* http://www.nytimes.com/2013/09/03/science/field-testing-the-math-apps.html?_r=2&

This article talks about the process of creating and testing math apps for young children and research on their effectiveness.

Lytle, S. (2016, February 23). *Ask I-LABS Outreach: What's the big deal about screen media?* http://ilabs.washington.edu/i-labs-news/ask-i-labs-outreach-whats-big-deal-about-screen-media

I-LABS Outreach at the University of Washington's Institute for Learning & Brain Sciences shares insights about the science related to children's interactions with screen media.

National Association for the Education of Young Children and the Fred Rogers Center for early Learning and Children's Media. (January 2012). *Technology and interactive media as tools in early childhood programs serving children from birth through age 8.* http://www.naeyc.org/files/naeyc/PS_technology_WEB.pdf

This joint position statement makes recommendations for early childhood educators related to media use.

Shapiro, J., et al. (n.d.). *Mind/Shift guide to digital games + learning.*
http://www.kqed.org/assets/pdf/news/MindShift-GuidetoDigitalGamesandLearning.pdf

This comprehensive report gives an overview of the current landscape regarding using digital games in education and includes a section on screen time and young children. It also recommends some games for preschool children.

Research. http://first8studios.org/research.html

On this web page, the First 8 Studios team at WGBH share research findings about effectively integrating technology in early learning settings.

Rideout, V., & Katz, V. (2016, Winter). *Opportunity for all? Technology and learning in lower-income families.* http://www.joanganzcooneycenter.org/wp-content/uploads/2016/01/jgcc_opportunityforall.pdf

This report highlights the results of a national telephone survey focused on the internet access of lower income families with school-aged children.

Takeuchi, L., & Stevens, R. (2011). *The new coviewing: Designing for learning through joint media engagement.* New York, NY and Seattle, WA: The Joan Ganz Cooney Center at Sesame Workshop and LIFE Center. http://www.joanganzcooneycenter.org/wp-content/uploads/2011/12/jgc_coviewing_desktop.pdf

This report on learning through joint media engagement includes case studies and recommendations for future research.

U.S. Department of Health and Human Services, Administration for Children and Families, Office of Head Start. *Front Porch Series: Young Children's Learning with Digital Media.* Washington D.C., January 23, 2012. https://eclkc.ohs.acf.hhs.gov/hslc/tta-system/teaching/Broadcast Calls/LearningWithDig.htm

In this webinar, Dr. Bill Penuel shares research-based practices regarding children's use of digital media.

Vaala, S., & Levine, Michael. (2015, Fall). *Getting a read on the app stores: A market scan and analysis of children's literacy apps.* http://www.joanganzcooneycenter.org/wp-content/uploads/2015/12/jgcc_gettingaread_exec.pdf

This report shares the findings of an in-depth study of literacy-focused apps for children ages birth to 8. Findings include: Language and literacy apps make up a large share of apps marketed as *educational* for young children, and few of these apps promote joint media engagement.

Zero to Three. (2016, Jan. 7). *Five myths about screen media and young children infographic.* https://www.zerotothree.org/resources/383-5-myths-about-young-children-and-screen-media-infographic

This infographic highlights five myths about screen use and infants and toddlers.