

# ICT Resources for Enriching Library Programs

**By Tye Cattanach**

There is a great deal of conversation around the importance of using ICT in classrooms and libraries, but we all know this can sometimes be easier said than done.

The use of technology for technology's sake has never been an effective method for engaging students and in an increasingly time poor world for teachers to spend time finding useful digital tools, I have endeavoured to share a list of websites and apps that may assist in delivering an engaging library/classroom activity.

The suggested sites and apps to follow can be used to facilitate class discussions, encourage individual student response to reading, allow students to work in groups and assist with assessment of student comprehension.

## Websites

### **Atlas Obscura**

*At Atlas Obscura, our mission is to inspire wonder and curiosity about the incredible world we all share.*

Atlas Obscura is a fascinating website that collects stories, facts, foods and experiences from all over the world. Now with a published book for adults and a children's book on the way, there are a plethora of ways this website could be used in the classroom or library. Below are two articles that apply directly to reading and literature, which seem a great place to start!

### **A guide to the real-life homes of the heroes of children's literature**

#### **What fictional foods might taste like**

### **BBC iWonder**

This site is no longer being updated, but it is still a treasure trove of information and the perfect platform for engaging non-fiction lovers. A broad range of ages are catered for here, so I suggest having a browse of the site before deciding how best to use with your classes.

### **Google Arts and Culture**

A stunningly curated site perfect for use with secondary students, Google Arts and Culture is a magnificent resource for teachers. Google Arts and Culture allows students to discover artworks, collections and stories from all over the world like never before. Students can curate their own collections, participate in live ArtTalks and learn from cultural experts all over the world.

### **AFLW Inspire**

AFLW has delivered great stories of young women following their dreams to play footy at the highest level. Now women who have dreamed big and achieved amazing things in different industries share what they've learnt along the way. Designed specifically with education in mind, AFLW Inspire is the perfect platform for delivering inspiration to lower and upper secondary students using a sophisticated blend of mediums (video, audio and text)

<http://womens.afl/inspire/worth-fighting-for>

<http://womens.afl/nextgen/larissa-renaut>

<http://womens.afl/nextgen/mary-daw>

<http://womens.afl/our-stories/sabrina-frederick-traub>

### **TinyTap**

TinyTap is a social platform which empowers families, teachers and students to learn from each other by creating their own personalised learning apps and playing thousands of new ones shared daily by a worldwide community of educators and learners worldwide.

Ideal for primary aged and preschool students, TinyTap is committed to building the world's largest marketplace for educational games – 'a community that celebrates creativity and knowledge'.

### **Project Pals**

Is an all-in-one interactive learning platform, designed to:

bring 21st century learning to life. Equipped with powerful knowledge creation and visualization tools, the Project Pals platform empowers students to investigate, create, and problem-solve in an interactive workspace updated in real time.

Suitable for use in primary and secondary classes

### **Book Creator**

Book Creator is open-ended, creative and cross curriculum. Create your own teaching resources or have your students take the reins.

Combine text, images, audio and video to create:

- Interactive stories
- Digital portfolios
- Research journals
- Poetry books
- Science reports
- Instruction manuals
- 'About me' books
- Comic adventures

### **Character VOKI**

Voki is an educational tool that allows users to create their very own talking character. From the website:

Voki characters can be customised to look like historical figures, cartoons, animals, and yourself. Give your Voki a voice by recording with a microphone, using our dial-in number, or uploading an audio file. Voki characters can be emailed, shared on social media, and embedded on websites.

Below is a suggested way of using Voki with students.

- After reading chapters 1–4, choose two characters from the book. You will be creating talking avatars using Voki.com.
- Go to <https://www.voki.com/> and log in or create a Voki account. (Note: If you are not logged in, you will not be able to embed your Voki in your blog/keynote.)
- Create a Voki for the your two chosen characters. Due to the word count limitations in each Voki, you may need to do a few Vokis for your characters to complete the speech requirements.
- You're writing the speech in first person as if each character is talking about himself/herself. Include the following details in your speech:
  - Three text details that describe their behaviours
  - How they feel about an event in the novel
  - What they might be thinking about one another/their situation
  - Their appearance – both when they first appear in the novel, and at another point in the novel and what that says about them
  - Anything else you think is worth exploring.

### **Digital Scrapbook or Writers Notebook**

A great activity for helping students reflect on a novel.

Ask students to create a digital scrapbook or writer's notebook. This will lead students to reflect on and respond to their novel. Students view a sample electronic scrapbook and use the project rubric to evaluate it, becoming familiar with the project requirements in the process. They use an online tool to evaluate resources on a topic related to a piece of literature and post their evaluations for class reference.

Students then use online resources to capture 'scraps' of information about their assigned topic and create a scrapbook using:

- Keynote/PowerPoint,
- Prezi,
- iMovie/Windows Movie Maker
- Animoto

making sure to cite all their sources. They share their online scrapbook with the class, defending their choice of scrapbook entries: why is the entry important to the understanding of the topic?

Choose one of the following applications to create your digital scrapbook – Pages, Keynote or Word:

- Name your digital scrapbook Book Title Novel Study
- Your name/term/start date
- Save this to your desktop. You will be working on this throughout the term as you read.
- As you follow the directions that will be given to you over the duration of the term, remember to cut and paste all URLs of all sites you use to research and create pieces (including links to images/music/film) into your digital scrapbook.
- Before reading: In your digital scrapbook, write a few paragraphs predicting what you think the novel is about, based solely on your reading of the synopsis.
- Alternatively, the digital scrapbook can be done as a writer's notebook (using an exercise book to record their reflections and responses to the text).
- Suggested entry for a Digital Scrapbook/Writer's Notebook
- Many activities could be included in a digital scrapbook or writer's notebook. The following activity can be repeated several times as an exercise in writing and creative responses to the novel.

Thinking about the characters in your novel:

Go to <http://oneword.com/>

After reading the instructions, click 'go':

- You will have ONE minute. Using the word that appears at the top of the screen, choose to do one of the following:
- Write a piece of dialogue between two characters using the word provided, or
- Write as much as you can about a character using the word provided.
- Do NOT submit your writing. Instead, highlight what you have written so you can copy and paste it into your digital scrapbook. If you are using a writer's notebook, print out a screenshot of the page and paste it in. Don't forget to copy in the URL of the site and the date you did this work.

Source URL – Outline/further resources: <http://www.readwritethink.org/classroom-resources/lesson-plans/literary-scrapbooks-online-electronic-787.html#tabs>

## Apps

With millions of apps available it can be hard to know which ones are the most effective. This guide is an invaluable resource for determining which apps are actually going to be effective in your classroom and is a great place to begin.

### Education App Guide

Below is a list of just some of the Apps I have had success using, either to engage students, provide assisted reading experiences or give them a fun platform to respond to text.

#### iPoe Interactive

Through cutting-edge technology and sophisticated artwork, the iPoe Collection Vol. 1 served as iClassics Production's first Immersive Entertainment app, and went on to gather numerous awards. By casting a modern

glare on a fine selection of Edgar Allan Poe's stories, the result is a spectacular and wholly original experience that utilises every feature of modern mobile devices.

### Draw and Tell

Draw and Tell is an award-winning creative tool for children of all ages that encourages imagination, story telling and open-ended play. Use the tool to draw, color, decorate with stickers, create animations and record stories. Perfect for preschool and primary students.

### Puppetmaster

PuppetMaster is an animation app for kids, where you can bring to life any image, just by acting things out in front of the camera or touching the screen. Your voice is recorded as well. The result is your own animated video!

Perfect for preschool and primary students.

### Chatterpix Kids

Chatterpix Kids can make anything talk – pets, friends, drawings, and more. Simply take any photo, draw a line to make a mouth, and record your voice. Then share your Pix with the class as fun book reports.

### Teach Your Monster to Read

Children create a monster and take it on a magical journey over three extensive games – meeting a host of colourful characters along the way and improving their reading skills as they progress. The game is rigorous and works with any phonics scheme so it's perfect for use in school and at home. It's developed in collaboration with leading academics at the University of Roehampton.

The app is commonly used in preschool, primary school, kindergarten and first grade as an interactive teaching resource.

**Tye Cattanach** is former Manager of Education, Children's and Young Adult Marketing and Publicity for Penguin Random House. She has worked with some of the world's most recognisable children's brands, developing and implementing community engagement and social media strategies, live activations and events, and marketing and publicity campaigns. Responsible for the establishment of Penguin Teachers' Academy, an international award-winning resource for teachers, parents and librarians, Tye has travelled widely presenting on the importance of library culture, reading engagement strategies and the integration of technology into classrooms and libraries. Tye spent the last two years as a Content Producer for the AFL, working across their Kids Engagement Strategy, AFLW and the Auskick redevelopment before departing to take up the role of Retail Marketing Manager for Hardie Grant Egmont. Tye's biggest passion has always been the kid's engagement, education and entertainment space.