Recommended resources

Visit the library. You can borrow ebooks and eaudio for free Browse the following sites

For reviews and information: chldrenstech.com (Children's Technology Review) trevorcairney.blogspot.com.au (sometimes reviews apps)

Other sites:

nosycrow.com/apps/ www.scholastic.com.au smackfiction.com/ www.mebooks.co www.storybox.library.com.au bookpop.com

There are many author sites and series sites with extended information, games and opportunities to enjoy stories.

Here are some of the best:

www.rangersapprentice.com.au/ www.keepersbooks.com.au/ www.troubletwisters.com.au/ www.scholastic.com/captainunderpants/ the39clues.scholastic.com/ readingbattleover.com/boy-vs-beast.html www.youtube.com/user/LizzieBennett

and don't forget to check us out!

www.cbca.org.au/ www.cbcatas.org www.cbcatas.blogspot.com.au/



CBCA acknowledges the support of the Tasmanian Community Fund in the production of this resource



Reading and Technology

Technology is continually changing the way we read



What do parents need to know about technology?

- ☆ Because technology plays a big part in our everyday lives, parents have to work pretty hard to keep up with what's out there
- ☆ Just as with print books, parents need to share and use technology with their children; be an active participant
- Model healthy technology use by keeping an eye on the time – remember experts say no screen time for children under 2 years, no more than two hours per week for children aged 0-5 and eight hours per week for primary school children (that includes watching TV, computers, iPads, smart phones)

How to keep the focus on reading

- ☆ Recognize the novelty factor. The first few times your child interacts with a new ebook or app, allow some time to play with the features. Then read or listen to the story
- Enjoy the features, but don't forget to focus on the story. Ask your child "What do you think will happen next? What is your favourite part of the story?"
- ☆ Stay with your child. It's
- tempting to let the equipment do the work – read the story, play a game and interact with your child



Audio books

An audio book is a voice recording of a book. Most audio books come in CD or MP3 format. You can use them in the car or when your child feels "too old" for a bedtime story

Skype

www.skype.com/en/

Reading a book on Skype (or other VOIP Voice calls over the Internet software) is a great way for families to keep in touch

QR codes

Some publishers have QR (Quick Response) codes on their books which link to a website where you can hear and download an audio reading of the story



Apps

There are many apps available that make reading more appealing to children. Look for interactive elements that add to your child's enjoyment and that don't distract from the story. Try to check out the app before you buy as many overseas apps include advertisements

Ebooks

These can be an electronic version of a printed book or can be interactive and have sound effects, music, narration, movement on the screens and links to websites. Good ebooks help children interact with on-screen images that add meaning to the story or help reinforce the storyline

Multi-platform publishing (also known as Transmedia)

This is a way of moving from just reading to enjoying a reading experience. Readers use printed books, cards, games and online experiences so they can become part of the story or create a story. The important thing about this type of publishing is that the children have to read the story not just play the games