Technology and Literacy: 21st Century Library Programming for Children and Teens (Ala Editions Special Report)

By Jennifer Nelson; Keith Braafladt

Amer Library Assn Editions, 2011. Book Condition: New. Brand New, Unread Copy in Perfect Condition. A+ Customer Service! Summary: Technology may not be a magic wand, but innovative technology programming can genuinely help children become adept at navigating our increasingly wired world while also helping them develop deductive reasoning, math, and other vital literacy skills. One of the simplest and most powerful tools for technology-based public library programming is called Scratch. It's a free, easy-to-use programming language that can be used to create everything from 3-D animation and graphics to music-enhanced presentations and games. This book * Explains how to use Scratch, and how it has already been used in libraries around the country to create technology workshops for youth * Guides readers through workshop planning, focusing on targeting youth ranging from teens to younger elementary students * Presents advocacy tools so that organizers can make the case to their insitution's managers, administrators, and other stakeholders * Provides reliable and field-tested techniques for time management, locating and training volunteers (teen and adult), and identifying and working with community partners * Includes workshop templates as well as sample participant evaluation checklists Storytimes for the digital age, technology-based workshops are important opportunities...

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