

# Resources for the Library, Classroom, and Beyond

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**THINK LIKE CHURCHILL** is an outstanding biographical app produced by Touchpress. This high-quality app tells the engaging true story of Winston Churchill, a statesman from Britain who had a major impact on world history.

The app begins with an introduction by Boris Johnson explaining that the app is intended to focus on Churchill's most difficult dilemmas. The biographical experience is divided into chapters beginning with *THE BRIDGE* in 1893. As users move through the short, true stories, they learn about the increasingly difficult decisions Churchill faced in his life and career.

At the end of each chapter, readers are asked to “stand in Churchill's shoes” and make a decision. Users then learn how their choice was like or unlike the decision Churchill actually made. Participants are invited to identify the reasons for their decision, learn about traits involved with this type of decision, and examine how they compare to Churchill. It's also possible to “challenge a friend” using social media to see how they would react in the same situation. This sharing aspects has many possibilities for teachers who could ask students to email them about their thoughts and actions. Each chapter concludes with an archive showing primary source materials related to the incident. This emphasis on histori-

cal documents connects well with the Common Core standards.

Displayed using an interactive, graphic-novel style approach, this beautifully illustrated app incorporates audio narration, sound and music effects, along with animation elements that contribute to the appeal of the experience. Hot spots woven throughout the app display informational pop-ups associated with the narrative. Orange boxes indicate Churchill's own words.

Each fast-paced, thought-provoking chapter brings Churchill's experiences to life. From a daring prison escape to making difficult war decisions, each new, dramatic situation draws readers deeper into the life of this fascinating statesman. The app is regularly updated and the producers plan to continue adding episodes to the experience.

**THINK LIKE CHURCHILL** is a stunning example of the potential of apps as engaging environments for learning. It's an important addition to middle school and high school library app collections. Ask students to use this app as a model for writing their own story about another important figure and the decisions he or she made.

Touchpress is known for their high-quality, content-rich apps. Check their website for other apps for your library at <http://www.touchpress.com/>.

To learn more about this app, go to <http://thinklikechurchill.com/>.



**FREEDOM SUMMER AND THE CIVIL RIGHTS ACT OF 1964** app from Indiana University is an interactive learning experience focusing on the Civil Rights movement.

Users begin by watching a narrated slide show describing the circumstances surrounding Freedom Summer.

The “Timeline Interactive” presents 20 historical events to users. After each event, participants must predict the reaction to the event. Then, drag the event to the Congress or Civil Rights timeline before proceeding. Users can explore additional information including a glossary for background information before making a decision. Guidance is provided for incorrect answers. When us-

ers complete the experience, a concluding, narrated slide show discusses the legacy of Freedom Summer.

The “Biography” section features information about 20 key individuals that supported and opposed Civil Rights legislation. In addition to text, images are provided.

The “Gallery” section provides dozens of primary source images for users to explore.

While the app doesn’t provide directions, the menus and cues are enough to help navigate through the learning experience.

Librarians will want to add this app to their social studies collections. Consider creating a display focusing on Freedom Summer that contains the many fiction and nonfiction books related to this event. Add a tablet with this app that youth can explore.

For additional background information, explore the PBS American Experience: Freedom Summer program materials at <http://www.pbs.org/.../americanexperience/films/freedomssummer/>.

To download this free app, go to <https://itunes.apple.com/.../freedom-summer-civil.../id893679666>.



National Geographic’s **THE FUTURE OF FOOD** app provides fascinating, in-depth information about “how to feed our growing planet”. Incorporating high-quality images, text, video, audio, and interactive elements, this app brings the science, technology, and social issues surrounding global food challenges alive for users.

A series of images and a short video kick-off the app.

The Future of Food section explores eight key questions focusing on approaches to feeding the world’s population. Within each section users explore captioned images, read short articles, examine illustrations such as infographics, maps, and charts, and short, engaging video segments.

The A la Carte page reveals food facts.

The Food by the Numbers section of the app features seven short videos exploring different aspect of food in our world.

The app contains a few sponsored ads that provide background information and infographics. The screens are clearly labeled with the sponsor information and don’t distract from the focus of the app.

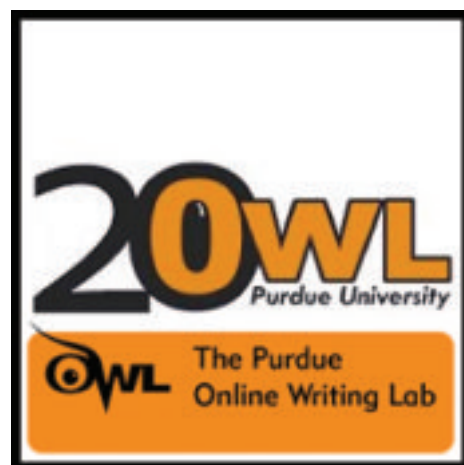
The app is easy to navigate. Users swipe left and right to move through the contents. Tapping on the screen reveals clickable icons that take users to the home page, table of contents, or back a screen. Users can mark favorite screens or scan through all the screens in the app.

Librarians and classroom teachers will find this focused app to be a useful addition to a STEM program exploring the interdisciplinary aspects of science.

To learn more about The Future of Food, go to <http://food.nationalgeographic.com/>.

To learn more about food in our world, go to National Geographic’s food blog, The Plate at <http://theplate.nationalgeographic.com/>.

This free, iPad app is available for iPad.



For two decades, the **PURDUE ONLINE WRITING LAB (OWL)**

has been providing hundreds of free resources for students.

Sponsored by the English Department at Purdue University, this online resource includes the areas of writing and teaching writing; research; grammar and mechanics; style guides; ESL; and job search and professional writing.

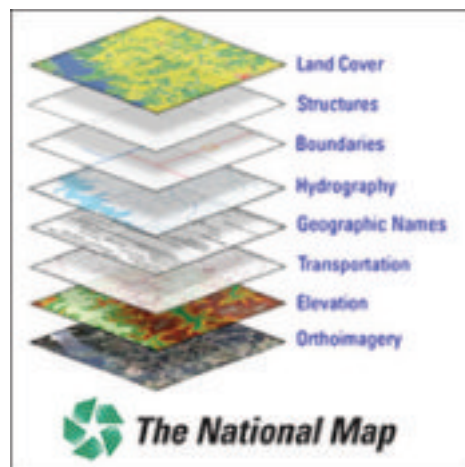
Tutorials of particular note include their APA and MLA style guides, ideas for avoiding plagiarism, business letter writing tool, and instructions for developing an effective resume.

The “Purdue OWL Vidcasts” connect to a YouTube channel providing dozens of short, instructional videos on topics such as writing, citation styles, rhetoric, and grammar.

Although some resources are designed specifically for Purdue students, the majority of materials are intended for all users.

A keyword search tool provides quick access to useful resources. The “Site Map” provides easy access to a master list of topics and links.

To learn more, go to the OWL website at <https://owl.english.purdue.edu/>.



**THE NATIONAL MAP** at <http://nationalmap.gov/> is a versatile mapping website sponsored by the United States Geological Survey.

Although Google Maps works for lots of mapping projects, The National Map provides more in-depth opportunities to explore geography topics with maps.

The Viewer and Download Platform allows users to visualize topographic data. Themes such as elevation, orthoimag-

ery, land cover, hydrography, geographic names, boundaries, transportation, and structures are available. Maps also feature both current and historical topography. Mashups that include The National Map are created by many organizations such as those involved with emergency services or health care. A new 3D Elevation Program is currently being developed.

To go directly to the viewer, go to <http://viewer.nationalmap.gov/viewer/>. Users can select layers associated with their areas of interest.

The US Topo Maps section makes “Quad Maps” available to users. These recently produced maps can be viewed, downloaded as PDF files and printed for free. Or, they can be purchased in the map store.

The Historical Topo Map section features historical maps that provide a snapshot of the nation’s physical and cultural past. The maps are useful in multi-disciplinary projects that connect the past to the present. These maps can be viewed online or downloaded.

The Fact Sheets, Videos, and Information Products section features useful background information.

Get your school involved with a partnership project with the USGS. The website features lots of opportunities to become involved as part of important national geography projects.



**AMAZING WORLD OCEAN** is an extraordinary 3D science encyclopedia app.

This impressive experience begins with users scrolling down deep into the ocean to discover its inhabitants.

Divided into six layers including schools, coral reef, dolphins, whales, sharks, and the deep ocean, the app features information about over 50 ocean species.

Users click on the species of interest and scroll through informational pages displayed as long, multi-screen infographics. Each entry begins with an image and visual scale reference. Next, a couple paragraphs of background information is presented. While the text size is small and can’t be enlarged, high-quality, optional audio narration is provided to support reading. In some cases, creature sounds are also available.

A figure containing the length, weight, and depth of the creature is shown along with a habitat map. A series of interesting facts provide depth to the content of the page. Again, the text size is small and it’s all uppercase, but readable. Amazing 3D views make users feel like they’re swimming with the sea creatures. Finally, a gallery of photos bring the creature to life.

The outstanding illustrations and rich background music throughout add to the appeal. The setting options provides the choice to turn off the music.

With no in-app purchases or advertisements, this app would be an excellent addition to a school library collection. This reference app would appeal to all grades.

Look for AMAZING WORLD OCEAN on the “best of 2015” app lists.

Watch the amazing making of matte paint for the iPad app. Go to <https://youtu.be/fTLzK3mvUVo>.

Learn more at <http://amazingworldapps.com/>.

Developed by FourPlus Studio and distributed by Dimitar Itskov February 19, 2015.



The **LET’S MOVE** campaign website features ideas to help youth get healthy and fit.

Now in its fifth year, the program’s goal is to raise a healthier generation of kids. The website is organized into five sections: learn the facts, eat healthy, get active, take action, and join us.

The “Learn the Facts” section features information about childhood obesity and the health problems related to an unhealthy lifestyle. A link is provided to a BMI Percentile Calculator and information about the health problems associated with childhood obesity. In addition, videos and photos featuring Michelle Obama highlight key projects. The resources area features handouts that can be printed and distributed to children and families.

The “Eat Healthy” section focuses on food and nutrition. It provides links to key government websites providing dietary guidelines, recipes, and budget information. It also links to the MyPlate website. Areas are provided for moms, families, schools, communities, and others interested in learning about healthy eating. The Gardening Guide encourages participants to create kitchen, school, and community gardens. Is there room outside your library for a garden?

The “Get Active” section explores ways that families, schools, and communities can get active. The Let’s Move Outside section provides lots of ideas for where to go and what to do. Details are provided about the PALA (Presidential Active Lifestyle Award) challenge. Host a PALA challenge in your library.

The “Take Action” section outlines simple things families, schools, and communities can do to help children be more active, eat better, and grow up healthy. Involve in reading these pages as part of an informational reading activity connected with language arts and health. Resources including a screen log sheet and family calendar are provided.

The “Join Us” section encourages users to take the healthy childhood pledge. Participants can also learn about upcoming Let’s Move! Programs across the nation.



Use the website's blog for up-to-date information about programs.

To explore the website, go to <http://www.letsmove.gov/>.



**FINDYOURPARK** is a website focusing public awareness on the centennial anniversary of the National Park Service in 2016.

Developed by the National Park Service and National Park Foundation along with many corporate sponsors, the website helps users find, share, and support parks.

The "Find a Park Experience" area helps users learn about parks of interest and features experiences that are possible at particular parks. Users begin by taking a quiz to determine their interests. They're asked whether they want to experience history, learn new things, go exploring, or make a difference. The next questions are based on their answer to the first question. For those not able to travel to parks, virtual experiences are provided. Users can also watch videos and read about featured parks. A map is provided for further exploration of particular areas. Use this website as part of a writing activity to get youth thinking about places they'd like to explore.

The "Share Your Story" section encourages users to share their thoughts about parks through a song, photo, painting, poem, dance, video, or any other approach. The Centennial Project is a contest to find and celebrate the top 100 stories. Consider a National Park theme for your library during the 2015-2016 school year. Get teachers and students started thinking about possible projects for next year.

The "Support Your Park" area features ways that people of all ages can get involved with the National Parks by joining community activities or volunteering. The "Every Kid in a Park" initiative will provide the opportunity for every 4th grader in the United States to experience public lands for free during the 2015-2016 school year.

To learn more, go to <http://www.findyourpark.com/>.



**RECYCLING IS FUN** by Charles Ghigna is an adorable informational app focusing on ways children can recycle.

The bright, attractive visuals and basic animation are geared specifically to young readers. The font is clear and easy to read. Each word is highlighted as it's read aloud.

The "Auto Play" option automatically moves through the book as an animated slideshow with audio narration. Starting and stopping are the only controls.

The "Read to Me" option allows users to control movement forward and backward through the story. In addition to the audio narration and animation, this option also provides an interactive element involving children in activities such as finding items on the screen. Young readers can click the text to have it read aloud again and again.

The "Talking Time" option provides activities associated with the recycling theme. Users can record their voice, play with story items, search for missing items, and play a heart game.

Readers will enjoy the easy, engaging, rhyming verse. Adults will appreciate the clear message about recycling. Librarians will want to add this to the growing num-

ber of quality informational reading apps for young children.

For lots of Capstone interactive storybook apps, go to <https://itunes.apple.com/us/artist/capstone/id695087570>.

Published by Capstone Young Readers in 2015.



The **SMOKEY BEAR** website and app provide information about how you can prevent wildfires.

Sponsored by the National Association of State Foresters, the U.S. Forest Service, and the Ad Council, the website is divided into four major sections.

The WILDFIRES! area provides information about wildfire prevention, wildfire science, and fighting wildfires. These short, fact-rich pages would be effective for informational reading experiences for children. Video clips and images add to the experience. Keep track of current wildfires with the real-time wildfire map. The website also encourages users to take the "Get Your Smokey On" pledge.

The SMOKEY'S JOURNEY section provides a timeline of Smokey's history teaching people about reducing human-caused wildfires. Users can explore posters, memorabilia, radio and television segments from the 1940s through the 2010s.

In the SMOKEY KIDS area, youth can explore Smokey's cabin to discover facts, activities, games, and other information.

The last section features TEACHING RESOURCES for grades K-2 and 6-8. Materials include downloadable, standards-aligned lessons, mini-books, and activities. Additional links are provided for more ideas and resources.



## PICTURE BOOKS

### LOOK INTO ARTISTS

Benson, Kathleen. **Draw What You See: The Life and Art of Benny Andrews.**

Illus. by Benny Andrews. Clarion Books, 2015. 32 p. \$16.99. 9780544104877.

Grades PreK– 4. The story of Benny Andrews, the “people’s painter” from Plainview, Georgia, illustrated by his actual paintings of scenes familiar in his childhood. Factual material, resources, and a timeline are included to make this valuable for basic research as well.

Kugler, Tina and Carson. **In Mary’s Garden.** HMH Books for Young Readers, 2015. 32 p. \$16.99. 9780544272200. Grades 1–4. Combining found objects and making interesting art is a form that’s natural to children and was mastered by Mary Nohl. The artist’s creations surround her former home near Lake Michigan and gentle illustrations give children who are unable to visit the site a chance to experience the uniqueness and creativity displayed. The inclusion of the artist’s two dogs adds to the appeal. Background material explains the difficulties of maintaining and preserving this artwork for the public.

MacLachlan, Patricia. **The Iridescence of Birds: A Book About Henri Matisse.**

Illus. by Hadley Hooper. Roaring Brook Press, 2014. 40 p. \$17.99. 9781596439481.

Grades PreK–2. The power and influence of a mother on her young son is carefully conveyed in the color pallet of this book, from the drab gray of winter and plain walls to the colorful patterns on dishes and other works of art produced and displayed throughout the home. A tribute to raising an artist and encouraging his creativity.

Rosenstock, Barb. **The Noisy Paint Box: The Colors and Sounds of Kandinsky’s Abstract Art.** Illus. by Mary GrandPre.

Knopf Books for Young Readers, 2014. 40p. \$17.99. 9780307978486. Grades PreK–2.

What do you do if you are a child who hears colors due to synesthesia, a condition that combines your senses so that you receive the world in an extremely different way? You become a great abstract artist! Kandinsky’s first paint box brought this new world to his attention and his life was full of brilliant colors and sounds forever.

To extend the experience, explore the social media elements at Facebook, YouTube, Twitter, Flickr, and Instagram.

A Smokey Bear App is available for the mobile web, Android, and iOS. The app includes a campfire safety guide and social media links.

For more information, go to the website at <http://smokeybear.com/>.



### STORM & SKYE AND THE SECRET OF THE CAR WASH

from Digimoo Studios is the first episode in a beautifully illustrated, animated, and audio-narrated storybook app.

In this exciting and engaging fantasy adventure, Storm’s imagination goes wild during a drive through the car wash. Later, he joins forces with his young friend Skye to explore the magical world of knights and dragons inside this mysterious car wash.

Designed for children ages five and over, the animated storybook app provides an engaging visual and auditory experience. However because no text is provided, it’s not designed as a text-based reading experience.

The charming narration is accompanied by pleasant music making it perfect for the young children. Each chapter is around 5 minutes for a total of about 45 minutes of entertainment. Users can go straight through the storybook app or jump to one of the nine chapters. In addition to the animated story, a few interactive animations are built into the story allowing young readers to play with story elements. A “help button” reviews the options for users.

Librarians seeking an amazing visual and auditory experience for preschool and primary grade students will want to add this app to their app collection. The short, focused chapters would work well for listening comprehension activities.

Readers will be begging for the next episode in this high-quality animated storybook series.

To learn more, go to the Digimoo Studios website at <http://www.digimoostudios.com/>.