

Resources and Tools for the Classroom

Annette Lamb

ATOMS by Kids Discover is a content-rich science app useful for upper elementary through middle school.

This easy-to-use app is divided into 11 sections. The first eight sections use text, photographs, diagrams, line drawings, videos, 3D models, and animation to present information about the parts of an atom, major discoveries, elements, the periodic table, fission, nuclear energy, and lasers. While some of the pages are static, others contain interactive elements such as pop-up windows and interactive diagrams.

Youth will be most interested in the activities section. The most interesting interactive involves building molecules by dragging oxygen, hydrogen, and carbon atoms around the screen.

The quiz provides a nice review of the key concepts informing students of the correct and incorrect answers. Additional resources are also provided.

The variety of visual elements will keep readers interested. However it's likely that some students will simply flip through the pages rather than read them. Requiring users to interact with the screen to move from page to page would increase student involvement.

Although some sound effects are included in the app, the learning experience could be enhanced with a more effective use of sound. For instance, a read-aloud option would make this app more appealing to reluctant readers.

While the app does a nice job providing an overview to the key concepts, additional depth would be useful on some pages. For instance, clicking the element Fe on the Periodic Table provides detailed information about iron. However, a pop-up for each element would increase the value of the app.

Overall, ATOMS would be an excellent addition to your library science app collection. It contains explanations of key concepts



along with providing visually interesting demonstrations and examples.

The app is available for purchase through the iTunes store at <https://itunes.apple.com/us/app/atoms-by-kids-discover/id907120915>.

A teacher guide and vocabulary sheet are available for free at the Kids Discover website at <http://www.kidsdiscover.com/shop/issues/atoms-for-kids/>.

HOPSCOTCH

is one of a growing number of apps built to teach programming to children.

The app is a visual programming language designed to help children develop a sense of computational thinking. Youth apply skills in logic and critical thinking to design simple games, animations, and stories.

Inspired by MIT's Scratch, HOPSCOTCH is the first program designed for mobile devices such as the iPad. Students drag and drop colorful blocks of code to build simple programs. Recommended for children 8 and up, it's particularly useful for young children who lack advanced reading and typing skills needed for traditional programming.

The free version has limited characters and options. A School Edition of the program is available with these features unlocked.

To learn more about the program, check out the FAQs at <http://gethopsotch.com/faq>.

To download the free app, go to <https://itunes.apple.com/au/app/hopsotch-coding-for-kids/id617098629>.

To download the school version, go to <https://itunes.apple.com/au/app/hopsotch-school-edition/id901455276>



24/7 SCIENCE is an engaging online resource from The Lawrence Hall of Science that combines hands-on science activities with online tools and interactives. Apps are also available.

From building bridges to picking the best beak, learners are encouraged to design, experiment, and test out ideas through engaging hands-on science experiments.

The games and activities section of the website contains web-based interactives related to earth and space science, nano technology, and other areas of science.

Some activities are now available as free apps. The DO IT



YOURSELF Sun Science app focuses on investigations related to the sun, while the DO IT YOURSELF Nano explores nanoscale science, engineering, and technology.

To learn more about the activities, go to the 24/7 website at <http://www.lawrence-hallofscience.org/kidsite/>.

To download the apps, go to <https://itunes.apple.com/us/artist/the-lawrence-hall-of-science/id462994550>

ARTSEdge is an educational program providing lessons, activities, how-to's, and resources related to the arts including dance, theatre, music, and visual arts.



Sponsored by The Kennedy Center and the U.S. Department of Education, the website contains sections for educators, families, and students.

The Collections area allows users to search by art genre, time period, place, and big idea such as STEM or global cultures. Or, enter a topic of interest.

The Multimedia Finder provides access to images, audio stories, music, video clips, and interactives. In addition to a text search, users can search by art genre or media type.

The Educators section allows users to search for lessons and how-to guides. It's also possible to search based on the National Core Arts Standards. By registering at the website, teachers can store and organize their favorite resources for easy access.

The Arts Days app provides a full year of events connecting the arts to inventions, artists, and milestones.

To learn more, go to <http://artsedge.kennedy-center.org>.

To download the free app, go to <https://itunes.apple.com/us/app/arts-days/id622294390>.

MADE W/CODE is a Google Project focusing on inspiring girls to pursue careers related to computer science. Their Holiday Lights project is a fun and easy way to introduce the concept of coding. #Madewithcode



The PROJECTS section provides beginner, intermediate, and advanced coding projects that involve youth in coding snowflakes, avatars, and other fun activities.

The MAKERS section highlights girls who are making a difference in the world through coding. Watch short videos featuring these young women.

The MENTORS section includes short videos from women of all ages and backgrounds who have used coding to reach their dreams. From musicians and filmmakers to activists and storytellers, the testimonials illustrate the power of technology.

Use the COMMUNITY, EVENTS, and RESOURCES sections to jumpstart your own MADE W/CODE program in your library. Connect the website with computer software, apps, and library books young people can use in coding projects. You can even download a kit for a library code party!

Go to <https://www.madewithcode.com/> for the general website. Go to <https://holidays.madewithcode.com/project/lights> for the Code the Holidays Project.

FACTCHECK.ORG is an award-winning website providing consumer information that can be woven across the curriculum.

This nonpartisan, nonprofit website for the Annenberg Public Policy Center shares useful information to help youth make responsible decisions related to issues of public policy. It attempts to "reduce the level of



deception and confusion in U.S. politics." At the same time, it models important information inquiry skills by discussing alternative perspectives and identifying the factual accuracy of advertisements, debates, speeches, interviews, and news.

The HOME page provides access to topics currently in the news, while the ARTICLES section links to recent topics.

The ASK FACTCHECK section allows users to ask a question. Questions and answers are provided along with a place to read more about the topic.

Around elections, go to the ELECTIONS section for up-to-date information about the facts and falsehoods surrounding particular players.

The VIRAL SPIRAL section features "a list of false and misleading viral rumors" along with a summary of facts.

The ARCHIVES provides a list of popular people and topics such as immigration, guns, and health care. Use the SEARCH for specific topic searches.

Teachers will find the QUIZ ARCHIVE particularly useful.

A companion website called FLACKCHECK.ORG focuses on political literacy and provides lots of resources to help learners identify flaws in arguments.

To access FACTCHECK.ORG go to <http://www.factcheck.org>.

Use Facebook, Tumblr, and Twitter to keep up-to-date on current topics from FACTCHECK.

CLIMATE.GOV is an outstanding U.S. government website from the National Oceanic and Atmospheric Administration (NOAA) focusing on high-quality scientific data and information related to the climate.

When students are doing research on climate change, global warming or other climate-related topics, they often run into



biased sites that are “pro” or “con” rather than informational sites that contain useful facts to support arguments and make decisions. The NOAA Climate website provides quality news and information students can use in STEM projects.

The HOME page links to recent topics of interest. It also provides a Global Climate Dashboard containing a quick-look at useful data in the form of graphs related to climate change, climate variability, and climate projections.

The NEWS & FEATURES section provides featured articles, along with access to departments of interest. The images and video section is useful for student projects. The event tracker may help youth focus on a particular event such as a storm or flood that may be associated with a larger climate issue.

The MAPS & DATA section explores global, U.S. and regional data.

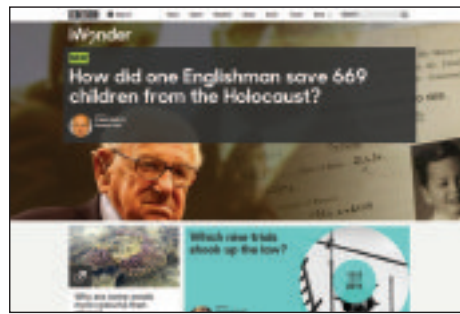
The TEACHING CLIMATE section is designed for educators. It provides access to reviewed resources in major areas of climate research. Resources are also organized into formats including visuals, videos, demos & experiments, and interactive tools.

Finally, the SUPPORTING DECISIONS section is designed to help communities manage climate-related risks. The topics in this section would be exciting for students to explore when considering the impact of climate change on society and the environment.

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

iWONDER from BC is an exciting “question and answer” website librarians can use to promote inquiry-based learning.

The entry page of the BBC project shows questions like “What was the Earth’s



first predator?” and “How does a breeze turn into a terrifying tornado?”. Each question links to an interesting article featuring text, images, and sometimes animation and video. The article concludes with links to related stories.

Although not designed specifically for students, these short, illustrated articles would be useful for informational text activities related to the Common Core Curriculum. Articles can be found across content areas including arts, food, science, consumer, earth, history, religion and ethics, and webwise. Readers can also link directly to the major BBC content sections.

Ask students to select a question from the main page and write about what they already know about the topic. Then, involve them in reading the article and discussing what they learned. Finally, ask youth to develop new questions based on their reading. Use other Internet resources to address these new questions.

To explore the latest wonder topics, LIKE the Facebook page at <https://www.facebook.com/bbciwonder>.

To visit the website, go to <http://www.bbc.co.uk/iwonder>.

The **AMERICAN MUSEUM OF NATURAL HISTORY** (AMNH) is known for its great website, however they also have a growing number of quality, free apps.

The **POWER OF POISON: BE A DETEC-**



TIVE is a 2014 Webcam Award Nominee. The app involves students in exploring three different cases of accidental poisoning in animals. Through a series of animations, participants must determine which of the 18 suspects is to blame.

PTEROSAURS: FLIGHT IN THE AGE OF DINOSAURS is an app that provides an in-depth look at flying reptiles and the latest fossil discoveries. Animations, interactives, video interviews, and exciting activities immerse youth in the world of dinosaurs. **PTEROSAURS: THE CARD GAME** and **DINOSAURS** are two other apps based on the AMNH special exhibit.

The **CREATURES OF LIGHT** app provides animations, photo galleries, and videos related to bioluminescence.

The **BERNARD FAMILY HALL OF NORTH AMERICAN MAMMALS** app provides information about the museum’s mammal collection including interviews, photos, and commentary from the curator.

COSMIC DISCOVERIES is an app containing 1000 astronomical images from the AMNH’s image collection.

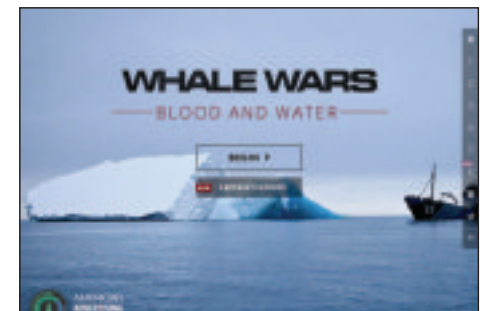
These free apps are a wonderful way to expose youth to the wonders of science and the importance of museums.

Go to the AMNH Apps page at <http://www.amnh.org/apps>.

Or, go directly to iTunes at <https://itunes.apple.com/us/artist/american-museum-natural-history/id351849240>.

WHALE WARS: BLOOD AND WATER is an award-winning interactive experience from Animal Planet that is sure to jumpstart a discussion about environmental issues, conservation, and the role of activism.

The website is divided into five video chapters. Each section provides concise text along with stunning illustrations and



engaging video clips. The visuals include current and historical photographs, maps, infographics, diagrams, and timelines. Many of the images contain interactive elements for further exploration.

Involve students in examining the real-world organizations involved in this program. Ask them to explore the different perspectives and concerns of environmental groups, countries, and corporations.

To explore this resource, go to <http://blood-and-water.animalplanet.com/>.

Follow the TV show at <https://www.facebook.com/WhaleWars>.

FIGMENT is an exciting online reading and writing community in which you can involve your students. #figment



A social network for writers of all ages, this website provides an engaging environment for writing, reading, and interacting. Many of their activities and contests revolve around upcoming and recently released young adult novels. School libraries use the site for after-school and summer programs and clubs.

Participants known as “Figs” begin by creating a login and profile. Keep in mind that students must be at least 13 to participate.

The LIBRARY is a place to locate and read the creations of participants. Users can search by genres. Figs can “like” and comment on what they read.

The SPOTLIGHT section provides a selection of readings from both professional and novice authors. Fan fiction, contest winners, and other collections of writings are featured.

FIGMENT CHATS provide a chance for participants to ask questions of professionals. Chats are active for a week, then archived. Recent discussions can still be accessed.

The GROUPS are places where Figs can meet, talk, and often collaborate on reviewing and writing projects. Both private and public groups can be formed. Many educators use this area for classes and clubs.

The FORUMS is a place for public, threaded discussions on a wide variety of topics.

The DAILY FIG is a blog containing news and information for Figs.

The CONTESTS section is popular with teachers and librarians. Many of the contests are associated with young adults books and themes.

The POLLS & QUIZZES section is a fun way for Figs to share their ideas and opinions.

Educators are encouraged to sign up for a free educator account that provides access to special features and opportunities.

To explore this website, go to <http://figment.com/>.

The **KEN BURNS** app will bring history alive for your students through video scenes and historical photos.



Rather than revisiting his documentaries, this app is a new way to explore American history content. The short, focused content segments will be popular with both students and teachers.

The TIMELINE view allows users to zoom in to explore the chronology of history through short video scenes.

The THEME view provides a playlist of scenes related to art, hard times, innovation, politics, race, war, and leadership.

The FILM view involves users in exploring scenes from favorite Ken Burns films.

Some of this content is also available at the KEN BURNS AMERICA website at <http://www.pbs.org/kenburns/>.

The full version of this app is \$9.99 and

it's also available as part of the Apple Volume Purchase Program discount.

For more information about the app, go to <http://kenburns.com/app/>.

To download the full version, go to <https://itunes.apple.com/us/app/kenburns-full-version/id916965806>.

WIN (Weight-control Information Network), from the National Institute of Health at <http://www.win.niddk.nih.gov/>, provides quality information needed to make informed and healthy decisions.



Many children and young adults make weight control part of their New Year's Resolution. This government website focuses on “up-to-date, science-based information on weight control, obesity, physical activity, and related nutrition issues.” Explore resources specifically geared to youth.

Take Charge of Your Health: A Guide for Teenagers is an online booklet that discusses steps to becoming healthy including a healthy diet and exercise. Go to http://www.win.niddk.nih.gov/publications/take_charge.htm.

Charge Up! Is an online booklist focusing on healthy snacks and meals for teens. Go to <http://www.win.niddk.nih.gov/publications/chargeUp.htm>.

The Binge Eating Disorder online booklist provides information about the hazards and consequences of binge eating. Go to <http://www.win.niddk.nih.gov/publications/binge.htm>.

The Resources sections provide links to many more resources. Go to <http://www.win.niddk.nih.gov/resources/index.htm>. You can also follow the project at Facebook.

Promote healthy habits through library bulletin boards, displays, and activities.

Keep in mind that weight concerns can be a sensitive issue with children. Read *Helping Your Overweight Child* at http://www.win.niddk.nih.gov/publications/over_child.htm for ideas. Check out an infographic on childhood obesity at http://www.win.niddk.nih.gov/infographic/childhood_obesity.htm.

The WIN project will send up to 100 copies of their booklets FREE to distribute in your library. They would be great for classroom informational reading activities.

USA LEARNS is a free website that helps adults improve English skills. As learning English as a Second Language may be a concern for both the students in your school as well as their parents, this is a useful site. Low cost apps are also available.



Users go to USA Learns at <http://www.usalearns.org> and create a login. A pretest can help users unsure about which tutorials to complete. Three courses are available: beginning, low intermediate, and intermediate. Each course includes a series of units focusing on the use of English in everyday situations. Each unit includes lessons and activities. Users can read the screen and listen to the teacher voice reading the screen. The lessons incorporate both audio and video elements. Study tools are provided, including a glossary with images and audio support.

ESL students may need help signing up and getting started with the program. Although the lessons are very effective, the tutorials don't provide feedback for incorrect answers. It would be useful if a teacher or assistant was available to answer questions as users are working their way through the learning materials.

In addition to the website, four low-

cost, learning apps are available. In addition to the lessons, the apps also provide the learner with opportunities to record words and hear them back. The apps contain lots of streamed videos, so an Internet connection is necessary. To access the apps for both Apple and Android devices, go to <http://www.usalearns.org/apps/>.

Consider how USA LEARNS could be part of an after-school library program that supports the ESL needs of both children and their parents.

The materials were developed and tested by the Sacramento County Office of Education with funding from the US Department of Education. Although the scenarios include workplace scenarios, the course materials would be very effective for high school students. For supplemental materials, check out the USA Learns blog at <http://usalearns.wordpress.com/>. For an overview to the curriculum, go to <http://www.usalearns.org/pdf/ScopeSequence.pdf>.

CHICKTIONARY: A GAME OF SCRAMBLED WORDS

is a fun spelling and vocabulary-building word game app. Students create as many words as possible out of seven letters. The game has been around awhile, but the 2014 version has many more levels and options such as timed and untimed modes.



While this free app is geared to elementary students, it's fun for all ages. Although in-app purchases are an option, they aren't necessary to play the game. Although the sound can be annoying, it's easy to just turn it off.

Special chickens, golden eggs, and other surprises make the game fun as children continue to play over time. Bonus letter hints are available so players won't get frustrated. Another way to avoid frus-

tration is for children to work in pairs or teams.

Ads are displayed between games, but these can be removed by contacting the company about an education edition.

To download the iOS app, go to <https://itunes.apple.com/us/app/chicktionary-for-ipad/id365374807>.

To download the Android app, go to <https://play.google.com/store/apps/details?id=com.ludomade.chicktionary>.

READING ROCKETS website is a source for ideas that promote a passion for reading. Go to <http://www.readingrockets.org/>.



Launched over a decade ago by WETA, Reading Rockets is a multimedia literacy initiative focusing on how children learn to read and ways adults can help support young readers. Supported through grants from the U.S. Department of Education, Corporation for Public Broadcasting, and others, the website provides free, evidence-based information about reading.

The Teaching Reading section explores literacy topics, reading strategies, and resources to help beginning readers succeed.

The Helping Struggling Reader section features ideas for working with struggling readers.

The Reading Topics A-Z section provides a rich collection of research-based information and best-practices associated with reading.

The Childrens Book & Authors section contains endless resources on children's books and authors including author studies, video interviews, themed and summer booklists, nonfiction book ideas, selection suggestions, buying guides, and activities.

The Research, Guides and Resources section includes an extensive collection

of reports, guides, and directories that are useful in professional development and grant writing.

The Librarian section at <http://www.readingrockets.org/audience/professionals/librarians> provides topics of particular interest to teacher librarians such as the Common Core, childrens books, and authors.

With themes from gardening to robots, the Reading Adventure Packs for Families at <http://www.readingrockets.org/article/reading-adventure-packs-families> pair themed fiction and nonfiction books with interactive activities. Consider creating these packs for circulation in your library.

Use the E-Cards for Readers activity at <http://www.readingrockets.org/books/fun/ecards> to involve youth in sharing their passion for reading with others using images from favorite childrens book illustrators.

To extend the experience, join the Reading Rockets Facebook, Twitter, YouTube, Tumblr, and iTunes Podcasts social media resources.

LOOSE STRANDS by Darned Sock Productions is an amazing e-book app for children. Demonstrating the full potential of the interactive reading environment, this full-length fantasy novel for middle grades will keep young people engaged for days.



The gorgeous artwork combined with the perfectly matched introductory music and animations makes this an interactive novel that children will cherish.

The story revolves around Roland Bartholomew Dexter the Third, a boy who lives with his parents in a mysterious barbershop. Trapped in world filled with hair, censored books, and realistic dreams,

young Roland discovers the reality of his universe while readers unlock pages of this amazing book.

The instructions page informs readers to “follow the strands of hair” to move forward and backward through the story. Clicking the screen replays the animation. On some pages, readers have their choice of which direction to follow the strand of hair. Readers can also save bookmarks as they go. Much like a Choose-Your-Own-Adventure book, readers decide their own fate. The story provides suggestions and hints along the way. There’s something incredibly fun and engaging about swiping different directions to reveal each new electronic page in this exciting adventure.

Readers are in control of this mesmerizing story that includes 20 hidden pages, 3 hidden diaries, and the option to explore Roland’s village. A built-in map allows readers to track their reading experience, explore Roland’s house, and revisit areas of the story. In some cases, readers see the consequences of their choices when options and pages disappear from the map.

Much more than your standard adventure, the story explores complex concepts about life choices, decisions, and consequences both in the real and imagined world. While readers are making decisions about how they will explore the story, the characters are making their own connections.

I’ve read dozens of interactive novels over the past several years, however this is the ultimate reading experience combining nonlinear reading, optional adventures, simple gaming, and a compelling story into one visually stunning app.

To download the app for iPad, go to <https://itunes.apple.com/us/app/loose-strands/id867732804?mt=8>

To download the app for Android, go to <https://play.google.com/store/apps/details?id=com.darnedsock.loosestrands>

THE WHY? FILES: THE SCIENCE BEHIND THE NEWS

is an outstanding science website exploring the science connected with interesting and important news stories.

Sponsored by the University of Wisconsin-Madison with support from the Na-



tional Institute for Science Education and National Science Foundation, the website features its newest stories on the entry page. Each story contains background information about the news story, a connection to the scientific topic of interest, related stories, and a bibliography. In addition, the stories incorporate interesting photographs, video clips, charts, diagrams, and other compelling images. A print-friendly version of each page is provided, making these articles perfect for informational reading activities in the classroom.

The website includes the following key areas:

The Archives section provides a chronological list of articles by subject area including Arts & Humanities, Biology, Earth & Space, Environment, Health, Physical Science, Social Science, and Technology.

The Weather Guys section addresses questions related to weather science.

The Interactives section provides engaging games and other interactive experiences for youth.

The WHY-TV page displays short video clips on science topics.

The Book Review section focuses on books of interest to high school students and adults.

The Cool Science Images page provides a compelling image along with the backstory related to the visual. These would be wonderful images for scientific investigations or story starters.

The Teaching section is divided into Grades 5-8 and Grades 9-12. Educators can find stories that support the National Science Education standards. The classroom activities page provides discussion questions, activities, and quizzes related to science topics.

The built-in search engine can be used to locate articles by key word.

The website also connects to social media including Facebook and Twitter. The RSS feed makes it easy to incorporate into your library or school website.

To explore the website, go to <http://whyfiles.org/>.

SOCIAL EXPLORER is a website and app that provides access to current and historical data in a visual way.



The easiest way to get started is by choosing the Maps option. Users can explore 220 years of data from 1790 to the present. For instance, students can see how the population centers in the United States have shifted over time. Powerful tools allow users to see maps side-by-side, swipe maps, and annotate maps. The storytelling features allow users to create multi-map presentations that incorporate text, images, video, audio, and annotations.

Users can also explore the Table option to display and download tables of data. The professional version provides access to many more data sets.

The Help section includes excellent instructions for using the website to generate maps and tables.

Although not specifically designed for K-12 students, Social Explorer has lots of potential for teaching and learning across the curriculum. Use the website blog to gather lots of ideas for integrating this interactive tool across the curriculum.

American Migrations at <http://americanmigrations.uic.edu/> is a project that uses Social Explorer to study African American and Latino migrations throughout American history.

Census Explorer at <http://www.census.gov/censusexplorer/> uses Social Explorer to bring U.S. Census Bureau data alive for learners.

Students can use either the website or app to explore the resources. For access to some features, users need to get an account. Additional resources are available with a subscription to the professional edition.

For the website version, go to <http://www.socialexplorer.com>.

For the website blog, go to <http://www.socialexplorer.com/blog/post>.

For the Apple iTunes version, go to <https://itunes.apple.com/us/app/id731993525>.

For the Android version, go to <https://play.google.com/store/apps/details?id=air.com.maps.SocialExplorer>.

The **NOISY SING-ALONG** collection by John Himmelman is a wonderful way to connect children with science and nature. Available as print books, e-books, and apps, you'll want to get all three for your library.



Designed for pre-K through grade 3, NOISY BIRD SING-ALONG is the latest addition in this nature awareness series. The print book and e-book include large, colorful illustrations of robins, sparrows, owls, mallards, and more. Colorful text is used to introduce the sound of each bird. In addition to information about the bird and sound, the habits and habitat of each bird is described.

This easy concept book would be an effective way to introduce young children to informational reading. In addition, the text is easy enough for primary grade readers to enjoy independently. The Fun Facts and Things to Do pages are useful for older children, teachers, and parents.

In addition to the print version, an app version is available for NOISY BUG SING-ALONG and NOISY FROG SING-ALONG.

One advantage to the app is that children can hear the sounds. App designer Malachi Bazan successfully adapted the print books to the app environment. Users have two easy-to-use options for reading: Read to Me and Read to Myself. The Read to Me option highlights each word as it's read by an engaging narrator. Clicking on the illustrations generates simple animation. A matching game builds in the facts found at the end of the print version of the book and actively involves readers with the sounds.

Active listening is an important skill. Getting children involved with identifying creature sounds is an excellent way to develop observational skills using the auditory channel. This book series would be an outstanding addition to an elementary school library collection.

To learn more about bird sounds, explore Songs & Calls at <http://www.all-aboutbirds.org/page.aspx?pid=1059>. Their free bird guide contains hundreds of sounds to explore. Go to <http://www.all-aboutbirds.org/guide/search.aspx>.

The Noisy Sing-Along collection is published by Dawn Publications

GOORU is a web-based resource that contains over 70, 000 collections of free, K-12 web resources.



The mission of GOORU is to provide personalized learning for teachers and students. The website allows users to FIND standards-based learning materials, REMIX the resources to create custom collections, SHARE collections, and MONITOR student use of online materials.

Built-in, online tools make this a unique environment for librarians to collaborate with classroom teachers. Educators can create pathfinders and even design questions for students to address.

A dedicated webpage can be created for classes that can be used to build and manage assignments. Images, handouts, and slides can be added to enhance the learning environment.

Begin with a search for a topic such as “erosion” or “American Civil War.” It’s possible to narrow a search by resource format, subject, grade level, standard, publisher, and mode. The search returns interactives, lessons, and other web-based resources. Each resource also indicates whether it’s “mobile friendly.” Users can then examine any Gooru collections that contain the resource. In many cases these collections contain a gold mine of ideas and additional resources.

The Gooru iPad app is easy to download and use for school with iPods.

To learn more, go to <http://www.gooru-learning.org>.

GOOGLE CULTURAL INSTITUTE is an astounding online resource focusing on art, history, and world wonders. It even contains powerful tools for creating online galleries and exhibits.



The Art Project section includes art collections from around the world. Users can browse the exhibits, zoom in for an up-close examination, and take virtual tours of art museums. Artwork can be searched by creator, medium, event, place, person, media, and date.

The Historical Moments area contains online exhibitions focusing on significant moments from human history. Exhibits represent the photos and historical artifacts of museums and personal collections. Historical materials can be browsed or searched. Don’t miss the new First World War and World War II: D-Day exhibits.

The World Wonders section brings both

the modern and ancient world heritage sites to life using Google Street view. Like the other exhibits, the materials can be searched or browsed.

Tools allow users to share, compare, and save the collections. Those interested in building their own collections can “request an invite” to participate.

To learn more about the exhibits, go to <https://www.google.com/culturalinstitute>.

To build your own exhibit using their powerful online tools, go to <https://www.google.com/opengallery>

The **BIODIGITAL HUMAN** is an outstanding 3D human anatomy interactive. Available as both a website and app, it’s an excellent way to explore the



DIVE INTO Spring 2015!





March
17



April
14



May
1



Also Available:
Educators' Activity Guides
Event Kits



www.mightymediapress.com



PICTURE BOOKS

GO BIRDING!

Elliott, David. **On the Wing**. Illus. by Becca Stadlander. 32 p. \$16. 978-0763653248. Grades K–5. Mainly two-page spreads of simple poetry and birds from around the world grace this book. Included are fifteen varieties, from puffin to owl to the albatross. This is a great way to add poetry read-alouds, as the large format makes it easy for everyone to share.

Gray, Rita. **Have You Heard the Nesting Bird?** Illus. by Kenard Pak. 32 p. \$16.99. 9780544105805. Grades K–3. Bird calls from a variety of birds surround a nesting robin that is very quiet. At the end, notes and an interview with the nesting bird add information and answer questions that may be building through the rhyming text and lovely pictures. This is a field guide for the very youngest and suggests several ways to identify birds.

Hurley, Jorey. **Nest**. 40 p. \$16.99. 978-1442489714. Grades K–3. Simple one-word text with pictures takes the reader through a seasonal year of the common robin, from egg to adult nest. Large illustrations allow the child to examine the elements easily.

Stewart, Melissa. **Feathers Not Just for Flying**. Illus. by Sarah S. Brannen. 32 p. \$17.95. 978-1580894302. Grades 1–5. Arranged as a naturalist scrapbook, a variety of feathers is softly drawn and described. Birds and the uses of the feathers are included in the simple text and then elaborated upon with short paragraph “journaling.” The small items and pictures that show similar things humans use to do comparable tasks help explain the concepts to young readers. This book is gentle in approach and fascinating for nature study.

human body and health topics. Although a premium version is available, the free version is all most students will need. The free version contains over 1000 anatomy and health condition models, detailed descriptions, editing tools, and interactive quizzes. The premium version contains more models, tools, and customization.

Increasingly, library computers and tablets are offering a cluster of high-quality, subject area references and resources. This visually rich informational resource is perfect for middle school and high school science students.

An iPad version is available through iTunes.

To learn more, go to BioDigital Human at <https://www.biodigital.com/>.

BROTHERS JOHN AND HANK GREEN

are social media celebrities, but they also provide important content that young adults love. John is best known for his award-winning YA novels like *The Fault in Our Stars*, while Hank is the creator of endless online content. Over the past several years they’ve developed a staggering amount of online content.



The CrashCourse YouTube Channel features short, live action and animated videos exploring key concepts from world history to biology. Go to <https://www.youtube.com/user/crashcourse>.

The SciShow YouTube Channel uses quick, enthusiastic videos to discuss science news, history, and concepts. Go to <https://www.youtube.com/user/scishow>.

The vlogbrothers YouTube Channel features videos on current topics of interest to teens. They do an outstanding job putting important global issues into language young people can understand. Go to <https://www.youtube.com/user/vlogbrothers>.

The Project for Awesome is a great example of social activism focusing on topics such as education and literacy. Users are encouraged to create videos to support their favorite charity. Go to <http://www.projectforawesome.com/>.

Are you a Nerdfighter? Teacher librarians should be aware of this online community popular with teens. Associated with the Green brothers, the subculture promotes togetherness and positive peer support. Their motto is DFTBA—Don’t Forget To Be Awesome.“ Nerdfighters is a community website that includes book and music discussions and engaging projects such as short story writing contests. Go to <http://nerdfighters.ning.com/>.

For John and Hank’s website go to <http://nerdfighteria.com/>.

For Johns Tumbler, go to <http://fishingboatproceeds.tumblr.com/>.

For Hank’s Tumbler, go to <http://edwardspoonhands.com/>.

DIGITAL LITERACY.GOV

is a U.S. government initiative providing resources to assist practitioners including librarians in delivering digital literacy training. This interagency project is intended for all age groups and stages of learning.

The “Find Educator Tools” area provides a quick way to search for resources by skill, topic, or keyword. The “Learn the Basics” section contains an overview of basic technology skills. The section on Child Online Protection links to dozens of quality, online resources on topics including cyberbullying, privacy, and other topics related to child safety. The “Learn Job Skills” provides practical resources related to finding a job, career exploration, creating a resume, and other valuable information.

To learn more, go to <http://www.digitalliteracy.gov/>

