
Digital Kids

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How and Why to Read and Create Children's Digital Books

Digital Filmmaking For Kids For Dummies

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Talking Back to Facebook
Raising a Digital Child
The Kids' Guide to Digital Photography
The Tech Solution
Born Digital
Handbook of Research on Children's Consumption of Digital Media
Smart Leading and Parenting of Teenage Kids in the Digital Era

Digital Kids

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TANIYA JASLYN

Preparing Our Kids for Digital Immersion ISTE

How children engage with technology at each stage of development, from toddler to twentysomething, and how they can best be supported. What happens to the little ones, the tweens, and the teenagers, when technology—ubiquitous in the world they inhabit—becomes a critical part of

their lives? This timely book *Technology's Child* brings much-needed clarity to what we know about technology's role in child development. Better yet, it provides guidance on how to use what we know to help children of all ages make the most of their digital experiences. From toddlers who are exploring their immediate environment to twentysomethings who are exploring their place in society, technology inevitably and profoundly affects their development. Drawing on her expertise in developmental science and design research, Katie Davis describes what

happens when child development and technology design interact, and how this interaction is complicated by children's individual characteristics and social and cultural contexts. Critically, she explains how a self-directed experience of technology—one initiated, sustained, and ended voluntarily—supports healthy child development, especially when it takes place within the context of community support. Children's experiences with technology—their "screen time" and digital social relationships—have become an inescapable aspect of growing up. This

book, for the first time, identifies the qualitative distinctions between different ages and stages of this engagement, and offers invaluable guidance for parents and teachers navigating the digital landscape, and for technology designers charting the way.

Parenting for the Digital Generation

Lark Books

"In the decades it takes to bring up a child, parents face challenges that are both helped and hindered by the fact that they are living through a period of unprecedented digital innovation. Drawing on extensive research with diverse parents, this book reveals how digital technologies give personal and political parenting struggles a distinctive character, as parents determine how to forge new territory with little precedent, or support. The book reveals the pincer movement of parenting in late modernity. Parents are both more burdened with responsibilities and charged with respecting the agency of their child-leaving much to negotiate in today's "democratic" families. The book charts how parents now often enact authority and values through digital technologies-as "screen time," games, or

social media become ways of both being together and setting boundaries. The authors show how digital technologies introduce both valued opportunities and new sources of risk. To light their way, parents comb through the hazy memories of their own childhoods and look toward varied imagined futures. This results in deeply diverse parenting in the present, as parents move between embracing, resisting, or balancing the role of technology in their own and their children's lives. This book moves beyond the panicky headlines to offer a deeply researched exploration of what it means to parent in a period of significant social and technological change. Drawing on qualitative and quantitative research in the United Kingdom, the book offers conclusions and insights relevant to parents, policymakers, educators, and researchers everywhere"--

Digital Animation for Kids Simon and Schuster

A cute, creative story about children and their texts, tweets, posts and pics. Don't be mean and irresponsible! That's the straight-to-the-point advice "Screen" has for young readers who are active on social

media. Whether tapping out messages on their computers, tablets or phones, Screen wants kids to know their words - the kind and the cruel - will follow them for life, creating a digital trail that can't be erased.

Big Data MIT Press

The mall is so old school—these days kids are hanging out on YouTube, and depending on whom you ask, they're either forging the digital frontier or frittering away their childhoods in anti-intellectual solipsism. Kids on YouTube cuts through the hype, going behind the scenes to understand kids' everyday engagement with new media. Debunking the stereotype of the self-taught computer whiz, new media scholar and filmmaker Patricia G. Lange describes the collaborative social networks kids use to negotiate identity and develop digital literacy on the 'Tube. Her long-term ethnographic studies also cover peer-based and family-driven video-making dynamics, girl geeks, civic engagement, and representational ethics. This book makes key contributions to new media studies, communication, science and technology studies, digital anthropology, and informal education.

Screenwise John Wiley & Sons

Why is data management so important in today's world? In *Big Data: Information in the Digital World with Science Activities for Kids*, middle school kids untangle the mysteries of big numbers and discover why data matters while performing student-led STEAM projects designed for a hands-on immersive learning experience. Includes 25 STEAM activities, primary sources, links to online videos, and amazing fun facts make big data fascinating for kids!

Digital Childhoods Wayland

Setting kids up for success extends beyond basic life skills! Technology is everywhere, so kids' success can become dependent on their digital literacy. The internet provides endless opportunities. Though many of these can be positive, there are plenty of risks when using smartphones apps, social media, and other online activities. While it's true that there are certain dangers whenever we are online, knowing how to recognize and overcome them will reduce exposure and vulnerability. In our modern world, teaching children valuable internet, social media, and other important digital life

skills is the best way to prepare them for success.

Parenting for a Digital Future Hup Lick Publishing (M) S/B

How and Why to Read and Create Children's Digital Books outlines effective ways of using digital books in early years and primary classrooms, and specifies the educational potential of using digital books and apps in physical spaces and virtual communities. With a particular focus on apps and personalised reading, Natalia Kucirkova combines theory and practice to argue that personalised reading is only truly personalised when it is created or co-created by reading communities. Divided into two parts, Part I suggests criteria to evaluate the educational quality of digital books and practical strategies for their use in the classroom. Specific attention is paid to the ways in which digital books can support individual children's strengths and difficulties, digital literacies, language and communication skills. Part II explores digital books created by children, their caregivers, teachers and librarians, and Kucirkova also offers insights into how smart toys, tangibles and augmented/virtual reality tools can enrich

children's reading for pleasure. *How and Why to Read and Create Children's Digital Books* is of interest to an international readership ranging from trainee or established teachers to MA level students and researchers, as well as designers, librarians and publishers. All are inspired to approach children's reading on and with screens with an agentic perspective of creating and sharing. Praise for *How and Why to Read and Create Children's Digital Books* 'This is an exciting and innovative book - not least because it is freely available to read online but because its origins are in primary practice. The author is an accomplished storyteller, and whether you know, as yet, little about the value of digital literacy in the storymaking process, or you are an accomplished digital player, this book is full of evidence-informed ideas, explanations and inspiration.' Liz Chamberlain, Open University 'At a time when children's reading is increasingly on-screen, many teachers, parents and carers are seeking practical, straightforward guidance on how to support children's engagement with digital books. This volume, written by the leading expert on personalised e-books, is

packed with app reviews, suggestions and insights from recent international research, all underpinned by careful analysis of digital book features and recognition of reading as a social and cultural practice. Providing accessible guidance on finding, choosing, sharing and creating digital books, it will be welcomed by those excited by the possibilities of enthusing children about reading in the digital age.' Cathy Burnett, Professor of Literacy and Education, Sheffield Hallam University

Crayons and iPads Routledge

"Digital Animation for Kids: Bring Your Stories to Life" is an enchanting guided tour into the world of digital animation, designed specifically for sparking creativity in young minds. This is much more than a technical guide - it's an adventure that unveils the possibility of turning your child's fascinating narratives into engaging, animated masterpieces. With this extraordinary Special Report, your child will: Discover charming tips and tricks that transform them into a young creator, Experience engaging, accessible tutorials that make learning immensely fun, Uncover the secrets of bringing their

thoughts alive in the form of colorful animations. At the heart of this book lies the encouraging spirit we need in our learning materials for children today. The content in this report is sequenced to facilitate enjoyable learning, starting from the basics and gradually uncovering more complex aspects of digital animation. Sylvia Alexander, a renowned digital animator and fervent story-teller, authored this special report. Her expertise and creativity make this Special Report a dream come true for both kids and their parents - transforming storytelling sessions into digital animation projects. Sylvia's love for making children's dreams come alive through digital animation is evident through every page. Embark on this extraordinary journey that is not only about acquiring new skills, but also discovering boundless creativity, transforming young curious learners into confident creators. Let's ignite your child's imagination and bring their stories to life in this exciting digital age!

The Technology Tail Build It Yourself

"This book explores how children have become the users of digital media tools at an earlier age than in past years and how

children changed their consumption habits in the age of digital media. It also identifies and explains the role of digital media on children's consumption"--

Digital 101 Allied Publishers

"Even for today's most tech-savvy parents, managing kids' technology use is a huge challenge fraught with uncertainties. What kinds (and amounts) of screen time boost learning and development--and what kinds may be harmful? What is the right age for a game console or a smartphone? How can kids and teens be protected from cyberbullying and learn to be good digital citizens? What impact do parents' technology habits have? In her busy psychiatry practice--and while raising her own kids--Jodi Gold sees everyday both the mind-boggling benefits and the serious downsides of technology. In a positive, accessible style, she gives parents a wealth of practical strategies for navigating the digital frontier and creating realistic, doable rules and expectations for the whole family"--

Screen-Smart Parenting Jessica Kingsley Publishers

Get on the same online playing field as your children with this helpful resource

The youngest generation will never know life without iPhones, iPods, and Facebook, and while their parents have witnessed the evolution of technology, it is still a challenge to keep up with the pace at which things change. This easy-to-understand guide helps you get up to speed on everything you need to know NOW in order to keep up with your children's online and gadget activity. The book offers invaluable guidance for managing mobile devices, social media, and the Internet before it manages you! Also featured are tips and advice for establishing family rules for technology use and how to best handle situations when rules are broken. Covers monitoring software for computers and mobile devices Offers advice for handling cyberbullies and introduces safe social networks for children Addresses how to guide children who want to blog or podcast Provides information on helpful sites that you may want to explore for more issues on various issues that relate to the future of technology Whether you want to control mobile device usage or monitor social network activity, *Raising Digital Families For Dummies* will guide

you through acquiring a better handle on this important part of your children's lives. *Digital for Good* Hup Lick Publishing (M) S/B

A Harvard-trained psychiatrist and mom of 3 gives parents and educators the tech habits children need to achieve their full potential--and a 6-step plan to put them into action. You may have picked up on some warning signs: The more your 9-year-old son plays video games, the more distracted and irritable he becomes. Or maybe comparing her life to others on social media is leaving your teenaged daughter feeling down. Then there are the questions that are always looming: Should I limit screen time? Should I give my 11-year-old an iPhone? *The Tech Solution* is a to-the-point resource for parents and educators who want the best approach for raising kids in our digital world. It outlines all you need to know about the short-term and potential long-term consequences of tech use. Dr. Kang simplifies cutting edge neuroscience to reveal a new understanding around how we metabolize experiences with technology that will lay the foundation for lasting success. On top of that, she offers practical advice for

tackling specific concerns in the classroom or at home, whether it's possible tech addiction, anxiety, cyberbullying, or loneliness. With her 6-week 6-step plan for rebalancing your family's tech diet, Dr. Kang will help your child build healthy habits and make smart choices that will maximize the benefits of tech and minimize its risks. Use *The Tech Solution* to help your child avoid the pitfalls of today's digital world and to offer them guidance that will boost their brains and bodies, create meaningful connections, explore creative pursuits, and foster a sense of contribution and empowerment for many years to come.

Talking Digital Hachette UK

The perfect guide for kids learning to navigate the online world enjoyably and safely The Internet can be a fun, creative, collaborative place to share, learn and experience the world and connect with all kinds of people. But being a good digital citizen comes with rules and responsibilities. *Digital 101* will help children aged 6+ to navigate this sophisticated and ever-changing form of communication through a series of scenarios, from learning how to set a

strong password to how to deal with trolls, and most importantly, knowing when it's time to step away from the screen and enjoy the real world all around us. Contents: Chapter 1: Becoming a digital citizen: the basics/What is digital citizenship?/Connect, collect & communicate/Trusted help/Passwords & passcodes/Protecting personal details/Chapter 2: Welcome to the web/ A world of websites/Cyber searching/Social society/My networks/Hobbies and interests/Gaming groups/Explaining the world/Chapter 3: Good netiquette/Netiquette/To share or not share?/ Phone etiquette/ Messaging aware/Chapter 4: Protecting your device/Digital maintenance/Pop-ups and pitfalls/Viruses and malware/The latest thing/Chapter 5: Protecting yourself and others/Cyber strangers/Cyber criminals/Online shopping/Spot the [fake] news/Free speech/Digital law/Original online work/Illegal downloads/Chapter 6: Looking after your mind/App attack/Online addiction/Social media and self-image/Avoiding adverts/Being boys and girls/Cyberbullying and trolls/Bystanding/Information

invasion/Chapter 7: Looking after your body/Prepare to prevent pain/Stretch, don't strain/Digital training/I'm in trouble/Chapter 8: A digital world for everybody/Uniting online/Educating the world/Access for all/Digital detox/Glossary/Index and useful websites and helplines

Raising a Digital Child Harvard Business Press

You want your children to enjoy all the benefits a technological society has to offer, but at the same time, you want them to stay safe and act as responsible members of society. *Raising a Digital Child* is your guide. Inside, you will learn about many of the newest and most popular technologies, in parent-friendly language, along with discussions of the risks each might harbor and the types of behaviors that every child should learn in order to become a good citizen in this new digital world.

Using Digital Technology National Geographic Books

Emotion. Ego. Impatience. Stubbornness. Characteristics like these make creating sites and apps for kids a daunting proposition. However, with a bit of

knowledge, you can design experiences that help children think, play, and learn. With *Design for Kids*, you'll learn how to create digital products for today's connected generation.

[Technology's Child](#) HarperChristian + ORM Learn how to use a digital camera and get great pictures and enjoy your camera.

[Digital Kids](#), pp 12392/02/2009, [Encounter of the Alien Kind](#), 26, 0091 Franklin Watts Childhood learning is now more screen-based than ever before, and app developers are flocking in droves to this lucrative and exciting market. The younger generation deserves the best, and growing up in a digital world has made them discerning and demanding customers. Creating a valuable user experience for a child is as complex and involved as when designing a typical app for an adult, if not more, and *Designing Digital Products for Kids* is here to be your guide. Author and designer Rubens Cantuni recognizes the societal importance of a high-quality and ethical app experience for children. There is room for significant improvement in this space, and Cantuni helps you optimize it. *Designing Digital Products for Kids* walks

hopeful developers through digital product design—including research, concept, design, release, marketing, testing, analyzing, and iterating—all while aiming to build specifically for children. Industry experts and their real-world advice are showcased in this book, along with careful advice for the ethics that go along with this unique market. These tips include complex needs regarding mental development, accessibility, conscious screen time limits, and content sensitivity. Children, parents, and teachers alike are hungry for more thoughtful players in the kids' app space, and *Designing Digital Products for Kids* is your ticket to successfully developing and educating for the future. *What You Will Learn* Design platforms specifically for children, to entertain and educate them *Work with a complex audience* of parents, teachers and kids *Understand* how different monetization strategies work in this industry and why *Who This Book Is For* user experience designers, UI designers, product owners, teachers and educators, startup founders. The range of topics is so wide that anyone interested or involved in digital products could find

something interesting to learn.

Life Skills for Kids in a Digital World

Routledge

"An excellent primer on what it means to live digitally. It should be required reading for adults trying to understand the next generation." -- Nicholas Negroponte, author of *Being Digital* The first generation of children who were born into and raised in the digital world are coming of age and reshaping the world in their image. Our economy, our politics, our culture, and even the shape of our family life are being transformed. But who are these wired young people? And what is the world they're creating going to look like? In this revised and updated edition, leading Internet and technology experts John Palfrey and Urs Gasser offer a cutting-edge sociological portrait of these young people, who can seem, even to those merely a generation older, both extraordinarily sophisticated and strangely narrow. Exploring a broad range of issues - privacy concerns, the psychological effects of information overload, and larger ethical issues raised by the fact that young people's social interactions, friendships, and civic activities are now mediated by

digital technologies -- *Born Digital* is essential reading for parents, teachers, and the myriad of confused adults who want to understand the digital present and shape the digital future.

Designing Digital Products for Kids

Apress

How and Why to Read and Create

Children's Digital Books outlines effective ways of using digital books in early years and primary classrooms, and specifies the educational potential of using digital books and apps in physical spaces and virtual communities. With a particular focus on apps and personalised reading, Natalia Kucirkova combines theory and practice to argue that personalised reading is only truly personalised when it is created or co-created by reading communities. Divided into two parts, Part I suggests criteria to evaluate the educational quality of digital books and practical strategies for their use in the classroom. Specific attention is paid to the ways in which digital books can support individual children's strengths and difficulties, digital literacies, language and communication skills. Part II explores digital books created by children, their caregivers, teachers and librarians, and

Kucirkova also offers insights into how smart toys, tangibles and augmented/virtual reality tools can enrich children's reading for pleasure. This work was published by Saint Philip Street Press pursuant to a Creative Commons license

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Young Children's Play Practices with Digital Tablets Hup Lick Publishing (M) S/B

The ebook version of this title is Open Access, thanks to Knowledge Unlatched funding, and is freely available to read online. This book presents how sets of tablet play characteristics shape children's current digital playgrounds.