Brookhaven College Child Development
Article Review Form

Name _____Peyton Whitley_____   **Date_____11/19/19_____**

Bibliographic Information:

Getting Smarter About E-books for Children; Teaching and learning with Children's books.

By Lisa Guernsey and Michael H. Levine.

"This article is adapted from Tap, Click, Read: growing readers in a world of screens (Jossey-Bass, 2015) by Lisa Guernsey and Michael H. Levine."

In your own words, briefly summarize the main idea of the article.

In this article, the authors give the reader the general concerns and weighs the pros vs. cons of e-books usage within reading/language development. Studies show over the past 15 plus years, how some concerns of others may be valid, in aspects of e-books created for the grasping of "attention or interest" of the children; However, not specifically being created for or with language development in mind. Not all interactive aspects of e-books are bad or negative although. Features such as "scaffolding mechanism" can be placed into e-book reading, which are proven to increase the positive interaction and communication between adult to child, as well as support learning. Educational e-books are created and structured with highlighted text, definitions to difficult words, dynamic visuals, and words that can be phenomenally spoken when clicked on. All of these stated tools have been proven positive in contrast to the games which are created for more "anywhere-everywhere interactivity" vs. "interactivity on the plot line".

What points did you agree or disagree and why?

I really like how this article goes into detail on the good interactive tools placed into e-books vs. the ones that may be created to generate sales or interest with the children. I fully agree that interactive games that are separate from the story line and are a different feature/toy, begins to create a distraction amongst the kids and when not regulated can definitely become a detriment to learning. Seeing the different positive tools of an

educational e-book, I agree more and more with this article, as it goes into depth of the tools used and how it increases interaction or communication. We can see throughout coursework, how tools such as these, may increase the way parents/adults think and use the tool as well.

What did you learn from this article?

The thing I learned most from this article, was how to become more aware of the educational e-books in our environment and how to promote them. I've noticed many "anywhere-everywhere interactivity" amongst centers and my experience in childcare and would like to see more of the "interactivity on the plot line", especially throughout the classrooms. This article really shows the reader the pros vs. cons and how the games placed in e-books are sometimes more of a distraction than a learning tool. I think this is very important for teachers and childcare educators to keep in mind as well. Often, as our day gets busy and we're doing other centers or things, we're not fully paying attention to the children at the reading/e-book learning center. This article really hones in on what to look for within e-books and how to best utilize those tools inside the school environment, as well as outside and in the home.