

Librarian Recommended Teacher Approved Apps for Literacy & Learning

Together with Google Play, the Urban Libraries Council is proud to introduce parents and other caregivers to fun educational apps that help children ages 0 -12 to be safe, promote literacy and learning and provide rich entertainment for families to interact with each other.

Digital play is prevalent, and having a safe and nurturing environment is critical for the well-being of our children.



Preschool and Kindergarten



ABC Mouse is Outstanding! Many libraries have this app available on their children's computers. here are a variety of activities for every type of learner with varied knowledge and reading interests. A responsible adult can set the reader's learning path. **Ages 0-5, 6-8.**



Joy of Reading: Learn to read uses the principles of the science of reading, including breaking down each sound in a word. The emphasis on letter recognition and practice tracing is important for children learning to automatize their writing—a critical part of literacy. **Ages 0-5.**



Khan Academy Kids: Librarians have incorporated reading, writing, singing, talking, and playing in their story times and messaging to parents: all the critical early literacy skills necessary to get kids ready to read. This app includes the essential practices of early literacy. **Ages 0-5.**



Learn to Read: Kids Games focuses on sight words, one of the foundations for learning to read. This app supports balanced literacy, which is still a popular curriculum in some states. **Ages 0-5, 6-8.**



Montessori Words & Phonics takes a Science of Reading approach and offers an ability to practice phoneme-grapheme mapping. The graphics are colorful and user-friendly, which will help families use the app together. **Ages 0-5.**



Reading Eggs: Learn to Read: Although a subscription is necessary, this is a grow-with-me style app that is appealing to families of multiple ages of kids. While the app's graphics are a bit simplistic, its rich content allows users to scaffold their reading at various levels. **Ages 0-5, 6-8, 9-12.**



Teach Monster: Reading for Fun offers a variety of reading opportunities, from reading stories and recipes to reading the names of houses and stores in the village. **Ages 0-5, 6-8.**

School-Age



AUDIOPLAY: Step into the story encourages the joy of storytelling and oral language development, crucial to new readers. This is an opportunity for family and friends to interact with the story. Kids not only listen to the story but become part of the action. Emphasis on adventure greatly supports newly independent readers centered in the story. **Ages 6-8, 9-12.**



EPIC! Kids Books & Reading is epic! This app offers a variety of titles, a diversity of book characters, and access to classic and high-interest books. This app has a fee. **Ages 6-8, 9-12.**



Pinna: Podcasts for kids 3-12: This high-interest app has loads of content to entice youth. Users can learn new strategies for Minecraft and learn about graphic novels. It is a unique way to spark an interest in podcasts and encourage the love of reading. **Ages 6-8, 9-12.**



Starfall I'm Reading: This free app is accessible to many. It has great phonics support, and sections make it user-friendly and family-friendly. The illustrations offer diversity, which is appreciated. **Ages 6-8.**

As librarians, we are trusted messengers of how children can consume information responsibly, safely, and in a nurturing manner. ALA-ALSC's [Media Mentorship initiative](#) is a great place for library professionals to start to emphasize the important fundamentals about helping families navigate digital play. This [tipsheet](#) offers strategies to help grownups select appropriate age and ability applications and recommend a plan of action for healthy and safe media and app usage. It also serves as a guide to help libraries select age-appropriate quality apps for children ages 0-14.