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Literacy apps you can create, translate, recreate for young children

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Free app games enable parents and teachers to dramatically improve young children's literacy skills. We raised 459 at-risk 5-year-olds' vocabulary scores from the 27th to the 47th percentile in 8 months; as 8-year-olds they scored in the highest reading level 35% more often than peers.

We will give a 10 minute review of the merits and limitations of apps and a 35 minute demonstration of seven free apps for vocabulary, comprehension, phonics, sight words, spelling, etc. We will then show how you can create original apps including how you can identify potential users/benefits; design detailed protocols of user options/cues; acquire artwork, text and audio; recruit software developers (15 minutes). In the next 10 minutes, we will show how you can recreate an app in a second language including how you obtain permission to translate the app; gain access to software and content files (text, audio, artwork, code); translate text, record new audio, acquire new artwork; recruit software developers. In the following 10 minutes, we will consider how you can revise and adapt an app including how to obtain permission to revise or adapt an app; how to consider open-source code (non-copyright, public domain) vs. copyrighted text/audio/picture files; how to design new functions, cues, quiz structures, data collection strategies, etc.; how to acquire new text, picture files; recruit software developers. The final 10 minutes will be for questions and answers.