

Tips for Using Apps

- **Share the experience** – Enjoy apps together as a family. Use them to spark conversations, to play with or against each other, and to show each other your creativity.
- **Take the experience beyond the device** – Read the print book associated with an app, find books about the animals you see on screen, or share your creations with friends.
- **Make your experience count** – Look for high quality apps, check reviews, talk to other parents and to librarians. Ask your child what they enjoy about the apps they already like.
- **Shape your child's experience** – You know your child best. Choose apps that engage your child's interests. Set limits that you feel are appropriate for your child and your family.

Tips for Choosing Apps

When choosing new apps for your child, think of the 3 C's:

- **Content** – Choose apps that let your child control the activity and where they can engage, explore, express, and imagine! For example, choose an app that lets your child create their own music, rather than listen to pre-recorded songs.
- **Context** – Consider what your child will do before, during, and after using apps. For example, if your child will use an app to create something, is there a way for them to show off their creation? If an app talks about chemical reactions, can you do a kitchen experiment together to see one in real life? Take time to talk about what your child experienced with the app.
- **Child** – Choose apps that will interest your child, are within their abilities, and fit with the other activities in their life. For example, if your child is interested in music or sports, find apps that let them express those passions.

Apps for Your School Age Kid

These are the apps for children up to age 6-12 available on the iPads in VPL Children's Library.

Ask our friendly information staff if you have any questions!



Vancouver Public Library

Children's Library

Vancouver Public Library | Central Branch
350 West Georgia St.

t: 604.331.3663 | e: childrens.teens@vpl.ca



Big Nate: Comix By U!
By Night and Day Studios, Inc.



Color Uncovered
By Exploratorium



Mystery Math Town
By Artgig Studio



Bobo Explores Light
By Game Collage, LLC



The Fantastic Flying Books of Mr. Morris Lessmore
By Moonbot Studios LA, LLC



Rube Works
By Electric Eggplant



Bramble Berry Tales - The Great Sasquatch
By Loud Crow Interactive Inc.



Inventioneers
By Filimundus AB



Slice Fractions
By Ululab



Bramble Berry Tales - The Little People
By Loud Crow Interactive Inc.



The King's Ears
By Rascal Media Inc.



Sock Puppets
By Smith Micro Software, Inc.



Bramble Berry Tales - The Story of Kalkalih
By Loud Crow Interactive Inc.



Marble Math
By Artgig Studio



Sound Uncovered
By Exploratorium



Cargo-Bot
By Two Lives Left



Meanwhile: An Interactive Comic Book
By Zarfhome Software Consulting



Weird But True
By National Geographic Society



Classify It!
By American Association for the Advancement of Science



MoMA Art Lab
By MoMA, The Museum of Modern Art

