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TESOL 507
Resource List Project
11/4/13

Resource List Focus: K-8, Developing & Expanding

Epals inc. (2013). Epals global community: where learners connect. Retrieved November 2, 2013 from

<http://www.epals.com/project-detail.php?id=8cca050e-6777-49c2-98e1-4090279c6977>.

Epals Global Community website provides a plethora of opportunities for cross-cultural learning in the classroom. A project entitled, “Learning About Other Countries Projects” initiated by a classroom in Canada provides real-world opportunities for learning about other cultures. In this project, students communicate via e-mail, skype, and other internet sources about their different cultures. The communication process involves students writing letters to other students using twenty-first century technology. Writing to students in other countries helps to advance the reading and writing skills of sixth grade social studies students. Aside from promoting reading and writing skills, this project will also advance the keyboarding skills of students as they utilize computers to communicate. Additionally, the content of this project can be used throughout the school year as students learn about the geography and cultures of the world.



Red Jumper Studio. (2013). Book Creator for ipad. (Version 3.0) [Mobile application software]. Retrieved

from <http://www.apple.com/itunes/affiliates/download/?id=442378070>.

Book Creator for ipad is an ideal application for students who are developing their writing skills. This application enables students to create their own book using the most modern and relevant technology. Students can draw their own pictures, use photographs, or upload pictures from the internet to illustrate their books. Students can choose to hand-write or type in their text. Music, videos, and sound clips can be easily imported into the book. Furthermore, books can be differentiated by adding recorded voices that read the text. This can enable students to record themselves reading their own self-created book. Book Creator is great for ELLs because it is adaptable for L1 or L2 use depending on the learner’s needs. Additionally, ELLs can create books about topics that are relevant to their lives, therein making the use of this app culturally responsive. Lastly, ELLs can export their books to ibooks so that their peers and family members can easily access and benefit from their books.

Ideal for WIDA Levels 3-4

Help for families: Getting Started Tutorial

Resources to use with this App:

- <http://www.youtube.com/watch?v=M0J9ptwcGLw&feature=youtu.be> (How to use this app youtube video)
- <http://www.pinterest.com/bookcreator/made-in-book-creator/> (Pinterest board showcasing over 1 million examples of books created in Book Creator. Great for seeing/showing example books).

Cost: Free version (allows you to create one book for free)
\$4.99 version (one-time fee allowing you to make an infinite amount of books)

Compatible: Apple



Savivo A/S. (2013). English Storytelling for Kids. (Version 1.0). [Mobile application software]. Retrieved from <https://itunes.apple.com/app/id704298960>.

The English Storytelling for Kids app enables children to read and/or hear a story. Then the child can retell the story using pictures and their own recorded voices. The app also has over 160 pictures available for children to use during their retelling of the story. Further, the app has words available for children to use during their retelling, allowing for differentiation. Each story has a theme, which provides context-based learning that is student-centered. Lastly, students can create their own stories using the app's library of pictures and words.

Ideal for WIDA Levels 3

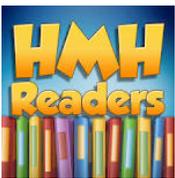
Help for families: <http://www.savivo.com/pages/productshtml.html> (informational site about the app and other similar apps)

Resources to use with this App:

- <http://www.savivo.com/pages/schools.html> (How educators can use this app)

Cost: Free version (10 stories)
\$4.99 version (unlock all stories)

Compatible: Apple and PC



Houghton Mifflin Harcourt. (2013). HMH Readers. (Version 3.0) [Mobile application software]. Retrieved from <https://itunes.apple.com/us/app/hmh-readers/id543777923>

HMH Readers provides leveled books that students can read, listen to, and record their own voices on. English and Spanish books are available in content area subjects. For students with Spanish as their L1, this feature can be invaluable to utilize at home with family members. Additionally, fiction and non-fiction works are available for students to read. When listening to books on HMH Readers, the text is highlighted on the screen. The books available on HMH Readers are intended to promote academic vocabulary acquisition, which is ideal for both expanding and developing ELLs. This app has a wide variety of books available for students at every proficiency level. The levels are labeled by grade and the books are organized under these grade-level reading categories.

Ideal for WIDA Levels 3-4

Help for families: <http://www.hmhco.com/parents-and-kids> (helpful website for parents to explore the app)
<http://www.hmhco.com/popular-reading/books-for-teens-kids> (book suggestions for teens)

Resources to use with this App:

- <http://www.hmhco.com/educators> (How educators can use this app)
- <http://www.hmhco.com/home/search?segment=Programs;mm=programs;q=Common%20Core> (Lesson plans related to the Common Core to use with this app)
- <http://www.hmhco.com/shop/education-curriculum/adult-education> (Adult education use with this app)

Cost: Free version (some stories available)
\$4.99 version (story collections)

Compatible: Apple and PC



EveraAge Consulting Inc. (2013). Story Wheel. (Version 2.1). [Mobile application software]. Retrieved from <https://itunes.apple.com/us/app/story-wheel/id437068725?mt=8>.

Story Wheel is a story composition app that can be played by 1-4 students at a time. Students spin a wheel of pictures and compose a story based on each picture they get. For each picture, the student records his or her voice to develop part of that story relating to the picture. At the end, the students can hear their voices telling the story that they created, while viewing the pictures in order. Before playing, students can choose a theme for their story and the wheel will only show pictures relating to that theme. Some example themes include pirates, space, and fairytales. Students can also play the game in a variety of languages such as English, Spanish, Mandarin, and Arabic. Aside from promoting story composition skills and stimulating imagination, Story Wheel can also promote oral language skills.

Ideal for WIDA Level 3

Help for families: http://www.storywheelapp.com/about_story_wheel.xhtml (informational site about how to use this app)

Resources to use with this App:

- http://reading.ecb.org/teacher/visualizing/visual_lessonplans.html (Story Wheel lesson that can be taught prior to using Story Wheel App)

Cost: Free version (Comes with four different story wheel themes)
\$2.99 version (Comes with additional story wheel themes)

Compatible: Apple



Tapnik. (2010). The Brainstormer. (Version 1.4.1). [Mobile application software]. Retrieved from <http://itunes.apple.com/us/app/the-brainstormer/id374496865?mt=8>

The Brainstormer app is ideal for ELL students who are working on writing skills. It can be used to randomly combine plot, setting, style, and subject to create engaging writing prompts. The Brainstormer can also be used as a tool for summoning quick prompts for journals and reflection. Furthermore, Brainstormer can be edited to include new topics and options for the plot, setting, style, or subject. This enables educators to manipulate the app to either expand upon or limit the available choices. Finally, Brainstormer is an effective app to kick-start the writing process. It can alleviate writer's block or apathetic attitudes by providing stimulating and spontaneous scenarios for writing.

Ideal for WIDA Level 3-4

Help for families:

- <http://www.tapnik.com/blog/> (Blog with app updates)

Resources to use with this App:

- <http://www.tapnik.com/brainstormer/> (How to use the app and how educators can receive a discount on the app)

Cost: \$1.99 Version (original)

Can pay \$0.99 to add the Character Creator and \$0.99 to add the World Builder

Compatible: Apple and PC



New River Community College Games. (2011). Same Meaning Magic. (Version 1.4). [Mobile application software]. Retrieved from <https://itunes.apple.com/us/app/same-meaning-magic-synonyms/id443212030?mt=8>.

Same Meaning Magic is a game intended to promote student's vocabulary skills. In the game, students earn points when they choose the correct synonym for a word that is used in a sentence. The app also can increase academic language literacy for ELLs as many of the words and synonyms are content related terms. Additionally, the app presents players with words that are used in a sentence rather than simply presenting them singularly and out of context. Same Meaning Magic has five different levels that can be adaptable for the varying proficiency levels of ELLs.

Ideal for WIDA Level 3

Help for families:

- <http://gameslab.radford.edu/iLearn/app-video.html?vid=7> (Instructional Video for how to use this app)

Resources to use with this App:

- <http://gameslab.radford.edu/iLearn/grade-profiles.html> (Website that offers educational videos for teachers about how to use this and other apps in the classroom. Videos are organized by grade level, K-7)
- <https://itunes.apple.com/us/app/same-meaning-magic-part-ii/id455067207?mt=8> (Same Meaning Magic 2 version)
- <http://www.lwbva.org/apps.cfm> (Similar learning apps by NRCC Games to use in the classroom)

Cost: \$0.99 Version (original)

Compatible: Apple and PC



E Skills Learning LLC. (2012). MiniMod Reading for Details Lite. (Version 1.4). [Mobile application software]. Retrieved from <http://itunes.apple.com/us/app/minimod-reading-for-details/id409669762?mt=8&ign-mpt=uo%3D4>

MiniMod Reading for Details Lite is an app that promotes reading comprehension skills. In the app, students read a passage and then must answer questions related to the 5W's of reading comprehension; who, what, where, when, why. When students answer questions correctly they receive a token to place on a bingo board. When a student gets five tokens on their bingo board in a row, he or she wins the game. MiniMod Reading for Details Lite can be played by one student or by multiple students at once. Students can also play against the computer. The app offers three different levels that are organized according to a color:

Red Level: 2.0-3.5

Blue Level: 3.5-5.0

Green Level: 5.0-6.5

Lastly, the app has a score reporting option, which e-mails student scores to the teacher. This app is ideal for ELLs who are working on their reading comprehension skills. Furthermore, the three levels allow for mobility among proficiency levels as ELLs grow and develop as learners.

Ideal for WIDA Level 3-4

Help for families:

- <http://eskillslearning.net/products/showproduct.php?product=readingfordetails> (How to use this app)

Resources to use with this App:

- <http://eskillslearning.net/teachers.php> (Lesson plan to use with the app)
- http://www.eskillslearning.net/news/?category_name=blog (Blog with app updates and information about related apps)

Cost: \$3.99 Version (original)

Compatible: Apple



Notion Inc. (2012). Popplet. (Version 1.9.2). [Mobile application software]. Retrieved from

<http://itunes.apple.com/us/app/popplet/id374151636?mt=8>.

Popplet is a mind-mapping app that can assist ELLs in the writing process. The app structures the writing process and can also be used to create graphic organizers. For example, Popplet can provide a variety of graphic organizer formats that are best used to organize and develop ideas. Alternatively, Popplet can provide graphic organizers specific to evidence-based writing prompts and help students organize according to that format. With a text, students can use Popplet to synthesize information through, sequencing, comparing and contrasting, or by identifying cause-effect. Popplet also allows for collaboration among multiple users in the classroom. This app is also great for ELLs because it offers multi-language support, making it adaptable to use with the L1 of ELLs. Using the app in the L1 is beneficial for ELLs to use at home.

Ideal for WIDA Level 4

Help for families:

- <http://popplet.com/> (How to use this app)
- <http://blog.popplet.com/> (Popplet Blog)

Resources to use with this App:

- <http://blog.popplet.com/english-lesson-plan-ideas-with-popplet/> (Lesson Plan ideas to use with app)
- <http://blog.popplet.com/category/popplets-in-education/> (Popplet use in education)
- <http://teachinghistory.org/digital-classroom/tech-for-teachers/25107> (How to use Popplet when teaching history)
- http://prezi.com/3-7ms2-aqjxf/popplet-technology-presentationlesson-plan/?utm_source=website&utm_medium=prezi_landing_related_solr&utm_campaign=prezi_landing_related_author (Prezi on how to use Popplet in the classroom, great introduction for teachers)

Cost: Free Version (Lets you create one Popplet map)

\$4.99 Version (Lets you create an infinite amount of Popplet maps)

Compatible: Apple and PC



E Skills Learning LLC. (2012). MiniMod Reading for Inferences. (Version 1.4). [Mobile application

software]. Retrieved from [https://itunes.apple.com/us/app/minimod-reading-for-](https://itunes.apple.com/us/app/minimod-reading-for-inferences/id417609077?mt=8)

[inferences/id417609077?mt=8](https://itunes.apple.com/us/app/minimod-reading-for-inferences/id417609077?mt=8).

Similar to the MiniMod Reading for Details app, the MiniMod Reading for Inferences app focuses on promoting reading comprehension skills. When students use this app, they first read a passage about a cultural group. After reading, the student answers questions that require them to use inferential thinking. When a student answers a question correctly, he or she gets to place a bingo marker on their board. The first player to have five bingo markers in a row wins. This app can be played by a single player, multiple players, or against the computer. Three reading levels are available for use on the app:

Red Level: 2.0-3.5

Blue Level: 3.5-5.0

Green Level: 5.0-6.5

The MiniMod Reading for Inferences app is essential for ELLs who are working on their reading comprehension skills. Additionally, using reading passages that are based on different cultures makes the app culturally responsive. Lastly, when ELLs are reading the passages in the app about different cultures, they are reading and accessing academic language. Finally, this app is aligned with the Common Core.

Ideal for WIDA Level 3-4

Help for families:

- <http://eskillslearning.net/> (How to use this app)

Resources to use with this App:

- <http://www.gobookee.org/teaching-inferences-2nd-grade/> (Making Inferences Lesson Plan ideas to use with app)

Cost: \$8.99 Version (Original)

Compatible: Apple



New River Community College Games. (2011). Aesop's Quest. (Version 1.0). [Mobile application software].

Retrieved from <https://itunes.apple.com/us/app/aesops-quest/id442928041>.

Aesop's Quest is a reading comprehension game, during which students must remember parts of a story to complete a level. This app encourages students to read for details and for understanding. The app has five different levels, which appeals to the varying and often changing proficiency levels of ELLs. The recommended reading levels for each game level are as follows:

Level One: 2nd grade

Level Two: 3rd grade

Level Three: 4th grade

Level Four: 5th grade

Level Five: 6th grade

Aesop's Quest is engaging for ELLs and all stories are related to Aesop's fables, uniting them under a meaningful theme.

Ideal for WIDA Level 3-4

Help for families:

- <http://gameslab.radford.edu/iLearn/apps.html> (How to use this app and other apps made by this company)

Resources to use with this App:

- <http://greece.mrdonn.org/lessonplans/fables.html> (Aesop's Quest Lesson Plan ideas to use with app)
- www.proquestk12.com/.../bcL_SBLA_languagearts_6-8_identifyingthemeinastory.doc (Aesop's Quest Identifying a Theme Lesson Plan for Grades 6-8)

Cost: \$0.99 Version (Original)

Compatible: Apple and PC