

Resources for Literacy 4

Exploration of stories and other texts helps us understand ourselves and make connections to others and the world. Using language in creative and playful ways help us understand how language works.

When reading/viewing/writing with your child:

- Think out loud/talk about what you are reading
- Share ideas and opinions
- Ask questions about what they think might happen, or why an event occurred
- Discuss the feelings or thoughts brought about by the text
- Write down notes or questions on areas of interest that could be revisited, and model asking questions (“wonders”) that need more research

- CommonLit, Parents and Guardians: https://www.commonlit.org/en/parents_and_guardians

Free reading activities and digital tools for at-home learning. There are many texts to choose from with accompanying lessons. Lessons can be filtered by content, grade, level range, genres, etc, and include questions and other support tools.

- Storyline Online: <https://www.storylineonline.net/>

Storyline Online streams videos featuring celebrated actors reading children’s books alongside creatively produced illustrations. With each story there are *Activity Guides for Parents* provided. Picture books are often used in intermediate classrooms to explore deeper themes and metaphor. The illustrations may also provide inspiration for artistic explorations.

- Audible: <https://stories.audible.com/start-listen>

Free (for now) streaming service for a collection of stories. Stories include picture books and novels, including titles across eight languages.

- Diverse Book Finder: <https://diversebookfinder.org/>

This website will help you identify and explore multicultural picture books. The “Highlighted Books” section offers themes that could guide your search at the local library, and offer possible jumping off points for discussions around diverse perspectives, experiences, and social justice.

- Draw and Tell: <http://www.duckduckmoose.com/educational-iphone-itouch-apps-for-kids/draw-and-tell/>

Draw and Tell is the best drawing app for kids of all ages. Draw & Tell allows students to do exactly what the name suggests. Students can draw and then record themselves telling about it. The app also allows students to take pictures and draw on the pictures.