

Recent Trends: Recommended Books

New: [Make Me A Story: Teaching Writing Through Digital Storytelling](#)

[Teaching the iGeneration: 5 Easy Ways to Introduce Essential Skills With Web 2.0 Tools](#)

[Lesson Plans for Developing Digital Literacies](#)
[Literacy Tools in the Classroom: Teaching Through Critical Inquiry, Grades 5-12,](#)

[DIY Media in the Classroom: New Literacies Across Content Areas](#)

[Teaching With the Tools Kids Really Use: Learning With Web and Mobile Technologies](#)

[Rewired: Understanding the iGeneration and the Way They Learn](#)
[iWrite: Using Blogs, Wikis, and Digital Stories In The English Classroom](#)

[Adolescents and Digital Literacies](#) (NCTE)

[Hanging Out, Messing Around, and Geeking Out: Kids Living and Learning with New Media](#)

[Curriculum 21: Essential Education for a Changing World](#) (ASCD)
[The Socially Networked Classroom: Teaching In The New Media Age](#)

[21st Century Skills: Learning for Life in Our Times](#)

[Digital Literacies: Social Learning and Classroom Practices](#)

[Youth Online: Identity and Literacy in the Digital Age](#)

[Grown Up Digital: How The Net Generation Is Changing the World](#); also [McGraw Hill website](#)

[Born Digital](#) Understanding the First Generation of Digital Natives

[Teaching in the Digital Age, Second Edition](#) Using the Internet to Increase Student Engagement and Understanding

[Teaching the Digital Generation](#)

[Reading Photographs to Write With Meaning and Purpose, Grades 4-12](#) (IRA)

[Safe Practices for Life Online/ Teacher Guide \(ISTE\)](#)

[Digital Generations: Children, Young People, and the New Media Education/technology texts](#)

[MacArthur Foundation Series on Digital Media and Learning](#)

[Lesson Plans for Creating Media-Rich Classrooms \(NCTE\)](#)

[web 2.0- new tools, new schools \(ISTE\)](#)

Blogs/Blogging/ Social Networking	Digital Media/ Storytelling	Filmmaking (still/video production)	Gaming/ Videogames	Graphic Novels	iPod/ Podcasts	PDAs
BloggingTeaching Writing Using Blogs, Wikis, and other Digital Tools	Teaching With Digital VideoDigital Storytelling Guide for Educators	Kids, Cameras, and the CurriculumTeaching with Digital Images: Acquire, Analyze, Create, Communicate	Playing Games in School: Video Games and Simulations for Primary and Secondary Education. (Fall 2010) SLJ Sept '08recommendations	The Comic Book Curriculum Using Comics to Enhance Learning and LifeTeaching Graphic Novels SLJ Nov 08 <u>nonfiction Recommendations</u>	Student Powered Podcasting	
Blogs. Wikipedia, Second Life, and Beyond: From Production to Produsage	Digital Storytelling In The Classroom: New Media Pathways To Literacy, Learning and Creativity	Cameras In The Classroom Educating The Post TV Generation	Game On! Gaming at the Library	Adventures in Graphica: Using Comics and Graphic Novels to Teach Comprehension, 2-6 Children's Comics A Teacher's Guide	KidCast: Podcasting Activities, Strategies, and IdeasKidCast: Podcasting in the Classroom Adventures in Podcasting	Tablet PCs in K-12 Education
Using Blogs to Enhance Literacy: The Next Powerful Step in 21st Century Learning	Digital Storytelling: In and Out of the Classroom	Teaching TV Production in a Digital World	Good Video Games and Good Learning: Collected Essays on Video Games, Learning and Literacy	Teaching Visual Literacy: Using Comic Books, Graphic Novels, Anime, Cartoons, and More to Develop Comprehension and Thinking Skills	RSS For Educators: Blogs, Newsfeeds, Podcasts and Wikis In The Classroom	Handheld Computers and Smartphones In Sec. Schools
Classroom Blogging: 2nd Edition	Digital media in the classroom (Ebook)	The Director in the Classroom: How Filmmaking Inspires Learning	How Computer Games Help Children Learn	Getting Graphic! Comics for Kids: A comprehensive resource for selecting comic books and graphic novels for kids at the elementary level	Podcasting At School	Tips and Tricks for using Handhelds in the Classroom
Generation MySpace: Helping Your Teen Survive Online Adolescence	Digital Media In The Classroom	Creating Digital Video In Your School	Fans, Bloggers, and Gamers: Media Consumers in a Digital Age	Developing and Promoting Graphic Novel CollectionsUnderstanding Manga and Anime	Educator's Podcast Guide	Palm OS Handhelds in the Elementary Classroom: Curriculum and Strategies
Blogging and RSS: A Librarian's Guide	Digital Photography in the Classroom	Digital Cameras and Photo Editing for Kids Using Adobe Photoshop Elements	More Video game books	Building Literacy Connections with Graphic Novelssample chapter	Listen Up! Podcasting for Schools and Libraries	Changing How We Teach and Learn With Handheld Computers

Blogs, Wikis, Podcasts, and Other Powerful Web Tools for Classrooms	Digital Storytelling: Creating an eStory			Graphic Novels A Genre Guide to Comic Books, Manga, and More	Blogs, Wikis, Podcasts, and Other Powerful Web Tools for Classrooms	
Fans, Bloggers, and Gamers: Media Consumers in a Digital Age	The Kids' Guide to Digital Photography			Make Your Own Graphic Novel Using Digital Techniques	Podcasting: Do It Yourself Guide	
Videoblogging	Teaching with Digital Images: Acquire, Analyze, Create, Communicate			Understanding Comics: The Invisible ArtComics and Sequential Art.	Producing Video Podcasts: A Guide for Media Professionals	