

INFOhio

Early Learning Portal

Resources Rubric

October 16, 2017

“
Three C's - Consider content, context, and child(ren)

“The content—the information portrayed on screen—can make a significant difference in whether children learn from what they see, according to a growing pile of studies on toddlers, preschoolers and elementary school children. The context—what is happening around the viewing or play, as well as how the extent to which screen time dominates a child's daily routine—can make a difference too. And we can't forget that every child comes to media or technology with their own needs and interests that can be either fostered or squelched, depending on how media is used.” Lisa Guernsey

“Technology and interactive media are tools that can promote effective learning and development when they are used intentionally by early childhood educators, within the framework of developmentally appropriate practice (NAEYC 2009a), to support learning goals established for individual children.” ([Young Children, New Media, and Libraries: A Guide for Incorporating New Media into Library Collections, Services, and Programs for Families and Children Ages 0-5](#))”

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Name of Resource	Reviewers Initials				
Quality	5	4	3	2	1
a. Does the resource have colorful, engaging illustrations or graphics?	Almost Always	Often	Sometimes	Seldom	Never
b. Do the interactive components educate/entertain without distracting?	Yes		No		Unknown
c. Does the interface appear polished, modern, or updated?	Almost Always	Often	Sometimes	Seldom	Never
d. Does the story, activity, or experience encourage users to return to the resource?	Almost Always	Often	Sometimes	Seldom	Never
e. Are there reviews available from reliable sources (website, educator, tech integrator)?	Yes		No		Unknown
Quality Score					

Educational Value	5	4	3	2	1
a. Does text include audio/highlighting?					
• audio	Yes		No		Unknown
• highlighting	Yes		No		Unknown
b. Does the resource encourage adult/child interaction through talking, singing, playing, reading, or writing?					
• Talk	Almost Always	Often	Sometimes	Seldom	Never
• Sing	Almost Always	Often	Sometimes	Seldom	Never
• Read	Almost Always	Often	Sometimes	Seldom	Never
• Write	Almost Always	Often	Sometimes	Seldom	Never

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• Play	Almost Always	Often	Sometimes	Seldom	Never
c. Does the resource encourage peer collaboration?	Almost Always	Often	Sometimes	Seldom	Never
d. Does the resource use rhyme or repetition?	Almost Always	Often	Sometimes	Seldom	Never
e. Do games or activities encourage creativity?	Almost Always	Often	Sometimes	Seldom	Never
f. Do the games or activities develop critical thinking and problem-solving skills?					
• Critical Thinking	Almost Always	Often	Sometimes	Seldom	Never
• Problem Solving	Almost Always	Often	Sometimes	Seldom	Never
g. Does the resource include elements/opportunities that can lead to learning extensions (ex: field trip, companion story, song, or game)?	Almost Always	Often	Sometimes	Seldom	Never
h. Does the resource model correct grammar and pronunciation of words?	Almost Always	Often	Sometimes	Seldom	Never
i. Does the resource provide increasingly challenging experiences/activities as the child demonstrates mastery of a particular skill?	Almost Always	Often	Sometimes	Seldom	Never
j. Is there an option to choose read alone vs. read to me?	Yes		No		Unknown
k. Does the resource cover the Early Learning & Development Standards?					
• Social/Emotional	Yes		No		Unknown
• Cognitive Development and General Knowledge	Yes		No		Unknown
• Language Literacy	Yes		No		Unknown
• Physical Well Being and Motor Development	Yes		No		Unknown
• Approaches Toward Learning	Yes		No		Unknown
Educational Value Score					

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Message/Mentor	5	4	3	2	1
a. Do characters used in the resource model positive behavior?	Almost Always	Often	Sometimes	Seldom	Never
b. Does the resource include characters/situations that will be common/familiar to children of different cultural or ethnical backgrounds?	Almost Always	Often	Sometimes	Seldom	Never
Message/Mentor Score					

Safety/Privacy	5				1
a. Does the resource exclude the use of					
<ul style="list-style-type: none"> Violence 	Yes				No
<ul style="list-style-type: none"> Sexual situations 	Yes				No
<ul style="list-style-type: none"> Foul language 	Yes				No
<ul style="list-style-type: none"> Scary situations 	Yes				No
b. Is the resource COPPA compliant (apps do not collect or share information from kids under age 13)?	Yes				No
Safety/Privacy Score					

Sales/Marketing	5		3		1
a. Is the resource free of ads? <i>If yes, b. should automatically receive a score of 5</i>	Yes		No		Unknown
b. Is the learning experience unaffected by ads/purchases in the resource?	Yes		No		Unknown
c. Is the resource free?	Yes		No		Unknown
d. Is the resource free of in-resource purchases?	Yes		No		Unknown
Sales/Marketing Score					

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Usability	5		3		1
a. Can the font size be changed?	Yes		No		Unknown
b. Can users easily navigate the resource?	Yes		No		Unknown
c. Is the resource available on various platforms/devices?	Yes		No		Unknown
d. Is the resource available in multiple languages?	Yes		No		Unknown
	5	4	3	2	1
e. Is the resource accessible to learners with disabilities?	All	Most	Some	Few	None
Usability Score					

Age Appropriate	5	4	3	2	1
a. Does the resource encourage peer or adult/child relationships?	Almost Always	Often	Sometimes	Seldom	Never
b. Does the resource help develop sharing or taking turns?	Almost Always	Often	Sometimes	Seldom	Never
c. Is the resource developmentally appropriate for the targeted age group?	Almost Always	Often	Sometimes	Seldom	Never
Is the resource supportive of the child's learning development?	Almost Always	Often	Sometimes	Seldom	Never
Age Appropriate Score					

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Support	5				1
a. Does the resource provide materials that support classroom use and curriculum integration, or parent interaction?					
<ul style="list-style-type: none"> Supports Classroom Use/Curriculum Integration 	Yes				No
<ul style="list-style-type: none"> Supports Parent Interaction 	Yes				No
b. Does the resource provide technical support (e.g., online help, toll free number)?	Yes				No
	5		3		1
c. Does the resource support home-school connections that foster parent/educator communication or enhance student learning?	Yes		No		Unknown
Support Score					
Total Score					
Additional Comments or Notes					