

# App of the Month - January 2016



**Name:** Monument Valley

**Age Category:** Apps for Older Kids

**Price:** \$3.99

**Store Options:** [iTunes](#), [Google Play](#), [Amazon App Store](#) & [Windows Phone Store](#)

## Key Features:

- Brain-twisting puzzle game
- Bends architecture and follows a silent princess through a captivating world
- Encourages players to look at things differently, which will engage young minds
- MC Escher-inspired puzzle game

*Monument Valley is a surreal exploration through fantastical architecture and impossible geometry. Create paths to guide the silent princess Ida through mysterious monuments, while unfolding optical illusions and outsmarting the enigmatic Crow People.*

*Players learn through trial and error, but eventually a logical pattern emerges. The game's difficulty might be a bit much for young players; older kids will enjoy the opportunity to break out of their day-to-day patterns of thinking.*



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# App of the Month - February 2016



**Name:** LumiKids Park

**Age Category:** Early Literacy Apps

**Price:** FREE

**Store Options:** [iTunes](#) and [Google Play](#)

## Key Features:

- . 2 - 5 years
- . Practice sorting by shape, color & size rules
- . Challenge fine motor control & planning
- . Use attention to play hide & seek
- . Adaptive & intuitive play for kids with useful parent insights

*Explore this giggle-filled neighborhood park, with opportunities to use skills like sorting, visual motor-coordination and attention.*

*LumiKids aims to be a pioneer of research that advances the study of child development and the power of digital play. We have partnered with leading academic researchers to learn more about the impact of these digital activities for children but have not yet completed any studies. Our product will continue to evolve as the team learns from the outcomes of these studies.*



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# App of the Month - March 2016



**Name:** ScratchJr

**Age Category:** Apps for Older Kids

**Price:** FREE

**Store Options:** [iTunes](#) and [Google Play](#)

**Website:** <http://www.scratchjr.org/>

## Key Features:

- . Inspired by Scratch programming language
- . 5 - 7 years
- . Children learn to solve problems, design projects & express themselves creatively
- . Supports development of early-childhood numeracy & literacy
- . Children learn to code and code to learn

*Coding is the new literacy! With ScratchJr, young children (ages 5-7) can program their own interactive stories and games. In the process, they learn to solve problems, design projects, and express themselves creatively on the computer.*

*By snapping together graphical programming blocks, children can make characters move, jump, dance, and sing. Children learn to solve problems, design projects, and express themselves creatively on the computer. They also use math and language in a meaningful and motivating context, supporting the development of early-childhood numeracy and literacy.*



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# App of the Month - April 2016



**Name:** Fiete Farm by Ahoii Entertainment

**Age Category:** Early Literacy Apps

**Price:** \$2.99

**Store Options:** [iTunes](#) and [Google Play](#)

## Key Features:

- . 4 - 6 years
- . Free-play exploration tool that teaches about daily tasks on a farm
- . Follow a chronological order, or explore & go back-&-forth to different parts of the day
- . Kids learn about responsibility, the passage of time, typical farm tasks, & cooperation

*Children help sailor Fiete & his farmer friends throughout their busy day. Users wake the snoring men, then assist them as they gather eggs, shear sheep, pick apples, milk a cow & load each item into a delivery truck before settling in around a campfire. The app is low-key & low-stress; the sound effects are quiet nature noises, & background movement is generally of the gentle swaying-in-the-breeze variety. The visuals are all rounded shapes and subdued colors (until the glorious pink sunset).*

Review Source: [Horn Book](#)



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# App of the Month - May 2016



**Name:** CO Play & Learn by Colorado Libraries

**Age Category:** Early Literacy Apps

**Price:** FREE

**Store Options:** [iTunes](#) and [Google Play](#)

## Key Features:

- English & Spanish
- Early literacy tips & activities by age— babies, toddlers, preschoolers
- Five categories of activities— talking, reading, writing, playing & singing
- Grow the skills your child needs to learn how to read by doing these fun activities

*CO Play & Learn offers quick learning tips accompanied by colorful graphics for parents and caregivers to help children develop pre-reading skills, and simple games and activities to do together in both English and Spanish. Activities are leveled for babies, toddlers, and preschoolers, and focus on reading, talking, singing, writing and playing. With this app, early literacy tips and activities can now be easily accessed from a mobile device.*



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# App of the Month - June & July 2016



**Name:** ReadyRosie by Pascal Learning Inc

**Age Category:** Early Literacy Apps

**Price:** FREE

**Store Options:** [iTunes](#) and [Google Play](#)

## Key Features:

- Free to download
- Visit the [Children's Library website](#) to create a FREE account with your library card
- Login to your ReadyRosie account to access the full library
- English & Spanish
- Fun and interactive learning activities for 0-6 year olds

*ReadyRosie is an online resource that delivers videos in both English and Spanish to parents, administrators, teachers, and caregivers. The ReadyRosie videos feature real families modeling quick activities that can be done at home to promote success in school! The video content features ideas and strategies for 0-6 year olds and can be accessed through text, email and the free app. Click [here](#) to learn more about ReadyRosie by watching these overview and sample videos.*



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# App of the Month - August & September 2016



**Name:** Simple Machines by TINYBOP

**Age Category:** Apps for Older Kids

**Price:** \$2.99

**Store Options:** [iTunes](#)

**Website:** [TINYBOP](#)

## Key Features:

- Ages 4+
- Explore the playful side of physics & discover how simple machines work
- Create your own experiments
- Investigate invisible forces
- Interactive labels in 40+ languages
- Free expert-reviewed *Simple Machines Handbook* on Tinybop website

*Kids can explore six simple machines. Simple Machines is one of four other apps in Tinybop's "Explorer's Library". Kids test and improve their simple machines with many options to manipulate the machines. There is no spoken language in the app, but labels for the machines are available in multiple languages. Playing with a grown-up helps focus the activities and enhances learning opportunities. Grown-ups can download a free Simple Machines Handbook on the Tinybop website to guide learning, play and exploration.*

Review Source: [Common Sense Media](#)



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# App of the Month - Oct. & Nov. 2016



**Name:** Endless Alphabet by Originator, Inc.

**Age Category:** Early Literacy Apps

**Price:** \$6.99

**Store Options:** iTunes, Google Play, Amazon App Store, Windows Store

**Website:** [Originator](http://Originator)

## Key Features:

- Ages 3 - 5
- Over 70 words to learn & play with
- Animations teach definitions of words in a fun & engaging way
- Word game teaches letters
- No high scores, limits or stress

*Set the stage for reading success with this delightfully interactive educational app. Kids will have a blast learning their ABC's & building vocabulary with the adorable monsters in Endless Alphabet. Each word features an interactive puzzle game with talking letters & a short animation illustrating the definition. Before you know it, your child will be using words like gargantuan & cooperate! (Originator, Inc.)*

*Skill building includes letter/sound recognition, listening comprehension, matching & self-direction.*

Review Source: [Beanstack](http://Beanstack)



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# App of the Month - December 2016



**Name:** DNA Play by AVOKIDDO

**Age Category:** Apps for Older Kids

**Price:** \$2.99

**Store Options:** iTunes, Google Play, Amazon App Store

**Website:** [AVOKIDDO](http://AVOKIDDO)

## Key Features:

- Ages 4 - 10
- 11 languages
- Introduces basic DNA concept
- Build creatures by completing simple DNA puzzles
- Over 200 billion unique monsters
- No in-App purchases

*Introduces kids to basic concepts of DNA when they build creatures through a series of simple DNA puzzles. Get creative & experiment with quirky mutations of different body parts by altering genes. Have fun playing with your monsters & change their form in real-time while they dance, skate, eat or sleep. There's no text, so there is no actual discussion of what DNA is. Notes for parents offer some basic information. Screen shots of the finished creatures can be saved.*

Review Source: [School Library Journal](#)



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