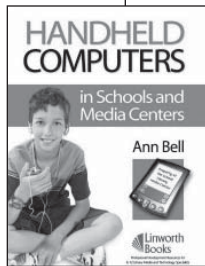


Handheld Device; Locating and Downloading Online eBooks; Accessing Websites on Handheld Computers; Writing eBooks and Notes; Circulating eBooks and eAudiobooks; Utilizing and Preparing eAudio; Utilizing and Preparing Podcasts; Locating and Downloading eVideos and Vodcasts; Digital Media Copyright Issues; Incorporating eBooks, eAudio, eVideo, and Podcasts into the Curriculum; and Record Keeping on Handheld Devices. Canadian readers will have to do some supplemental research and reading as the educational standards to which Bell refers are American, as is the copyright law she references. Although it's reasonable to expect that anyone investigating the use of handheld computers in education will be reasonably comfortable with computers, Bell does write for a general audience – readers need not be ICT specialists. Bell certainly presents an interesting alternative to banning personal electronic devices from schools.



101+ Great Ideas for Teen Library Web Sites is an excellent guide to creating school and public library websites teens will actually use. Although Doyle does suggest some programs and shortcuts, she

doesn't focus on the technical aspects of website creation – that is, this isn't a guide to HTML or website creation software. Instead, she focuses on design and content. *101+ Great Ideas* is divided into six parts: Essential Website Know-How; Communication; Imagination, Inventiveness, and Ingenuity; Tech Companion Pages; and Help Pages: 101+ Great Ideas for Teen Library Websites. Doyle covers the gamut, from a basic website that provides static information about the library to an interactive website that makes use of a variety of Web 2.0 tools.

Handheld Computers is highly recommended reading for anyone involved in integrating handheld computing devices into schools and school libraries.



Any teacher-librarian involved in the development of a school library website will find ideas and inspiration in these pages even though, realistically, many of Doyle's ideas will

probably be unrealistic in school settings.

An essential purchase for district professional collections. If easy access to a

district collection is difficult, then teacher-librarians interested in website development should consider buying school copies.

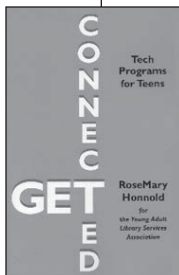
Get Connected: Tech Programs for Teens

RoseMary Honnold
2007
9781555706135

Get Connected: Tech Programs for Teens provides lots of interesting – and field-tested – ideas for tech-themed library programs. Part I covers recreational programs, including gaming, creating an interactive Internet presence, audiobooks and music, art and film, and reading. Part II covers educational programs, including resource instruction (e.g. databases), technology instruction e.g. social networking), and special audiences (e.g. ESL students). Part III deals with programs for Teen Advisory Groups. Honnold also includes several appendices with useful information.

Although a few school libraries are used as examples, *Get Connected* is focused on public library programming.

These programs are probably not practical in a school setting, although teacher-librarians might well be able to adapt some of the ideas. Teacher-librarians in shared school/public libraries will find lots of ideas here for partnerships with their public library colleagues.



Because *Get Connected* is so public-library oriented, interested teacher-librarians might want to try borrowing copies from their local public library systems rather than purchasing copies. Optional purchase for district professional collections.

Library 2.0 and Beyond: Innovative Technologies and Tomorrow's User

Nancy Courtney, ed.
2007
9781591585374

Library 2.0 and Beyond is a collection of articles about the role Web 2.0 tools can play in libraries. Topics covered include blogs and wikis, social networking and tagging technologies, folksonomies, podcasting, gaming, digital storytelling, Web 2.0 catalogues, and virtual reality libraries.

Most of the contributors are academic librarians. The rest are public librarians and library consultants. None of the contributors are school librarians. As a result, while *Library 2.0 and Beyond* is fascinating reading, it's not really applicable to school libraries. On the other hand, if a school board is actually willing to give teacher-librarians the freedom to

explore the use of Web 2.0 tools, then this book would be highly recommended reading for that group.

Optional purchase for district professional collections. □

