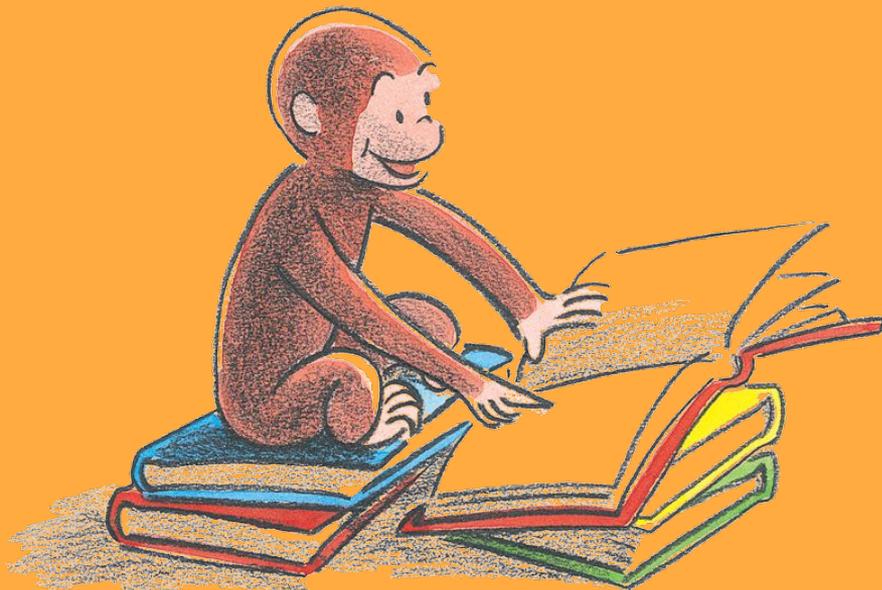


# Hooking Struggling Readers with Books They **CAN** and **WANT** to Read

## Workshop 2

Prepared by Jessica Lee

May 9, 2018



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# Workshop 2

## Making E-books with 'Book Creator'



Making e-books which are both  
***accessible and enjoyable***



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# Agenda

1. Features of e-books which are suitable for struggling/ beginning readers-a quick recap
2. Introduction to 'Book Creator'
3. Sharing by Rebecca
4. Adapting a print book into an e-book



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# Features of e-books which are suitable for struggling readers



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**In a nutshell,  
struggling readers  
need books which  
they **CAN** and **WANT**  
to read!**



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# What makes an e-book *enjoyable* and *accessible*?

## *Enjoyable (want to read)*

Pictures

Engaging story

Fun games

Well-developed characters

Interactive hot spots

Interesting story plot

Interesting topic

Funny background music/ soundtracks

Expressive and fluent narration

## *Accessible (can read)*

Easy to bring

comprehensible

Simple words

Text and illustrations are well-coordinated

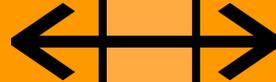
Pictures that explain/match the texts

No distraction

Characters and story are well-coordinated

visual/verbal iconic cues to hotspots

expressive and fluent narration



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<b>Writing</b>	<ul style="list-style-type: none"> <li>● Engaging story</li> <li>● Well-developed characters</li> <li>● Comprehensible (made accessible through supportive features)</li> <li>● Springboard for reflection on real world connections</li> </ul>
<b>Images</b>	<ul style="list-style-type: none"> <li>● Text and illustrations are well-coordinated</li> <li>● Can complement, enhance/ even extend the text</li> </ul>
<b>Narration</b>	<ul style="list-style-type: none"> <li>● Expressive and fluent (X distracting elements)</li> <li>● Word-by-word highlighting in sync with the reading voice</li> <li>● Control over narration options: e.g. level of support needed ('Read to me'/ 'Read by myself') and options to select a voice or even record own voice</li> </ul>
<b>Interactive functions</b>	<ul style="list-style-type: none"> <li>● Personalisable elements (e.g. selection of different endings as in 'The Land of Me')</li> <li>● Glossary list with child-friendly definitions</li> <li>● Sound effects/ music to complement mood</li> <li>● Interactive "hot spots" (without distracting readers from the story)/ activities to extend the story</li> <li>● Visual/ verbal/ written/ iconic cues to direct readers to "hot spots"</li> </ul>

**(Cahill & Franzen, 2013)**

## Zipke (2013)

- Suitable in terms of developmental stage
- Entails elements of good writing : strong voice (e.g. *The True Story of Three Little Pigs, Don't let the pigeon drive the Bus*), strong sentence fluency (e.g. *There was an old lady who swallowed a fly, Room on the Broom*)
- Subject matter → interesting?
- ‘Not just print transferred to screen’
- Encourage a reader to read rather than ‘watch a movie’



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# Support for ‘learning to read’

Important considerations for children who are learning to read (Yokota & Teale, 2014):

- Text appearance (x decorative font)
- Highlighting of text
- Opportunities for word exploration (e.g. click on individual words to hear how a word is pronounced/ teach phonemes/ phonics patterns)
- Illustration- text match

● Layout not too busy, esp. for dyslexic learners (for more, see Ch6 of Kormos and Smith, 2012)



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## KEY

<b>Writing</b>	<ul style="list-style-type: none"><li>● Engaging story</li><li>● Well-developed characters</li><li>● Comprehensible (made accessible through supportive features)</li><li>● Springboard for reflection on real world connections</li></ul>	<b>Legend:</b> Pink: Enjoyable Yellow: Accessible Green: Both
<b>Images</b>	<ul style="list-style-type: none"><li>● Text and illustrations are well-coordinated</li><li>● Can complement, enhance/ even extend the text</li></ul>	
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Legend:  
Pink: Enjoyable  
Yellow: Accessible  
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- Layout not too busy, esp. for dyslexic learners (for more, see Ch6 of Kormos and Smith, 2012)

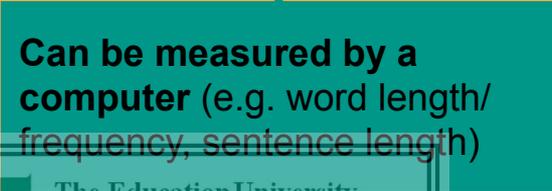


# Six key facets of engagement (Kucirkova *et al.*, 2017)

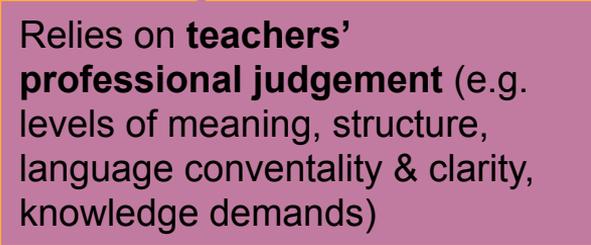
- Six facets of engagement to help us understand the potential of a digital book to support reading for pleasure:
  - **Affective** engagement: how does the child feel when reading the book ( e.g. positive attitudes/ satisfaction such as pleasure, enjoyment and inclusion)?
  - **Interactive** engagement: does the book encourage the child' active involvement in reading, requiring his/ her input/ contribution?
  - **Shared** engagement: does the book facilitate opportunities for shared engagement with the child (e.g. prompt conversations with teachers/ peers)?
  - **Sustained** engagement: does it nurture the child' sustained engagement in reading?
  - **Creative** engagement: does it encourage the child to develop his/ her imagination or use his/ her own creativity (e.g. come up with their own stories/ characters)?
  - **Personalised** engagement: can the book provide an individualised/ tailored reading experience to the child (e.g. opportunities to take on different characters)?

# Three-part model of text complexity (Sierschynski *et al.* 2014)

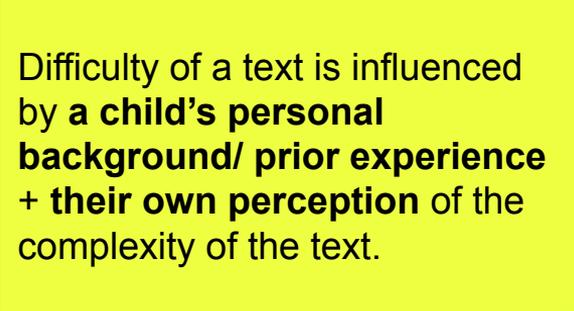
- A model we can adopt to help us select suitable multimodal texts for use in the classroom. There are 3 dimensions to consider in this model:
- ***Quantitative, qualitative*** and ***reader-task connections***



Can be measured by a **computer** (e.g. word length/frequency, sentence length)



Relies on **teachers' professional judgement** (e.g. levels of meaning, structure, language conventionality & clarity, knowledge demands)



Difficulty of a text is influenced by a **child's personal background/ prior experience + their own perception** of the complexity of the text.

# Assessing readability in texts for young children--is there a formula?

- Not really.
- According to recent research on text readability (see Benjamin 2012), features in texts for young beginning readers are hard to be assessed via an automated or generalised system.
- It is more appropriate for such texts to be assessed by ***qualitative methods*** which require teachers' professional

Table 1 Framework for Analyzing Complexity in K–3 texts

CCSS Qualitative Measures of Text Complexity	Extensions: Textual-Visual Elements	Guiding Questions for Teacher Analysis
<b>Levels of Meaning</b>	Alignment of textual and visual meaning (e.g., relationships and connections between text and illustrations)	<ul style="list-style-type: none"> <li>■ Do the text and the illustrations tell the same story?</li> <li>■ Do the text and the illustrations interact to build depth of meaning?</li> <li>■ How do the illustrations add to the meaning of the text?</li> <li>■ How are the two connected? How much information can we derive from the image compared to the text?</li> </ul>
<b>Structure</b>	Explicitness of textual and illustrated sequence of events; layout, size, and number of visual elements on a page	<ul style="list-style-type: none"> <li>■ Is the textual structure unpredictable?</li> <li>■ Do the illustrations tell a coherent story?</li> <li>■ Does the textual structure or visual layout add to the depth of the book?</li> </ul>
<b>Language Conventinality and Clarity</b>	Comprehensible and age-appropriate illustrations, image content, and language	<ul style="list-style-type: none"> <li>■ Are the expressions in the text easy for children to understand?</li> <li>■ Are the illustrations realistic or abstract?</li> <li>■ How is the meaning influenced by the images?</li> <li>■ Are the illustrations appropriate for the intended age group?</li> </ul>
<b>Knowledge Demands</b>	Age-appropriate background knowledge, including visual representations required to comprehend and appreciate both text and illustrations	<ul style="list-style-type: none"> <li>■ What do students need to know in order to understand the text?</li> <li>■ What do students need to know in order to understand the illustrations?</li> </ul>

# Framework for analysing complexity in texts for young readers

(Sierschynski *et al.* 2014, p.289)



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# Levels of meaning

- Do the text and the illustrations tell the same story?
- Do the text and the illustrations interact to build depth of meaning?
- How do the illustrations add to the meaning of the text?
- How are the two connected? How much information can we derive from the image compared to the text?

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# Structure

- Is the textual structure unpredictable?
- Do the illustrations tell a coherent story?
- Does the textual structure or visual layout add to the depth of the book?



**Knowledge Demands** Age-appropriate background knowledge, including visual representations required to comprehend and appreciate both text and illustrations.

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## Language conventionality & clarity

- Are the expressions in the text easy for children to understand?
- Are the illustrations realistic or abstract?
- How is the meaning influenced by the images?
- Are the illustrations appropriate for the intended age group?

**Table 1 Framework for Analyzing Complexity in K–3 texts**

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## Knowledge demands

- What do students need to know in order to understand the text?
- What do students need to know in order to understand the illustrations?

**Knowledge Demands** Age-appropriate background knowledge, including visual representations required to comprehend and appreciate both text and illustrations.

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# Introduction to 'Book Creator'



- Why use 'Book Creator'?  
What makes it a unique tool for supporting struggling/ beginning readers?
- [https://www.bookwidgets.com/play/LEGBGE?teacher\\_id=6011766611902464](https://www.bookwidgets.com/play/LEGBGE?teacher_id=6011766611902464)



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# KEY

Text integrated with image, sound and animation	Text and multimedia can complement each other to provide a richer reading experience
Text-to-speech synthesiser and word-by-word tracking	Support word recognition and make reading less laborious
Recording and inserting own audio narration	Provide a model for fluent, expressive reading
Adjustable reading speed	Pupils can adjust reading speed to meet individual needs
Embedding hyperlinks to other web-based activities	Extend pupils' learning beyond the book
Sharing made easy with a link or joining code	Allow pupils to access content easily
Real-time collaboration and combining books	Allow users to construct books collaboratively
Easy manipulation through wiping and touching (when viewing books on a tablet)	Even young children can have easy control of different items to meet individual needs and interests

# Sharing by Rebecca



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# Adapting a print book into an e-book



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# Adapting 'Bark, George' into an e-book

- **The story read by Miss Becky:**
  - <https://youtu.be/QNxUSRTDbMw>
- **Text and images of 'Bark, George' for your adaptation:**
  - <https://drive.google.com/open?id=1ZBfzr02uFmJmIRkXsjeKkReuYulGZ9Kp>
- **Now you may try:**
  1. In groups, choose one of the animals (cat/ duck/ pig/cow).
  2. Add text (modify the language where you see fit) and insert your voiceover.
  3. Insert a new animal of your own choice
  4. Change the ending (optional).



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# Collaborate to make an e-book

1. Go to your library (e.g. Jessica's library).
2. Choose '**Join with a code**'.
3. Type the joining code: **GBYD6**



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# Book Creator for Chrome--Knowing the basics

1. Go to <https://app.bookcreator.com/> to register for an account. Choose **'I'm a teacher'**.
2. Click **'+ New Book'**.
3. Choose the shape of your book (Choose **'landscape'** for the book we're going to make.)
4. Click on **'+'** to add text and media.
5. Click on **'i'** to edit text and page setup.
6. Either click **Pages** or the **play button '▶'** to preview the book. Click **'Back'** or **'Edit'** to go back.



## More basics

- Click on **'Pages'** to reorder, copy, insert and delete the pages of a book here.
- Click on the **play button '▶'** to adjust **'Read to me'** setting. You can choose your preferred reading voice and speed.
- Click on **'i'** to add hyperlinks to text and image to connect to other web-based resources or even create a non-linear



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# Sharing your book

1. Click '**< My Books**' to go to home screen. Then give your book a title.
2. Choose '**Publish online**' and '**Copy public share link to clipboard**'.
3. You can also choose '**Download as ebook**' to export an epub file to your computer/ Google drive and send it to your groupmates. Your groupmates can import the file by clicking on '**Import book**'; then they will be able to continue to work on the book or combine your book with their book.



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# Useful resources

- Book Creator Support:  
<https://support.bookcreator.com/hc/en-us/categories/115000220774-Book-Creator-for-Chrome>
- \*Use non-linear books to gamify your book:  
<https://bookcreator.com/2014/12/using-non-linear-stories-gamify-books/>
- Top 11 apps to be used with Book Creator:  
<https://bookcreator.com/2016/05/top-11-apps-use-with-book-creator/>
- 30 Days to a Stronger Picture Book:  
<http://www.darcypattison.com/writing/picture-books/30-days-to-a-stronger-picture-book-2/>
- The blog of a children's book illustrator: <http://braintofu1.blogspot.hk/>
- Scholastic Kids and Family Report:  
<http://www.scholastic.com/readingreport/key-findings.htm>

# E-books made by Sterling's students

Although these e-books are made with powerpoint, they are good models for e-books with textual and visual features appropriate for young ESL/ EFL learners.

Link to the e-books:

[https://drive.google.com/open?id=1bsTydBei7M\\_YISbB\\_kVI77SoMI6y1Nr9](https://drive.google.com/open?id=1bsTydBei7M_YISbB_kVI77SoMI6y1Nr9)

**IMPORTANT:** These e-books are supposed to serve as reference only. You **MUST NOT** use these e-books for other purposes without the book writers' permission.



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# Book making tips and ideas

## Tips from Jessica

**Important:** please type the text of your books into '**plain text**' files (.txt) for us to check the difficulty of your text.



1. **Length:** about 24-30 pages; **word count:** around 200-300 words.
2. Use **high frequency words** (e.g. the first 300 words in the [New General Service Word List](#) and words from the KS1 [Wordlist](#) compiled by EDB).
3. Using themes and words from the project school's P1 textbooks (e.g. [Longman Elect 1A and 1B](#)) is a good idea too. This helps to **consolidate the pupils' learning**.
4. It's a good idea to include **language-focused activities** in your book: e.g. vocabulary list, phonics chart, mini lessons on expressive reading, etc.
5. **Suggested e-resources to be incorporated into your e-books:** [Quizlet for Teachers](#) (login for the paid account will be given later) and mini games from [Teach your monster to read](#).

# Book ideas (one new idea added)

- Alphabet/ ABC Books to reinforce letter-sound relationship
- Create a sing along book (e.g. Love me tender, You're the Sunshine of my life)
- Create a book with silly rhymes and poems (e.g. *The Big Fat Cow That Goes Kapow*)
- Procedure books to give students a chance to make something after reading a book (e.g. How to make ice-cream in a bag)
- A book that teaches idioms (can you create a story with food/ drink idioms “a piece of cake”, “my cup of tea”, “top banana”, “big cheese”)
- A book which teaches phonics (e.g. *Rhyming Dust Bunnies*)
- Hook the kids with a series! Since each group will make three books (2 for teaching, 1 for independent reading), you can make a series like ‘Three little Pigs’ adventure in Hong Kong’ followed by their adventure in Canada and in Australia.)



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# Summary

- Two important considerations concerning e-books for use with struggling/ beginning readers: whether they book are **enjoyable** and **accessible**.
- In evaluating whether a book can support ‘reading for pleasure’, we can consider whether the book support the **six key facets of engagement**.
- In evaluating the complexity of a multimodal text, there are 3 dimensions to consider: **quantitative**, **qualitative** and **reader-task connections**. The qualitative dimension is especially important when evaluating books to be used with beginning readers.
- ‘Book Creator for Chrome’ is chosen for our project because it is a powerful tool for supporting early literacy. It also allows users to engage in real-time collaboration and content sharing all on devices.

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