

The Digital Lives of Tweens and Young Teens Resource List

These resources were compiled in conjunction with the **2012 ALSC/YALSA Joint Presidents' Program: The Digital Lives of Tweens and Young Teens**. The list was developed by the ALSC Quicklists Consulting Committee (books), ALSC Great Websites for Kids Committee (websites), and ALSC Children and Technology Committee (resources for parents and librarians).

Books for Tween and Young Teens

Please be aware that books are selected for a range of readers from 8-14 years old. As you know, a book that is topical and appropriate for a 14 year old may very well not be for a 10 year old. There are other important factors that come into play when deciding which books are appropriate, such as the reader's maturity level, reading ability, and family mores.

Tweens and Young Teens (Age 8 - 14)

Anything But Typical. Nora Raleigh Baskin. Simon & Schuster Books for Young Readers, 2009. ISBN: 9781416963783. Ages 10-14.

Artemis Fowl. Eoin Colfer. Disney/Hyperion Books, 2009. ISBN: 9781423124528. Ages 11 and up.

The Boggart. Susan Cooper. M.K. McElderry Books, 1993. ISBN: 9780689869303. Ages 9-12.

Brain Jack. Brian Falkner. Ember, 2011. ISBN: 9780375843679. Ages 12 and up.

Click Here: To Find Out How I Survived Seventh Grade. Denise Vega. Little, Brown Books for Young Readers, 2006. ISBN: 9780316985598. Ages 11 and up.

Feed. M.T. Anderson. Candlewick Press, 2002. ISBN: 9780763617264. Ages 13 and up.

The Future of Us. Jay Asher. Razorbill, 2011. ISBN: 9781595144911. Ages 12 and up.

Gaming Technology. Chris Oxlade. Smart Apple Media, 2011. ISBN: 9780237540760. Ages 8-12.

Handheld Gadgets. Neil Morris. Raintree, 2012. ISBN: 9781410942760. Ages 8-12.

The iPod Book: How to Do Just the Useful and Fun Stuff with Your iPod and iTunes. Scott Kelby. Peachpit Press, 2009. 6th ed. ISBN: 9780321649065. Ages 12 and up.

Little Blog on the Prairie. Cathleen Davitt Bell. Bloomsbury, 2010. ISBN: 9781599902869. Ages 10-13.

Mousenet. Prudence Breitrose. Illustrated by Stephanie Yue. Hyperion, 2011. ISBN: 9781423124894. Ages 8-12.

Pies and Prejudice (The Mother Daughter Book Club # 4) Heather Vogel Frederick. Simon & Schuster, 2010. ISBN: 9781416974314. Ages 9-12.

Remote Man. Elizabeth Honey. Knopf, 2000. ISBN: 9780375914133. Ages 10-14.

The Secret under My Skin. Janet McNaughton. Eos/HarperCollins, 2005. ISBN: 9780060089917. Ages 12 and up.

Something to Blog About. Shana Norris. Amulet Books, 2008. ISBN: 9780810994744. Ages 12 and up.

The Glitch in Sleep (The Seems #1) John Hulme. Bloomsbury, 2008. ISBN: 9781599901305. Ages 10-14

Stormbreaker (Alex Rider #1) Anthony Horowitz. Puffin, 2006. ISBN: 9780142406113. Ages 12-14.

The Homework Machine. Dan Gutman. Simon & Schuster, 2006. ISBN: 0689876785 Ages 10-12.

STORM: The Infinity Code (STORM #1) E.L. Young. Dial, 2008. ISBN: 9780803732650. Ages 10-14.

The Angel Experiment (Maximum Ride #1) James Patterson. Little, Brown, 2005. ISBN: 9780316155564. Ages 13 and up.

The Maze of Bones (39 Clues #1) Rick Riordan. Scholastic, 2008. ISBN: 9780545090544. Ages 9-12.

Skeleton Creek (Skeleton Creek #1) Patrick Carman. Scholastic, 2009. ISBN: 9781765043549. Ages 12-14.

Spaceheadz (Spaceheadz #1) Jon Scieszka. Simon & Schuster, 2010. ISBN: 9781416979517. Ages 8-11.

Teen Cyberbullying Investigated: Where Do Your Rights End and Consequences Begin? Thomas A. Jacobs. Free Spirit, 2010. ISBN: 9781575423395. Ages 12 and up.

Trackers (Trackers #1) Patrick Carman. Scholastic, 2010. ISBN: 9780545165006. Ages 11-14.

The Truth about Truman School. Dori Hillestad Butler. Albert Whitman & Company, 2008. ISBN: 9780807580950. Ages 11 and up.

Using Technology to Find Your Family History. Tammy Gagne. Mitchell Lane, 2011. ISBN: 9781584159513. Ages 9-12.

Virtual Reality Specialist. (Cool Science Careers) Kelly Milner Halls. Cherry Lake, 2009. ISBN: 9781602795037. Ages 9-12.

Wild Wings. Gill Lewis. Illustrated by Yuta Onoda. Atheneum, 2011. ISBN: 9781442414457. Ages 9-12.

Older Tweens or Young Teens (Age 12+)

Gimme a Call. Sarah Mlynowski. Delacorte, 2010. ISBN: 9780385735889.

Heist Society. Ally Carter. Hyperion, 2010. ISBN: 9781423116394.

I'd Tell You I Love You, But Then I'd Have to Kill You (Gallagher Girls #1) Ally Carter. Hyperion, 2007. ISBN: 9781423100041.

iBoy. Kevin Brooks. Scholastic, 2011. ISBN: 9780545317689.

Level Up. Gene Luen Yang. Illustrated by Thien Pham. First Second, 2011. ISBN: 9781596432352

Ready Player One. Ernest Cline. Crown, 2011. ISBN: 9780307887436.

ttyl. Lauren Myracle. Amulet Books, 2005. ISBN: 9780810987883.

Steampunk! : An Anthology of Fantastically Rich and Strange Stories. Edited by Kelly Link and Gavin J. Grant. Candlewick, 2011. ISBN: 9780763648435.

Websites for Tweens and Young Teens

The list provides a sample of sites in art, literature, the sciences, mathematics, computer science, and history. We acknowledge that this list is absent of the typical favorite music, video and social networking sites of tweens and teens, such as Facebook, Hulu, Pandora, Spotify, Youtube, iTunes, Instagram and Picmonkey, but we hope that this sampling of Great Web Sites will provide inspiration to the librarians that strive to provide new perspectives to today's tweens and teens.

24/7 Science - www.lawrencehallofscience.org/kidsite/

All About Adolescent Literacy - www.adlit.org/

Anne Frank Online - www.annefrank.com/

Bronte Web Site - www.lang.nagoya-u.ac.jp/~matsuoka/Bronte.html

Cool Science - www.hhmi.org/coolscience

Dance Mat Typing - www.bbc.co.uk/schools/typing/

Dallas Symphony Orchestra (DSO) Kids - www.dsokids.com

EDSITEment! - edsitement.neh.gov/

Exploratorium - www.exploratorium.edu/

FEMA: Ready.gov - www.ready.gov/kids

Gallery of Achievers - www.ready.gov/kids

Generation on Youth Advisory Council - www.generationon.org

Imagination Cafe - www.imagination-cafe.com/

Invention Dimension - web.mit.edu/invent/invent-main.html

Jane Austen - www.pemberley.com/janeinfo/janeinfo.html

Merriam-Webster Online - www.merriam-webster.com/

Midlink Magazine - www.ncsu.edu/midlink/

Mr. PicassoHead - www.mrpicassohead.com/

NASA Science - science.nasa.gov

National Civil Rights Museum - www.civilrightsmuseum.org/

Neil Gaiman's Mouse Circus - www.mousecircus.com

Netsmartz - www.netsmartz.org/Parents

Ology - www.amnh.org/ology/

Shel Silverstein - www.shelsilverstein.com

Teenspace @ the Internet Public Library - www.ipl.org/div/teen/

The Mint - www.themint.org/

The Weather Channel Kids - www.theweatherchannelkids.com

This Day in History - www.history.com/this-day-in-history

Young Adults (and Kids) Books Central - yabookscentral.com/

Resources For Adults

Books

Born Digital: Understanding the First Generation of Digital Natives. John G. Palfrey and Urs Gasser. New York: Basic Books, 2008. ISBN: 0465005152

Deconstructing Digital Natives: Young People, Technology, and the New Literacies. Michael Thomas. New York: Routledge, 2011. ISBN: 9780415889933

From Boardbook to Facebook: Children's Services in an Interactive Age. Adele M. Fasick. Libraries Unlimited, 2011. ISBN: 9781598844689

Gaming in Libraries. Kelly Nicole Czarnecki. Neal-Schuman Publishers, Inc. 2010. ISBN: 9781555707095

A New Culture of Learning: Cultivating the Imagination for a Constant Change. Douglas Thomas and John Seely Brown. Createspace, 2011. ISBN: 1456458884

Rewired: Understanding the iGeneration and the Way They Learn. Larry D Rosen, Mark L Carrier and Nancy A Cheever. New York: Palgrave Macmillan, 2010. ISBN: 9780230614789

Serving Young Teens and 'Tweens. Shelia B. Anderson. Libraries Unlimited, 2007. ISBN: 1591582598

The Shallows: What the Internet is Doing to Our Brains. Nicholas G. Carr. New York: W.W. Norton, 2010. ISBN: 9780393072228

The Tech-Savvy Booktalker: A guide for 21st-century educators. Terence W. Cavanaugh and Nancy J. Keane. Librarians Unlimited, 2009. ISBN: 9781591586371

Technology and Literacy: 21st Century Library Programming for Children and Teens. Jennifer Nelson and Keith Braafladt. ALA Editions, 2012. ISBN: 9780838911082

Teens, Libraries, and Social Networking: What Librarians Need to Know. Denise E. Agosto and June Abbas, eds. Libraries Unlimited, 2011. ISBN: 9781598845761

You Are Not a Gadget: A Manifesto. Jaron Lanier. New York: Vintage, 2011. ISBN: 9780307269645

Websites

Multitasking Teens May Be Muddling Their Brains. Jon Hamilton. NPR.
www.npr.org/templates/story/story.php?storyId=95524385

Social Networking. Get Net Wise.org
kids.getnetwise.org/safetyguide/technology/socialnetworking

Teens. Pew Research Center's Internet & American Life Project.
<http://www.pewinternet.org/topics/Teens.aspx>

Reports/Articles

From realities to values: a strategy framework for Digital Natives: so how do you take these Digital Native realities and build a set of strategies that support your organization's digital initiatives, especially when technology is quickly and constantly shifting?. Helene Blowers. Computers in Libraries 30.4 (May 2010): p6(5).

Generation M2: Media in the Lives of 8- to 18-year-olds. The Henry J. Kaiser Family Foundation. January 2010. Available as a PDF -- www.kff.org/entmedia/upload/8010.pdf.

Learning designs: an analysis of youth-initiated technology use.(Report). Donna DeGennaro. Journal of Research on Technology in Education 41.1 (Fall 2008): p1(20).

Multimedia

The Teen Brain: A Work in Progress: Digital Distractions. (Video file)

NBC Nightly News (Video). ShadowTV. April 12, 2011. pNA.

Today's Family: "TMI" On the World Wide Web. (Video file)

Today (Video). ShadowTV. Jan 5, 2011. pNA.

Video Contest Winners

The following videos were submitted from librarians in the field to highlight effective programming and innovations for working with tweens and young teens. These videos were shown at the 2012 Joint President's Program.

Stratford Library Teen Volunteers & Technology -
www.youtube.com/watch?v=6L_CI26X68k&feature=youtube_gdata

Aurora Free Library ALSC/YALSA Video Contest --
www.youtube.com/watch?v=X-MEWFgH4FI&feature=youtu.be