

# ELEVATE, EMPOWER, AND ENGAGE: DEAF GAIN IN CHILDREN'S BOOKS



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## INTRODUCTION

It is important for professionals, families, and students to have access to children's books with deaf characters that celebrate being deaf. However, investigating how children's books portray deaf characters, studies show that deaf characters are often portrayed as a disability that needs to be fixed (Bailes, 2002; Golos et al., 2012). Deaf Gain, which means vital contributions deaf people make to the greater good of society (Bauman & Murray, 2010), in children's books is a way for current and future teachers to create a positive learning environment to elevate, empower, engage and celebrate deaf students.

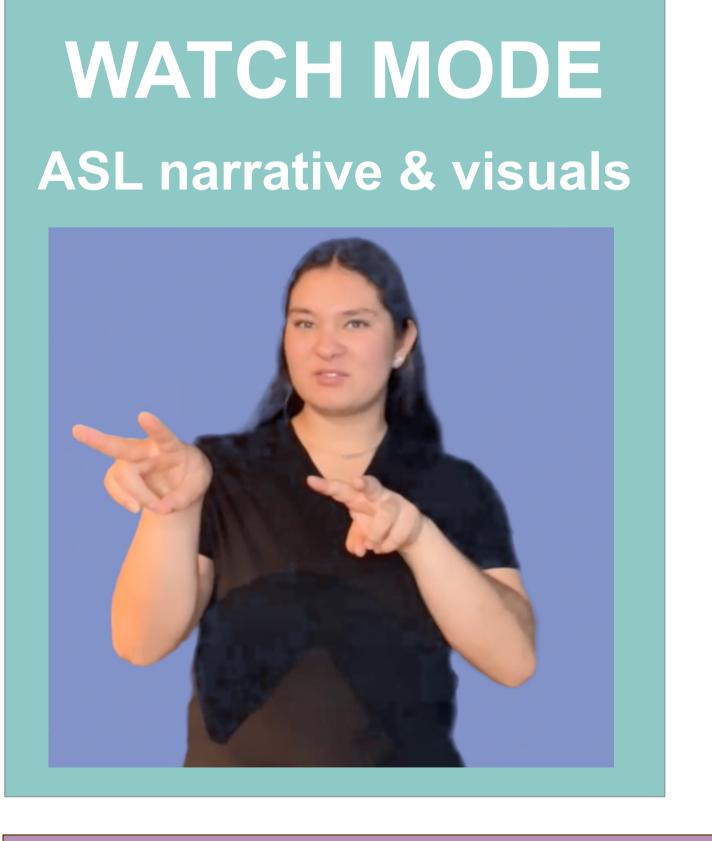
### **DEAF GAIN EXAMPLES**



### ELEVATE, EMPOWER AND ENGAGE: ASL/ENGLISH STORYBOOK APP

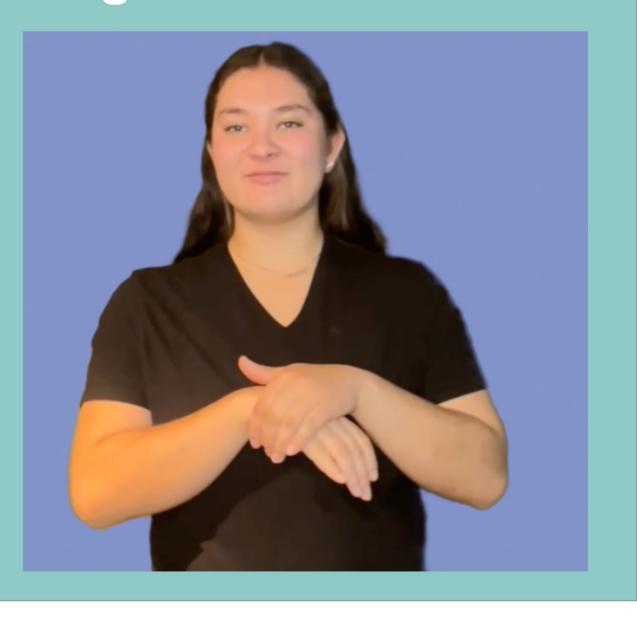
Storybook Apps, developed by Melissa Malzkuhn, are based on language learning and bilingualism research along with principles of literacy development (Herzig & Malzkuhn, 2015). The app provides three ways to engage with the content:

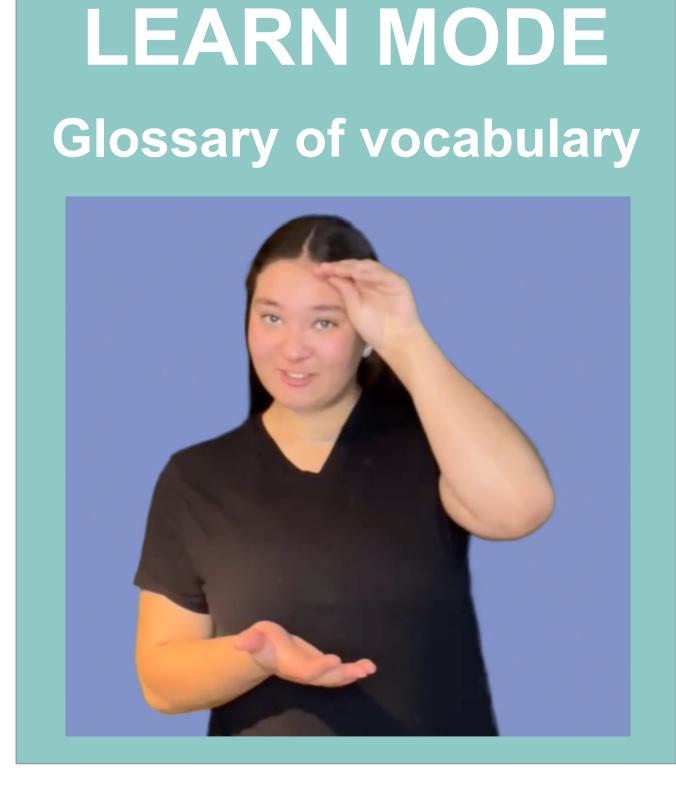


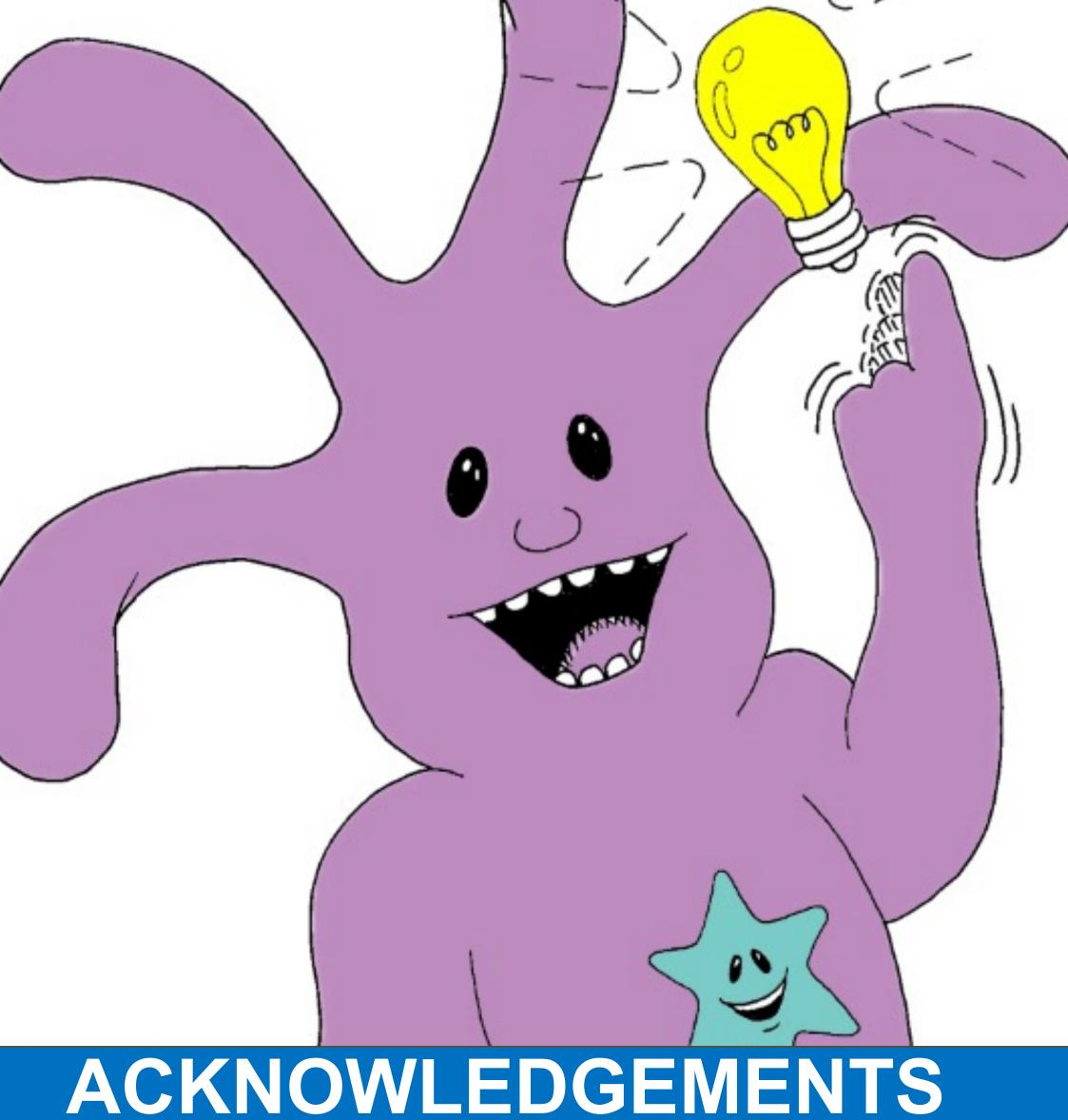


## **READ MODE**

English text & visuals







Storybook app *Deaf Gain What* is a story about a family attending their first Deaf Expo with their Deaf role model. Join them to learn about Deaf Gain.

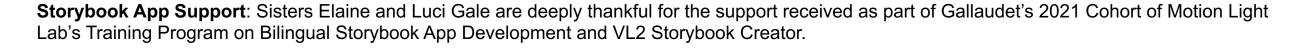
#### REFERENCES



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#### Golos, D. B., Moses, A. M., & Wolbers, K. A. (2012). Culture or Disability? Examining Deaf Characters in Children's Book Illustrations. Early Childhood Education Journal, 40(4), 239–249. https://doi.org/10.1007/s10643-012-0506-0

#### Herzig, M., & Malzkuhn, M. (2015). Bilingual Storybook Apps: An Interactive Reading Experience for Children. Odyssey: New Directions in Deaf Education, 16, 40-44.



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