Evaluating Your Programs

In last month's summer issue of YALS, (the Young Adult Library Services Association publication) there was a great article entitled "Using Evaluation Tools Toward More Equitable Youth Engagement in Libraries: Measuring Connected Learning and Beyond." It's the work of Sari Widman, Josephine Chang-Order, William R. Penuel, and Amanda Wortman, and it sounds like a long and boring title for what some may consider long and boring research, but I'd like to take the opportunity to look at some of the techniques they've explored and information they've gathered. Don't have a makerspace or media lab? Don't dismiss this article. These tools can be adapted to any library program for almost any age. And more to the point — it is easy!

What type of information about your teens might you like to capture? As a first example, let's take a look at Anythink Library in Thornton, Colo. They have a space called The Studio (similar to a YOUmedia lab) with multiple digital tools and other learning stations to spark a variety of across the board interests.

**Anythink Library's Desired Outcomes**

<table>
<thead>
<tr>
<th>Interest discovery and development</th>
<th>Customers are aware of the library as a place to access tools and resources to discover new interests. Customers have the chance to further develop existing interests through library activities.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Skill development</td>
<td>Customers participating in library activities gain skills and deepen participation across more challenging design tools and design processes.</td>
</tr>
</tbody>
</table>

Anythink used "Talkback boards" (developed for their use by Mo Yang) to acquire the information they were looking for in a simple way:

The left board gauges "why" they came to The Studio in the first place, and the right board indicates the level HOMAGO (Hanging Out, Messing Around, Geeking Out) they want to see in their next visit.

The Rockwood Branch of Multnomah County Library in Colorado wanted to evaluate the following outcomes for their makerspace. As you can see, their desired outcomes were somewhat different than...
Anythink:

**ROCKWOOD LIBRARY’S DESIRED OUTCOMES**

<table>
<thead>
<tr>
<th>Outcome</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Interest discovery and development</td>
<td>Youth can discover new interests through their engagement in makerspace activities.</td>
</tr>
<tr>
<td>Skill development</td>
<td>Youth participants, particularly those who attend regularly, learn new 21st century skills, such as collaboration, positive risk-taking, and persistence in the face of failure.</td>
</tr>
<tr>
<td>Use of space</td>
<td>The space is used productively. Understanding its usage can support program development at other branches in the system.</td>
</tr>
</tbody>
</table>

Rockwood’s talkback boards focused on why youth came to the makerspace and how they used the space, including what tools they used:

- Today I...
  ...used tools, technology, or materials I don’t have access to at home or at school.
  or ...did an activity I can’t do at home or at school.

- I came to the makerspace because...
  ...my friend told me about it or brought me.
  or ...a teacher told me about it.
  or ...my parent or family member heard about it and brought me.
  or ...a mentor in my community told me about it.
  or ...I found it myself.

- Today I...
  ...an activity that I’ve done before or learned about at home or in my community, from a friend, family member, or mentor.
  or ...I learned something or made something that I want to share with a friend or family member.

These visual “evaluations” can be used when trying to get more buy-in from staff, upper management, and library boards. You just have to create the boards (Post-It Easel Pads work great, since a single sheet sticks to the wall, plus you can change them easily as necessary), decide what you want to know or measure, and provide the tools (stickers.)

They did determine that one of the drawbacks to Talkback Boards was that you were lacking demographic data for the youth responses. This is one of the trade-offs in collecting information in this way. Another was whether there was a difference in skill development outcomes for regular participants versus those that came once or sporadically. Were there any barriers to regular participation based on such factors as race, class, gender identity, or sexual orientation. This can be an issue if this is something your library struggles with.

More to consider:

<table>
<thead>
<tr>
<th>PROMPT</th>
<th>WHAT IT’S ASKING</th>
</tr>
</thead>
</table>
| Today I...
  ...used tools, technology, or materials I don’t have access to at home or at school.
  or ...did an activity I can’t do at home or at school. | If the library is filling a gap for youth participants, in terms or access to resources or responsibilities. |
| I came to the makerspace because...
  ...my friend told me about it or brought me.
  or ...a teacher told me about it.
  or ...my parent or family member heard about it and brought me.
  or ...a mentor in my community told me about it.
  or ...I found it myself. | How youth are being introduced to the learning program. (This can help inform building strategic community partnerships and inclusive recruitment practices.) |
| Today I...
  ...an activity that I’ve done before or learned about at home or in my community, from a friend, family member, or mentor.
  or ...I learned something or made something that I want to share with a friend or family member. | Whether program activities connect to and/or build on youth’s home and cultural practices. |

There’s a lot to consider here. However, the basic premise is particularly easy, once you know what data you want to collect and what questions you want to ask on your Talkback Board to collect it.

Post-It notes can serve the same purpose. They, like the stickers are anonymous and can encourage youth to share their opinions.

I hope this article has encouraged you to try something like this to find out what is working or not working in your library.

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The information in this article is used with the permission of ALA, YALSA, and the Summer Edition of YALS and its authors, who are named at the beginning of this article. Many thanks to them for allowing us to share this information!
Estranged (series)  
written by Ethan M. Aldridge  
Release: Vol. 1 – 08/07/18; Vol. 2 – 10/01/19  

The Childe. Changed at birth with the fae prince, the human has grown up under the fascinated eyes of the fae nobility as a showcase of the monarchy’s fashionable tastes. Who else would go to the extravagance of bringing up a defenseless, ugly human in a world of magic, wonder, and beauty? As they celebrate the human childe’s admirable ascendance to the knighthood, the gathering is attacked by the sorceress Hawthorne, who has come to claim the kingdom for herself. The Childe then watches in horror as the only parents he remembers are turned to rats. Without powers of his own, the only solution is to find the fae prince who’d been left as his replacement in the World Above.  

Edmund loves his human family, even if he struggles to fit in. He wants nothing to do with his fae heritage or his magical powers. His birth parents abandoned him and his power just complicates his life. Every day he lives knowing that today could be the day his family discovers the truth - he doesn’t belong.  

I love the Estranged books. The graphic novels are beautifully illustrated in soft, dark watercolors and the story is excellent. Aldridge does an incredible job of telling each boy’s story with words and art, and supporting characters feel real instead of two-dimensional cameos to flesh out the main characters’ storylines. My only complaint is that I wanted more of the story! The reader dives straight into the action for the Childe and the plot seldom slows. Aldridge frames every panel so the reader feels the isolation the Childe feels amidst the fae and also feels Edmund’s alienation as he struggles with his secrets. Aldridge doesn’t skimp on the world building either, as it’s built into the artwork and the story, and as the story continues you learn more and more about the setting you’ve entered.  

As a bonus, wonderful themes are woven into the fabric of the story. One of my favorite moments from the first book is when the Childe meets an older changeling and asks him if he misses his family. His response: “In the end, what else is a family than people who share a common story? You make your own family wherever you are. I have made mine…and I hope that whatever creature replaced me above, he has found his.”  

Almost every kid’s book out there promotes the idea of children having to deal with major problems alone, and Aldridge just outright calls that out. Edmund is encouraged to tell his human parents the truth, and the first book wraps up with him returning to the human world to do so. In the second installment, his human parents are right there on the adventure alongside their children, even if it gets rocky at times.  

There are so many wonderful moments like these included. The series’ focus on family, belonging, searching for a role and purpose in life, and more…truly, I love these books. And for those of you who want LGBT+ stories, this is also a series for you! One of the main characters gets a crush on another boy in the second volume that is adorable, and nothing is made of the fact that it is on a boy. His family teases about his crush, not his crush’s gender, and it’s all innocent and cute. In conclusion, I’ve barely scratched the surface of what I love about these books and I have no reservations in recommending these to any collection if you have the funds.  

Recommended for: Fans of fantasy, adventure, and graphic novels.  
Things to watch out for: Non-graphic fairy tale violence.
Flying Turkeys

Create a flying turkey to sling into the air, and explore aerodynamics by making adjustments to your initial design. All you’ll need is some brown construction paper, tape, rubber band, and a paper clip.

1. Cut a piece of construction paper in half, lengthwise. Fold one half of the paper accordion-style across the width for tail feathers.

2-4. Fold the other half of the construction paper into a paper airplane for the turkey body.

5. Cut approximately one inch off of the accordion folded segment, perpendicular to the folds. Fit the accordion into the back of the paper airplane. Tape the back of the airplane closed around the accordion tail feathers. Tape the edges of the accordion feathers to the wings of the plane.

6. Cut a small slit from the nose of the airplane for the turkey beak, and slide a paperclip into the slot. Bend the outer edge of the paperclip approximately 30 degrees. Hook a rubber band onto the paperclip, pull back, and send your turkey flying. Optimize the turkey’s aerodynamics by adjusting the wing shape or by adding weight taping paperclips to different areas.

Can you make your turkey fly straighter, father, or more accurately?

STEAMreads

Explore Flight!: With 25 Great Projects
Yasuda, Anita; 978-1619301764

The New World Champion Paper Airplane Book: Featuring the World Record-Breaking Design
Collins, John M.; 978-1607743880

A Plump and Perky Turkey
Bateman, Theresa; 978-0761451884

Turkey Trouble
Silvano, Wendi; 978-0761455295
Be an engineer and design a device to pick up leaves in this activity that is fun for all ages.

Kids of any age will have fun with this engineering activity! Place leaves on the floor (if you are indoors fake leaves are less messy). Then explain that the kids have been chosen to be engineers and their first mission is to design and build a device to pick up the leaves. Here are the constraints (rules):

1. You cannot bend over (optional for younger kids).
2. Your hands may not touch the leaves (pretend leaves are poisonous).
3. You can only use the provided supplies.

For building, provide items such as craft sticks, straws, pipe cleaners, toothpicks, paper tubes, cardboard, paper plates, scissors, and tape.

Remind students of the engineering design process. See the post here to learn more about the engineering design process. Have them sketch a plan and then build it. They should test their creations then improve if possible.

Who can pick up the most leaves? Who can pick them up the fastest?

STEAM reads

- *Engineered!: Engineering Design at Work* by Hunt, Shannon; 978-1771385602
- *The Fall of Freddie the Leaf: A Story of Life for All Ages* by Buscaglia, Leo; 978-0943432892
- *Little Engineers* by Norian, Haig; 978-1948730044
- *Out of the Box: 25 Cardboard Engineering Projects for Makers* by Westing, Jemma; 978-1465458964
- *Red Leaf, Yellow Leaf* by Ehlert, Lois; 978-0152661977
Trading card games (also called collectible card games) are a popular pastime. Some play these games casually, some play them competitively, and some just enjoy collecting beautiful cards. The relatively simple format of most of these games hides an incredible amount of strategy that can go into these games when played competitively.

Trading card games also attract players due to their mobile, easy to play anywhere format. Players often play at tables, in open floor spaces, or even in laps. Look around your library. It is entirely possible that people are already playing there.

Trading Card Games

Trading card games (TCGs) are games played using printed cards that are assembled into decks. Each game follows its own unique set of rules and has its own unique cards. These games are constantly evolving, adding new cards that introduce new strategies and force players to approach the game from a constantly evolving perspective.

Generally, these games play in a one versus one format, though some have variations to include more players. Players progress through their decks of cards, employing strategy and powerful cards as they try to meet certain win conditions.

One thing to keep in mind with trading card games is that they can get expensive for their players, depending on how deeply they are into their hobby. The cards for these games sell in a variety of ways. Starter decks are sets of cards put together by the gaming company. They give new players a basic deck of cards created according to a theme. They often provide beginners and inexperienced players a good deck to use while learning the game or playing casually. Cards are also bought in small packs called booster packs. These are packs of five or more cards that have a semi-random assortment. If buyers are lucky, they will get something rare. If not, they may end up disappointed. Individual cards can also be bought on an case-by-case basis, though these are generally bought through a second-hand source such as a local friendly gaming store or online retailer. Some players spend hundreds or even thousands of dollars each year buying cards in order to try to become better at their trading card game of choice.

In addition to buying cards, players can also trade ownership of cards. This can be done for free if all parties are agreeable to the trade or for a price if a card is particularly rare or powerful. Some players attend gaming programming solely to trade their cards. This used to be a big draw for my Pokémon club attendees.

Teen patrons will seek out a quiet corner of the library to play trading card games after school.

Why play in libraries?

TCGs are a library programming idea that will not only pull patrons of all ages through your doors, but can also be easily be implemented with little to no cost to the library. TCGs are an excellent resource for teaching math and reading skills to reluctant learners and they can be used to encourage strategic thinking and critical thinking skills.

Friendly local game stores (FLGSs) often will dedicate nights in which they will invite local players to come play their trading card game of choice, often for a small fee. Friday Night Magic is one fantastic example of this. Thousands (if not millions) of players gather at gaming stores to play Magic the Gathering each week and that's only one of the possibilities. Hearthstone, a digital trading card game, has long since surpassed 100 million users.

With the popularity that these games have, why not use them as a resource to pull patrons into your library and do some programming that they have already shown an interest in.

TCGs in your library

Many card game companies love libraries. They want their product to be used for library programming and many of these companies will go out of their way to support library programming if you just ask. In the past when I have spoken with companies such as Konami (makers of Yu-Gi-Oh!) and the Pokémon Company, they have sent free cards to my libraries to use in programming.

In addition, the players of these games are also passionate about their hobby. Many of them end up with extra cards that they keep on hand for trading or to create decks that allow friends to play with them. After all, a two-player...
game is not much fun alone.

If your library has a shortage of programming or storage space, many of these companies have digital alternatives. When I ran my Pokémon League, one of the most popular features was being able to play the game online on the library’s smartboard. Doing something like that was simple to implement, but it really helped to attract attention for the program and generated excitement from my patrons.

If you have space but no interest in running a trading card game program, you could also look into your library hosting tournaments. Companies often search for places that are willing to host events. They will provide personnel and prizes if you provide the space. Why provide the space? If you can get the players into your building, you have already taken a step towards getting them to check out materials, participate in other programming, or utilizing other library services.

TCG Resources

Trading card games can be incredibly expensive. Here are a few ideas on how to cut the cost:

Email/speak directly with the companies who create the games. Although you are unlikely to get any of the more expensive cards, they are often happy to send out demo sets or starter kits to libraries at no cost. You can also find some of these companies at conventions. In addition, some companies will send out volunteers who will assist with programming and teach your program attendees how the game works.

Some games, like Magic the Gathering, have large and dedicated fanbases that will even fill convention centers

Speak with your Friendly Local Game Store. These places often end up with excess cards either from gaming events that they run or from players who turn to the store to dispose of their old, unneeded cards. Build a relationship with these stores and they are often happy to assist with programs. After all, if your programs get more players for these games, they will often go to the gaming stores to buy more cards.

Ask your community! Many people have hundreds, if not thousands of cards collecting dust somewhere at home. They do not use the cards anymore, but keep them either due to sentimentality or because they cannot bring themselves to sell them. Put up a sign asking for donations of old Magic, Pokémon, Yu-Gi-Oh!, or other cards and see what you get. In addition, you will likely have one (or more) enthusiastic patron who wants to share their love of these great games. These people can make great programming assistants and resources for librarians who want to introduce this sort of programming, but do not have enough interest to learn the rules for themselves.

Trading Card Game Options

There are many different options when choosing a Trading Card Game. Some have been around for 20+ years. Others are relatively new. Here are a few of the options:

Magic the Gathering – Battle your rival planeswalkers by summoning creatures, casting spells, and using artifacts in order to drain your opponent’s 20 life points.

Yu-Gi-Oh! – Play monster, spell, and trap cards as you battle to wipe out your opponent’s life points.

Pokémon – Players assume the role of Pokémon trainers and battle to defeat their opponent’s six Pokémon before their own are defeated.

Cardfight Vanguard – You are one of two astral spirits dueling on the planet Cray. Use your deck to call units to aid you in your battle. Once your opponent reaches six damage, you win!

Hearthstone – Based on the popular Warcraft series of games, Hearthstone is a digital trading card game in which players use their limited mana stones to summon armies or cast spells in order to defeat their opponent.

I’m happy to answer questions anyone has on the topic. You can email me at afoster.appl@gmail.com.

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Important information about the 2020 SLP Kickoff

Due to ongoing construction at APLS, our upcoming Summer Library Program Kickoff has officially been moved off site. The 2020 SLP Kickoff will be held at the main branch of the Montgomery City-County Public Library on Jan. 8 and 9, from 9 a.m. to 12:30 p.m. Like last year’s program, the second day will serve as a repeat of the first day’s contents.

The address for the event is:
- Juliette Hampton Morgan Memorial Library
  - 245 High Street
  - Montgomery, AL 36104

Parking lot link:
- https://goo.gl/maps/dxUYXHyhBbPN9ee89

A sign-up form for the event will be sent out in early November. Please be thinking about which day you wish to attend. If you typically attend with someone else, make sure to both sign up for the same day. Note, parking will be limited, so please carpool if at all possible. I’ll also include a parking map in the email with the sign-up form.

Other changes to this year’s program:
1. We will only have water available (no coffee)
2. We will not bring in outside food
3. We will only have chairs available (no tables)

We apologize for any inconveniences the venue change may create.
December is the most wonderful month of the year.

Cool Dates to Remember

November is:
- National Adoption Month
- National Model Railroad Month
- National Aviation History Month
- National Adopt a Senior Pet Month
- National Homeless Youth Awareness Month
- National American Indian Heritage Month

December is:
- Bingo Month
- Write to a Friend Month
- Universal Human Rights Month
- Learn a Foreign Language Month
- National Drunk & Drugged Driving Prevention Month

Nov. 1 – National NFL Jersey Friday / Extra Mile Day
  National Author’s Day
Nov. 3 – National Sandwich Day
Nov. 4 – National Candy Day
  National Color the World Orange Day
Nov. 5 – National Donut Day / National Novel Writing Day
Nov. 6 – National Stress Awareness Day
  National Saxophone Day
Nov. 8 – Tongue Twister Day
Nov. 10-16 – Geography Awareness Week
Nov. 11 – Veterans’ Day / National Sundae Day
Nov. 13 – World Kindness Day
Nov. 14 – International Girls Day / National Pickle Day
  World Diabetes Day
Nov. 15 – America Recycles Day
  National Clean Out Your Refrigerator Day
Nov. 16 – National Button Day
Nov. 17 – Take a Hike Day
Nov. 18 – Mickey Mouse Day
Nov. 19 – National Play Monopoly Day
Nov. 20 – International Transgender Day of Remembrance
  National Book Award Winners Announced
  National Absurdity Day
Nov. 21 – World Hello Day
Nov. 22 – National Start Your Own Country Day
Nov. 24-30 – National Game and Puzzle Week
Nov. 25 – National Cake Day
Nov. 27 – National Pins and Needles Day
Nov. 28 – Thanksgiving Day
Nov. 29 – Native American Heritage Day
  Author Birthday – Madeleine L’Engle (A Wrinkle in Time)
Nov. 30 – Computer Security Day / National Personal Space Day

Dec. 1-7 – National Handwashing Awareness Week
Dec. 1 – World AIDS Day / National Christmas Lights Day
Dec. 2 – Cyber Monday / National Mutt Day
Dec. 3 – Giving Tuesday / National Disability Day
Dec. 4 – National Dice Day / National Cookie Day
Dec. 5 – International Ninja Day / World Soil Day
Dec. 6 – Faux Fur Friday / National Gazpacho Day
Dec. 7 – Pearl Harbor Day / International Aviation Day
Dec. 8 – National Brownie Day
Dec. 9-15 – Computer Science Education Week
Dec. 9 – National Llama Day
Dec. 11 – National App Day / International Mountain Day
Dec. 12 – National Gingerbread House Day
  National Poinsettia Day
Dec. 13 – National Horse Day / National Ice Cream Day
Dec. 15 – National Chocolate Covered Anything Day
Dec. 17 – National Maple Syrup Day
Dec. 18 – International Migrants Day
Dec. 20 – National Ugly Sweater Day
Dec. 21 – Winter Solstice / National Crossword Puzzle Day
Dec. 22 – Hanukkah Begins / National Cookie Exchange Day
Dec. 23 – National Roots Day
Dec. 24 – Christmas Eve
Dec. 25 – Christmas Day
Dec. 26 – Kwanza Begins / National Candy Cane Day
  National Thank You Note Day
Dec. 27 – Make Cut-out Snowflake Day / National Fruitcake Day
Dec. 30 – National Bicarbonate of Soda Day
Dec. 31 – New Year’s Eve
Nov. 6
Feeding America: Gardens, Seed Exchanges, Summer Meals, and More!

Three-quarters of the counties with the highest rates of food insecurity are in rural areas. This session will cover how public libraries feed America: 1) Distributing food at the library, 2) Teaching and supporting gardening, 3) Teaching how to prepare healthy food, and 4) Offering the library’s support to food programs (e.g. Farmers Markets). We will then go over how you can use the resources of the U.S. Department of Agriculture, including its Cooperative Extension, Summer Food Service, 4-H, and Master Gardener programs. (Nebraska Library Commission) http://www.nlcc.ne.us/scripts/calendar/eventlist.asp?Mode=ALL

Nov. 7
Child Care is Everywhere: How Libraries Can Develop, Strengthen, and Support Child Care Part I: Introduction to Child Care & Bringing Literacy to Child Care

More than half of children younger than 5 years attend child care and high quality programs can have lasting positive effects, including improved cognitive and social abilities. Learn about several different library programs that develop and support high-quality child care, such as Growing Providers, BPL’s initiative to support community members in opening their own home-based child care centers, BPL’s “Nanny and Me,” a certificate-bearing child/caregiver program in early literacy practices, NYPL’s targeted nanny family literacy workshops for caregivers to network and support each other while learning new skills, and the Free Library of Philadelphia’s “Literacy in Early Learning Spaces” program for family and licensed child care centers. (Association for Library Service to Children) http://www.all.org/alsc/learning/live-webinars

Pronouncer

Robert from Pronouncer will show the various tools Pronouncer offers to help you learn 105 languages, and to help ELL students who speak any of 90 languages learn English in their mother tongue. (Wyoming State Library) https://global.gotomeeting.com/join/557386005

Solving Problems with Coding in the Library

In this sequel to their popular first webinar, “Coding in the School Library,” the expert librarians dive deeper into practical projects that you can try with your students, no matter your own personal experience with computer programming. They’ll walk through the steps of a few of their favorite coding lessons, explain how to get reluctant partners on board to increase student programming skills, and share the teaching tactics that have had the most success with their students. Their tips come just in time to help prepare your school for Computer Science Education Week this Dec. 9–15. Join us! (School Library Connection) https://schoollibraryconnection.com/

Nov. 8
The Latest K-12 Digital Content Trends & Strategies That Make a Difference

There’s little doubt that digital content and tools are making their way into the classroom from coast to coast. From curriculum and lesson plans to literacy programs, ebooks and audiobooks are being adopted in our schools at an unprecedented rate. The real opportunity to unlock the opportunity that digital content provides comes from understanding what is working now and how to make the learning experience even better as needs evolve. Attendees will gain perspective of educators’ use of and attitudes toward ebooks and audiobooks, as well as a look at future plans. We’ll review common challenges along with proven solutions. (School Library Journal) https://www.slj.com/?subpage=Events

Nov. 12
Child Care is Everywhere: How Libraries Can Develop, Strengthen, and Support Child Care Part II: Programs for Nannies and Informal Providers Child Care

At this session, we will focus on informal providers and nannies, an audience who are often already actively using the library. We discuss some of the needs informal child care providers and nannies as well as learn about some easy-to-implement programs to support these caregivers from Brooklyn Public Library and New York Public Library. (Association for Library Service to Children) http://www.ala.org/alsc/learning/live-webinars

How to Introduce Fun and Playful Stem Robotics in Your Afterschool Program

The early grades are a wonderful time to spark young people’s interest in coding, robotics and engineering, but it requires age-appropriate tools and hands-on concrete activities. What better place to introduce easy, engaging and fun robotics than in your afterschool setting? With robotics, children integrate creative STEM/STEAM learning while collaborating and creating with arts and crafts, gaming, hands-on science projects, storytelling and more! Webinar is for members but membership is free. (National Afterschool Association) https://naaeventswebinars

Winter D.I.Y.: New Craft & Gardening Titles

Creativity comes in many forms: art projects, handy fixes, or gardening! Whether you’re looking for a new challenge or are totally new to the crafting and gardening world, we have an amazing webinar designed for all skill levels! (Booklist) https://www.booklistonline.com/webinars

Nov. 13
Best Children’s Books of 2019

With over 30,000 titles published for children in 2018, it can be challenging to see the forest through the trees. Identifying new titles for use in programs, displays, teacher collections, and class visits can be challenging and time consuming. This overview of must-have board, picture, and nonfiction books covers under the radar choices for programs and class visits, coverage of un-reviewed items, and suggestions for almost every facet of your collection. Program ideas and pairings and an extensive bibliography are also included. (Utah State Library) https://www.eventbrite.com/o/us-training-008844751

How Designing Your Library with Natural Elements Can Make a Big Impact

Join Joe Agati Jr., Ind. IIDA, director of design, CIQ, Agati Inc., and Bill Browning, founding partner, Tempapin, for an engaging conversation how incorporating natural elements into your Library Spaces can improve patron satisfaction and Library outcomes. (Library Journal) https://www.libraryjournal.com/?subpage=Events&eventtype=webcasts

Four Easy Steps That Will Transform Challenging Behavior in Your Early Childhood Program

Working with children who exhibit challenging behavior is no easy task! While there are hundreds of popular strategies and methods that promise to help reduce challenging behaviors, very few are as simple as the four common-sense steps our presenter, Rachel Wagner, will present in this powerful webinar. (Early Childhood Investigations) https://www.earlychildhoodwebinars.com/webinars/

Taking a Walk with the Library: StoryWalk®, Walking Book Clubs and More

Join us for a webinar with Charlotte Mecklenburg (N.C.) Library, Gail Borden Public Library District (Elgin, Ill.), and Let’s Move in Libraries! to learn how libraries of all sizes can incorporate walking into programs for all ages. This session will focus on how these libraries developed their StoryWalk® and Walking Book Club programs, including lessons learned, with a brief overview of other walking programs ideas, like local history walks. (Programming Librarian) http://programminglibrarian.org/learn
Nov. 14
Create Compelling Infographics in PowerPoint

This session looks at the techniques involved in drafting infographics with visual hierarchies to convey meaning, followed by ways that you can quickly and easily construct your proposal graphics using nothing but PowerPoint. You’ll examine the different uses for infographics and how they can be used to support a variety of training tools, or be standalone for quick microlearning or reference guides. There’ll be several examples from the immediately practical to the more long-term inspirational. You’ll find tips on design, layout, and visualization approaches, and some nitty productivity tips that will turn you into a PowerPoint Legend. (Training Magazine Network) https://www.trainingmagnetwork.com/calendar

Exemplary Practices using Girls STEAM Ahead with NASA Free Resources

This webinar will explore the free NASA resources, along with accompanying exemplary practices. In addition to the content, there will be time for questions and comments in order for the NASA's Universe of Learning team to best support your program efforts with the Girls STEAM Ahead with NASA materials. (National Girls Collaborative Project) https://ngcoproject.org/events

Nov. 19
Child Care is Everywhere: How Libraries Can Develop, Strengthen, and Support Child Care Programs

In our final session, we will discuss several programs and services that exist in many communities that support and develop child, many of which are ready and willing to partner with libraries. Cynthia Pearson will discuss her IMLS funded project “Growing Providers,” a library-based program to help individuals navigate the process to becoming a licensed home-based child care program. (Association for Library Service to Children) http://www.ala.org/alsc/elearning/live-webinars

Holiday Stress Busters

What should be a season of love and joy often turns instead to tiring weeks of overspending, overindulging, disappointment and stress! Join facilitator Jane Bozarth for a look at common causes of holiday stress and ways to combat them. Leave this fun, interactive session with an action plan for taking back the spirit of the season! (InSync Training) https://www.insynctraining.com/virtually-there-series

Classroom Coding with Google Tools

Coding is a gateway for many other academic skills, and the skills learned from coding can be applied in many ways. Join us to learn to use free Google tools to engage students in computational thinking and creative pursuits. Join us to explore a few cool tools that will help as you embark on this journey with your class. (OK2Ask) https://adobe.ly/31YQq4k

Nov. 20
Celebrate Native American Heritage Month: What's New Since 1492?

Join us in observing Native American Heritage Month with a presentation by Eugene Fracek, member of the Rosebud Sioux Tribe in South Dakota and a cultural ambassador who teaches people of all ages about American Indian Tribes. In this one-hour webinar, Fracek will present an overview and perspective of the history, cultural values and behaviors, and legal issues impacting American Indian Tribes and its members. (National Network of Libraries of Medicine) https://nnlm.gov/training/classes-by-availability-scheduled

Eliminating Fines: A Win-Win for your Library and Community

Presenters Beth Crist and Meg DePriest will review the research and results from the growing number of libraries across the country that have ditched late fines and coaxed new and former users to their doors. They will discuss how to gather your libraries’ data and patron stories to create advocacy tools. They will share talking points, tips, and an advocacy tool you can use to build a case to eliminate fines in your library. It’s a win-win for your library and community! (Infopeople) https://infopeople.org/training/view/webinar

Nov. 21
From the Mountains to the Sea: Rural Health Issues and Resources

This session will describe hallmarks of rural America, identifying access challenges of living in rural communities and equipping participants with tools to service the health information needs of those living in rural communities. (National Network of Libraries of Medicine) https://nnlm.gov/training/classes-by-availability-scheduled

Circulating Tools and Other Unique Items

Libraries have been circulating “non-traditional” items since at least the 1800s so it’s no surprise that North Dakota libraries are embracing unique collections. In 2017, the Minot Public Library (MPL) was approached by volunteers with the AmeriCorps VISTA Program about providing a tool library and since MPL had experience circulating unique items such as tablets, robots, video games and more, library staff jumped on board. In this webinar, MPL Director, Janet Anderson, will describe the work that went into opening a tool library and share some of the important lessons the staff have learned. (North Dakota State Library) http://engagedpatrons.org/eventsExtendedCfm?SiteID=9851&EventID=394228

Check It Out! New Books for Ages 0-18

Join us on the last Thursday of each month for a review of brand new titles published for ages 0-18. You’ll hear short booktalks of new titles (and new entries in ongoing series) from major and indie publishers and get ideas on how to keep up with the endless tide of what’s new in kidlit and young adult literature. (State Library of Iowa) https://zoom.us/j/357603335

Nov. 26
Low-Tech and No-Tech STEM

In this session we will share a few no-tech and low-tech STEM activities, for those educators with limited tech options or simply looking for a no-tech or low-tech STEM lesson. Management is key in any classroom, but when working in cooperative groups, it is imperative. During the session, we will reflect on the activity suggestions and discuss possible management concerns. (OK2Ask) https://adobe.ly/31YQq4k

Nov. 27
Pretty Sweet Tech

New special monthly episodes of NCompass Live! Join the NLC’s Technology Innovation Librarian, Amanda Sweet, as she guides us through the world of library-related Pretty Sweet Tech. (Nebraska Library Commission) http://www.nlc.state.ne.us/scripts/calendar/eventlist.asp?Mode=ALL