Teenage Imagination: Why your library needs a Dungeons & Dragons club

By Caitlin Simonton
Youth Services Library Assistant, Juliette Hampton Morgan Memorial Library

“My cawactew’s name is Gwappwing Hook,” a 13-year-old announces, her voice a perfect imitation of the bishop from The Princess Bride. The comment elicits raucous laughter from her peers at the table, and even earns a small chuckle from the adult coordinator. It’s the first meeting of the library’s Dungeons and Dragons Club for the school year, and ideas for characters are already flowing. A few of the students that participated last year simply revamp their old characters, one boy eagerly writing out the backstory of his chaotic Dwarven barbarian, known as Meme Lord. The air is buzzing with excitement, returning students helping new ones figure out how to fill out their character sheets, and two copies of The Player’s Handbook passing between 12 students and one librarian.

It isn’t until the fourth session that an actual game can get started, due to one adult having to split their focus between a dozen teens who are all relatively new to the game. But, as the Dungeon Master speaks, a hush falls over the middle schoolers, letting their imaginations play out the story before their eyes.

Developed nearly 50 years ago by Chicago native Gary Gygax, Dungeons & Dragons grew out of the love for miniature wargames that he and his friends shared. These games took the basic elements of a tabletop wargame and adapted them to have players control an individual hero instead of an army of soldiers. In the decades since its inception, D&D has become synonymous with young people — generally teenagers and often boys — playing in a series of long sessions, stereotypically in one of the player’s basement. During the 1980s, the game faced severe attacks from concerned religious adults, who believed the simple game was a vessel to later devil worship, witchcraft, and other terrifying aspects. This became known as the Satanic Panic, and drove the game underground. Currently, the game has seen a massive resurgence in popular culture, with numerous live streams of ongoing campaigns, and celebrities openly discussing their enthusiasm for playing. Schools and libraries across the country are beginning to host D&D games in their spaces and bring young players to the game who might not have access otherwise. Of course, organizing a D&D Club can be challenging, especially once word gets out and attendance explodes from four or five players to a dozen or more. But it also comes with a number of rewards, both for the adult organizers as well as the students rolling the dice.

One of the challenges with any library program is going to be funding and staffing. Across the country, businesses and private citizens are facing the burden of an economic downturn, and libraries must adapt to new realities. But despite the challenges, the Dungeons & Dragons Club at the Juliette Hampton Morgan Memorial Library is thriving, and the enthusiasm of the students is palpable. The club is a testament to the power of imagination and the joy of storytelling, and it provides a much-needed space for young people to explore their creativity and socialize with others who share their interests.

See D&D continued on next page
recession, and libraries are certainly not immune. In fact, when the economy takes a downward turn, funding for libraries is often one of the first things a city government cuts to put resources elsewhere. But librarians are used to making do with limited resources. Books and materials for a Dungeons & Dragons program at the library can be costly, with the three core rulebooks costing nearly $50 each in a physical bookstore and about $30 each online. This doesn’t include dice, printouts, and pencils for the players to have, all of which are the most basic of materials needed to play. This doesn’t even get into battle mats, miniatures, and other supplemental books, or just more copies of the basic rules so that everyone isn’t sharing a single copy. There are a few ways around some of the more costly expenses. Wizards of the Coast, the company that owns D&D, has made a number of resources free online, including printable character sheets (both blank and pre-made), as well as a copy of the basic rules. Even beyond the official documents, a number of people have made supplemental materials — such as additional rules and published adventures known as “modules” — available online. DNDBeyond.com is a website that allows members to create a character sheet, but they need to either pay for access to additional rules or be a part of a campaign with a Dungeon Master who has already paid for them. Dmsguild.com is another good website for D&D, where users can download a number modules and rules, both published and user-created, for a nominal fee with some even being available for free. As for dice, there are a number of inexpensive options available. Amazon sells multiple set bags for around $15, and Chessex, a company known for their dice sets, sells Pound o’ Dice bags, offering anywhere from 80 to 100 dice for about $35, though there may not be complete sets. Other options for offsetting the costs of D&D can include working with local game and hobby shops to establish partnerships, and even seeking out partnerships from such stores or larger companies. Our youth services coordinator was able to establish a sponsorship with Chessex to provide us with dice, and is in talks with other potential sponsors to have books donated to our library. Find out what works best for you. You never know how people will react, and the worst that can happen is have people say “no.” But, there might be other issues that arise, and this may come from the parents of students wishing to play.

Just because we are no longer in the 80s doesn’t mean we don’t still have parents who believe books and games will lead their children into a life of devil worship and spell-casting. So how does a young adult program assuage parental concerns without causing controversy, while still allowing the club to continue? First and foremost, it is important to have the full support of one’s supervisor. When planning our Dungeons & Dragons Club, I sat down with my supervisor and explained my plans, including a detailed list of what benefits this program would bring to its participants. In this discussion, I explained the history of moral panic surrounding the game, making it clear that there could potentially be backlash from parents. She understood and put her full support behind the program, allowing me to move forward, safe in the knowledge that she would have my back. In discussions with my own mother after the fact, one thing I might have done differently is have the teens fill out an interest form and give them an info sheet to take to their parents to address any concerns and allow them to speak with us directly. Should a parent come forward with concerns now, I’d allow them to sit in on a meeting and observe the students, as well as take time to explain all of the skills that D&D can improve, including math, creativity, teamwork, and problem solving. Thankfully, we’ve had no issues with parents thus far, aside from them wanting to know how long until the club meets.

Coordinating a Dungeons & Dragons Club for teenagers in a public library presents a plethora of unique challenges, such as ensuring that the group does not get too out of hand. For this, I say reach out to the community. If there’s one thing I’ve learned in my years playing D&D, it’s that players want to share this game with others and very much want to bring others into it. Talk to local hobby shops about potential D&D players who want
to get some time volunteering. They may be willing to help wrangle students and serve as Dungeon Masters. Our local shop, Visions Cards and Games, hosts Adventure League, a standardized way of bringing folks together to play shorter term games, rather than long term “homebrew” (a term for homemade or custom games and rules) campaigns. Those involved with Adventure League are avid fans of D&D and, in my own experience, have always welcomed new players with open arms. We’re still working on ways to better schedule club meetings to accommodate volunteers who might have work that prevents them from helping out, but there have been several who have expressed interest in helping once these issues are resolved. We’ve also been lucky enough to have a recent hire within our staff who is knowledgeable about the game and interested in assisting with the club. In the meantime, we also have some of the students who participated last year interested in learning how to be a Dungeon Master. This allows us to split the group up into smaller parties and let library staff focus more attention on keeping the groups in order, and to step in to assist each table as needed.

So why make the effort? Establishing and running a Dungeons & Dragons Club will take a lot of time, energy, and on some days, sanity. The students can be excitable, the materials are expensive, and it can take a lot of mental energy to focus on, especially with a larger group. But D&D can have so many benefits, especially for those who begin playing at a younger age. Not to mention, many who don’t begin playing until adulthood wish they could go back and start playing much earlier. D&D teaches its players how to work together to solve problems using a limited number of resources. It fosters creativity and communication skills, as most challenges presented can’t be properly overcome unless the group works together as a team. And, it can even help players sharpen basic math skills—adding and subtracting damage in the heat of a tense battle can really challenge the knowledge of even the most advanced math students. In spite of the negativity and controversy that has surrounded the game for the duration of its history, D&D has done much more good than harm. It brings people together to create a world and tell a story together, and it inspires its players with heroic adventures. Even at its most basic, Dungeons & Dragons, like any other fictional media, allows us, even if only briefly, to escape from the real world, and allow imagine that we are more powerful than we might actually be.

Role playing games have so many benefits for those who play

Important information about this year’s CSLP manual

The 2020 CSLP manual has a brand new look and structure. The new manual also has a renewed focus on sharing “adaptation ideas”. These ideas are designed to inspire you to look at programming through a wider lens, and provide you with the tools to tailor your summer programming to your individual patrons and community.

Also important, from this year on, APLS will only purchase online access to the CSLP manual. If you require one in print, you can order one directly from CSLP or simply print the pages you need from the electronic version. The manual will be available later this month on the CSLP website.

We’ll have CSLP catalogs available at the October Administrator’s Meeting (Montgomery Only) and at the Summer Library Program Kickoff in January. Please do not share the manual with schools or any individual except library staff or you will be violating our contract with CSLP.

In order to access the online manual:

• Go to www.cslpreads.org.
• You must have a CSLP login and password. If you are not registered on the CSLP website, just create an account by clicking “Login/Register.”
• Once you’re logged in, click on “Manual Downloads” in the toolbar.
• Click on the 2020 Manual. The first time you enter, you must request an online manual access code.
• Choose your state code.
• Complete your request by entering your city, library name, first and last name, and email address. Then click “Submit.”
• The access code will appear on your screen and an email confirmation will be sent to you.
• Once you have your access code, you can download or print any part of the manual you are interested in.

If you have any problems accessing the manual, email the CSLP office at contact@cslpreads.org or call them at (866) 657-8556.
**Chapter Two is Missing!**

written by Josh Lieb  
illustrated by Kevin Cornell  
Release date: Oct. 29, 2019

Chapter Two is MISSING! Alert the presses and spread the news, because we've got to find out what happened to it! Follow the main character as he hunts down the clues along with a bumbling detective and a grouchy janitor. Will they ever find the missing chapter? Who could have accomplished such a dastardly deed?

This is a cute book - I wanted to read it as soon as I saw the title. Although there is nothing particularly deep here, it is nevertheless a fun read that will have the audience laughing as the inept investigators struggle to figure out what happens. The illustration style was fun with an old-timey flair and a limited color palette of muted orange, black, and white.

Overall, a fun addition for a library's collection and one I really enjoyed.

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**Kevin the Unicorn: It’s Not All Rainbows**

written by Jessika von Innerebner  
Release date: Oct. 22, 2019

Everyone knows about unicorns, right? Unicorns are AWESOME! Their days are filled with glitter and sugar and happiness and everything good! Well, Kevin the Unicorn would have agreed with you yesterday. However, today things are awful. He woke up on the floor, his mane isn’t cooperating, his favorite stand is out of his favorite drink (which he only found out after standing in a very long line) and it just keeps getting worse. But it’s still all good, he’s fine, everything’s fine, because unicorns only have good days.

This is a fun book. The story is quick and the illustrations match and support it well, as much a part of the story as the words themselves. The color palette and art style are spot on for the content. I liked that the main character was male, because as much as I don’t care, it might make it more likely to be picked up by parents who otherwise would dismiss it as ‘too girly’. Which would be a shame, because I think its message is an important one. Sometimes days just suck. And it’s better to just stop, acknowledge it, and move on from there. Pretending can hurt you, and you might find that you aren’t as alone as you think you are.

Honestly, for such a quick read it’s got a really deep and important message. I loved it and would definitely recommend it as an addition to a picture book collection. However, make sure not to read through the story too fast if you’re reading aloud. Give listeners time to look at the illustrations because otherwise they’ll miss a good chunk of the story.

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**The Space Walk**

written and illustrated by Brian Biggs  
Release date: Oct. 29, 2019

Randolph is an astronaut who wants to go for a spacewalk. Unfortunately, Ground Control has some requirements before he gets to go anywhere fun! He needs to eat something healthy, exercise, and clean up his mess. Finally, after he's gotten everything done, he goes exploring. Who knows what's out there?

This book was OK. The idea of equating an astronaut’s ‘chores’ to a kid’s chores was a clever idea, and the illustration style is goofy and cute. However, the comparisons felt somewhat forced, and my biggest problem with it is as follows: When Randolph has gotten everything done, he rushes out the door and misses Ground Control telling him not to talk to strangers. This is supposed to be funny, and of course Randolph ends up running into a friendly alien outside.

Perhaps I am being too particular, but if you're specifically framing a book to promote good behavior, you have to be careful with which messages you're sending. I don't want kids growing up paranoid about strangers, but I do think they should be careful. The way they've set it up feels like they're sending a message that it's OK to just start playing with random strangers. It would have been fine if they hadn't specifically had Ground Control say the phrase that's so often repeated to kids. Yet as soon as they did, they tied the concept of him meeting an alien to kids meeting and playing with strangers, and I'm not OK with that.

Overall, that element of the story ruins the rest of the story for me. I think it defeats the whole purpose of the book, but maybe that isn't a deal breaker for other libraries. It was a clever concept, I just didn't like the execution.
You could call this project the “Case of the Disappearing Designs...” Water in the cups moves all the color to the petal edges. Read on to find out how and why! Watch: youtu.be/HL4ykRtwneU

Gather Supplies
- Flower template (below)
- Paper
- Water soluble markers
- Wooden skewers
- Paper towels
- Wooden beads
- Cup
- Spray bottle with water

Color and fade
Start by coloring the center portion of the blossoms with water soluble markers. Cut out the blossoms. Next, wrap a paper towel tightly around a wooden skewer. Thread two to three blossoms onto the skewer, making sure the bottom blossom touches the paper towel. Place a wooden bead to hold everything in place. Then, fold the flower blossoms along the dotted lines to close the flower. Place the paper towel-covered stem in a cup with one inch of water at the bottom. Spray the flower with a mist of water to see the blossom open. Leave the flower in the cup overnight and watch the color dissipate as water is absorbed by the paper towel and paper blossoms.

What’s happening?
This experiment illustrates two scientific concepts: properties of materials and capillary action. When you spray the folded blossoms with water, you are seeing what happens when wood fibers (paper is made of wood pulp) come into contact with water: they swell and expand. The flower appears to open as the paper fibers swell when water touches them.

As the flower sits in the cup of water overnight, the paper towel that surrounds the skewer stem absorbs water through capillary action, which is ability of liquid to flow against gravity through other materials. In this project, water moves up the stem via the paper towel and is then absorbed by the paper blossoms. The water continues to “move” the ink on the blossoms outward, and by the end of this experiment the designs you drew will have disappeared and the ink will be gathered at the flower tips.

STEAM Books
Did a Dinosaur Drink This Water?
Wells, Robert E.; 978-0807588390

Water! Water! Water!
Wallace, Nancy Elizabeth; 978-1477847305
If you aren’t familiar with flextangles or kaleidocycles, they’re fun paper folding models that wrap into an endless ring. I also decided to incorporate drawing into the project to add a level of manual “computation.” Decorating these and then seeing how the patterns and colors translate once folded is a wonderful exercise in geometric planning. Watch: [youtu.be/ptaHR7g05Xg](https://youtu.be/ptaHR7g05Xg)

### 01 Gather Supplies
- Cardstock
- Flextangle template (below)
- Pen and markers
- Scissors
- Tape and glue

### 02 Color, cut, and fold
Start by printing as many copies of the template on cardstock as necessary. Next, draw different designs on each row of triangular sides. Be sure to connect the design at the tick marks. Cut along bold lines of the template. Crease dashed lines face-to-face and unfold, and then crease diagonal lines back-to-back. Next, fold cardstock to match dot to dot and form a tube. Glue the ends together to finish the flextangle.

### Troubleshooting
- Add glue to end tabs and tuck into open end of tube. Press to seal and let dry.
- If you find the end tabs keep popping out, add a small piece of tape to the joint.
- Ensure glue is dry before rotating the flextangle. Glued joints are stressed and need to be secure.
- Prime the flextangle by slowly rotating to pop out any unwanted bumps. The paper needs to flex a few times before it rotates easily.
- Make sure the folds are creased well. I burnish the fold with the back of my thumb. When using cardstock, you may need to burnish the folds with your fingernail.

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**Pattern guide:**

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A A A A A A
B B B B B B
C C C C C C
D D D D D D
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Here’s some extra ooey-gooey Halloween fun we had last year!

Pumpkin Slime

If you thought the insides of pumpkins were gross before, just wait until you try this:

01 Gather Supplies
Small pumpkin
Liquid starch (detergent aisle)
Clear school glue
Measuring spoon, water, and knife (adults only)

02 Get Gooey
Cut lid off of pumpkin and begin making room by loosening all of the seeds and guts. Remove a bit to make room for slime, but the idea is to incorporate the guts with the mixture. Pour 1/2 cup liquid starch directly into pumpkin. Mix 1/2 cup water (room temperature) with 1/2 cup clear washable school glue and stir thoroughly. Then, pour glue mixture into pumpkin. Put hands into pumpkin and blend the whole concoction.

03 Play
The pumpkin insides are very stretchy and catch the sunlight beautifully. Tip the pumpkin over and watch the slime ooze out or put the contents in a plastic zipper bag for squishy mess free play.

STEAMfactor

Slime makes for an excellent chemistry demonstration. Mixtures, polymers, elasticity, and viscosity are just a few concepts to explore.

Borate ions in the slime activators mix with PVA in the glue to form the stretchy substance in a process called cross linking.

Slime is a Non-Newtonian fluid because it has properties of both liquids and solids.
Over the years, tabletop role playing games have grown in popularity and social acceptance. Programs such as *Critical Role*, *The Adventure Zone*, and many others have not only shown people how tabletop games such as Dungeons and Dragons work, but have also spawned books, graphic novels, merchandise, and even an upcoming animated series based on the stories told. Here’s an example of the support some of these projects can get just from this subculture.

As librarians, this demographic is one that can be easy to program for. They also typically prove to be eager participants with other programs and services once they’re inside the library. My aim is to provide you with practical guidance and resources to assist you in providing these programs.

I’ve been playing role playing games for at least twenty years now. I currently run a weekly Dungeons & Dragons (D&D) Fifth Edition game for a group of my coworkers and their significant others, and I occasionally run online D&D games when I have free time. I also play several weekly games of D&D and Starfinder (a space-themed tabletop role playing game). I’ve also had the pleasure of running game sessions for my teen patrons in the past, playing D&D, Pathfinder, and Big Eyes Small Mouth (BESM).

### Why play in libraries?

I firmly believe that gaming is an excellent programming idea that is not only a draw for patrons, but it teaches them in the process. Role playing games develop storytelling skills, reading skills, and math skills. Patrons learn to use their imaginations, work in groups, use creative problem solving skills, and empathy for perspectives that are completely different from their own. The best part is that most players don’t even realize they’re learning or practicing these skills while playing.

The Autauga-Prattville Public Library system is beginning a D&D program this month.

A friend of mine is currently working with a group of educators on using D&D as a part of classroom lesson plans. This is another example of people using role playing games as educational tools. And another.

### What are TTRPGs?

Tabletop role-playing games (TTRPGs) are collective storytelling experiences. For most game systems, a number of players inhabit a world described and facilitated by another individual. D&D is one of the first and most well-known of these systems. Players describe what actions they would like to take in this shared world, and facilitators, known as Dungeon Masters (DM) describe what happens. If players ask to do something particularly difficult, DMs may request a die roll to determine success. A die common to D&D has 20 sides. Roll well and you succeed, roll poorly and you fail.

The DM creates a story based on the actions of the players. In many cases, this ranges far from the DM’s original plans. After all, when you’re telling a story with several other people, it’s often difficult to predict where the story goes.

### D&D in your library

There are several ways in which you can begin a D&D group (or similar) within your library. Each method has their own pros and cons:

1. **Run your own game**

   **Pros:** Easy to control content. Games are fun to run. The games can easily be personalized for patrons.
   **Cons:** Although it can be minimized, time may not allow for this. There may also be some cost, for purchase of materials.

2. **Find a volunteer to run the game**

   **Pros:** Volunteers are often passionate, generally provide their own materials, and are willing/able to provide a personalized touch.
   **Cons:** It can be difficult to control content, and volunteers might prove to be unreliable.

3. **Library use for organized play**

   **Pros:** Non-work intensive. Provide a space and others will generally do the rest of the work. There’s little to no cost.
   **Cons:** The library has little control of what happens within these groups. It’s also not available or feasible in all areas.

### D&D Resources

Here are a few resources that will allow you to get started at little to no cost:

One of the best resources that I can recommend for a library starting a D&D group is the *Dungeons & Dragons Starter Set*. This small boxed set can be purchased on Amazon for about $12, and it comes with all you really...
need to get started. There are five characters already created to start play, a full set of dice, an adventure that will provide hours of material, a rulebook that covers the essential rules, and a blank character sheet for further character creation. Running an adventure like the one provided in this box is a great way to ease a new DM into things. The adventure provides you with all the relevant information, and all you have to do is take a little prep-time to familiarize yourself with the contents before playing.

The three core rulebooks for D&D are the Player's Handbook, Monster Manual, and Dungeon Master's Guide. Altogether, the three books cost approximately $90 on Amazon. If budget is an issue, most of the included information is available online or in other formats. However, I would recommend purchasing a copy so interested patrons can check them out.

The Fifth Edition System Reference Document is an excellent free resource that provides a lot of information that found in the three core rulebooks. This is a legitimate reference that the publishers of D&D have no issue with, unlike other online sources.

Once your group has advanced past the starting adventure, there are a number of other premade adventures available for purchase. Wizards of the Coast, the publisher of D&D, has several official adventures, many of which are well written and would suit a variety of players. Third-party sources like the Dungeon Master's Guild also have independently-published adventures available at a cheaper price.

If an option, check your Local Friendly Game Store (LFGS). These will often be one of your best resources for tabletop games, and many other programs.

Those interested in trying to begin an organized play program at their library can check out the D&D Adventurer's League or the Pathfinder Society. Depending on location, it's possible that these organizations will be able to locate individuals to visit your location and run demos or campaigns. It won't hurt to ask.

In addition to these resources, I also recommend a few additional items to help the games run more smoothly. If possible, acquire a set of dice for each player. You can easily acquire six additional sets on Amazon for about $10. You can also purchase a large dice pack if you expect big numbers. The dice won't match exactly, but many of the options will guarantee that you will have a certain number of sets.

I also recommend a DM screen. A DM screen can be anything from a bit of cardboard that you have lying about to a professionally-crafted screen. This handy tool allows DMs to keep information secret from curious players and also provides a space for reminders and notes to assist during a game. Premade ones even have reminders of common rules and other quick-reference information during a game.

### Tabletop Alternatives

There are tons of possibilities when choosing a tabletop system to run. Here are a few recommendations:

- Dungeons and Dragons 5e is the most current version of D&D. The rules for this version are pretty simple and it makes a great choice for many tables.
- Pathfinder is another system similar to D&D. In fact, the rules for the game originated out of D&D 3.5. This system can get a bit rules-heavy, but is a favorite of many players.
- Call of Cthulhu is a mystery/horror role playing game. Players take on the roles of investigators and work together to keep both their health and their sanity intact.
- Shadowrun is a cyberpunk tabletop game in which players are shadowrunners, doing the jobs that no one else can.
- Powered by the Apocalypse is a wide-ranging system that has been used to create all sorts of games. The rules of PbTA tend to be simple and focus less on how the game is played, but more on how the story is told.
- Savage Worlds is another generic role playing game that emphasizes ease of play rather than the specific details of the rules.

These are only a few of the systems that I've tried. I can't stress enough that the correct choice will depend on you and your players. Are they into fantasy? If so, Dungeons & Dragons or Pathfinder may be your best option. Are they into vampires? If so, there are role playing games where they can become vampires. Explore your options to see if there's something that best fits you and your players.

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

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**Order your 2020 SLP materials now!**

Many libraries have already responded to the 2020 Summer Library Program materials Google order form — Thank you! However, many others have yet to respond. Remember, these materials — posters, bookmarks, reading logs, etc. for all age groups — are FREE for you as they’re paid for with LSTA funds.

If your library hasn’t responded and you don’t want to miss out on these FREE materials, here’s what you need to know:

This year we’re able to show the poster artwork for each age group to help you make decisions as to which works best in YOUR library.

**Click here** to the order these materials. A PDF of this form is also available on our website.

Please follow all directions on the form carefully, and make sure to place you order by **Oct. 25** as the form will close at that time. If you don't place an order, I won't be able to get materials to you!

If you don’t remember whether your library has ordered or not (you should have gotten a reply email after the form was submitted), please email me and I will confirm one way or the other: gsheldon@apls.state.al.us.

**Remember, you only have until Oct. 25!**
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**Oct. 3**

**Scholarship Versus Secrecy and Fake News—Primary Sources in an Age of Misinformation**

Area 51, nuclear capabilities, shredded documents, WMIDs, Trump’s meetings with Putin. You’ve heard about these events in the media...but what’s the real story behind them? Join Tom Blanton, Director of the NSA, to hear fascinating stories about declassified U.S. government documents obtained through Freedom of Information Act (FOIA) requests from the independent non-governmental National Security Archive (NSA) at George Washington University. (Association of College and Research Libraries/ProQuest) [http://www.choice360.org/librarianship/webinars](http://www.choice360.org/librarianship/webinars)

**Mental Health and Self-Esteem through Digital Portfolios**

This edWebinar will examine how the use of digital portfolios can help students who have mental health issues. This edWebinar will be of particular benefit to kindergarten through high school teachers, librarians, and school and district leaders. There will be time to have your questions answered at the end of the presentation. (edWeb) [https://home.edweb.net/webinars/2019-10/](https://home.edweb.net/webinars/2019-10/)

**Oct. 8**

**YA/Teen Book Buzz Fall 2019**

Do you feel it is important to have a diverse children’s collection, but don’t always know where to start? Join the Diverse BookFinder as we walk you through how to use our new Collection Analysis Tool (CAT), specifically designed to help you diversify your picture book collection! This free, online resource allows you to upload a single file and get a snapshot of who is represented — and how — in your collection. The CAT is funded by the Institute of Museum and Library Services and will go live on Oct. 1. Participants will learn how to use the CAT and how to use the resulting report in combination with the Diverse BookFinder Search Tool to drive collection-based decisions. Finally, we will discuss the role of librarians in carefully reviewing books to build authentic and inclusive library collections that counter bias and promote cultural pluralism. (Maine State Library) [http://maine.evanced.info/signup/EventDetails?EventId=5199](http://maine.evanced.info/signup/EventDetails?EventId=5199)

**How Data and Mapping Help Libraries Meet Their Patrons’ Needs**

This edWebinar will examine how the use of digital portfolios can help students who have mental health issues. This edWebinar will be of particular benefit to kindergarten through high school teachers, librarians, and school and district leaders. There will be time to have your questions answered at the end of the presentation. (edWeb) [https://home.edweb.net/webinars/2019-10/](https://home.edweb.net/webinars/2019-10/)

**Oct. 9**

**The Networking Game: Engaging with Colleagues at Your Consortia, Professional Associations, and Conferences**

Perhaps the most valuable benefits of participating in a consortium, joining a professional organization, or visiting a conference are the networking opportunities. The Networking Game can prepare you for that next meeting. Or the random encounter with the nice stranger on the buffet line who makes funding decisions for a major foundation. Learn about the Five Rules of Networking—information and idea exchange for mutual benefit— and how to apply them in ways that are effective and respectful of other people, regardless of your personality type or the situation. (Pennsylvania Integrated Library System) [https://register.gotowebinar.com/register/6357355742617557515](https://register.gotowebinar.com/register/6357355742617557515)

**Event Sponsors: How to Find Them & Create a Win-Win**

Join fundraising master trainer, Chad Barger, CFRE, for a workshop focused on maximizing sponsorship revenue at your next fundraising event. The session starts by focusing on identifying potential sponsors and beginning the partnership conversation. It closes with a focus on structuring win-win, long term sponsorship relationships. (Bloomerang) [https://bloomerang.co/resources/webinars](https://bloomerang.co/resources/webinars)

**Oct. 10**

**Open science roundup: tools for collaborative research and early discovery**

In this webinar, Elsevier product managers will present tools that enable more inclusive, collaborative and transparent research. (Library Connect) [https://www.brighttalk.com/channel/9505/](https://www.brighttalk.com/channel/9505)

**What Fred Rogers would Say—“The Difference We Make” -How Simple, Everyday Interactions in ECE are Critical**

This webinar is a reflection and discussion of what it means to make a difference in today’s early care and education contexts. Presenters Dana Winters, Ph.D., from the Fred Rogers Center for Early Learning and Children’s Media, and Junlei Li, Ph.D., from the Harvard Graduate School of Education, will discuss: What does making a difference look like in simple, everyday teacher-child interactions? What enhances or limits our ability to recognize the impact we make? How do we help each other to appreciate and grow the kind of practices that make a positive impact on children and families? (Early Childhood Investigations) [https://www.earlychildhoodwebinars.com/webinars](https://www.earlychildhoodwebinars.com/webinars)

**How the Library Can Help Students Navigate Mental Health**

The library is often a safe haven for students who are in the midst of traversing complex academic, social, and emotional worlds. Librarians have the unique opportunity to support students who face mental health challenges—and can make a huge difference in their students’ lives as a result. Join our three experts—Deborah Takahashi, Kai Jane Richmond, and Anita Cellucci—in this webinar as they discuss tools and strategies to help you help your students, from bibliography to building resource partnerships to integrated Social-Emotional Learning (SEL) programs. (School Library Connection) [https://schoollibraryconnection.com](https://schoollibraryconnection.com)

**Oct. 11**

**Stories Connect Us: A conversation with bestselling author Kate DiCamillo**

Mackin and Candlewick Press invite educators and librarians to join two-time Newbery Medalist Kate DiCamillo in a candid online conversation to celebrate the publication of Beverly, Right Here, the concluding story in her sequence of novels about the three rancheros, and to discuss writing, reading and connecting through books. The live webinar will allow for teacher/student participation as well as for Q&A with the author. Kate’s insights and her trademark friendly rapport with her audience will make this a memorable part of the academic year. (Mackin) [https://zoom.us/webinar/register/WN_gySdjGQRNzMIruJMV_yQQ](https://zoom.us/webinar/register/WN_gySdjGQRNzMIruJMV_yQQ)

**Oct. 15**

**Facts Are Facts… Aren’t They?**

Can your students tell facts from fiction? Learn strategies to help your students determine if information is reliable in this session. (Teachers First) [https://www.teachersfirst.com/ok2ask](https://www.teachersfirst.com/ok2ask)

**Oct. 16**

**Surviving and Thriving as an Accidental Librarian**

You finally got your dream job at the library, but now what? People always say, “I never learned that in Library School”, but what about those of us who never went to school? More than 3 out of every 4 library staff nationwide don’t hold a library degree, so if you’re one of them, this session is for you! Come take pride in your accidental librarianship, and walk away with greater understanding of library principles, practices, and tools of the trade. (Nebraska Library Commission) [http://www.nlc.state.ne.us/scripts/calendar/eventlist.asp?Mode=ALL](http://www.nlc.state.ne.us/scripts/calendar/eventlist.asp?Mode=ALL)
Three Steps to Thriving in Chaos

The turbulence of current events increases stress, drains energy and reduces productivity. In this webinar you’ll learn three essential steps for not only surviving but thriving in the chaos. (Effectiveness Institute) https://effectivenessinstitute.com/upcoming-events/