Both of us introduce ourselves and our professional backgrounds. (5 minutes)
This is what you'll learn today. Go over each one. (2 minutes)
Webiquette: Agreements for Maximizing Learning & Sharing

- Be present
- Accept that some things are out of your control
- Be open to new ideas & share
- Step up and step back

Give a brief explanation of what each one means and then ask for thumbs up or “yes” in comments when finished (2 minutes)
We asked you to be open and that means being open to using new technology and software, especially during this new normal we’re living. Please click on the link and access Padlet to participate in this activity. Just click on plus sign (+) to add your comments. This will allow us all to see everyone’s comments in one place. (10 minutes)
In January 2014, YALSA released a report titled *The Future of Library Services for and with Teens: A Call to Action* (frequently referred to as the Futures report). The report is the culmination of a project funded by the Institute of Museum and Library Services (IMLS) and spearheaded by YALSA’s National Forum on Libraries and Teens, which focused on the needs of teens and how libraries can support those needs.

Slow response to the report during times of diminished budget and staffing.

A new report - Transforming Library Services For and With Teens through Continuing Education was published in 2018. The emphasis is on a Teens First approach where youth engagement, youth voice and youth leadership are embedded throughout teen services. Library staff focus their work on the needs and interests of teens in their local communities. The Teen Services Competencies for Library Staff was updated. IMLS, COSLA, and YALSA formed a collaboration and committed to providing teen services training at a national level through a grant from IMLS. This is how T3 was born….The Transforming Teen Services: Train the Trainer initiative is a coordinated, efficient, and effective process for transforming teen services throughout the country. The result being that library teen services enhance civic and cultural engagement, facilitate lifelong learning, promote digital inclusion, and support economic vitality.
T3 involves training of staff in libraries across the United States so that they can go out and train colleagues on how to integrate connected learning and computational thinking concepts into teen programming. The estimate is there will be about 7,500 library staff members trained by June 30, 2021.

Background on T3. There is a special emphasis at the training on Connected Learning (CL) and Computational Thinking (CT), which are considered key elements in developing library services and programs for and with teens. (2 minutes)
There are four main skills related to CT (go over them). Examples of programs that support these skills: Decomposition: cooking & art programs; Pattern Recognition: puzzle and board & online games (passive and active); Abstraction: music and poetry writing; Algorithm Design: computer coding and building / engineering programs. In thinking about these various skills, what kind of types of teen programs are you guys already doing on the frontlines to support the development of these types of skills? Please click on Padlet link to share what you’re already doing! (10 minutes) (31 minutes total)
Go over stats and share Code.org fact sheet. A majority of schools are not supporting teens in developing these types of skills in the state. This is an area of opportunity for public libraries to provide programming opportunities that emphasize CT skills. As informal educators, we can make this type of learning fun without the burden of grades and the rigamarole associated with school. If the paychecks are that solid, we would be doing a disservice to them if we don’t try to provide programs that encourage them to flex these muscles. (5-10 minutes) (36 minutes)
These program ideas require one or more knowledgeable and experienced staff person(s) who is willing to lead and teach teens these skills. Computers, software, and specialized tools are required. These types of programs lend themselves to partnering with local robotics, engineering, and gaming clubs or organizations that could provide facilitation and materials support. Local community colleges and universities could also be tapped to supply interns or volunteers in turn for credit or resume building. (3 minutes) (39 minutes total). YALSA webinar recommendation free to members: Teen Hackathon: Creativity, Collaboration, and Competition. Basically, a Hackathon is about creating Life Hacks: Creating solutions for problems. Teams coming up with a prototype to solve a problem, such as having teens create an app or technology to help reduce the stress in their lives. Or, could be an online Lego challenge. Or, invite teens to use technology to help teens reduce their carbon footprints.
Since 2017, St. Louis County Library has been offering coding classes to teens using Google’s free coding curriculum: CS First. The cost for each program series is $2,600 per 8-week session to cover Chromebooks, t-shirts, computer sleeves, and pizza party finale for 12 kids, funded by their foundation. The workshops are held in their branches that have computer labs. This program series is so popular (an average of 500 registrants per session), that participation is based on a lottery to determine who gets into course. Only 12 lucky kids earn a spot and if they successfully complete the course they get a free Chromebook, t-shirt, pizza party, and computer sleeve. They have staff dedicated to the project and their foundation continues to support it financially every year. Pros: software is free, very engaging, and easy for staff to learn. Pros: money, staff time and commitment,
enough available computers to support an ongoing series in an enclosed lab setting. Could you do this at your library (10 minutes) (49 minutes)
Most of these are relatively cheap (save for cooking program) and don’t require a lot of specialized tools to implement. They lend themselves to both active and passive formats. (3 minutes) (52 minutes total)
Tabletop gaming program which began 4 years ago. Startup game collection of 150 copies of 75 different games paid for through LSTA grant. KCPL has recently started funding additional games acquisition in-house due to program’s proven success. They support staff training for this program series on an ongoing basis. They were able to develop an internship for teen leaders to facilitate groups of teens in designing breakout boxes used in teen programming throughout the KCPL system. Would this work at your library? (3 minutes) (55 minutes total)
Reflections

What’s one CT program idea you have for your specific library?

What obstacles do you have in creating CT programming at your library?

Who are some potential partners in your community for this type of programming?

Ask for comments & questions. Encourage them to reach out to us and tell them webinar will be archived. (5 minutes) (60 minutes)
CT Resources

Coding in Wisconsin Public Libraries

Code.org

Girls Who Code

Google CS First

Libraries Ready to Code

Scratch

STEM Activity Clearinghouse
References


