

Partnering With Your Local High School

Chrislyn Gardner

Danville Public Library Youth Services Librarian

Haley Walters

George Washington High School Librarian

How We Got Started

2017

Haley approached the public library director and suggested a collaboration.

MOTIVATION

Teens were not frequenting the public library

- no transportation
- busy schedules

Bring programs offered by the public library to the students at school



PROGRAM 1

Library Lunch Club

Setting It Up

A monthly program held during school lunch periods that consists of a variety of activities for the students to enjoy



CHOOSE A THEME

Correspond with national or literary holidays, book/movie releases, etc.

PICK A DATE

LLC is held during school lunch periods (11:30 am – 1:30 pm) on Fridays that the library is not scheduled to be used for testing or a class.

PLAN

Chrislyn and her department plan activities that can be completed in 20 minutes or less.

ADVERTISE

Haley sends program details to school staff and promotes the program in the school library.

Past Programs

STOP MOTION VIDEOS

Students used ipads to make stop motion videos of LEGO mini figures.

ELECTRONIC CHRISTMAS CARDS

Students used their Chromebooks to design/code their own cards on www.codecademy.com.

FANDOM VALENTINES

Made valentines addressed from one fictional character to another.



Programs

VR APPS ON SMART PHONES
In honor of the "Ready Player One" movie release,
students played Virtual Reality games on their
phones using Google Cardboard pieces.

DIY ORNAMENTS
Students filled and decorated clear Christmas ornaments.

LIBRARY CARD SIGN UPS, TRIVIA, AND BUTTONS Staff used a laptop and wifi hotspot to sign students up for library cards while the group played trivia and made buttons.



Programs

GALAXY JARS

In celebration of the 2018 Teen Read Week, themed "It's Written in the Stars," students made mini galaxy jars.

HARRY POTTER TRIVIA AND BOOKMARKS

For the release of "Fantastic Beasts: The Crimes of Grindelwald," students played a trivia game (designed with PowerPoint) and made HP bookmarks.

MINUTE TO WIN IT GAMES

Students got candy for participating in each of the 6 games. The winner of each lunch period took home a new book.





Field Trip to the Public Library

PURPOSE

Introduce students to their public library and all of the resources at their disposal.

- TOUR
 Graphic Novel collection
- 2 LUNCH
 Provided by the Friends of the Library
- ACTIVITY
 Sharpie Tie-Dye Coasters

PROGRAM 2

Storyhour

Storyhour for Special Education

Classes



COMBINATION OF

- stories
- songs or rhymes
- games
- crafts

TAILORED TO SUBJECTS/HOLIDAYS BEING TAUGHT IN CLASS

- Animals
- Martin Luther King Jr. Day
- Winter Olympics
- Earth Day
- Halloween
- Outer Space



Storyhour Outline

OUTER SPACE THEME

BOOKS

The Way Back Home by Oliver Jeffers
Mousetronaut by Mark E. Kelly
Chicken in Space by Adam Lehrhaupt

ACTION RHYMES

Zoom Zoom Zoom (Jbrary)

If You're Going to the Moon, Where Your Boots

(Mel's Desk)

One Little Rocket (Mel's Desk)

CRAFT

Flying Rocket Ship



Resources library lunch club

- Black Out Poetry how to (concept by Austin Kleon)
- Genealogy 101 family trees
- Electronic Christmas Cards (Codecademy and Hour of Code)
- Stop Motion Videos (Stop Motion Studio app)
- Fandom Valentines or anti-Valentines
- VR apps for iPhones and androids
- PowerPoint trivia games
- Galaxy Jars (Kids Activities website)
- Harry Potter bookmarks (Red Ted Art blog)
- Clear Christmas ornaments (ordered through Amazon)
- Minute to Win It games (inspiration from Happingess is Homemade blog and Youtube video)



Resources

Contact:
Chrislyn Gardner
gardnev@danvilleva.gov

