



Afterschool Alliance

The New Normal: Libraries as Partners in 21st Century Learning



CHECK IN

@ your library

Teen Tech Week™



March 10-16, 2013



A national initiative, sponsored by the Young Adult Library Services Association (YALSA) to ensure that teens are **competent** and **ethical** users of digital media.

Join



Explore



Share

Why Partner?

Libraries



Community-Based Organizations



funding
opportunities

teen

shared
space

goal alignment

engagement

Innovative
programming

program stability

Student
recruitment

Guest Speakers

Marsha Semmel

Dir. for Strategic Partnerships
Institute for Museum and Library Services



Theresa Ramos

Program Development Coordinator
Free Library of Philadelphia Foundation

Jill Bourne

Deputy City Librarian
San Francisco Public Library



Making THE Learning Connection



Marsha Semmel
Director for Strategic Partnerships



IMLS/MacArthur Foundation Learning Labs Partnership

- President Obama's *Educate to Innovate* initiative
(<http://www.whitehouse.gov/issues/education/k-12/educate-innovate>)
- IMLS 21st Century Skills initiative
(http://www.imls.gov/about/21st_century_skills_home.aspx)
- MacArthur Digital Media and Learning initiative
(<http://dmlhub.net/>)

Result?

\$4 million IMLS/MacArthur commitment to creating
Learning Labs in libraries and museums across the
country



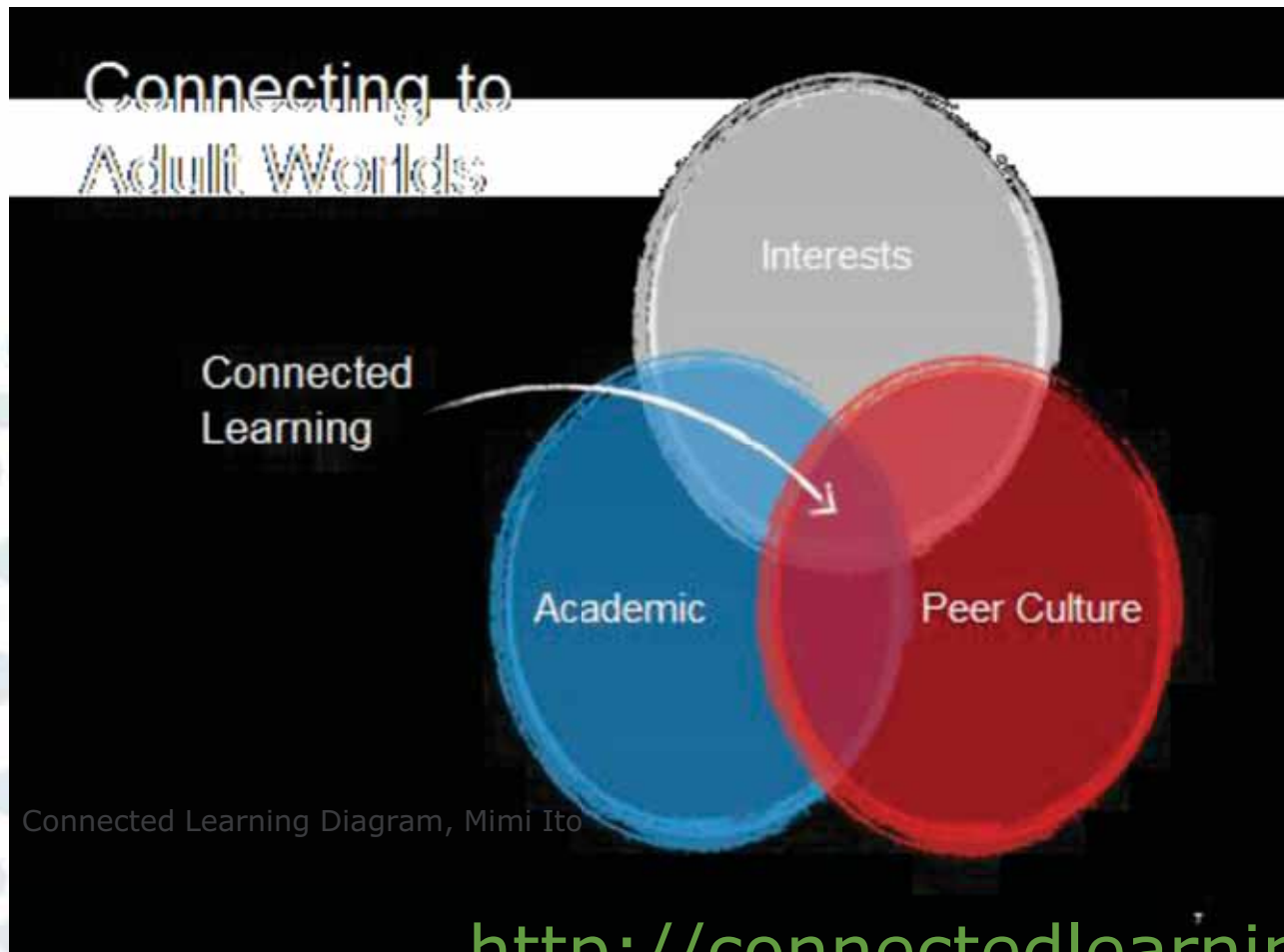
The “Early Adopters”

- YOUMedia Lab, Chicago Public Library
- DreamYard Art Center, New York, NY
- ArtLab+ at Hirshhorn Museum and Sculpture Garden, Washington, DC
- YOUMedia Miami, Miami-Dade Public Library



YOUMedia Lab, Chicago Public Library

Principles of Connected Learning



- Site-based
- Linked to media
- Interest-driven
- Learning and mentoring

<http://connectedlearning.tv/>

Community of Practice



- Pedagogy
- Messaging
- Evaluation
- Sustainability



Planning and Design Grants



2 competitions -- 24 grantees -- 2 cohorts



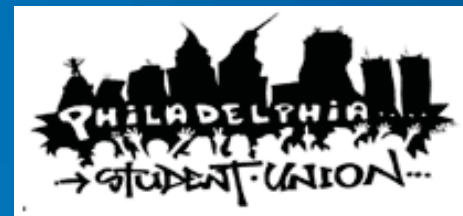
Free Library of Philadelphia

Theresa Ramos
Program Development Coordinator

Partnerships



PHILLY YOUTH MEDIA COLLABORATIVE



Free
LIBRARY OF
PHILADELPHIA

Teen Engagement

Summer PYN program



Youth-driven research:

- programs
- staffing
- physical space
- online space
- connection to groups in Philly and national groups

What do we want in a teen space?



McPherson Square Youth Center

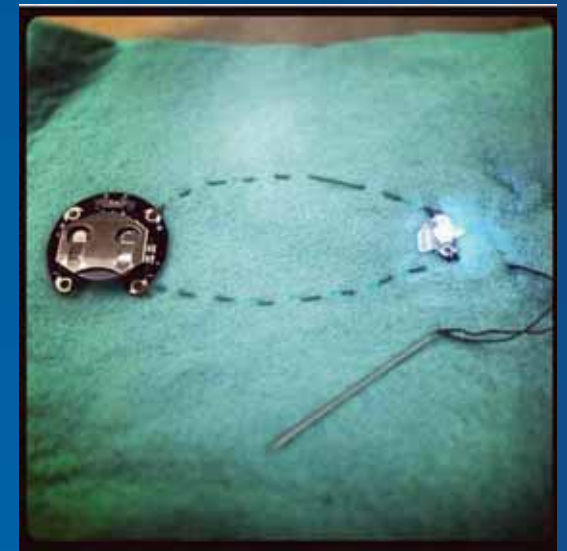
TECHNOLOGY BUDGET

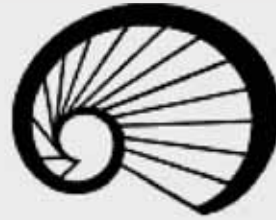
ITEM	#	\$
iPad mini	2	\$330
Head (1600)	4 ₂	\$400
laptop/iPad)	2	\$500
book top	3 ₁	\$1,200
laptop	1	\$400
book)	2	\$600
	1	\$1,300
Total: \$		



Rethinking Programming

HOMAGO and Connected Learning





San Francisco Public Library

Creating a Learning Network

Jill Bourne
Deputy City Librarian
San Francisco Public Library

Community Partner Asset Map

SFPL The library is well positioned for...

- Transitional youth **18-24**
- Building **community around an activity**
- Bridging **digital arts to the fine arts**
- **Workforce** development
- Connecting to **city** events
- Being a **hub** for all community organizations
- Resource **guidance**
- **Homeless** youth
- Connecting to **other public institutions**

Community Youth Services

- Leadership opportunities
- Media literacy
- Digital arts
- Identity expression
- Internships
- Career planning
- After school programs
- Inquiry-based learning
- Serving school-aged
- Skills-building

PARTNERS

Bay Area Video Coalition

- Access to latest media technologies
- Full programming for skills training and creation
- Partnerships with groups and corporations (i.e. Mozilla, Nokia)

California Academy of Sciences

- Engage in topics of science and sustainability
- Fundraising support
- Relationships with former Chicago Public Library leadership

KQED

- Media Distribution
- Training for trainers

COLLABORATORS

San Francisco Dept. of C, Y, & F

- Grant provider/funder
- City government
- CBO/service provider
- Funds youth projects
- Research

Writer's Corps

- Identity definition
- Youth philanthropy
- Arts production
- Ages 6-24

Youth Speaks

- Performance
- Creation
- Expression

Baycat

- Transitional youth 18-24

Children's
Discovery
Museum

California
Poets in the
Schools

San Francisco
Unified School
District

SF Film
Society

Streetside
Stories

TILT
(Teaching Intermedia
Literacy Skills)

826 Valencia

shared learning network goals

serve as a regional platform for serving youth.

forge new models for teens to engage meaningfully with their communities.

develop and model leadership.

equip youth w/ access, skills, & learning framework for participating in emerging technologies.

facilitate the transformation of teens from consumers to producers/creators of media.

advance youth interest in STEAM using multi-disciplinary approaches.



HIVE

EXPLORE + CREATE + SHARE



HIVE LEARNING NETWORK

The Hive Learning Network is Connected Learning in action. It re-imagines how learning is organized and supported across youth-serving organizations. Through deliberate coordination and active mentors, Hive Networks create learning opportunities that connect the three spheres of youth influence: peer culture, interests, and academics.

The first Hive Learning Network was created in New York City in 2007, with support from the MacArthur Foundation's digital media and learning initiative. It included a network of civic and cultural organizations that created a platform to help youth explore their own interests while tapping the insights and mentoring of the city's leading scientists, designers, and artists. In 2009, the Chicago Network was formed, also with MacArthur support. These first two locations were designed to test the concept that museums, libraries, afterschool programs, community centers, schools, online communities, and other learning spaces could work together in new ways to allow young people to move seamlessly from one institution to the next, creating multiple entry points and pathways to



music-mixing
youth radio



video +
photo
poetry



dj - analog to digital

HIVE pop-up
2 day event
14 partner organizations
250+ youth

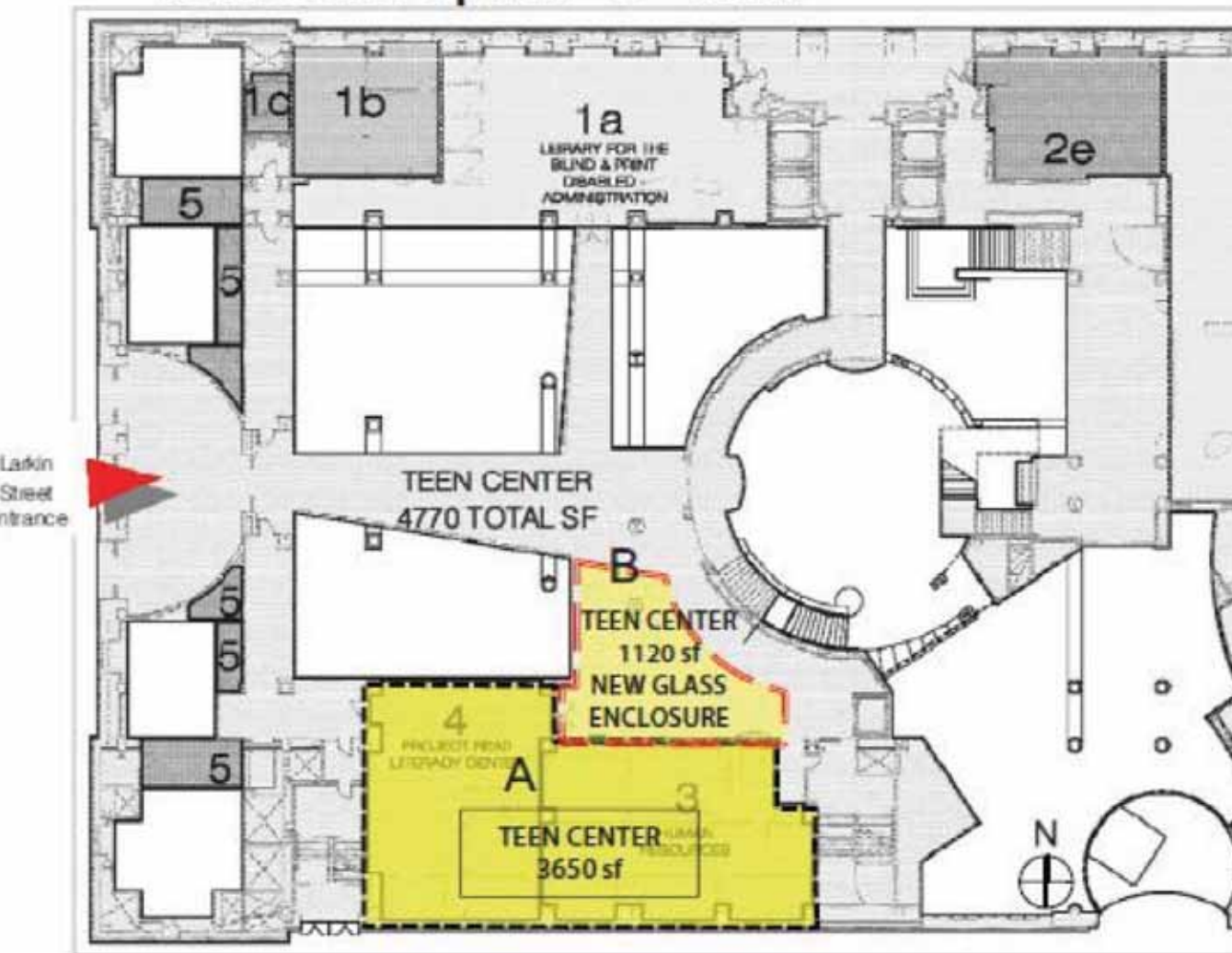




Designing a Learning Lab



Teen Center Option – 2nd Floor



A - Utilize current use space for Human Resources and Project Read (3650 sf)
 •Install raised floor system to accommodate max. flexibility of data/electrical for computers and task lighting.

B - Add new full height glass wall enclosure with glass entry doors to Teen Center(1120 sf)
 •Maintain existing floor finish.
 Possible area use for :
 •Distinct visual identity
 •Reference/assistance desk
 •Provide casual study and meet space
 •All finishes to match existing glass & patterns, doors, ceiling lighting and finishes adjacent to new construction.

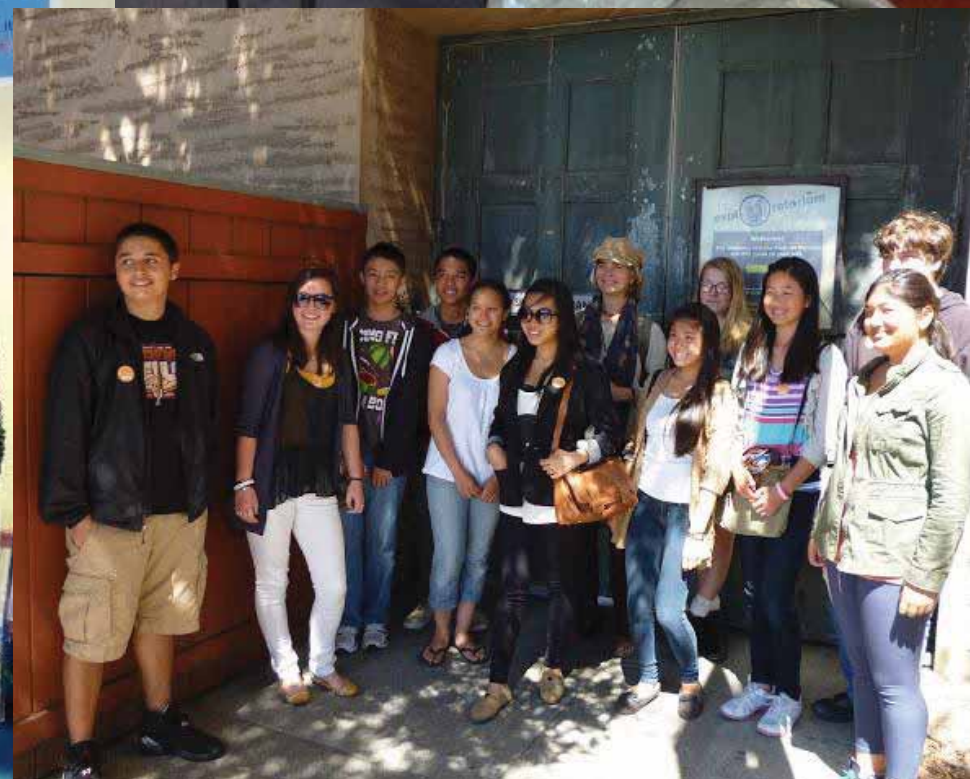
TOTAL 4700 sf

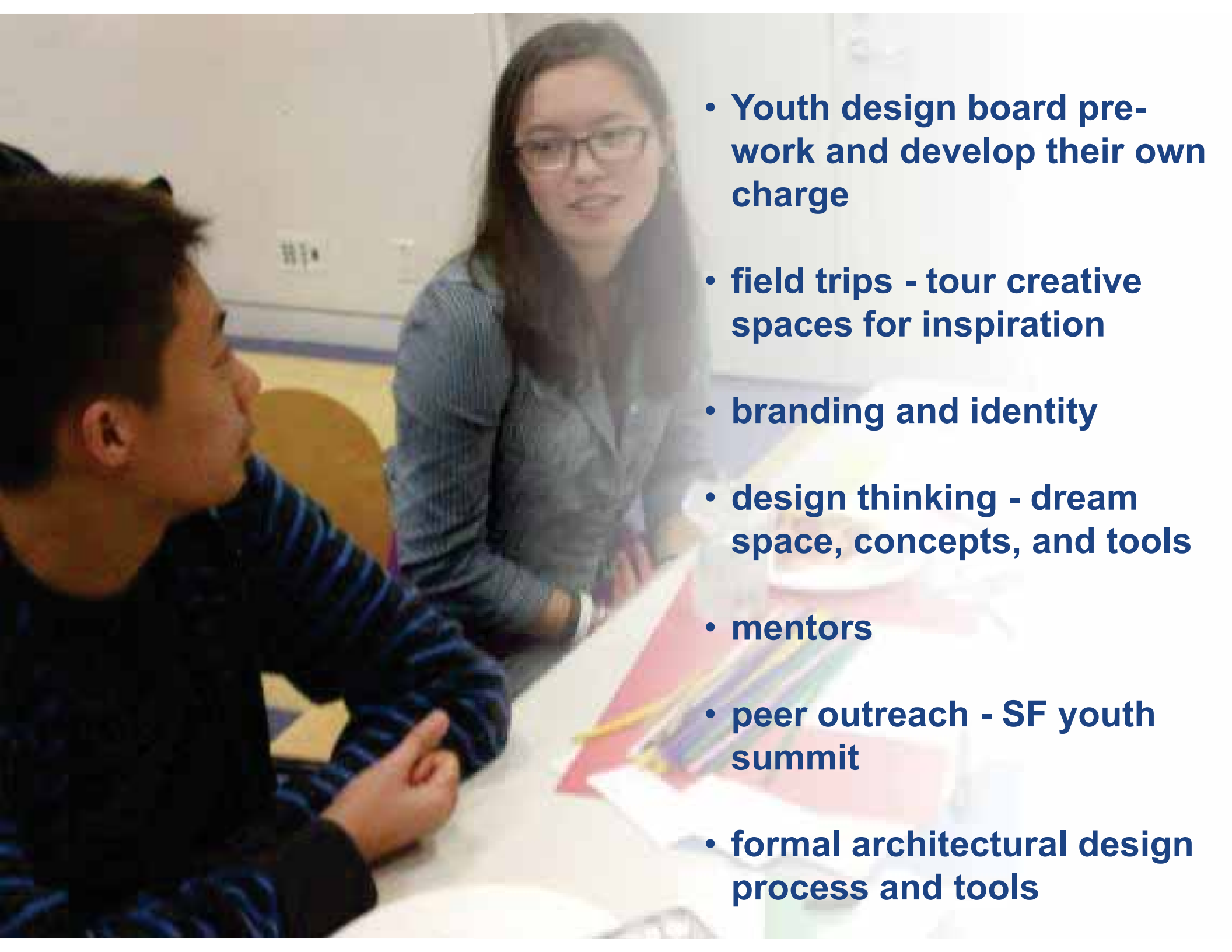
- Access is directly off Larkin Street entrance. No thru Library traffic required to access Teen Center
- Teen center location would provide a significant presence statement
- Plentiful daylight and views
- Clearly visible to public and staff





youth design board





- Youth design board pre-work and develop their own charge
- field trips - tour creative spaces for inspiration
- branding and identity
- design thinking - dream space, concepts, and tools
- mentors
- peer outreach - SF youth summit
- formal architectural design process and tools



design charrette
20 youth
4 architects
3 half-days
functional spaces
color
sound
furniture
technology



Guest Speakers

Susan Malone
Executive Director
Wide Angle Youth Media



Tene Gray
Director
Digital Youth Network



How Libraries Can Support Program Growth

Susan Malone
Executive Director
Wide Angle Youth Media

Wide Angle Youth Media



- Quality after-school programming
- In-school opportunities
- Summer workshops
- Community events
- Annual Youth Media Festival

Baltimore Speaks Out!

A partnership with Wide Angle Youth Media at the Enoch Pratt Free Library to provide young people ages 10-15 with free media education right in the heart of their community.



Engaging Teens

Media
Production

Media
Literacy

Safe Space

Service
Learning



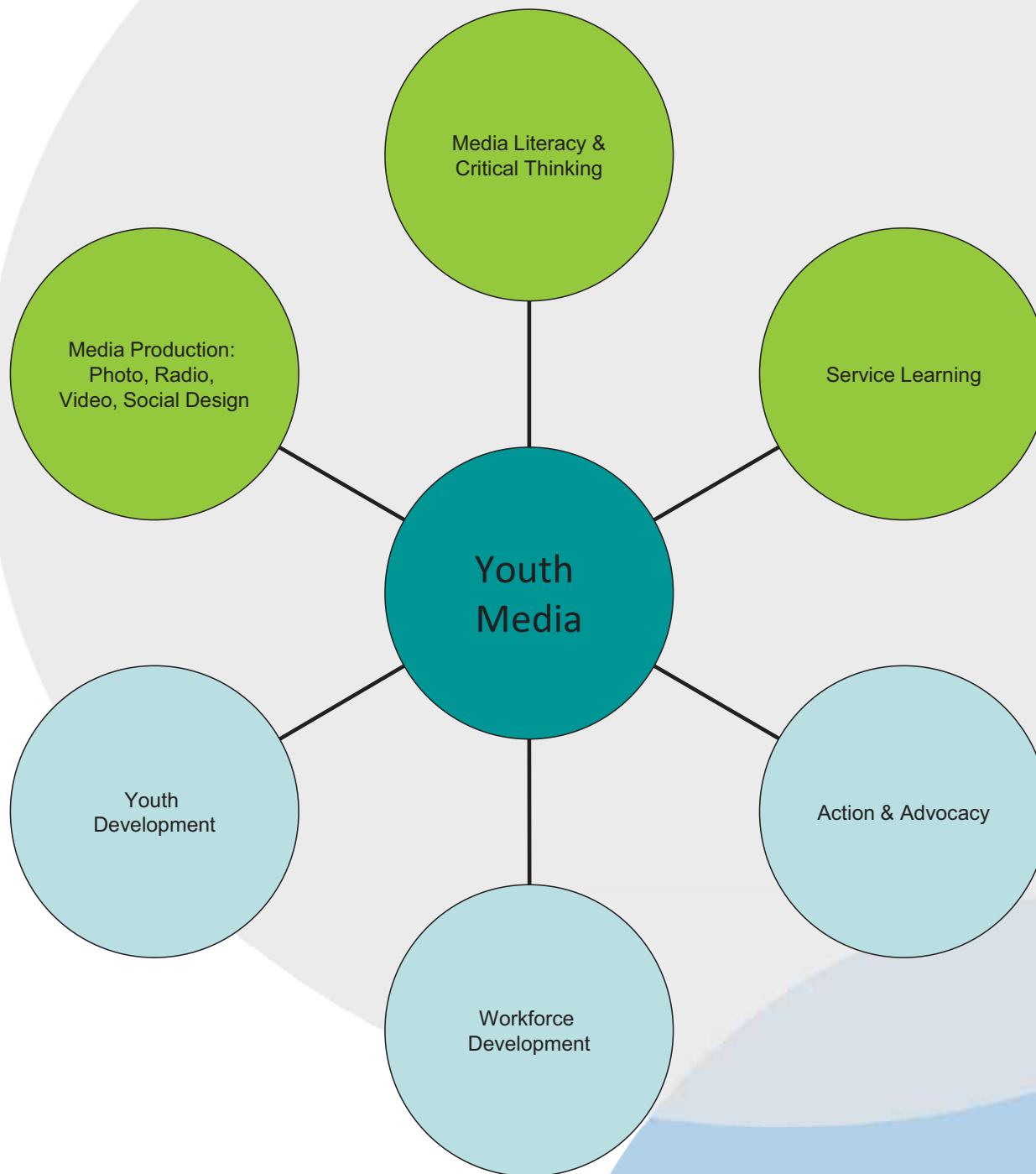
Shared Benefits

Library

- Recruitment
- Classroom & Event Space
- Resources
- Distribution Support

Wide Angle

- Engages teens
- Aligns program offerings to strategic plans
- Provides safe space for service learning



Shared Outcomes

Library Outcome

- Increased teen attendance
- Filled empty rooms
- Educated media consumers
- Created compelling content
- Built bridges into the community
- Model for other program partnerships
- This program is now part of their core work

Program Outcome

- Anchor partner
- Increased resources
- Program expansion
- Community roots
- New partnerships
- Model for success

Susan Malone
Executive Director
WIDE ANGLE YOUTH MEDIA

Phone: 443-759-6700

E-Mail: susan@wideanglemedia.org

Website: wideanglemedia.org

Video Portfolio: vimeo.com/wideanglemedia

Like us: facebook.com/wideanglemedia

Wide Angle's Twitter: [@wideangleym](https://twitter.com/wideangleym)

Susan's Twitter: [@susan_waym](https://twitter.com/susan_waym)

Mentor Framework: Support for Professional Learning

Digital Youth Network (DYN)
Teen Tech Week
March 12, 2013

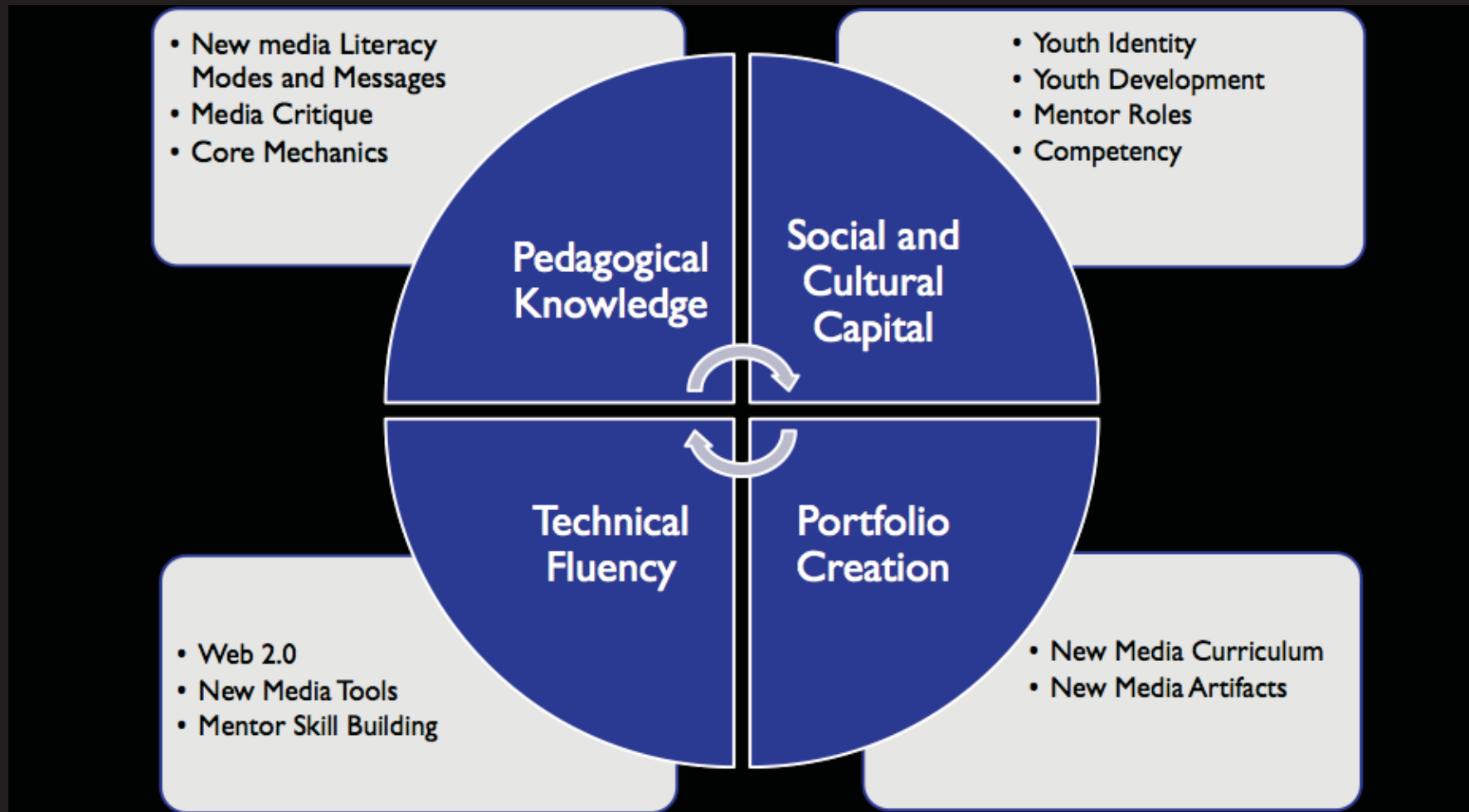
ASIA

A performance artist in television, music and improvisation theatre, Asia taught the Digital Queendom class in the early DYN years where she focused on creating a healthy language of communication with young women....she possessed a strong skill in film and writing, her desire was to develop her technical fluency with digital tools and her pedagogical knowledge within her classes.

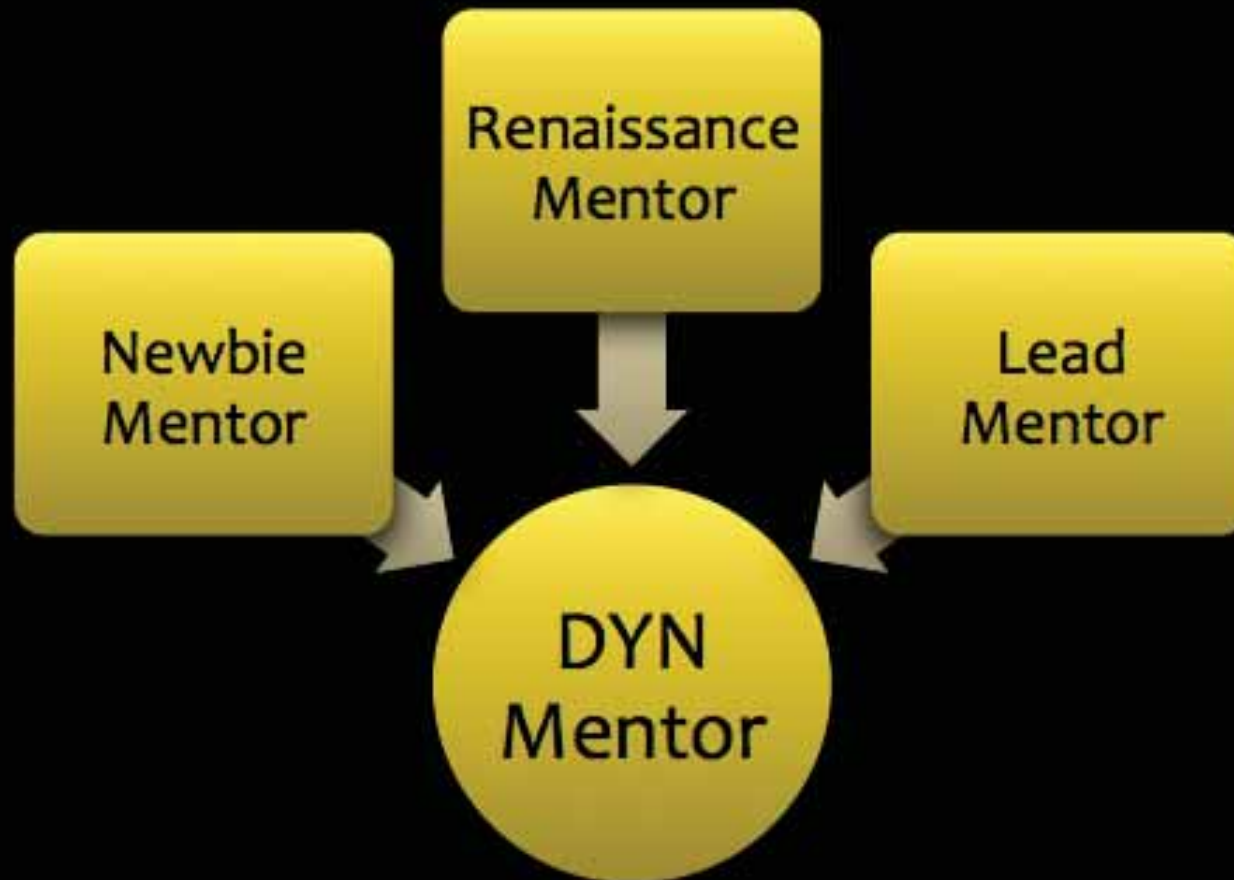


"We are all accountable...If I'm lacking in some sort of digital skill, then somebody needs to come in and help so that we can all have the best functioning group [working for DYN] is not an individual thing."

New Media Mentor Practitioner Qualities



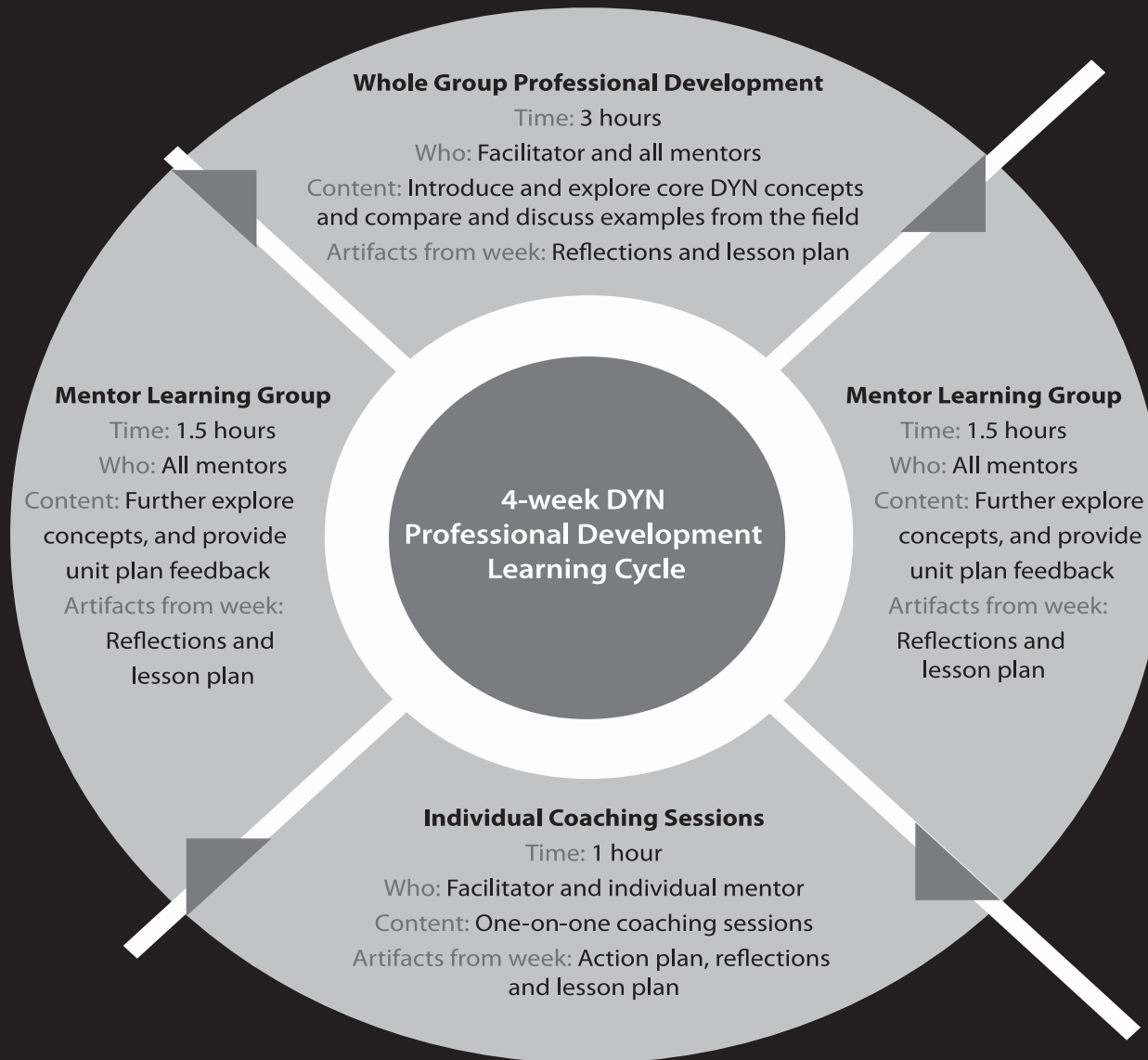
Types of DYN Mentors



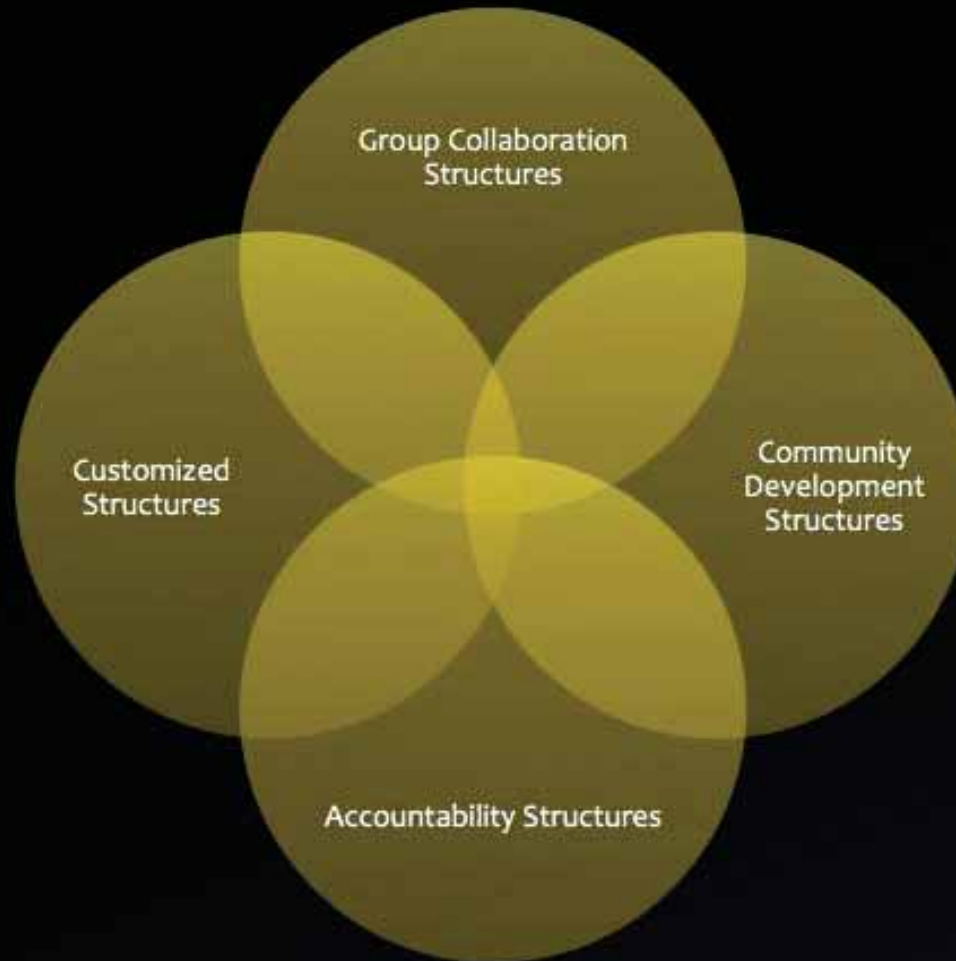
PD Structure 1.0



Professional Learning Cycle 1.0



PD Structure 2.0



Professional Learning Cycle...

2.0

Whole Group/Collaborative
Connected Learning and Innovation
Develop Common Practice. Common Language

Whole Group/
Collaborative
PD

Online/
Personalized
Learning

Online/ Personalized Learning:
Self Paced Skill Building
P2P & Coach Critique + Support

iRemix PD

iRemix Training:
Best Practices in Online Teaching & Learning
Engaging Students
Effective Critique

Power Hour/
Collaborative
PD

Power Hour
Staff has Autonomy to Create,
Challenge, & Innovate as a Team

Newbie Goals & Outcomes

Goal 1: Curriculum Design

- Understand approaches/strategies related to medium specific pedagogy
- Select appropriate media content/resources based on audience and interest
- Understand core mechanics and sub-skills related to medium/media
- Organize unit and lesson content in a structured and coherent manner

Goal 2: Online Mentoring

- Understand best practices related to online mentoring
- Understand mentor roles in an online social learning network (osln)
- Serve as a model for participation in an online social learning network (osln)

Goal 3: Reflection & Action

- Engage in reflection on effectiveness of teaching/mentoring

Newbie Modules

Module 1:
Curriculum
Design

Module 2:
Curriculum
Design

Module 3:
Inquiry Design

Module 4:
Assessment

Module 5:
Online
Portfolio

Module 6:
Blogs




Module 7:
Online
Participation

Entry Level Mentor

Newbie Phase: Curriculum Designer








Module 1: Adapter Badge Journey

	Challenges:	Domain:	Pacing:	Reviewer:	Artifact:
	Professional Reading	Pedagogy: Knowledge	14-16 hrs.	coach, lead mentor	summary blog
	Observe workshop/classroom	Pedagogy: Knowledge		coach, lead mentor	reflection blog
	Interview mentors and students	Social/Cultural Capital		coach, lead mentor	Interviews in format of choice
	Adapt 2 lessons	Pedagogy: Curriculum		coach, lead mentor	Adapted lessons 1 & 2
	Analyze 2 student digital artifacts	Pedagogy: Feedback		coach, lead mentor	Artifact & feedback blog
	Adapt 8 week unit	Pedagogy: Curriculum	7-9 hrs.	coach, lead mentor	Adapted unit
	Video of lesson from adapted unit, reflection blog	Pedagogy: Curriculum		coach, lead mentor	Videotaped Lesson with reflection blog
	Contribute 2-4 activities to DYN iRemix activity library	Pedagogy: Curriculum	2-3 hrs.	n/a	5 iRemix Activities
	Weekly reflections	Pedagogy: Knowledge	Ongoing	coach, lead mentor	Weekly Blog

Newbie Phase: Curriculum Designer








Module 2: Remixer Badge Journey

	Challenges:	Domain:	Pacing:	Reviewer:	Artifact:
	Read and review core mechanics documents	Pedagogy: Knowledge	14-16 hrs.	coach, lead mentor	Summary Blog
	Discuss article in Google Hangout/Skype with colleagues	Pedagogy: Knowledge		n/a	n/a
	Observe a class/workshop	Pedagogy: Knowledge		coach, lead mentor	Audio Reflection
	Examine a 5-8 week unit	Pedagogy: Knowledge		coach, lead mentor	Reflection Blog
	Adapt lessons 1-3 based	Pedagogy: Curriculum		coach, lead mentor	Adapted Lessons 1-3
	Analyze 2 student artifacts from 1 of the 3 adapted lessons	Pedagogy: Feedback		coach, lead mentor	Artifact & Feedback Blog
	Submit 5-8 week adapted unit	Pedagogy: Curriculum	7-9 hrs.	coach, lead mentor	Adapted Unit
	Submit videotaped lesson within a reflection blog	Pedagogy: Curriculum		coach, lead mentor	Videotaped Lesson & Reflection Blog
	Contribute 3 Integration & Extension Activities to the DYN iRemix Activity Library	Pedagogy: Curriculum	2-3 hrs.	n/a	iRemix Integration & Extension Activities
	Comment on 3 weekly reflection blogs	Pedagogy: Feedback		n/a	Mentor Comments
	Weekly reflections	Pedagogy: Knowledge	Ongoing	coach, lead mentor	Weekly Reflection Blog

Newbie Phase: Online Profiler



Module 5: Online Portfolio Badge Journey

	Task:	Domain:	Pacing:	Reviewer:	Artifact:
	Set up your profile page. Include a profile image and media artifacts that you think would make students interested in learning more about you. BE sure to complete the 'About Me' section.	Technical	12-15 hrs.	n/a	Profile Page
	Posts 3 pieces of original media created/produced by you. Provide a paragraph describing the artifact, the process undertaken to create the artifact, and why you chose to share this particular artifact.	Technical		n/a	Artifact Blog
	Write and share a blog post about your most recent performance or a time when you showcased your own work. Include any artifacts, photographs, audio, etc. that will provide the viewer as much detail about your performance/showcase.	Technical		n/a	Showcase Blog
	Review and analyze 2 student created digital artifacts. Provide students with general comments/critique about the artifact. Refer to iRemix Critique guide for support.	Technical		n/a	Critique Blog