

Wisconsin Valley Library Service presents:

## STEAM in Youth Services

Tuesday, April 3, 2018

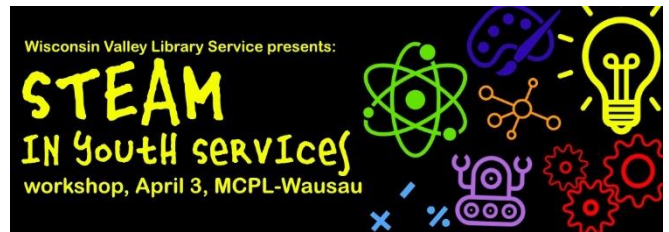
Wausau Community Room, MCPL,

300 First Street, Wausau 54403

[Map & Parking directions](#)

4.5 Technology CE Contact Hours for the day.

Register by March 27<sup>th</sup> [online here](#).



School and public youth librarians from all Wisconsin public library systems are welcome!

- *Participants will learn ways to plan high interest STEAM program in any size library with almost no funds to enhance their library's youth programming.*
- *Participants will participate in an Hour of Code and learn how coding concepts can be incorporated into programming and services for all library users.*
- *Participants will learn about and experience augmented and virtual reality and brainstorm how this STEAM technology can create new programming opportunities.*

### 9:00 – 9:30 AM Coffee and conversation

### 9:30-11 Engaging Families, Youth, and Teens around STEAM and Thematic Programming

Can you plan high-interest programs that encourage youth's natural curiosity in subjects related to Science, Technology, Engineering, Art and Math (STEAM) with almost no funds? You bet! **Emily Zorea**, the Youth Services Librarians at the Brewer Public Library in Richland Center, will cover specific, low-budget program ideas ready to be offered at your institution including Mummy Math, Marshmallow Igloos, Animals in Flight Science, Straw Towers, Bridge Engineering, Computer Coding using Code.org and Scratch, and more. And, because even low-cost programs need a budget, we will also talk about writing community-funded STEAM based grants to increase your budget size. The session will also include information throughout on teen programs and ways to engage families in your library.

### 11-12noon STEAM Sharing

Are you an Arduino expert? Found your coding path? Can you build a stool out of newspapers? Bring a list of STEAM aspects your library includes in programming. Leave with a list of practical ideas for STEAM programming.

**Noon – 1 PM Lunch** Register for \$8 catered in or brown bag it

### 1:00-2:30 Hands on: Hour of Code

Join **Julie Kinney** from Marathon County Public Library and **Tammie Blomberg** of the Rib Lake Public Library as they lead attendees in an Hour of Code and talk about bringing coding concepts to teen and adult library users.

### 2:30-3:30 PM Revamping Traditional Programs

- Google Cardboard Glasses/Virtual Reality –How libraries are using virtual/augmented reality to serve patrons of all ages. Experience virtual reality through Google Cardboard glasses.
- 1,000 Books Before Kindergarten App –A tour through the toolkit provided by the Bridges Library System which includes instructions for library staff and ready-made images, press release, reading logs, flyers, posters, completion certificates and more!
- Makerspace gallery, Passive Coding Activity review.

If you anticipate needing any type of accommodation, please contact Anne Hamland at [ahamland@wvls.org](mailto:ahamland@wvls.org).

**Emily Zorea** is the Youth Services Librarian at Brewer Public Library in Richland Center, Wisconsin. She fell into library work by accident after believing that she would never find a job in youth services because “Every librarian I ever saw was having so much fun, I did not think there would ever be a job opening in my hometown for me to apply for.” When she is not planning library programs, answering the phone, leading Storytime, shelving, writing grants, or doing outreach to schools Emily can be found at the kitchen table doing homework for her MLIS degree, listening to library e-audiobooks at double speed while running, or preparing a new slow cooker dinner. “It’s a wonderful life.” Find more from Emily at her [Sowing Seeds Librarian blog](#).

**Rising to the Challenge: Re-Envisioning Public Libraries from The Aspen Institute**

“Public Libraries are poised to play a leading role in helping individuals and communities adapt to this changing world.” People, Place, Platform. Attendees will learn new strategies to support them in continuing to connect their community with STEAM ideas to facilitate learning inside and outside library walls.