



#SPOK_{CON}

Summer Programming & Outreach Conference
Adult Services ▾ Bookmobile Services ▾ Youth Services



Low-Cost Outreach Ideas for a Big Impact

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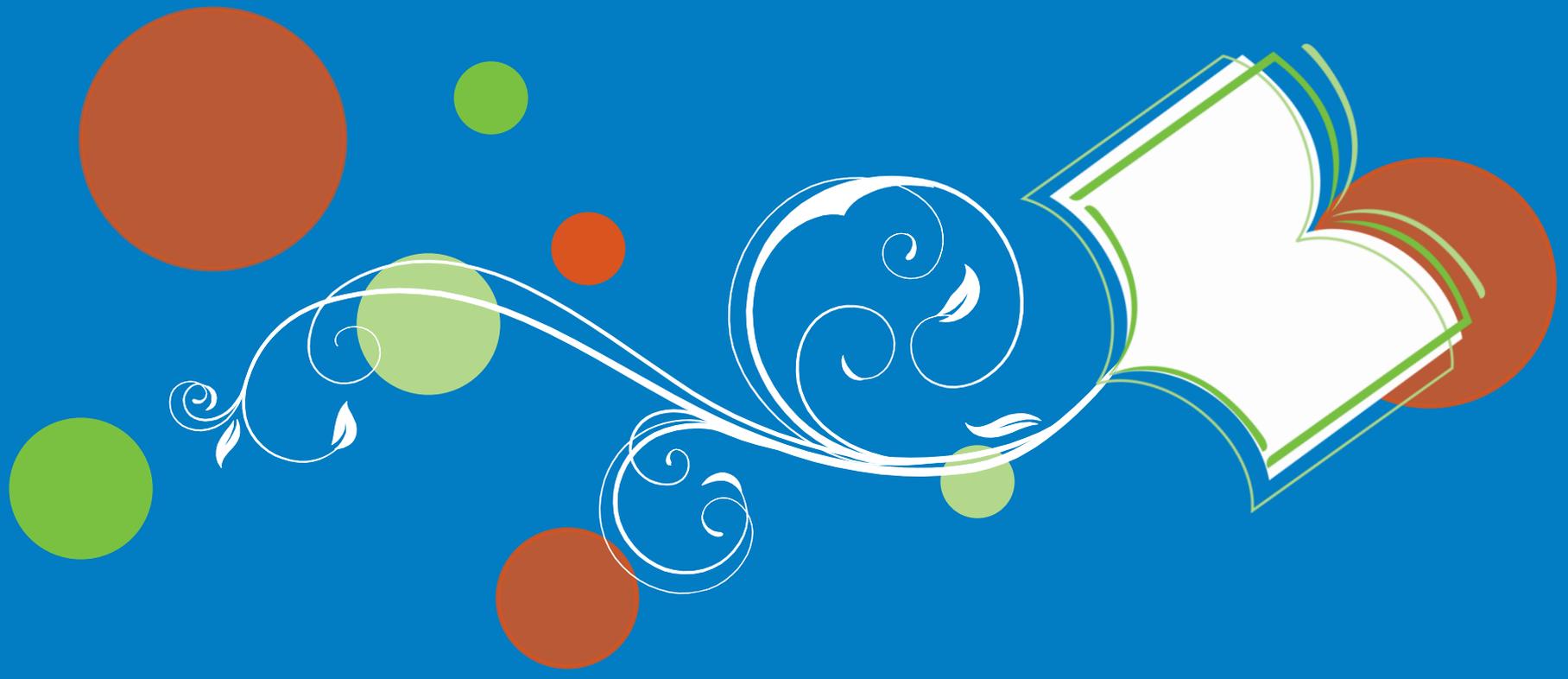
Why is Outreach important?



Simple Outreach Ideas

- Community Stops
- Tabling Events
- School Outreach

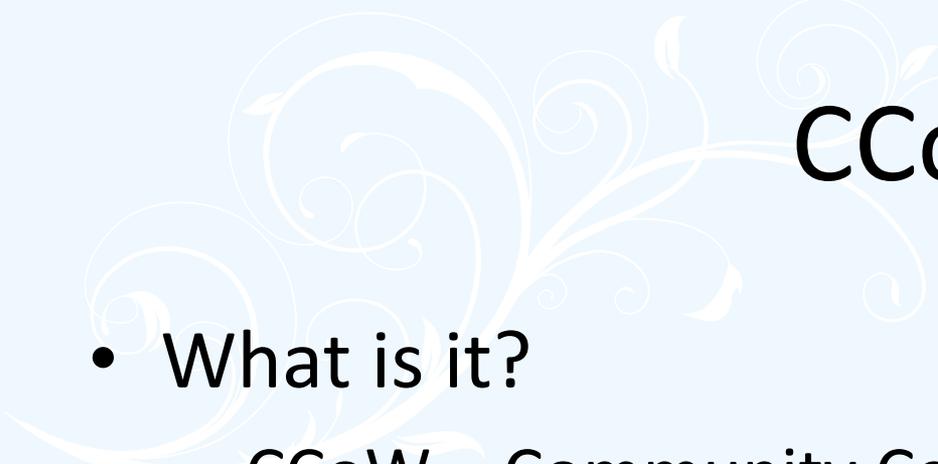




Community Stops

CCoW





CCoW

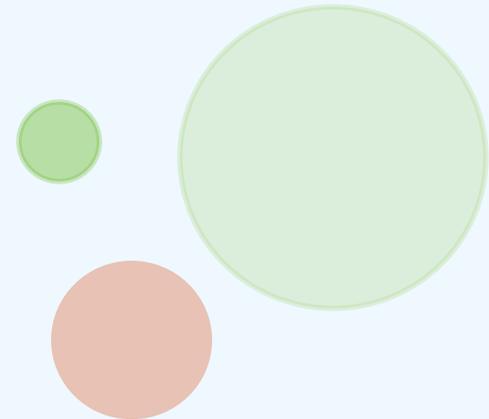
- What is it?
 - CCoW – Community Center on Wheels
 - *Boone County Success by 6* purchased with grant money that the Dept. of Health and Human Services awarded it in Sept. 2004.
- Where does it stop?
 - Childcare centers, preschools, after-school programs, low-income housing, parks, etc.

CCoW



Community Stops

- How many stops?
 - Currently, there are 6 community stops
- How to we pick them?
 - Low-income housing
 - CCoW can fit somewhere in the community
 - Spread throughout the county

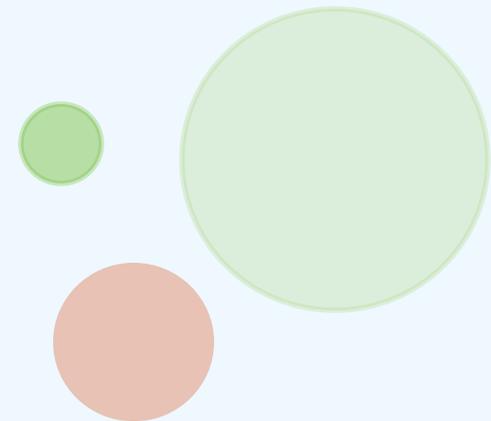


Community Stops

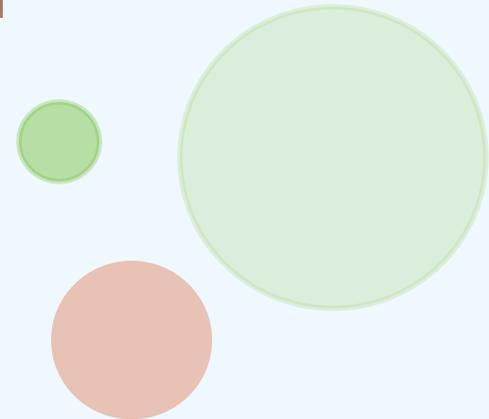
- Before Programming:
 - Children and teens were allowed to pick one book and one magazine to keep
 - Allowed a promotional pencil, coloring pages, temporary tattoos, newsletters, etc.
 - Allowed to check-out items as long as they have a library card
 - In the summer, jump ropes, bubbles, and sidewalk chalk were set outside the CCoW for use by visitors

Community Stops

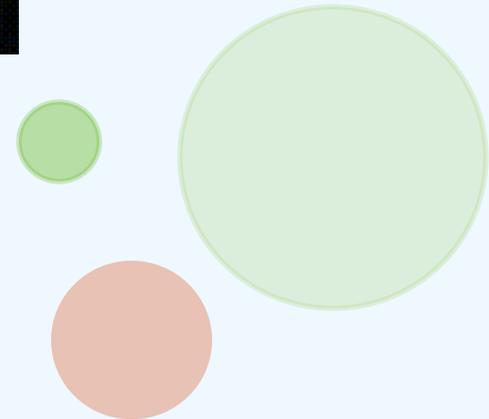
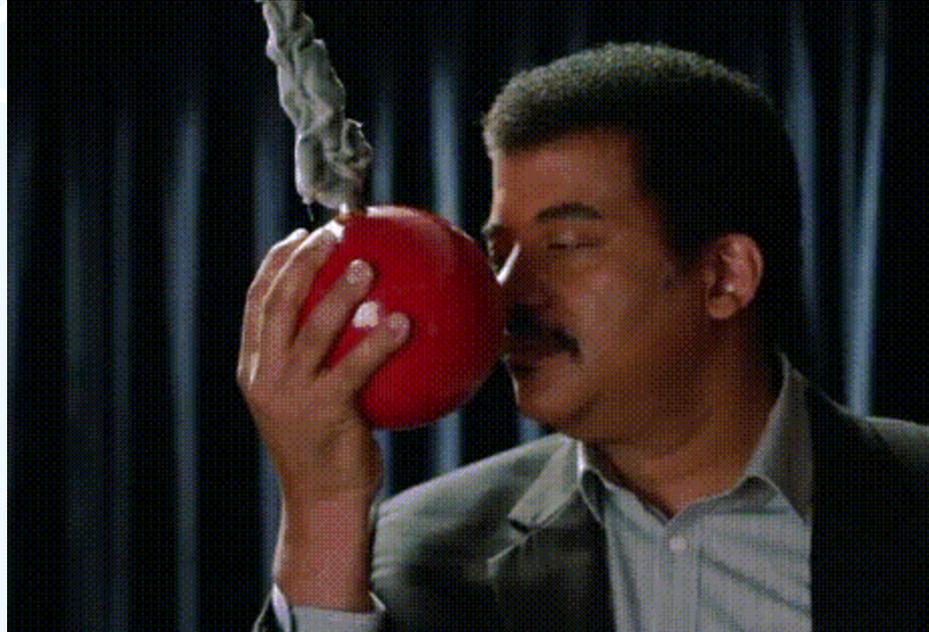
- Why did we want to add programming?
- What did we need to think about?



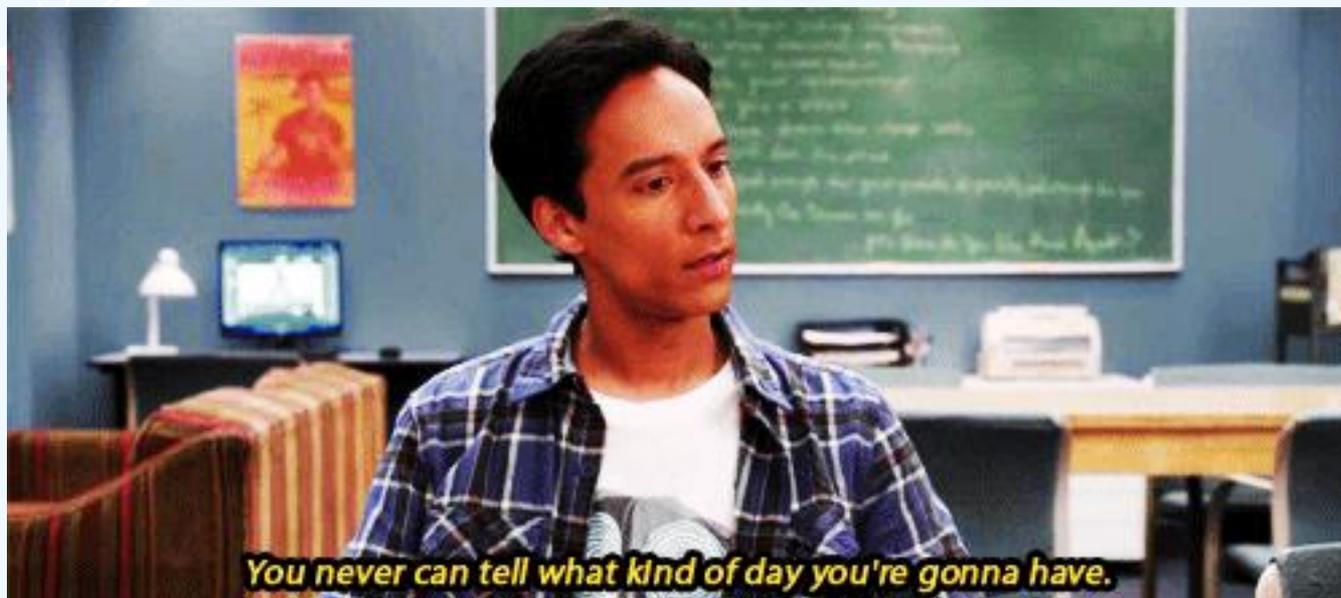
Community Stops



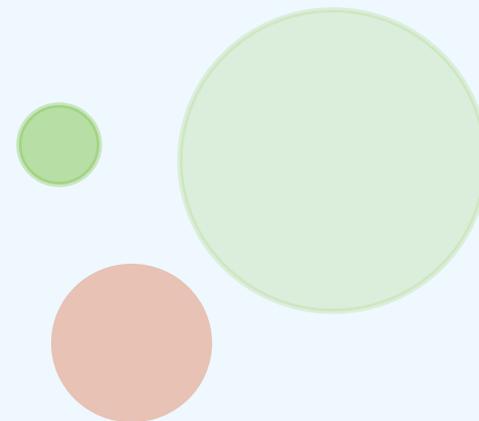
Community Stops



Community Stops



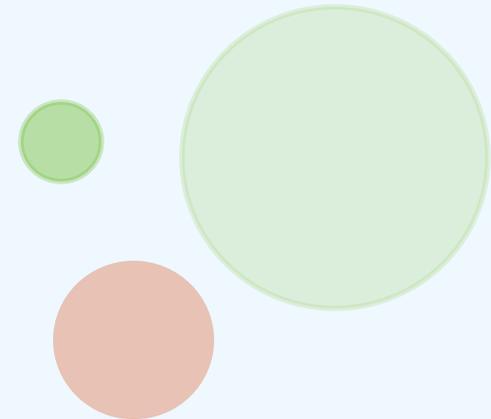
Community Stops





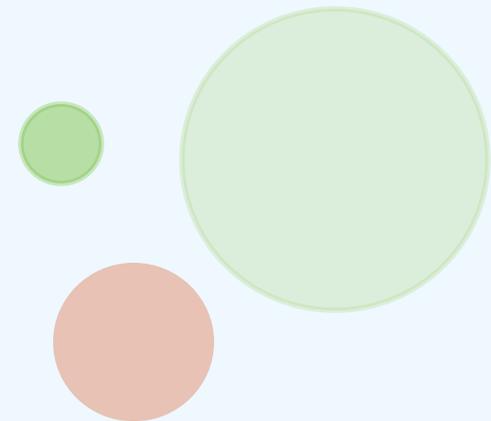
Community Stops

- Programs



Community Stops

- Gourd Decorating
- Pumpkin Bowling
 - Purchase a few smallish-sized pumpkins
 - Use bowling set for pins
 - Use outdoor space and allow kids to knock down pins using pumpkins as bowling balls



Community Stop

- Screaming Balloons
 - Balloon and hexnut
 - Steve Spangler website has instructions:
<https://www.stevespanglerscience.com/lab/experiments/screaming-balloon>
 - Pre-make the balloons, great job for volunteers.
 - These can also be used for simple science projects needed for festivals or tabling events.

Community Stops

- Shredded Book Contest
 - Geared for younger kids, but anyone could play.
 - Shred withdrawn, gross books with recognizable characters.
 - Place them in tumblers from dollar store
 - Kids guess the characters or books and they get one piece of candy/chocolate.



Community Stops

- 3-D Glasses
 - Purchase 3-D glasses on Amazon (or make your own)
 - Print pictures that work with the 3-D glasses



Community Stops

- Insta-Snow
 - Purchase Insta-Snow and sandwich bags
 - Prepare sandwich bags with Insta-Snow
 - Also need water and tablespoon



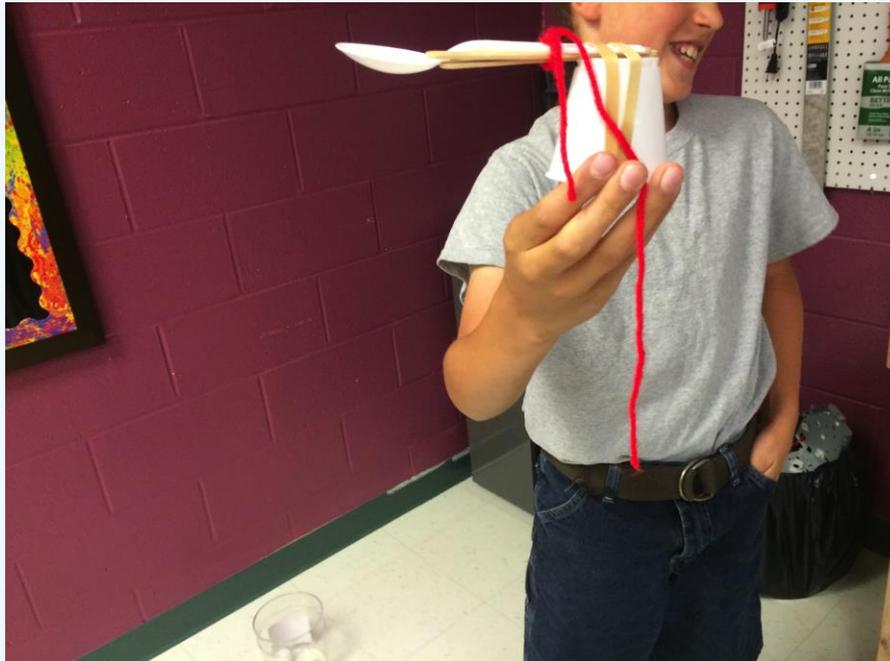
Community Stops

- Mini Museum
 - Use items that come with non-fiction books
- Microscope
- Rock and Mineral kits

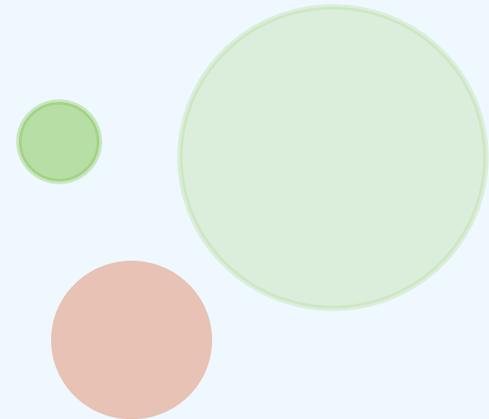


Community Stops

- Catapults
 - Use a variety of supplies
 - Either make before, or have kids make their own

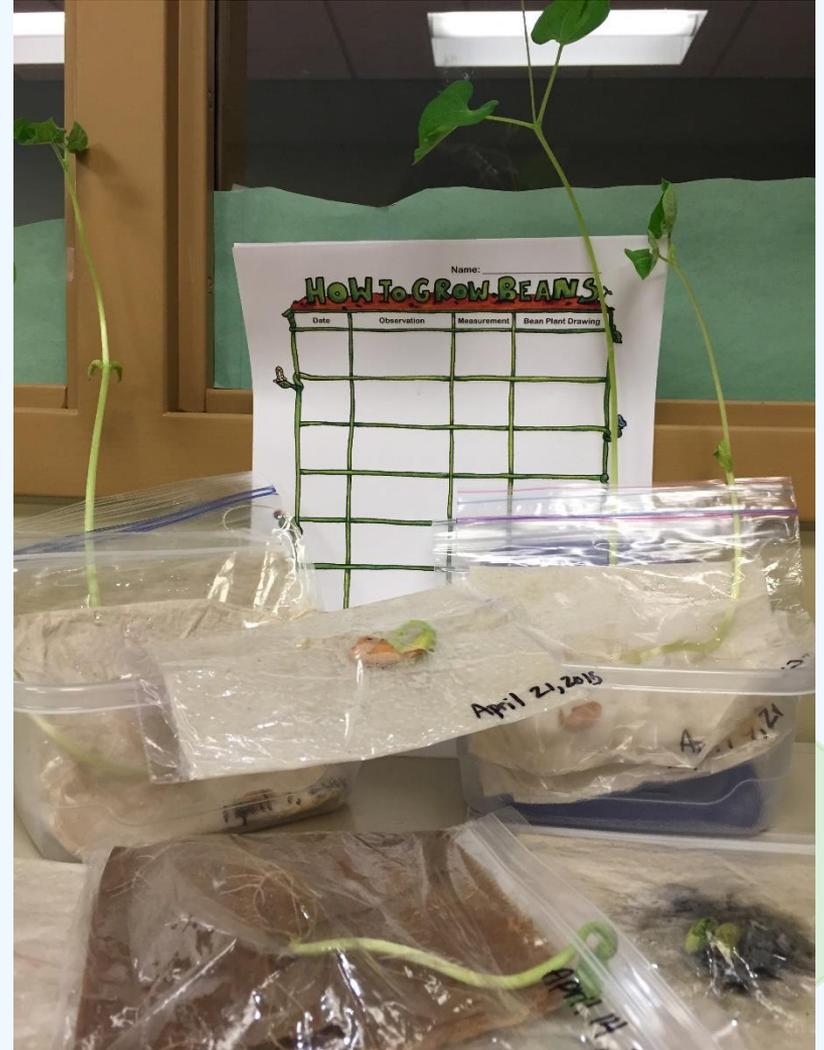


Boone County Public Library



Community Stops

- Grow Your Own Beans!
 - Beans
 - Sandwich bags
 - Paper Towels
 - Water

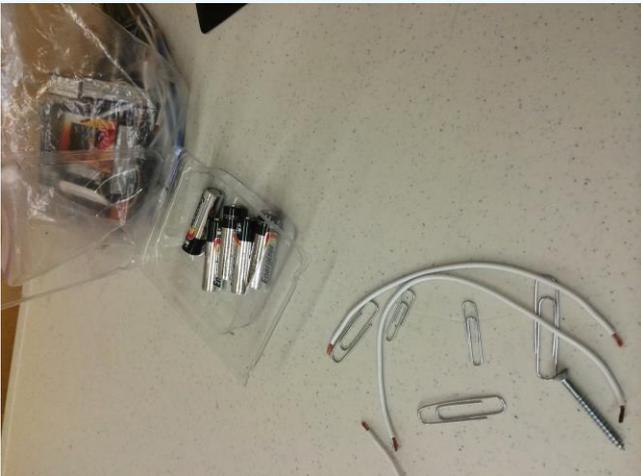
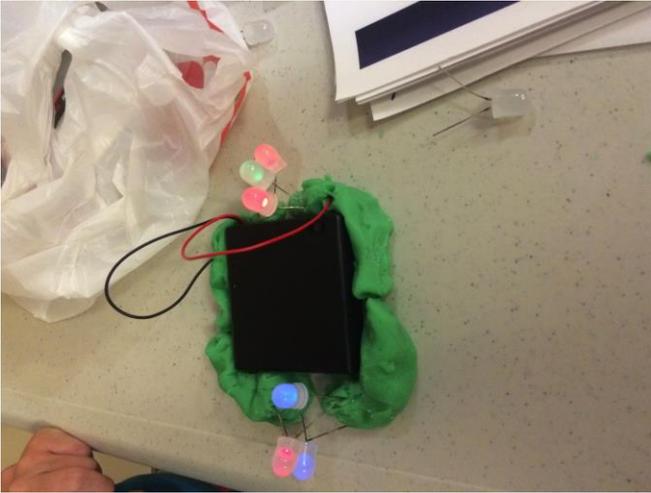


Community Stops

- Dot Marker Painting



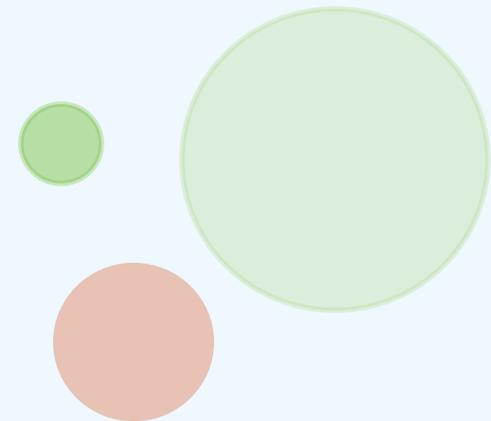
Community Stops

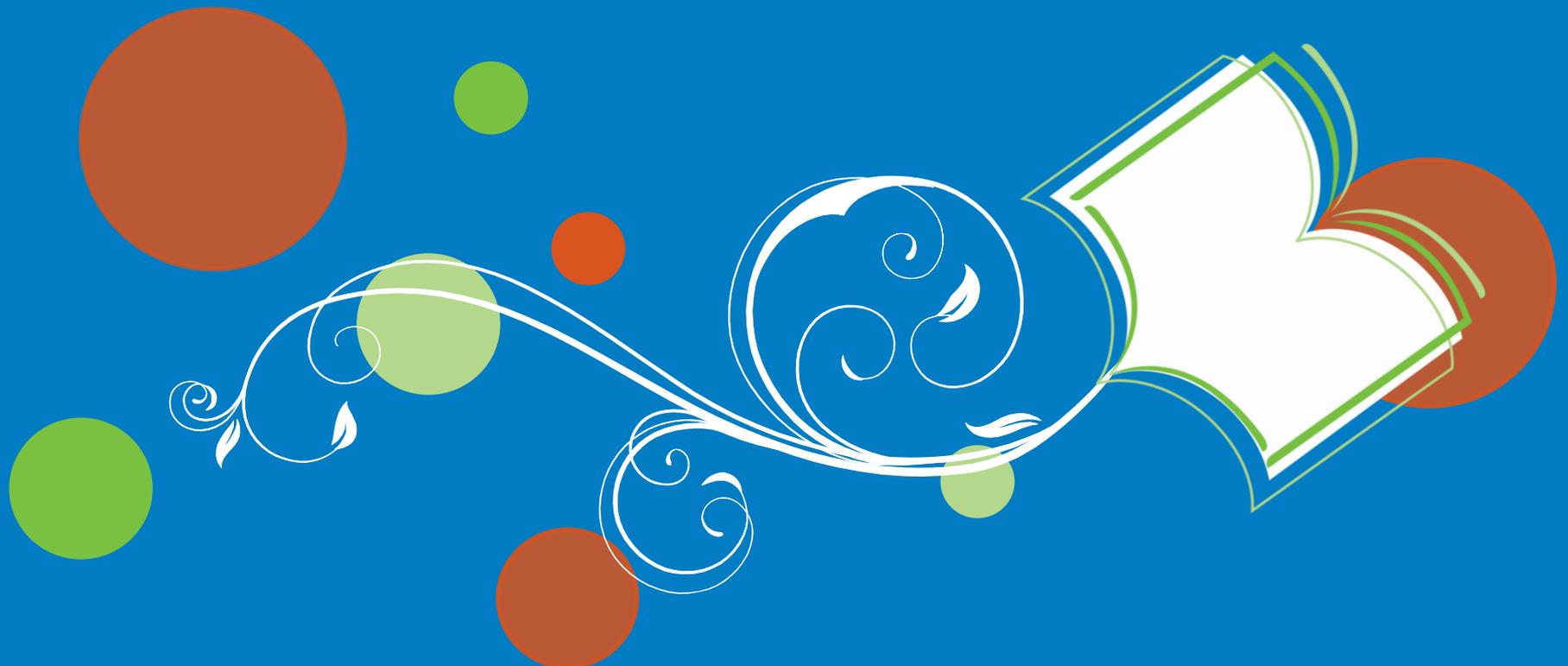


- Squishy Circuits
 - <http://courseweb.stthomas.edu/apthomas/SquishyCircuits/index.htm>
- Mini Motors
 - <http://www.evilmadscientist.com/2006/how-to-make-the-simplest-electric-motor/>

Community Stops

- “I’m really glad you have all these different activities for us every time you’re here”
 - April, age 8, at South Pointe community stop



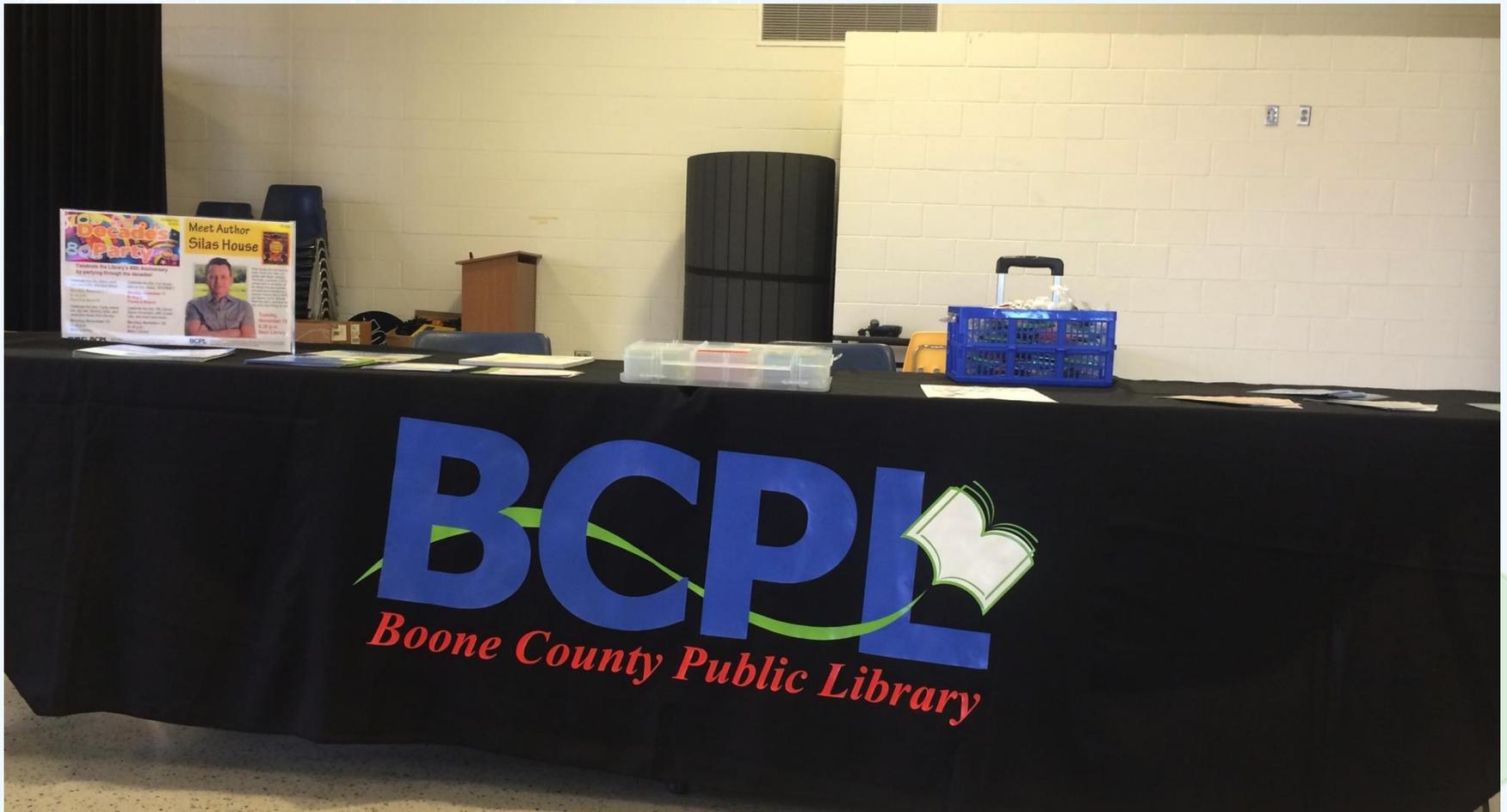


Tabling Events

Tabling Events

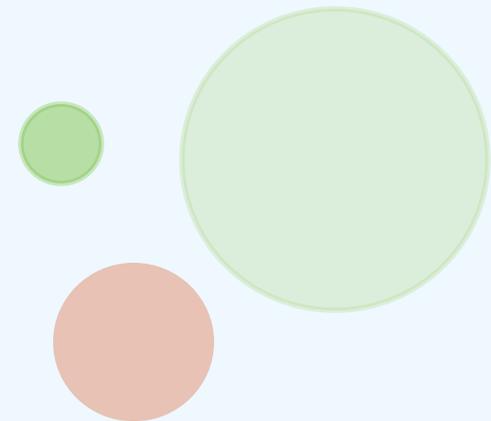
- Tend to be promotional
- Giving away newsletters, program cards, general information, and promotional items like pencils, pens, etc.
- Recently, three middle schools and two high schools have allowed us to table once a month during lunch.

Tabling Events



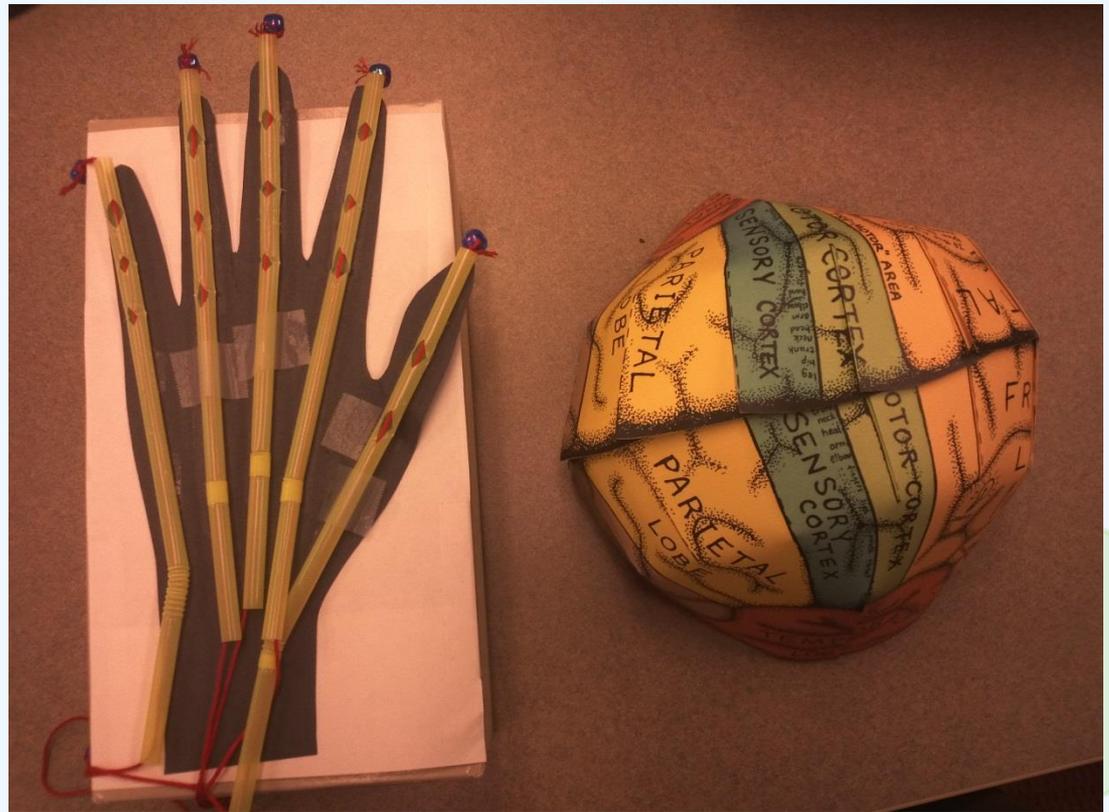
Tabling Events

- Need a way to draw people to the table
- Want to engage people with something other than giveaways
- Simple and easy; quick



Tabling Events

- Screaming Balloons
- Hand Model



Tabling Events

- Gingerbread Guessing Game
 - “Dress up” gingerbread people as characters from books.
 - Have to guess them correctly to win



Tabling Events

- What book am I?

**What
book
am I?**



1. The Lightning Thief
2. Legend
3. **Mockingjay**
4. Diary of a Wimpy: Dog Days
5. The Giver
6. Harry Potter and the Goblet of Fire

**What book
am I?**



1. The Lightning Thief
2. Legend
3. Mockingjay
4. Diary of a Wimpy: Dog Days
5. The Giver
6. Harry Potter and the Goblet of Fire

Tabling Events

- Book Quotes

The Giver
By: Lois Lowry

“The worst part of holding the memories is not the pain. It's the loneliness of it. Memories need to be shared.”

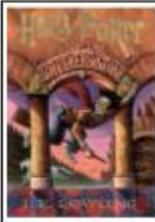
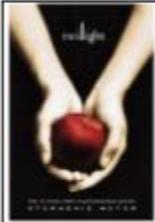
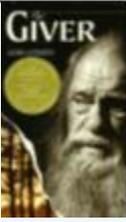
Holes
By: Louis Sachar

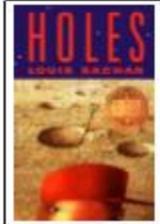
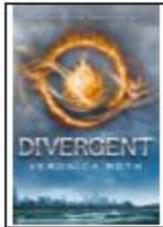
“Rattlesnakes would be a lot more dangerous if they didn't have the rattle.”

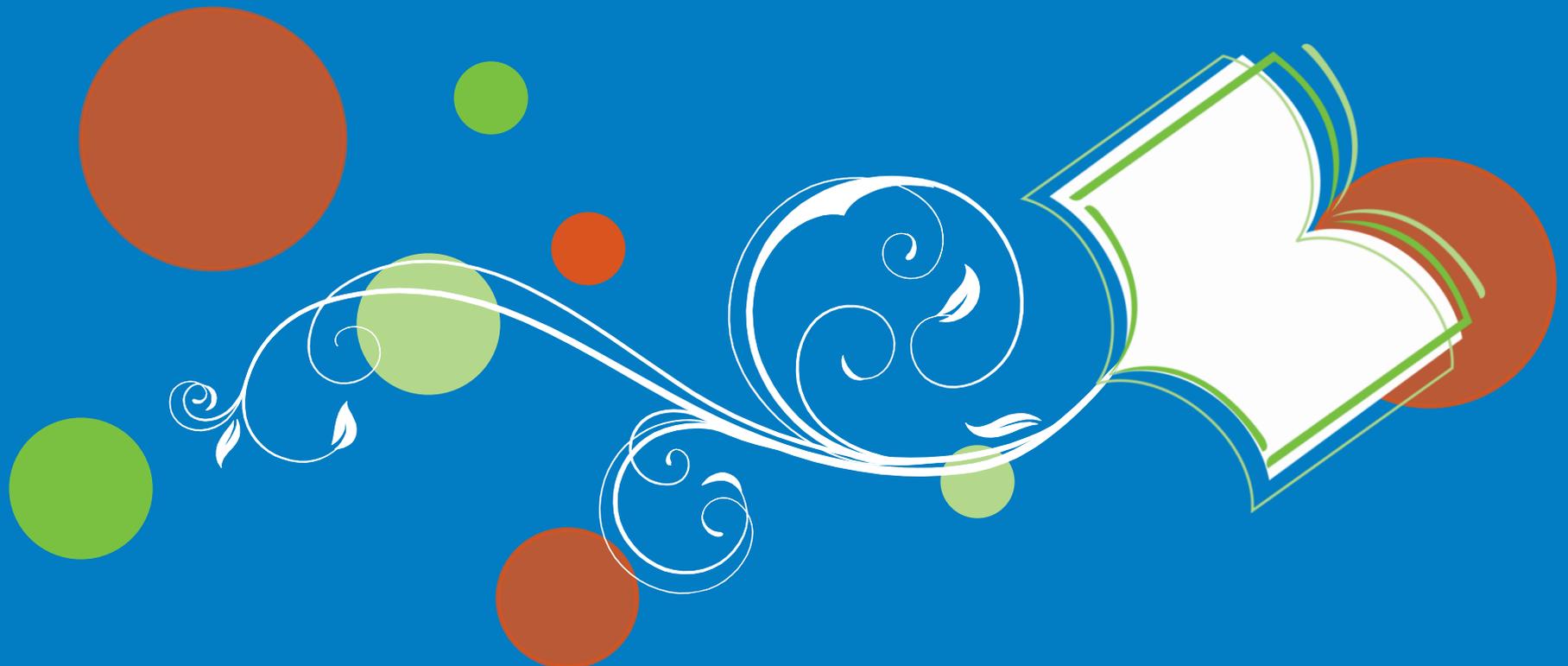
Tabling Events

- Match the protagonist/antagonist to the book

Lord Voldemort	Society	The Volturi
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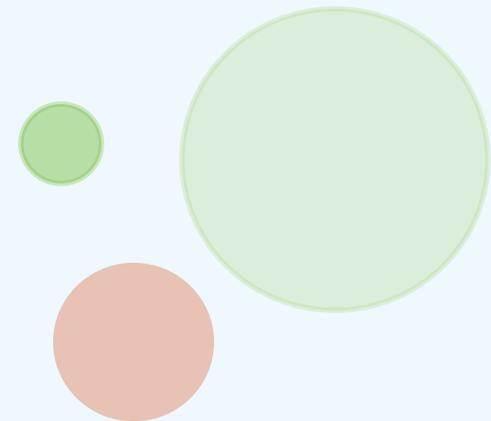
Stanley Yelnats	
Beatrice Prior	



Other Simple Outreach Ideas

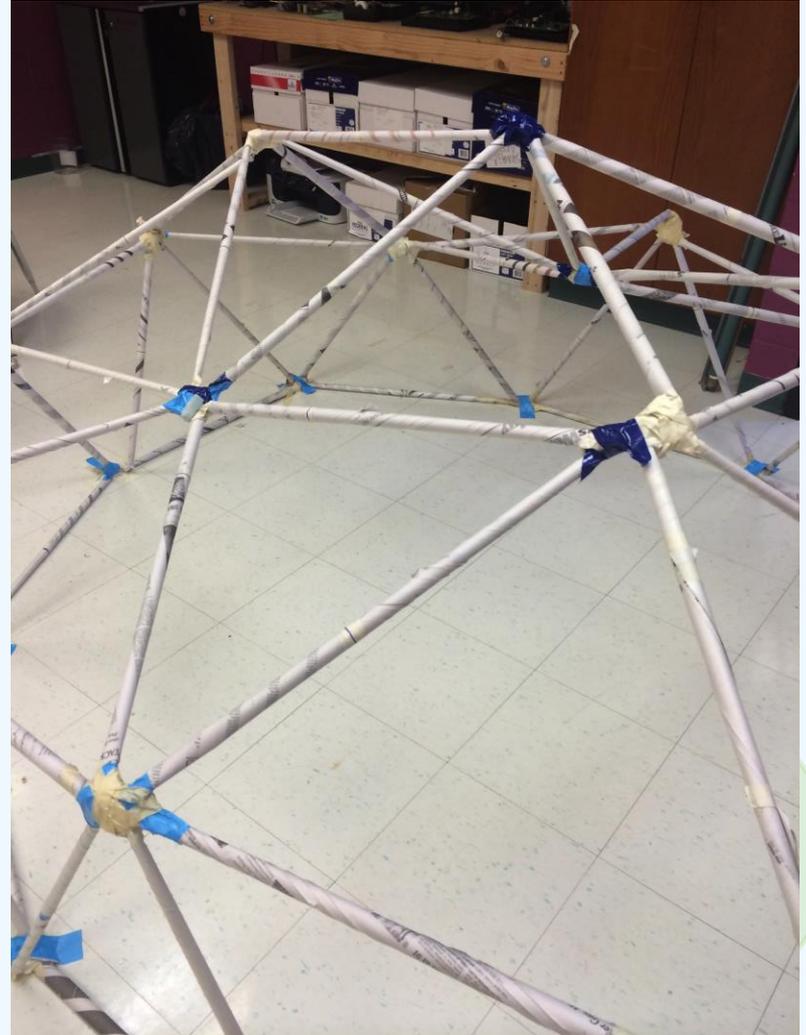
Other Simple Outreach Ideas

- Lunch Book Groups
 - Kids/Teens discuss books they're reading



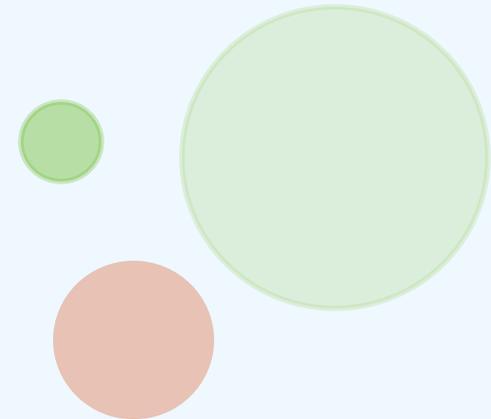
Other Simple Outreach Ideas

- Help teachers come up with fun STEM ideas to use in classrooms.



Other Simple Outreach Ideas

- Helping with after-school clubs
- Coding Club
 - Code.org
 - Code Academy



Coding Club – Code.org

The screenshot shows the Code.org website interface. At the top, there is a teal navigation bar with the Code.org logo (a 2x2 grid of letters C, O, D, E) on the left, and social media icons for Facebook, Twitter, Tumblr, and YouTube, along with a 'Sign In' button on the right. Below the navigation bar are three buttons: 'Learn an Hour of Code' (highlighted in orange), 'Beyond One Hour', and 'Find Local Schools + Camps'. The main content area features a section titled 'Tutorials for beginners' with a link for 'Educator Notes'. The featured tutorial is 'Write your first computer program' by Code.org. The tutorial description states: 'Learn the basic concepts of Computer Science with drag and drop programming. This is a game-like, self-directed tutorial starring video lectures by Bill Gates, Mark Zuckerberg, Angry Birds and Plants vs. Zombies. Learn repeat-loops, conditionals, and basic algorithms. Available in 34 languages.' It is suitable for 'Ages 6-106 | Modern browsers, smartphones, tablets' and has '14,074,558 participants'. The URL 'http://hourofcode.com/co' and a link to 'Teacher's Notes' are provided. A 'Go' button is located at the bottom right of the tutorial card. Below the tutorial card are five colored dots (orange, purple, purple, purple, purple) indicating a sequence of items.

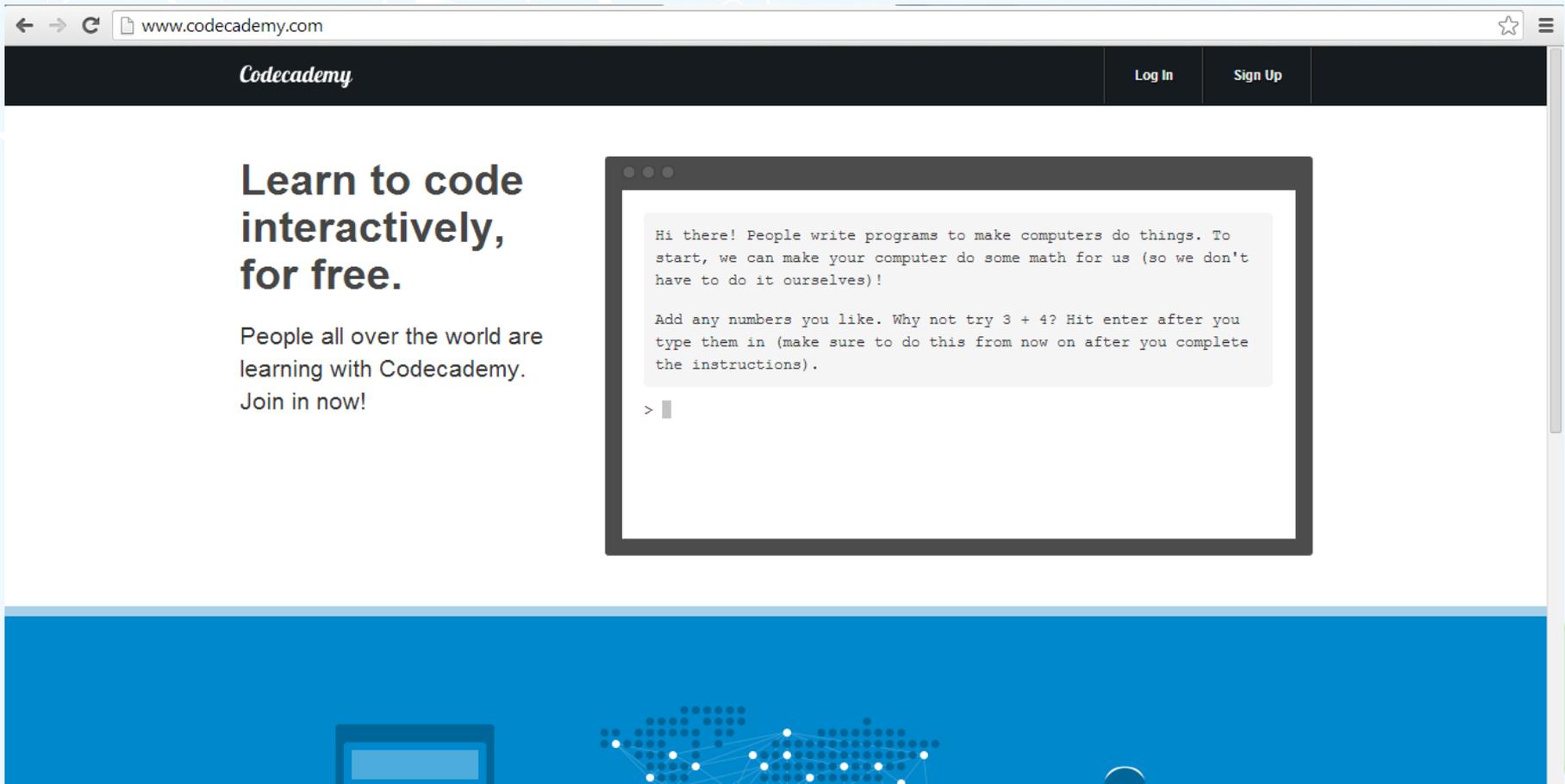
Coding Club – Code.org

The screenshot shows the Code.org Hour of Code interface. At the top, the browser address bar displays `learn.code.org/hoc/1`. The main header is teal and contains the 'CODE' logo on the left, a progress indicator for 'Puzzle 1' (out of 20) in the center, and a 'Sign in' link on the right. Below the header, the interface is divided into three main sections:

- Grid:** A 10x10 grid of green squares on a wooden floor. A red pig character is at row 3, column 4, and a green pig character is at row 5, column 3.
- Blocks:** A vertical palette on the left containing three blocks: 'move forward', 'turn left', and 'turn right'.
- Code Assembly:** A large white area on the right where blocks are assembled. It contains one 'move forward' block. A trash can icon is visible in the top right corner of this area.

At the bottom left, there is a yellow 'Run Program' button and a text prompt: "Can you help me to catch the naughty pig? Stack a couple of 'move forward' blocks together and press 'Run Program' to help me get there."

Coding Club – Codecademy



Coding Club – Codecademy

← → ↻ www.codecademy.com/courses/web-beginner-en-HZA3b/0/1?curriculum_id=50579fb998b470000202dc8b ☆ ☰

← HTML & CSS Codecademy Sign Up Log In

HTML Basics 1/14 ▾ test.html

Why learn HTML?

Every webpage you look at is written in a language called HTML. You can think of HTML as the skeleton that gives every webpage structure. In this course, we'll use HTML to add paragraphs, headings, images and links to a webpage.

In the editor to the right, there's a tab called `test.html`. This is the file we'll type our HTML into. See the code with the `<>`s? That's HTML! Like any language, it has its own special **syntax** (rules for communicating).

When we press Save & Submit Code, the results tab will act like an Internet **browser** (e.g. Chrome, Firefox, Internet Explorer). A browser's job is to transform the code in `test.html` into a recognizable webpage! It knows how to

```
1 - <!DOCTYPE html>
2   <strong>Feel free to change this text.</strong>
3
```

Feel free to change this text.

Full Screen

Save & Submit Code Reset Code

lay out the page by following the HTML syntax. [Q&A Forum](#) [Glossary](#)



Success.



Questions?

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