



Low-Cost Outreach Ideas for a Big Impact

Candace Clarke

Pamela Jayne

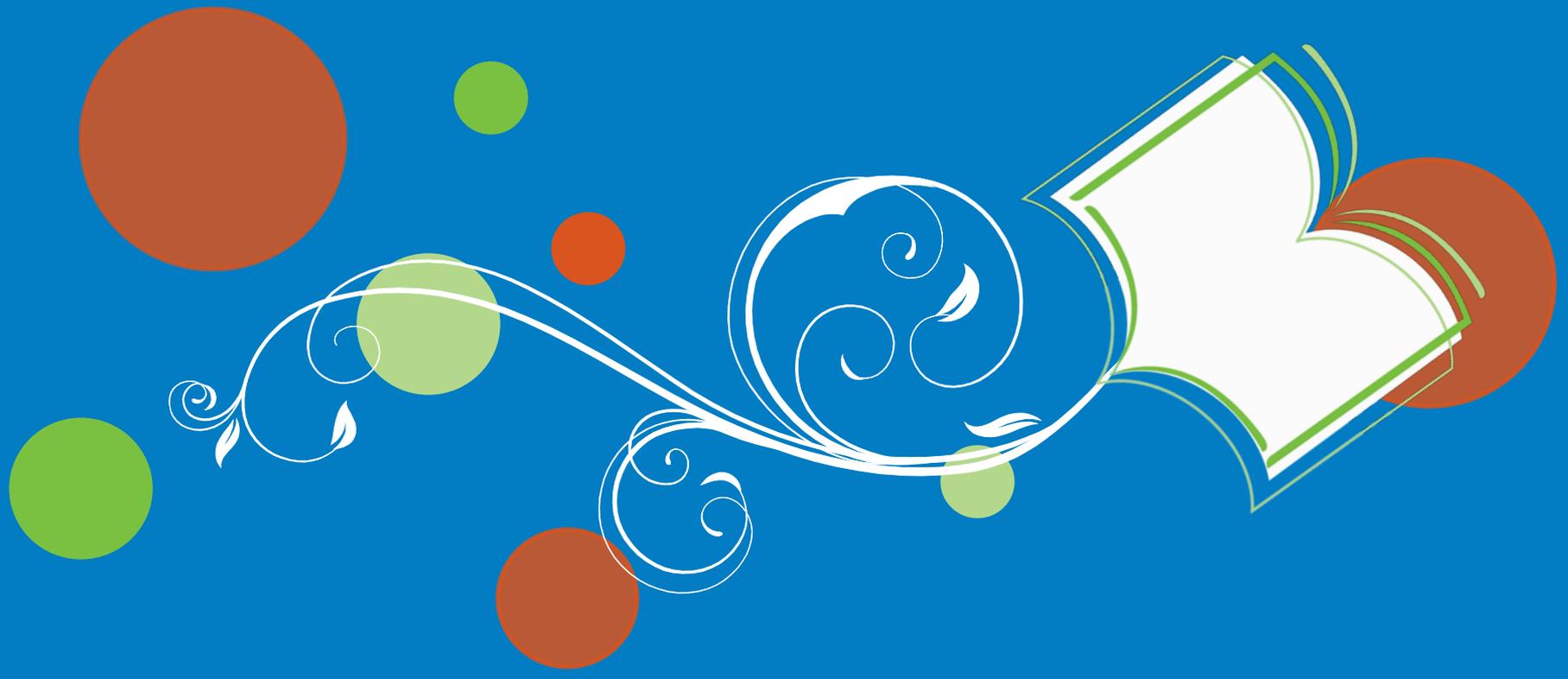
Why is Outreach important?



Simple Outreach Ideas

- Community Stops
- Tabling Events
- School Outreach





Community Stops

CCoW





CCoW

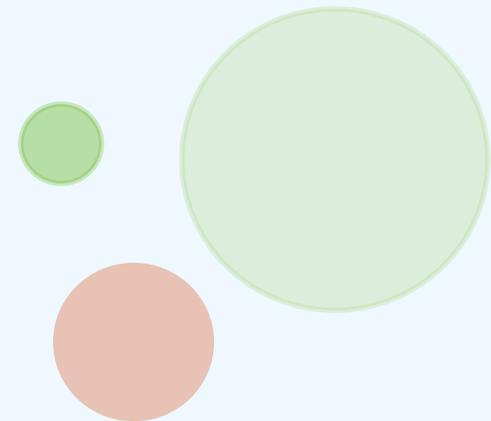
- What is it?
 - CCoW – Community Center on Wheels
 - *Boone County Success by 6* purchased with grant money that the Dept. of Health and Human Services awarded it in Sept. 2004.
- Where does it stop?
 - Childcare centers, preschools, after-school programs, low-income housing, parks, etc.

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

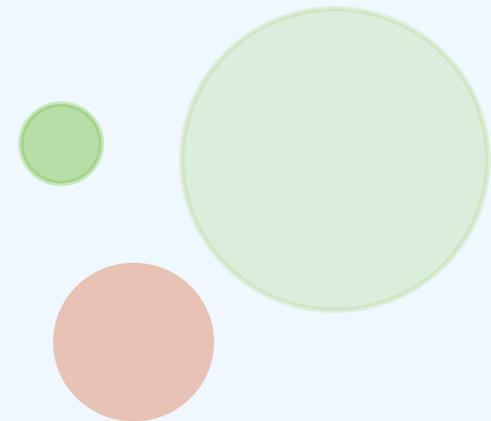


Community Stops

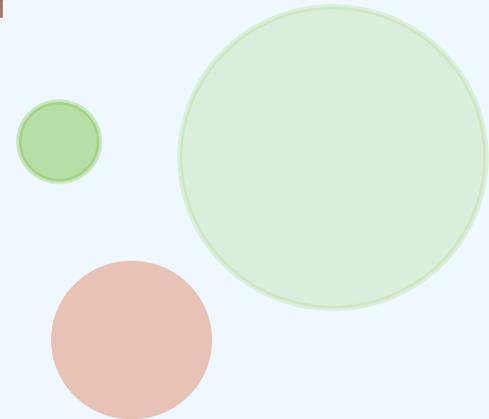
- Before Programming:
 - Children and teens were allowed to pick one book and one magazine to keep
 - Allowed a promotional pencil, coloring pages, temporary tattoos, newsletters, etc.
 - Allowed to check-out items as long as they have a library card
 - In the summer, jump ropes, bubbles, and sidewalk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

Community Stops

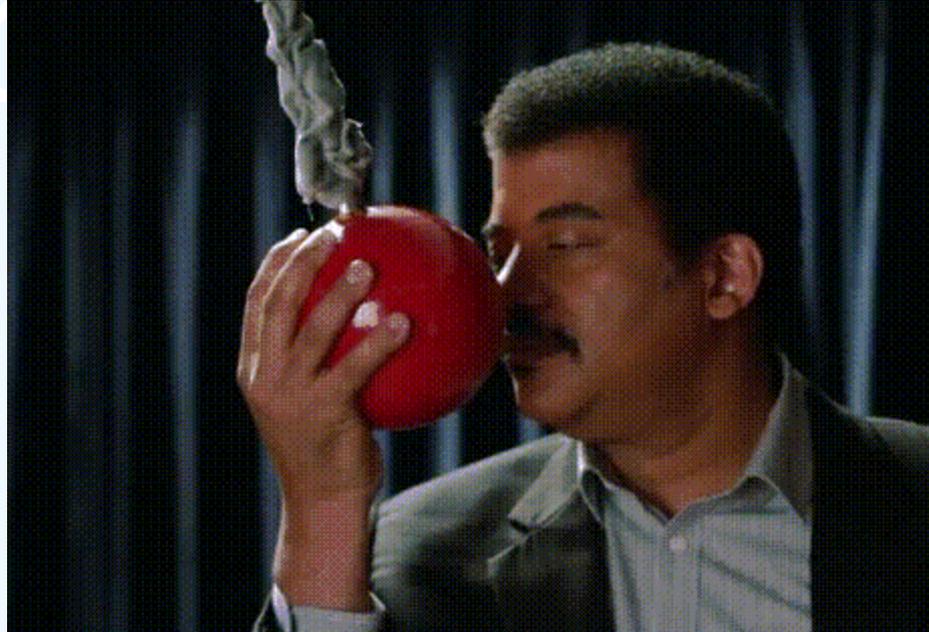
- Why did we want to add programming?
- What did we need to think about?



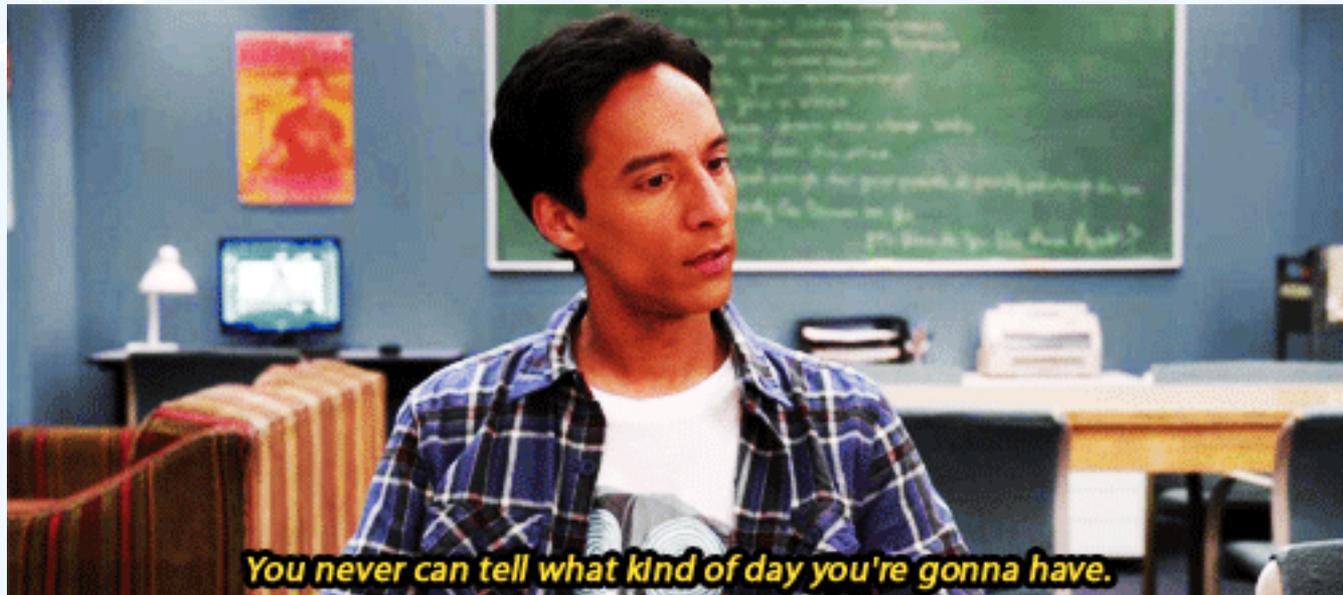
Community Stops



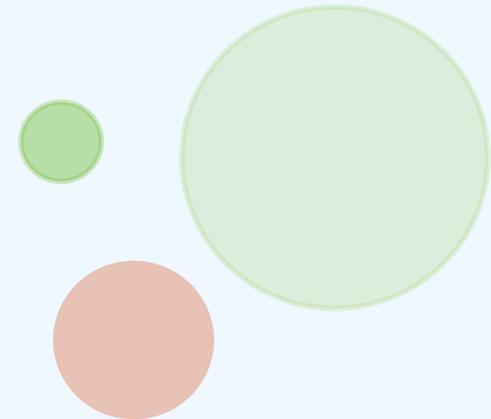
Community Stops



Community Stops



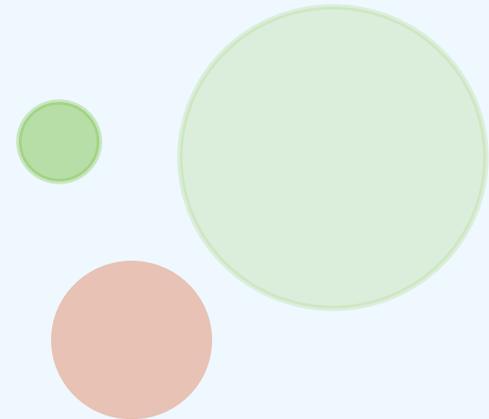
Community Stops





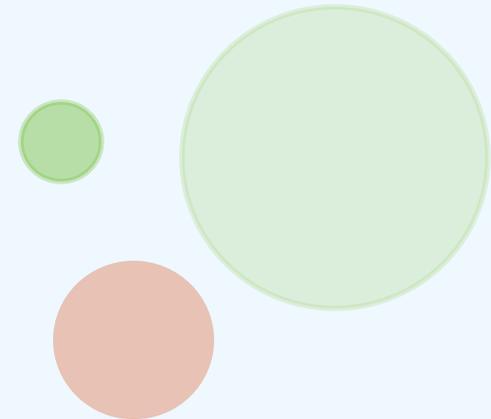
Community Stops

- 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

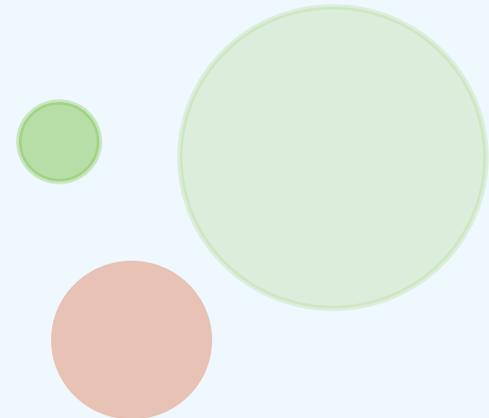


Community Stops

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

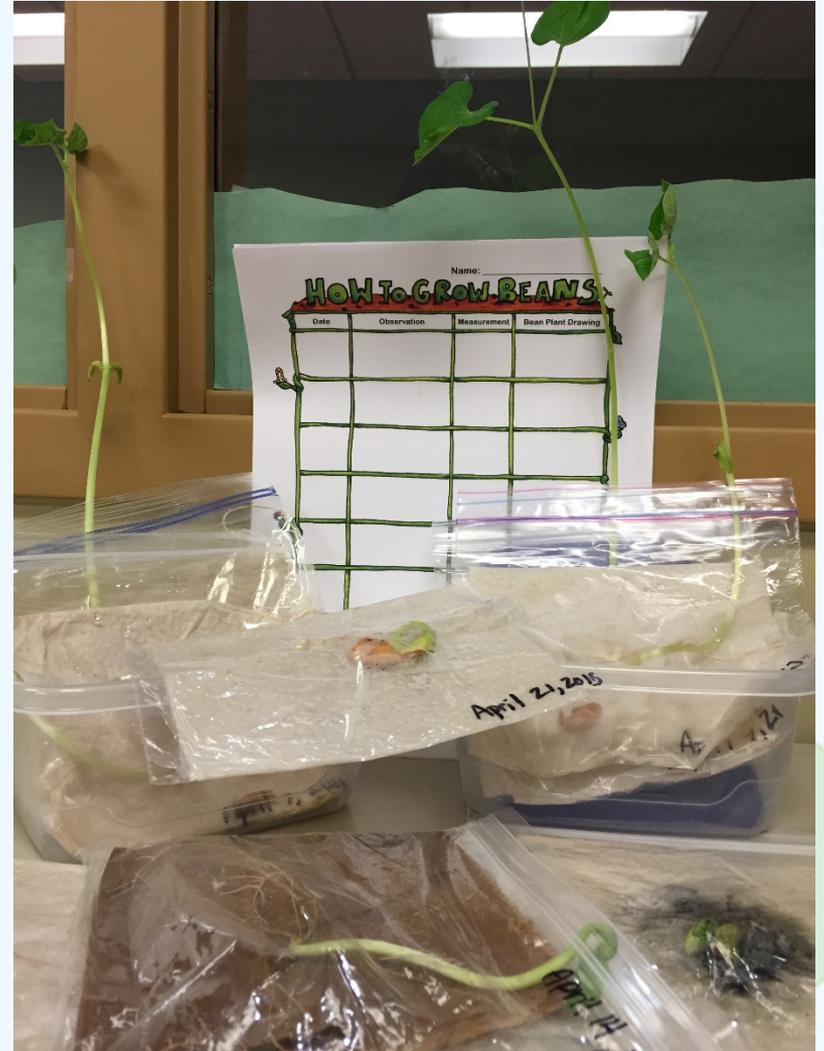


Boone County Public Library



Community Stops

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



Community Stops

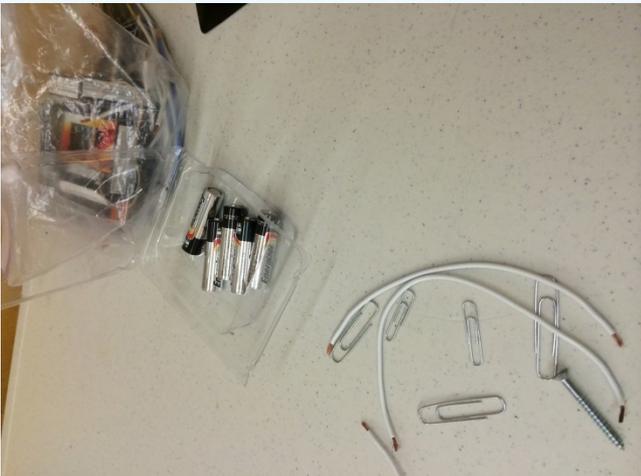
- Dot Marker Painting



Community Stops

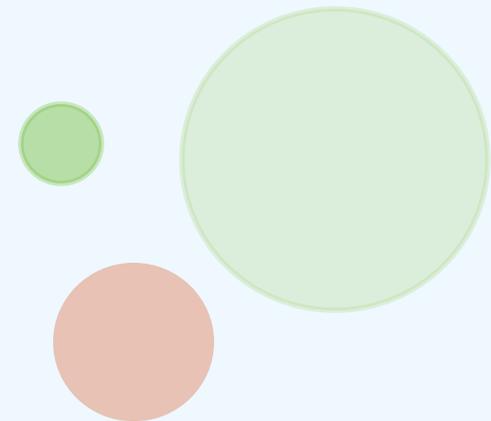


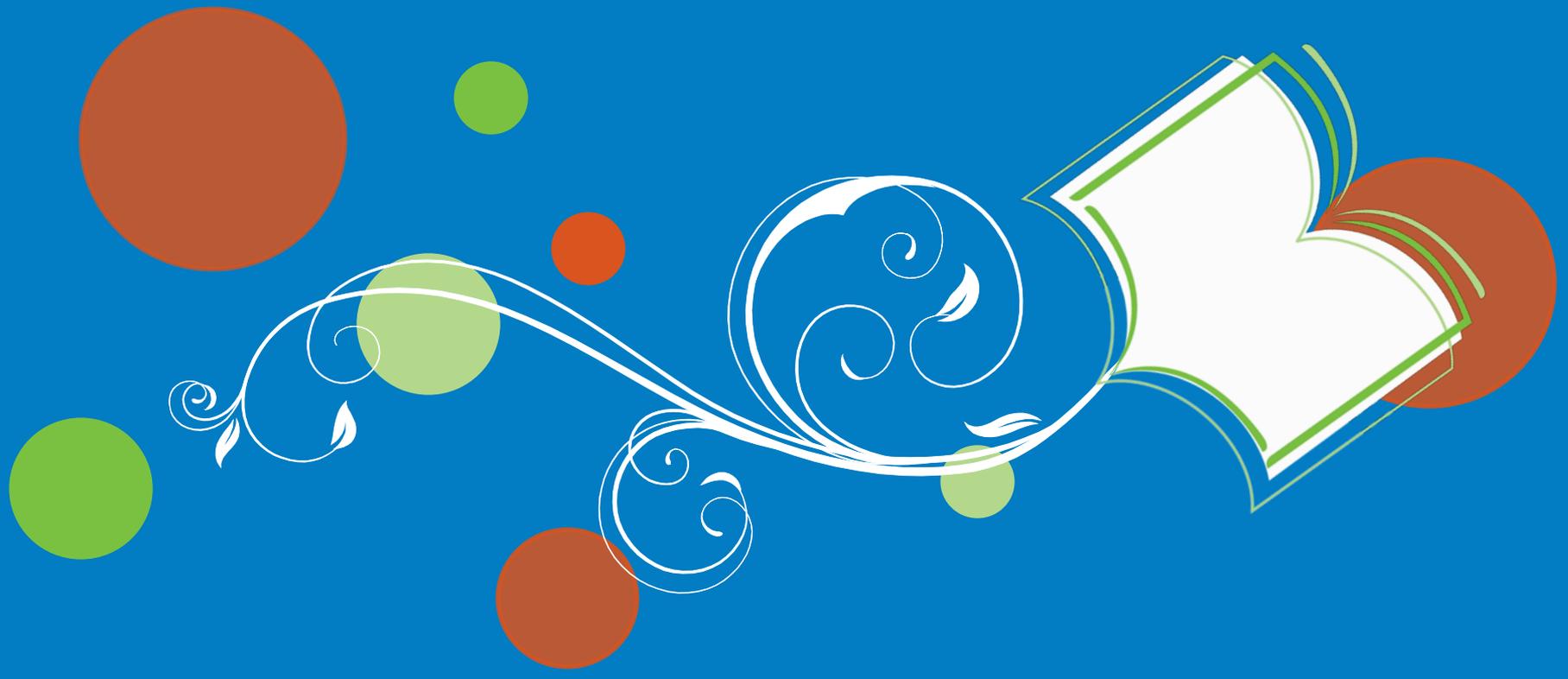
- Squishy Circuits
 - <http://courseweb.stthomas.edu/apthomas/SquishyCircuits/index.htm>
- Mini Motors
 - <http://www.evilmadscientist.com/2006/how-to-make-the-simplest-electric-motor/>



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

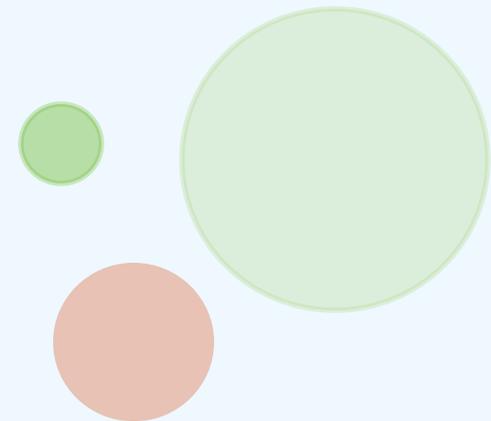
- Tend to be promotional
- Giving away newsletters, program cards, general information, and promotional items like pencils, pens, etc.
- Recently, three middle schools and two high schools have allowed us to table once a month during lunch.

Tabling Events



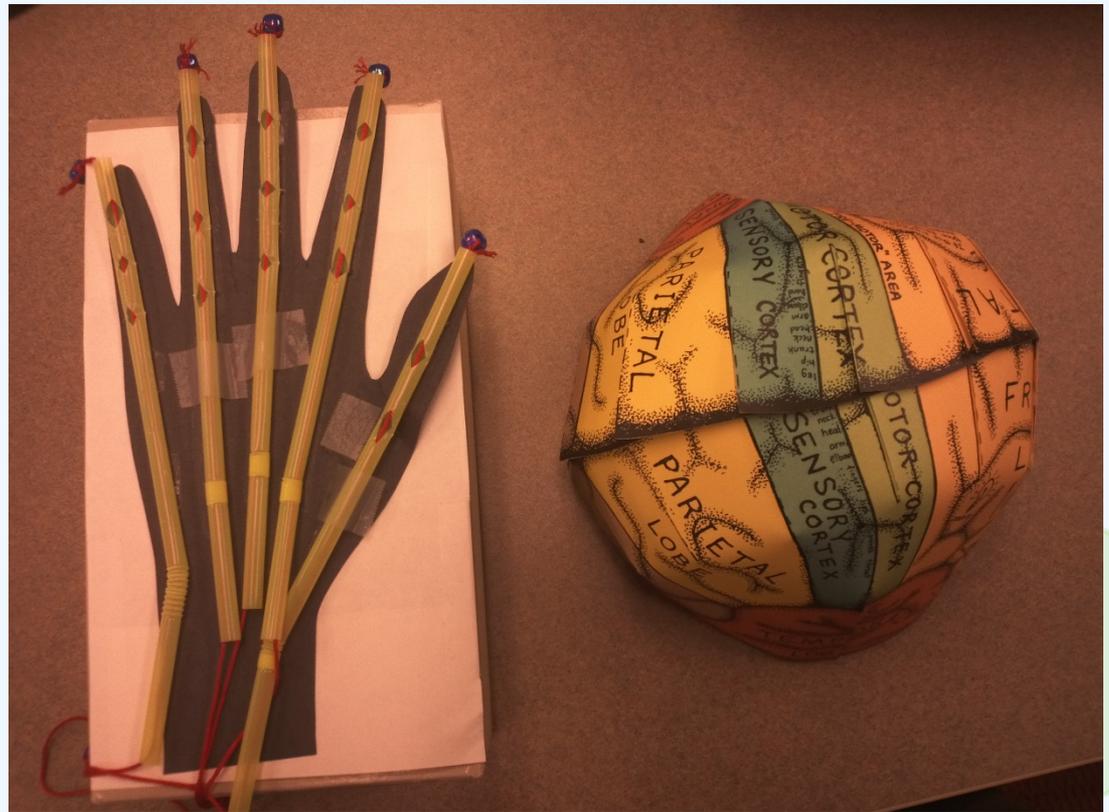
Tabling Events

- 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
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Tabling Events

- Book Quotes

The Giver
By: Lois Lowry

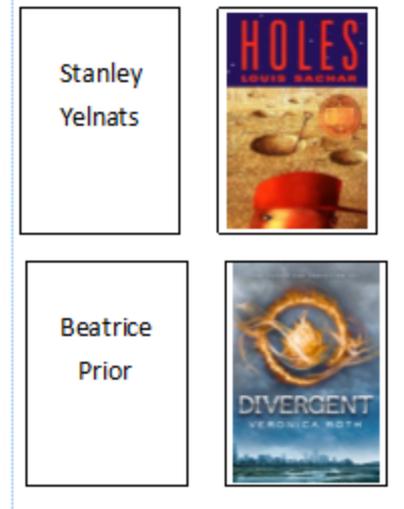
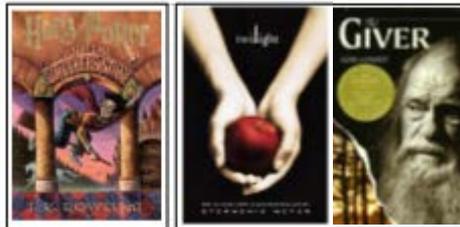
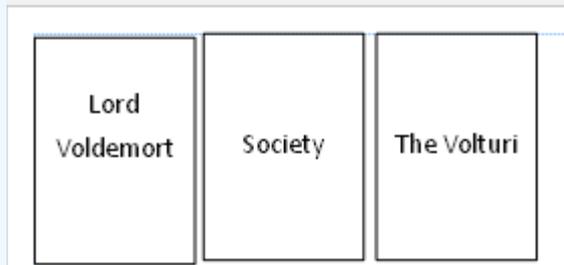
“The worst part of holding the memories is not the pain. It's the loneliness of it. Memories need to be shared.”

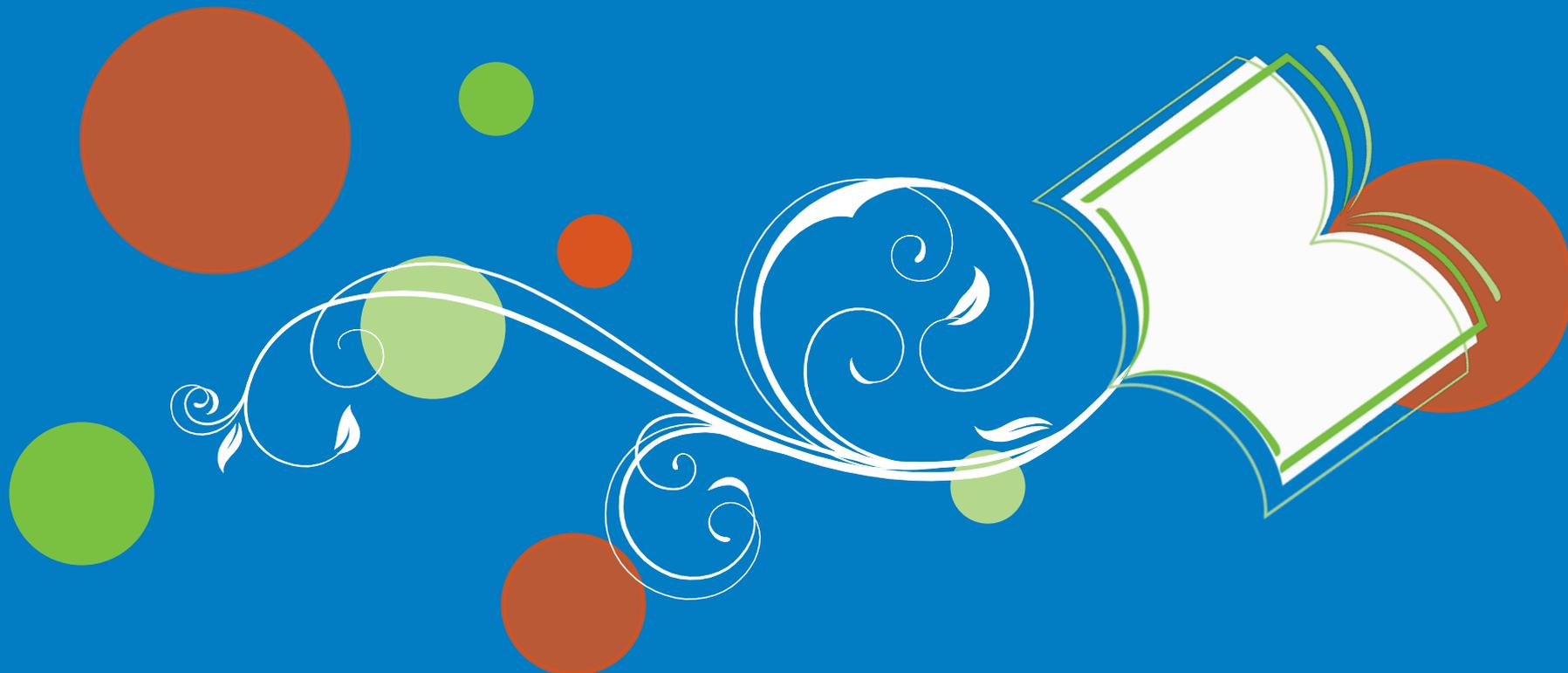
Holes
By: Louis Sachar

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

Tabling Events

- Match the protagonist/antagonist to the book

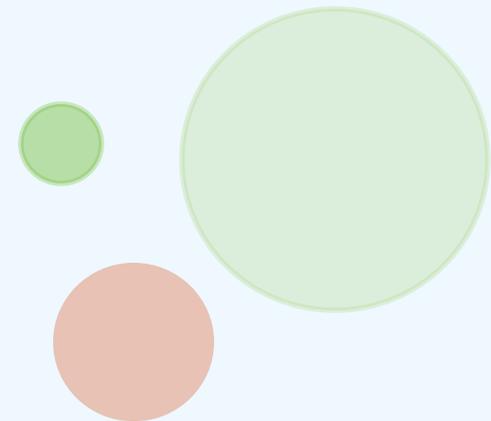




Other Simple Outreach Ideas

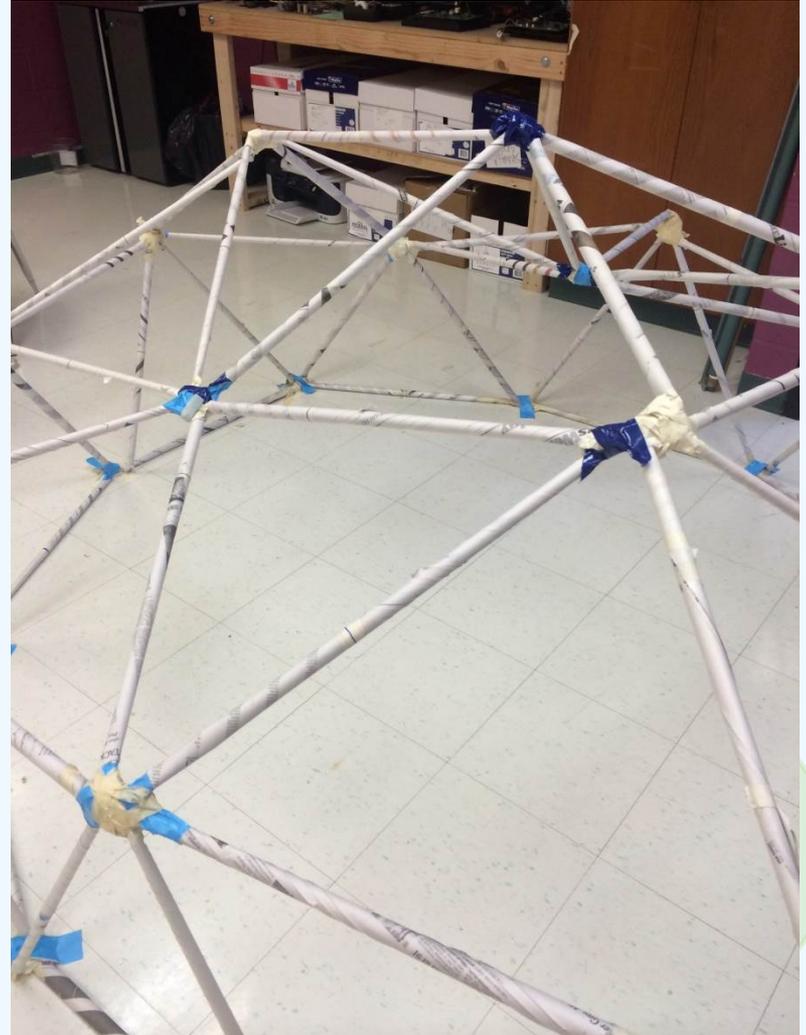
Other Simple Outreach Ideas

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



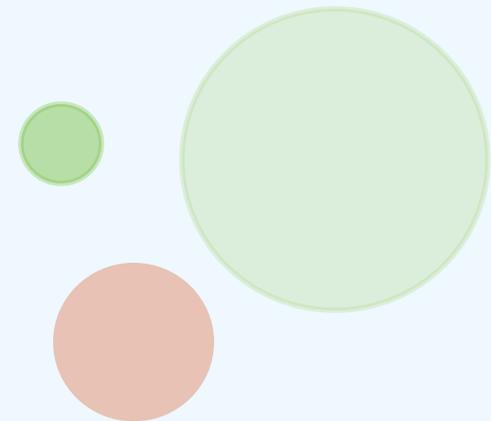
Other Simple Outreach Ideas

- 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 is titled 'Tutorials for beginners' with a link for 'Educator Notes'. A featured tutorial card is displayed, titled 'Write your first computer program' by Code.org. The card includes a video thumbnail with Mark Zuckerberg, Angry Birds, and a green alien, and code blocks for 'move forward' and 'turn right'. The text describes the tutorial as a game-like, self-directed tutorial for learning basic computer science concepts. It mentions '14,074,558 participants' and provides a link to the tutorial page. A 'Go' button is located at the bottom right of the card. Below the card are five colored dots (orange, purple, blue, purple, blue).

code.org/learn

C O
D E

f t t \$ Sign In

LEARN TEACH PROMOTE HOW TO HELP

Learn an Hour of Code Beyond One Hour Find Local Schools + Camps

Tutorials for beginners

Educator Notes

Write your first computer program

Code.org

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.

Ages 6-106 | Modern browsers, smartphones, tablets

14,074,558 participants

<http://hourofcode.com/co>
Teacher's Notes

Go

Coding Club – Code.org

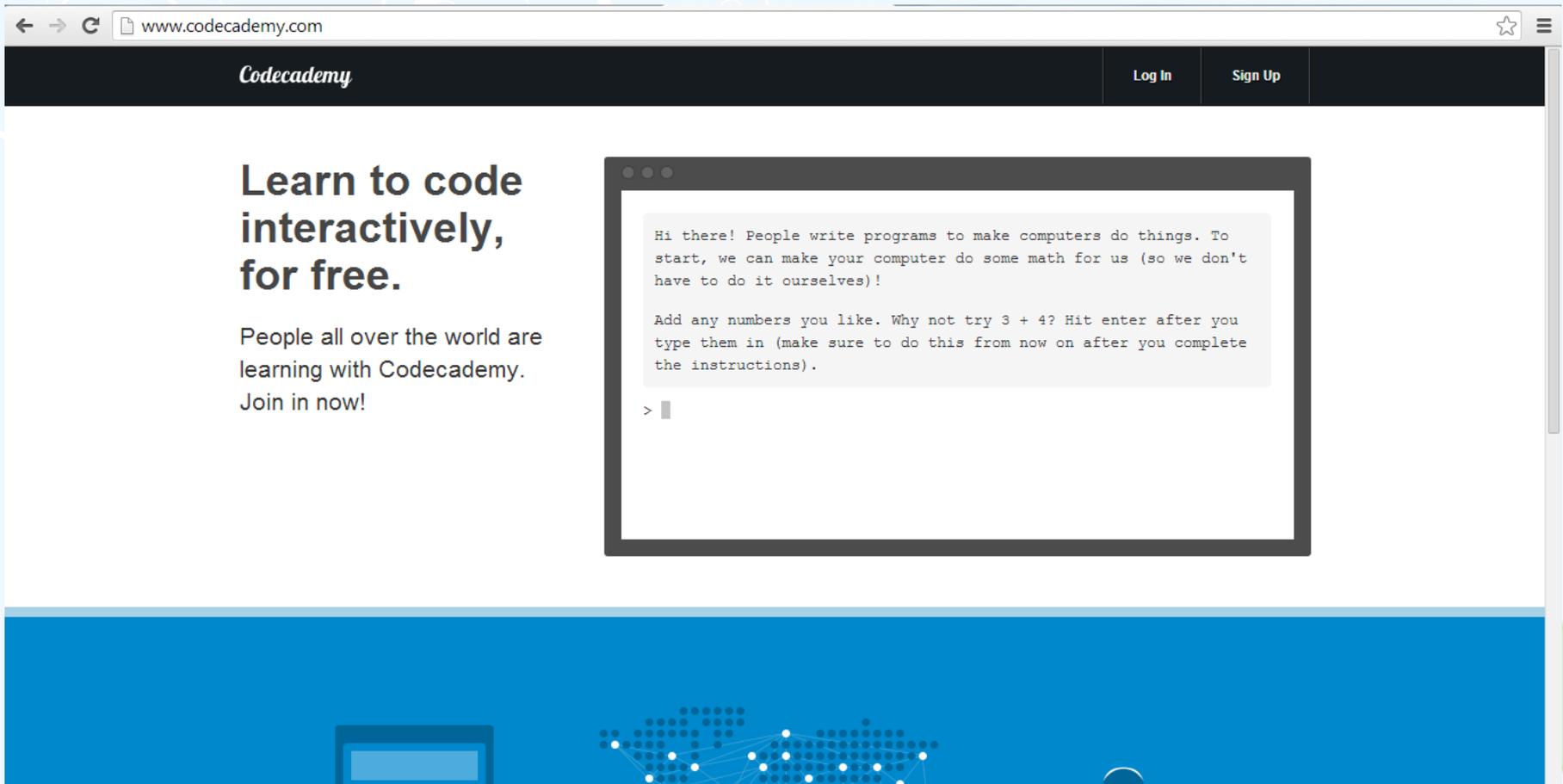
The screenshot shows the Code.org Hour of Code interface. At the top, the browser address bar displays `learn.code.org/hoc/1`. The main header is teal and contains the 'CODE' logo on the left, a progress indicator for 'Puzzle 1' (out of 20) in the center, and a 'Sign in' link on the right. Below the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

The game grid on the left is an 8x8 grid of green squares on a wooden floor. A red pig character is at the top of a vertical path of green squares, and a green pig character is at the bottom of the same path. Below the grid is an orange 'Run Program' button.

The blocks palette on the right is titled 'Blocks' and contains three blue blocks: 'move forward', 'turn left', and 'turn right'. The workspace on the right is titled 'Assemble your blocks here: 1 / 2' and contains one 'move forward' block. A trash can icon is visible in the top right of the workspace.

Below the 'Run Program' button, a small instruction box reads: "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

The screenshot shows the Codecademy website interface. At the top, the browser address bar displays the URL: `www.codecademy.com/courses/web-beginner-en-HZA3b/0/1?curriculum_id=50579fb998b470000202dc8b`. The Codecademy logo is centered in the dark navigation bar, with "Sign Up" and "Log In" links on the right. The page title is "HTML & CSS".

The main content area is split into three sections:

- Left sidebar:** Titled "HTML Basics" (1/14), it features the heading "Why learn HTML?". The text explains that HTML is the skeleton of a webpage and that the course will teach how to add paragraphs, headings, images, and links. It also mentions that the code editor uses a special syntax.
- Center code editor:** A tab labeled "test.html" contains the following code:

```
1 <!DOCTYPE html>
2   <strong>Feel free to change this text.</strong>
3
```
- Right preview window:** A white box displays the rendered output: "Feel free to change this text." Below the preview is a "Full Screen" button.

At the bottom of the editor, there are two buttons: "Save & Submit Code" (highlighted in blue) and "Reset Code".



Success.



Thank you for attending!

- To download the PDF:

- In the Download box, click the PDF
- “Download File(s)”
- In the pop-up window:
 - “Click to Download”
 - “Save”
 - Choose where to save
 - “Save”

- **Candace Clarke & Pamela Jayne**

- Boone County PL
- pjayne@bcpl.org
- cclarke@bcpl.org

KDLA.Certification@ky.gov

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