You can HOMAGO too!
CONNECTED LEARNING AND 21ST CENTURY TEEN LIBRARY SERVICES
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Today’s agenda
What is 21st century learning?
21st century libraries
Connected learning principles
The ConnectedLib project
What is 21st century learning?

- Literacy & participation
- Capacity building
- Diversity


HOMAGO

- Hanging out
- Messing around
- Geeking out

See Hanging Out, Messing Around, and Geeking Out for more information.

21st century libraries

- Informal learning spaces
- Trusted and safe
- Bring the community together
- Spaces to HOMAGO

The Future of Library Services for and with Teens
21st century librarians

“I think a lot of librarians want to know everything, and it’s hard to recognize that sometimes, it’s okay to just not know.”
– ConnectedLib Participant

Connected learning is not defined by...

- cutting-edge technology
- Makerspaces and learning labs
- expensive resources
- using social media
- taking up all your time

What does connected learning connect?

- Interests - goals and motivations
- Peers - learning with and from each other
- Opportunities - academic, civic, or economic achievement

Learning that engages all of these spheres is no longer learning that teens have to do; it’s learning that teens want to do.
Case study: Fashion Forward at Providence Public Library

- "Teen Squad" program
- Partnerships with RISD, Nordstrom
- Workshops of varying lengths
- Participants used historical inspiration to create miniature dresses
- Creations were displayed in the street-facing library windows

Interests

- Interests can be "serious" or "fun"
- Learners can explore and form new interests by "messing around"
- Learners feel free to "quit" new activities that they find uninteresting
- There are "geeking out" opportunities for those who want to do more than "mess around"

Opportunities

- Programs relate to civic, economic, or academic development
- Learners connect to experts
- Learners see immediate value
- Learners create things that demonstrate achievement
- Library staff help learners understand connections between activities and marketable skills
Peers

• Learners have time and space to “just hang out”
• Programs encourage collaboration, sharing, and constructive feedback
• Learners can build or join a community around their interests

Finch Robots at Seattle Public Library

• Working together, teens programmed robots to draw and to navigate a maze
• Library staff explored problems and solutions with participants, instead of giving immediate directions and answers
• Teamwork, problem solving/design thinking, coding, simple algorithms

Connected learning design principles

production centered
shared purpose
openly networked

Photo: RISD Museum
Production centered

- Building, performing, writing, remixing, curating...
- Digital and physical tools to help them build, create, and perform
- Creations are made visible outside of the library
- Youth are allowed to work on their own creative ideas, not just adhere to a single design
- Programs help youth learn skills they can use on their own later

Shared purpose

- Group projects and activities
- Adults collaborating and co-learning
- Contests, competitions, and challenges
- Learners are different ages or are from different backgrounds
- Contributing to real-world projects and initiatives

Openly networked

- Resources and services are easily and freely available
- Accessible to all youth, regardless of socioeconomic status, physical ability, and level or culture background
- A network of resources—tools, materials, people and organizations—to help guide learners towards fulfilling their goals
Connected learning and you

• Start small -- you don’t have to implement every principle at once!
• Get creative with community partnerships. Retired people, parents, local small business owners, and other youth-serving organizations can bring a lot of expertise to your youth programs.
• It’s a continuously evolving process -- take one step at a time. You know your community better than anyone else.

Professional development resources that support librarians in their efforts to leverage new media technologies and promote youth’s connected learning experiences in libraries.

Learn more at https://connectedlib.ischool.uw.edu
• ConnectedLib content will be **free and open to all**
  • A course with CEUs from the University of Washington will be offered for a nominal fee

  • Quotes and stories from youth librarians across America
  • Learning activities
  • Links to other resources

Learn more at https://connectedlib.ischool.uw.edu

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Thank you!

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(We wrote a white paper about connected learning in libraries—check it out on our site!)

Learn more at https://connectedlib.ischool.uw.edu