

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

Flickr: baxiabhishek



capacity building

Flickr: uci.research



diversity

Flickr: sonnetofthemoon

See the [Partnership for 21st Century Learning](http://www.p21.org) for more (<http://www.p21.org>).

HOMAGO



hanging out

Flickr: circulation



messing around

Flickr: hcplebranch

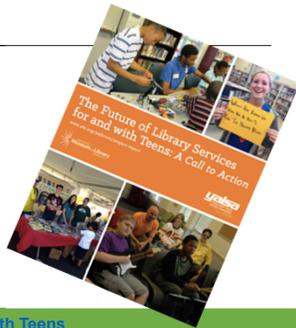


geeking out

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



Flickr: thomashawk

What does connected learning connect?

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

Three Learning Spheres



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



Photo: [PizzaPat](#)

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



Image: [Eduportium](#)

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, skill level or cultural background
- A network of resources—tools, materials, people and organizations—to help guide learners towards fulfilling their goals



RISD

Photo: RISD Museum

Connected learning and you

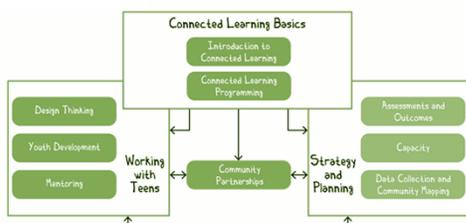
- Start small -- you don't have to implement every principle at once!
- Get creative with community partnerships. Retired people, parents, local small business owners, and other youth-serving organizations can bring a lot of expertise to your youth programs.
- It's a continuously evolving process – take 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.school.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

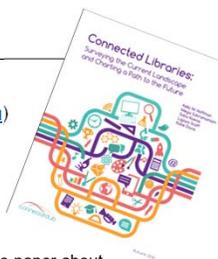
- Quotes and stories from youth librarians across America
- Learning activities
- Links to other resources

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

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>
