Energy Is Everywhere!





Webinar Series sponsored by Housing and Urban Development, Department of Energy and Department of Education

Leveraging Lifelong Learning
Opportunities in STEM: Public Library
Services for Public Housing Residents



Leveraging Lifelong Learning Opportunities in STEM: Public Library Services for Public Housing Residents

July 21, 2016



Today's Speakers

- Christine Caputo, Chief, Public Service Support, Free Library of Philadelphia
- Rebecca Ranallo, Information & Technology Literacy Manager,
 Cuyahoga County Public Library
- **Tim Carrigan**, *Senior Program Officer*, Institute of Museum and Library Services

Agenda

- Introduction and objectives
- About IMLS and how libraries support lifelong learning in communities across the country
- Community close-ups: Philadelphia and Cuyahoga County
- Discussion/Q&A

About the Institute of Museum and Library Services

- IMLS is a U.S. federal agency
- Funded through annual congressional appropriations
- Established in 1996
- Presidentially appointed Director and Board
- FY2016 budget of \$230 million



Our Mission

To inspire libraries and museums to advance

- Innovation
- Lifelong learning
- Cultural and civic engagement



Our Activities

- Grant Programs
- Policy Making and Convening
- National Initiatives and Partnerships
- Research, Statistics, and Publications

Our Strategic Plan

Three programmatic strategic goals drive IMLS grant-making:



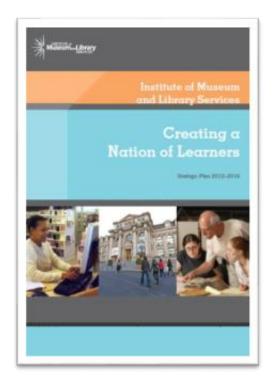
Learning experiences



Community Anchors



Collections Stewardship



Read more here: www.imls.gov/about/strat egic_plan.aspx

IMLS Community Catalyst Initiative

- A cooperative agreement between IMLS and The Reinvestment Fund, with support from William Penn Foundation
- Purpose is to support libraries and museums in developing develop a deeper understanding of their role as enablers of community vitality and co-creators of positive community change.
- May result in frameworks, tools, and resources to support staff skill-building needed to help transform the connections libraries and museums have with their communities.

What do museums and libraries offer communities?

- Rich and authentic content
- Dedicated and knowledgeable staff with deep expertise
- Safe, trusted settings

Lifelong learning opportunities in libraries

- Early learning programs for parents and caregivers
- Summer learning programs
- Afterschool programs for teens
- Employment training and job placement assistance;
- Public access to a broad range of emerging technologies
- Services for new Americans

A shift in library practice

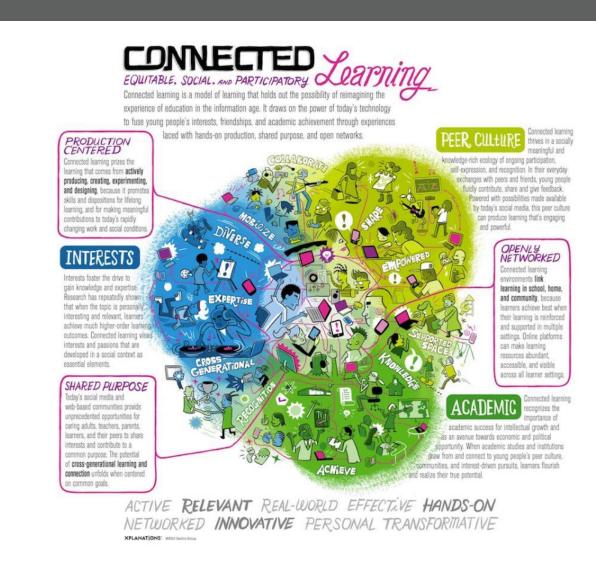
- "Our libraries should transition to places to do stuff, not simply places to get stuff. The library will become a laboratory in which community members tinker, build, learn, and communicate. We need to stop being the grocery store or candy store and become the kitchen. " – Joyce Valenza
- "To be a librarian is not to be neutral, or passive, or waiting for a question. It is to be a radical positive change agent within your community." — R. David Lankes

STEM in Libraries (Science Technology, Engineering and Math)

- Libraries offer people of all ages and backgrounds mentor-led learning opportunities that spark curiosity and build interest in STEM subjects.
- Librarians provide adults, families, teens, and children with new technology and equipment, including state-of-the-art digital media production tools.
- Libraries introduce learners who are underrepresented in the STEM workforce to important STEM concepts and skills, including authentic scientific practices.
- Libraries have learning spaces that feature youth-centered approaches to enhancing technical knowledge, strengthening independent learning skills, and building a foundation for the pursuit of higher education STEM opportunities and jobs.

Connected Learning

- Learning Principles
 - Interest Powered
 - Peer Supported
 - Academically Oriented
- Design Principles
 - Shared Purpose
 - Production Centric
 - Openly Networked
 - www.connectedlearningnetwork.
 org



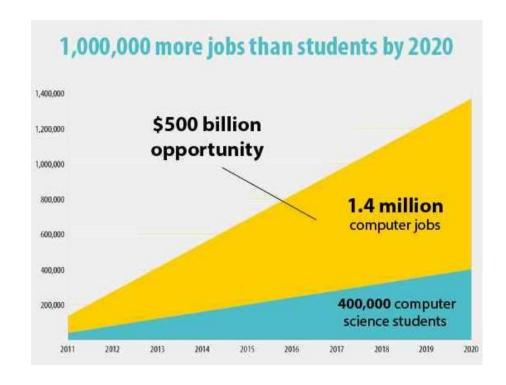
Making and Learning in Libraries

- "The maker movement is a global community of inventors, designers, engineers, artists, programmers, hackers, tinkerers, craftsmen and DIY'ers... As manufacturing tools continue to become better, cheaper and more accessible, the Maker Movement is gaining momentum at an unprecedented rate. Over the past few years... makerspaces have cropped up in cities and small towns worldwide—often in affiliation with libraries, museums and other community centers, as well as in public and independent schools—giving more people of all ages access to mentorship, programs and tools like 3-D printers and scanners, laser cutters, microcontrollers and design software."
- Stewart, Louise. "Maker Movement Reinvents Education." *Newsweek*. 8 September 2014.



Coding and Robotics in Libraries

- Code.org projects significant increase in demand for workers with these skills in our increasingly digital economy.
- As lifelong learning institutions, libraries are well positioned to introduce patrons to these 21st century skills, especially those who are traditionally underrepresented in computer science professions, including women, minorities, and people with less financial means.



Libraries and the Campaign for Grade-Level Reading

- National campaign focused on increasing the number of children able to read at grade level by third grade. Libraries often take on a leadership role in efforts at the local level.
 - School readiness
 - Chronic absence
 - Summer learning loss
 - Parent/caregiver engagement
 - www.gradelevelreading.net







words at PLAY

VOCABULARY INITIATIVE



- Family and Community Engagement
- Vocabulary Development Focus for Young Children & Families















www.freelibrary.org/



http://yourreader.org/



SUMMER









Maker Jawn

- provides a unique space for community members
- self-directed experimental and experiential learning is promoted through a focus on creativity, critical thinking and skill-building





http://makerjawn.org/

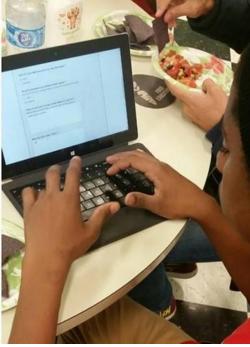
















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Transforming Library Services to the Job Seeker through Collective Impact











Digital Literacy



www.freelibrary.org/hotspots







www.freelibrary.org/techmobile





JULY 21, 2016 REBECCA RANALLO

WHO WE ARE

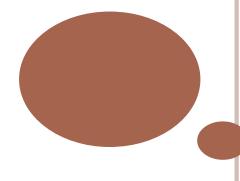


LIBRARIES ARE TRANSFORMING

- Libraries today are less about what we have for people and more about what we do for and with people.
- Libraries play a critical role in a digital age.
- Libraries are vibrant and social spaces where communities come together.
- While increasingly the place for access to new technology, libraries remain the access point for those without other access to technology.

LIBRARIES ARE VIBRANT







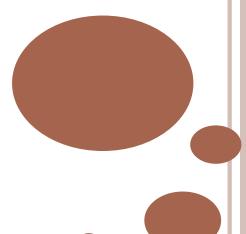


LIBRARIES ARE SOCIAL







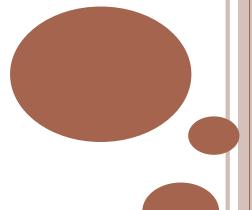




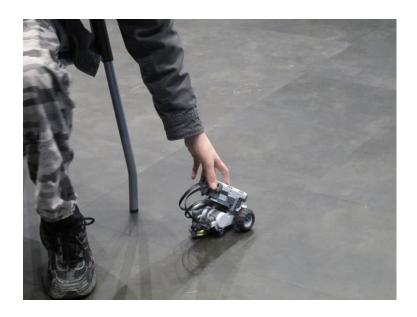


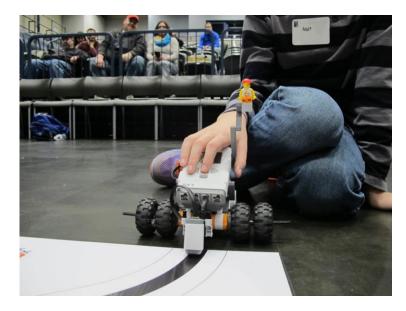
LIBRARIES ARE FOR STEM & STEAM LEARNING

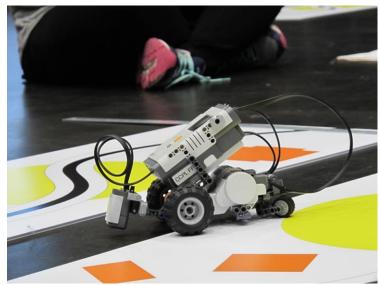


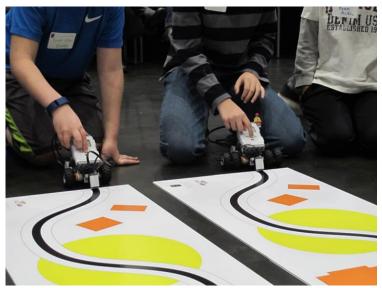










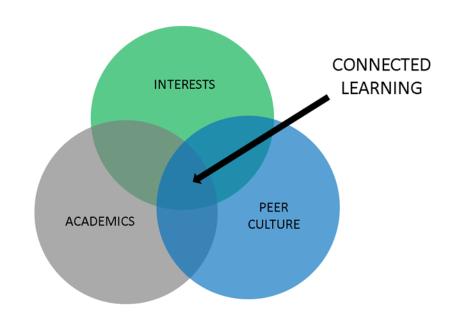


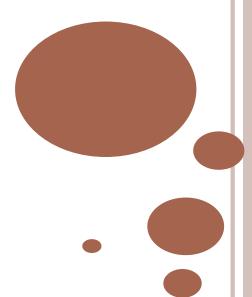


LIBRARIES ARE FOR CONNECTED LEARNING

Based on the principle that learning happens best when it is:

- •interest-driven
- •peer-supported
- academically oriented

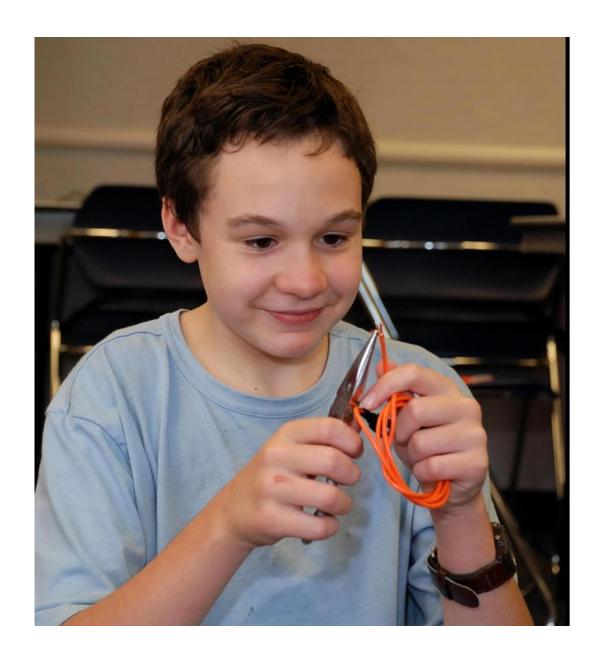




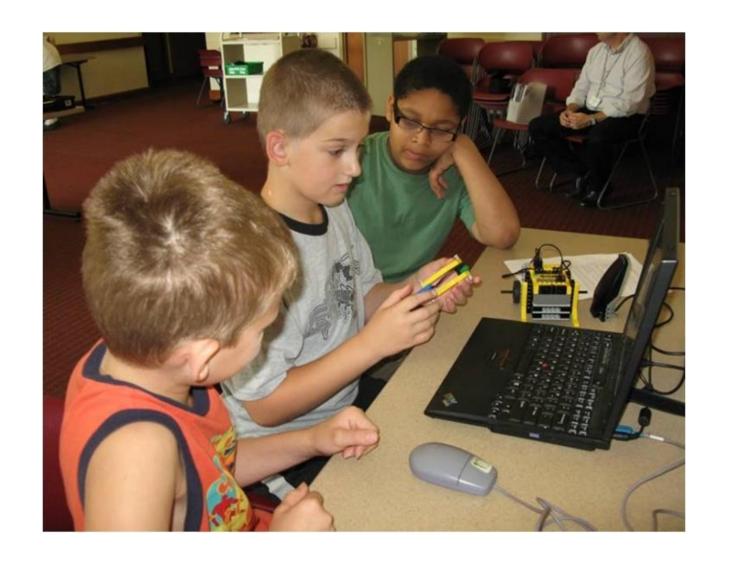














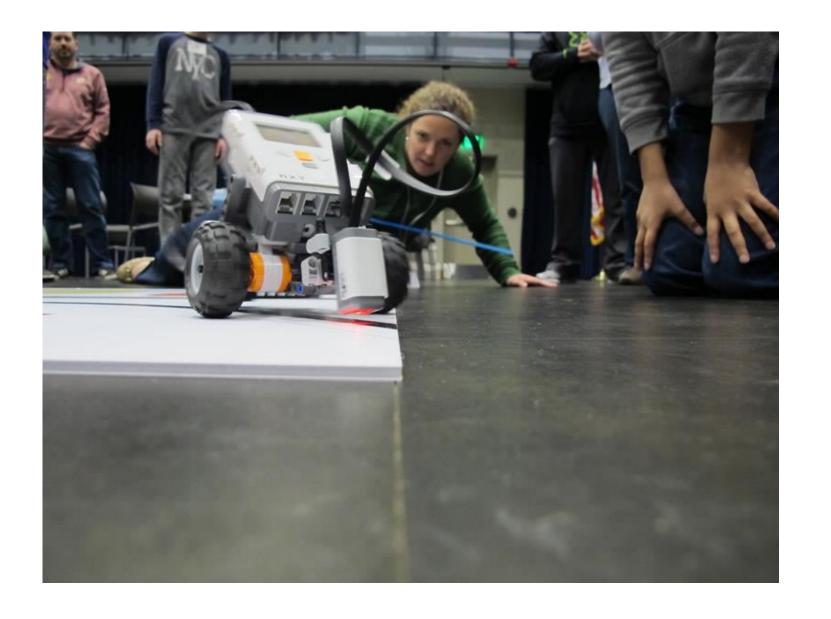
LIBRARIES ARE FOR LEARNING











Final Thought and Questions

- "A library outranks any other one thing a community can do to benefit its people. It is a never failing spring in the desert."
 - Andrew Carnegie

