**The Name of the Game: Playing Tabletop Games to Build 21st Century Skills**

**Event Description:** As hubs of lifelong learning, public libraries are always seeking new strategies to cultivate 21st century skills in their community members. The deeper we move into this century, the more critical it becomes for people to hone skills like communication, collaboration, critical thinking, global awareness and creativity. Your patrons can strengthen these skill sets while also having fun in a social setting — through playing tabletop games at the library. Learn about the wide array of games available and the specific skill sets each one promotes. Hear how public librarians are using games and get new ideas for programming and game-related projects that you can do at your library. Your younger patrons will be ahead of the 21st century game in no time.

Presented by: **Lauren Hays**, Instructional and Research Librarian and Co-Director of the Center for Games and Learning at MidAmerica Nazarene University; and **Kate McNair**, Teen Services Coordinating Librarian, Johnson County Public Library, and YALSA Board of Directors.

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| **What are your goals for viewing this webinar?** |
| **Personal Goals** |   |
| **Team Goals** |   |

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| **Key terms used today – what is new to you?** |
| Review the following list of key terms. Check off the terms that you use within your own work today. Circle the terms that are new to you or your work today. How can you begin to build these terms into your professional vocabulary?* 21st Century Skills
	+ Creativity
	+ Communication
	+ Collaboration
	+ Critical Thinking
* Types of Games
	+ Strategy
	+ Narrative
	+ Action
	+ Knowledge
	+ Social
* Game Jam
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| **Question to Consider/Discuss** |
| How can your community benefit from **learning 21st Century skills** through tabletop games? |
| **Activity: Workshop it! Before planning a tabletop program or collection think about:** |
| What are your **broad goals**? (E.g., providing engaging multi-generational programming? Developing partnerships with local schools? Providing learning opportunities for kids?)What **strengths and experience could you** and **your work team bring** to this program or collection?What **strengths, experience, and resources** in **your library overall** might you be able to tap into?Looking at your list of team/library strengths, where are **the gaps**? What **other knowledge**, **skills**, **experiences**, **or resources** will you need to be successful, that partners might be able to contribute?What **connections** does **your team** or **the library** already have with potential partners?Make a **starter list of orgs/people** you’d like to talk to. What is your **plan** for **internal/external communication**? |
| **Action Plan:** (include next steps, who, when, etc.) |
| What are the next 5 steps you need to take to plan a tabletop program or build a tabletop collection?

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| **Action Step** | **Person Responsible** | **Due Date** |
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| **Notes:** |
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