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The ConnectedLib Toolkit

Supporting Connected Learning for Youth in Libraries

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COLLEGE OF
INFORMATION
STUDIES



INSTITUTE of
Museum and Library
SERVICES



Information School
UNIVERSITY of WASHINGTON

The ConnectedLib Toolkit:

a set of free, customizable, self-paced modules to help librarians implement connected learning

HOME

ABOUT CONNECTEDLIB

CONTACT US



helping librarians use digital media to make learning connections with youth

introduction
to connected learning



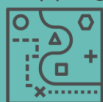
connected learning
programming



community
partnerships



community
mapping



assessment
& evaluation



capacity



design
thinking



youth
development



mentoring





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<https://connectedlib.github.io/>



introduction to connected learning

Module Overview

1. Introduction
 - 1.1 Connected Learning Defined
 - 1.2 Interests
 - 1.3 Relationships
 - 1.4 Opportunity
 - 1.5 Why ConnectedLib?
2. Connected Learning Design Principles
 - 2.1 Production
 - 2.2 Multiple Pathways
 - 2.3 Shared Purpose
 - 2.4 Sponsorship
3. Why Your Library Needs Connected Learning
 - 3.1 Promoting Equity
 - 3.2 Building Capacity to Learn
 - 3.3 Building Community and Connections
4. A Connected Learning Plan For Your Library
 - 4.1 Your Library

Introduction to Connected Learning

CC-BY-SA by ConnectedLib

🕒 45 minutes

In this module, **Introduction to Connected Learning**, you will learn what connected learning is and why it is important, and evaluate your youth programs to see how well they incorporate connected learning principles.

after completing this module, you will be able to...

- Describe connected learning and what it connects, and navigate the ConnectedLib modules ([Section 1: Introduction](#)).
- Implement the four connected learning design principles ([Section 2: Connected Learning Design Principles](#)).
- Explain how connected learning fits into your library's mission and goals ([Section 3: Why Your Library Needs Connected Learning](#)).
- Develop an action plan to implement connected learning in your library, no matter how big or small ([Section 4: Getting Started With Connected Learning in Your Library](#)).

- Each section has learning outcomes which are displayed in blue like this.

Quotes from researchers and practitioners look like this.



Case studies and examples look like this.



Explanatory videos or additional materials look like this.



Tips and pointers from librarians and elsewhere look like this.



Reflections and exercises to help you apply the module's concepts to your individual context look like this.



introduction to connected learning

Module Overview

1. Introduction

1.1 Connected Learning Defined

1.2 Interests

1.3 Relationships

1.4 Opportunity

1.5 Why ConnectedLib?

2. Connected Learning Design Principles

2.1 Production

2.2 Multiple Pathways

2.3 Shared Purpose

2.4 Sponsorship

3. Why Your Library Needs Connected Learning

3.1 Promoting Equity

3.2 Building Capacity to Learn

3.3 Building Community and Connections

4. A Connected Learning Plan For Your Library

4.1 Your Library

4.2 Current Youth Services

1.1 Connected Learning Defined

“Connected learning is realized when a young person is able to pursue a personal interest or passion with the support of friends and caring adults, and is in turn able to link this learning and interest to academic achievement, career success or civic engagement.”
– Mimi Ito et al.¹

Connected learning is an educational framework—an approach to creating learning experiences. Connected learning is driven by learners’ interests, supported by their relationships, and oriented towards academic, economic, or civic opportunity.



connected learning: the power of making learning relevant

2:20

DML Research Hub

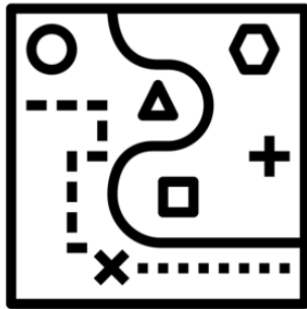




helping librarians use digital media to make learning connections with youth

<p>introduction to connected learning</p>	<p>connected learning programming</p>	<p>community partnerships</p>
<p>community mapping</p>	<p>assessment & evaluation</p>	<p>capacity</p>
<p>design thinking</p>	<p>youth development</p>	<p>mentoring</p>

<https://connectedlib.github.io/>



community mapping

Module Overview

1. What Is Community Mapping?

1.1 What Is A Community Asset Map?

1.2 How Does Community Mapping Enhance Connected Learning?

2. Community Assets

2.1 Asset-Based Community Development

2.2 What Are Assets

3. The Community Mapping Process

3.1 Plan Your Trip

3.2 Learn About Your Neighbors

3.3 Learn About Organizational Assets

4. Now What?

Additional Resources



1.2 How does community mapping enhance connected learning?

A thorough knowledge of your community is critical for connected learning.

Building Pathways & Production-Centered

Community mapping can reveal assets to add to the network of resources you help teens connect to.

Opportunity & Interests

Community mapping can tell you what opportunities teens would like to have and help you find support for those opportunities and others.

Shared Purpose & Sponsorship

Engaging the entire community in the development of teens develops a sense of shared purpose and lets the teens know they are valued.

Relationships

Community mapping can help you identify groups of teens who aren't being reached by the library.



community mapping activity: existing data

What kind of data do you already have access to? Find out what community mapping-related work has been done at your library before. Start thinking with an asset-based approach by recording at least one community asset in each category (more if you can think of them!) that your library is currently connected to or working with in some way.

[Download Worksheet \(DOCX\)](#)

Type of Asset	List of Assets	Connections
Individuals		



connected learning programming

Module Overview

1. The 21st Century Library

1.1 The Value of Connected Learning Programs

1.2 Program Design Activity

2. Program Design

2.1 Backwards Design

2.2 Theory of Change

3. Elements of a Connected Learning Program

3.1 Outcomes

3.2 Participants

3.3 Formats

3.4 Activities

3.5 Facilitators

3.6 Themes

4. Putting it All Together

4.1 Complete Your Plan

Additional Resources

Hanging out

When youth are hanging out, they probably don't even realize they're learning. But they often are—they're learning from their friends, they're learning from the games they're playing, the graphic novels they're flipping through, and from casual interactions with library staff. Even if it looks to some people and to the youth themselves like they're just wasting time, it's important to realize that learning can look like this.



video game club

2:33

YOUmedia Miami



Notice that "sitting still and listening to an adult lecture" does not fit into any of these categories! Passive programming, with teens receiving information but not engaging with it, is not part of connected learning. Youth librarians are well aware that programs that feel like school are neither effective nor popular. "Teens will vote with their feet," says Jennifer Velasquez.¹ Constance Steinkuehler puts it in another way: "If it smells like school, they're not going to touch it."²

"I'm serving 14 different middle schools and six high schools that are all pretty substantial in size. So one of the big important things for me, 'cause we're right in the center of the city, is the opportunity to bring together kids who are separated otherwise. I love creating

committees that are made up of kids from a lot of

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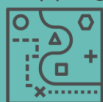
connected learning
programming



community
partnerships



community
mapping



assessment
& evaluation



capacity



design
thinking



youth
development



mentoring



today's focus

- what is connected learning?
- what is ConnectedLib?
- Q&A



helping librarians use digital media to make learning connections with youth

today's focus

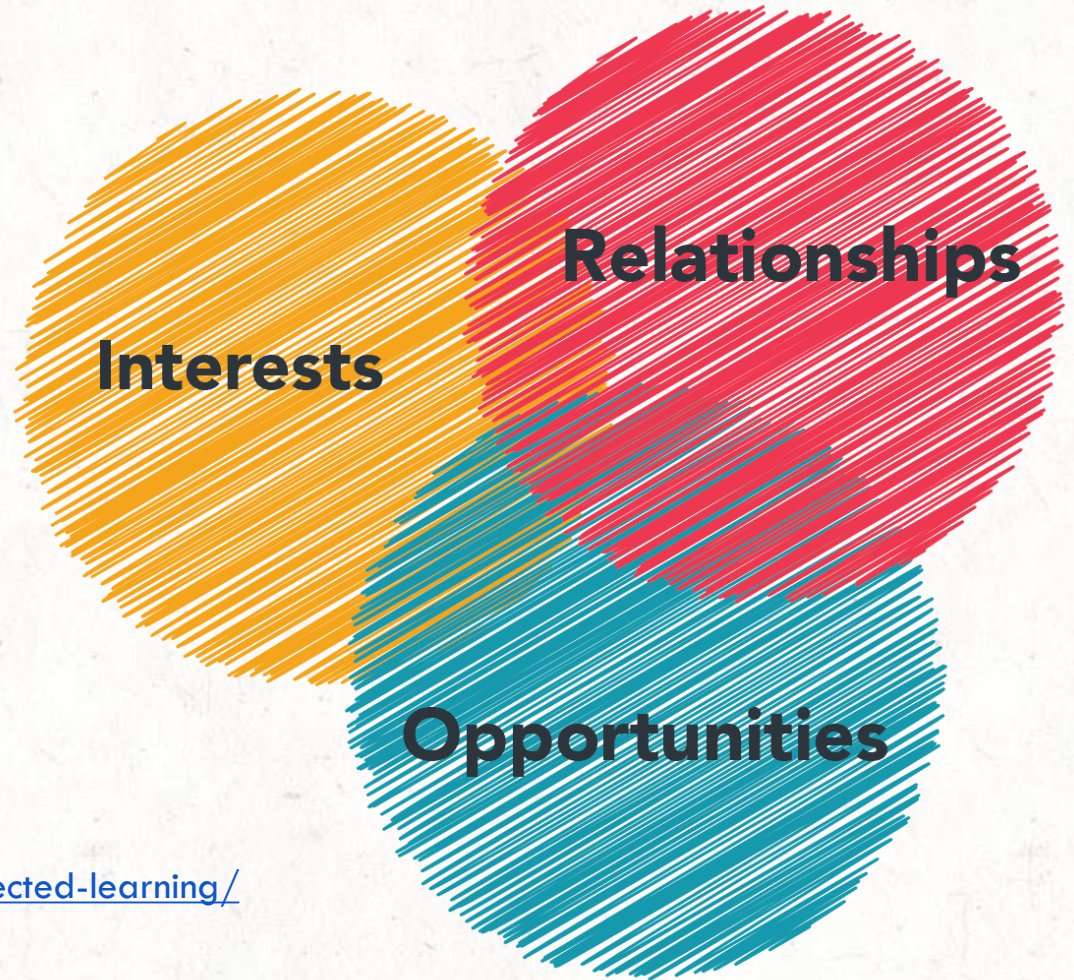
- **what is connected learning?**
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helping librarians use digital media to make learning connections with youth

What is Connected Learning?

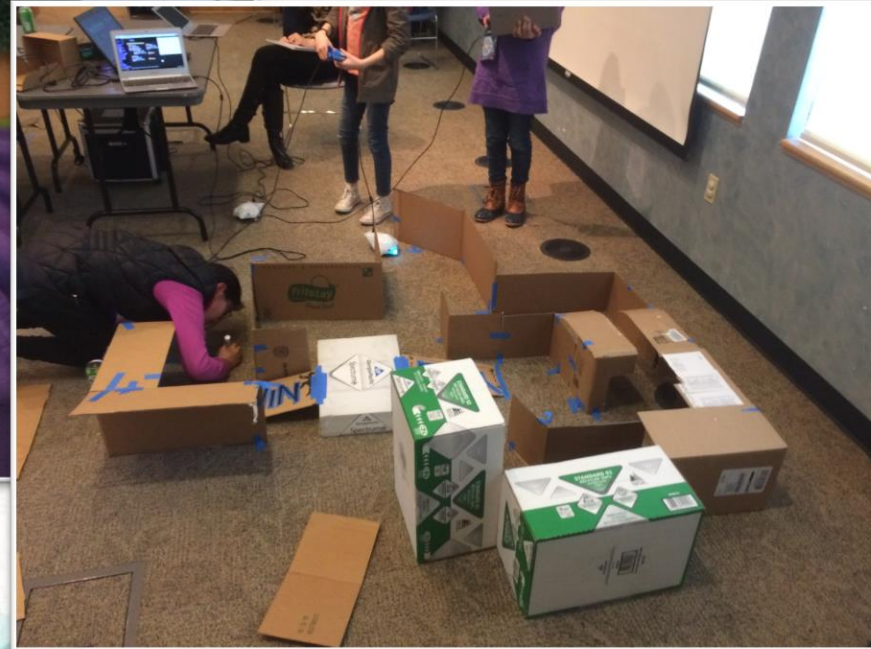
- Interest Driven
- Supported by Relationships with Peers and Mentors
- Opportunity Rich Environments



More Info: <https://clalliance.org/about-connected-learning/>

Examples of Connected Learning Programs

Seattle Public Library | Washington



Examples of Connected Learning Programs

Providence Public Library | Rhode Island



**TEEN SQUAD:
VISUAL
MERCHANDISING**

THE VISUAL MERCHANDISING TEAM FROM NORDSTROM AT PROVIDENCE PLACE MALL, WILL HELP TEENS RE-IMAGINE THE PROVIDENCE PUBLIC LIBRARY'S EMPIRE STREET WINDOWS.

DURING A 2-WEEK WORKSHOP, MAY 9 - MAY 18, TEENS WILL LEARN HOW TO CREATE EYE-CATCHING EXHIBITIONS TO BE DISPLAYED IN THE LIBRARY'S EMPIRE STREET WINDOWS.

REGISTER AT
PROVLIB.ORG/TEENSQUADVMREG

NORDSTROM



Examples of Connected Learning Programs

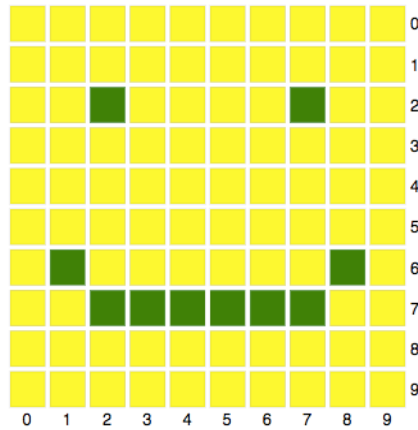
Seattle Public Library | Washington

The Slowest Computer On Earth

Code

```
set a 2
set b 7
set c 1
set e 6
set f 7
plot a b
+ a c a
plot a b
< a f d
jump d e
set a 2
set b 2
set f 7
set e 15
plot a b
+ a c a
```

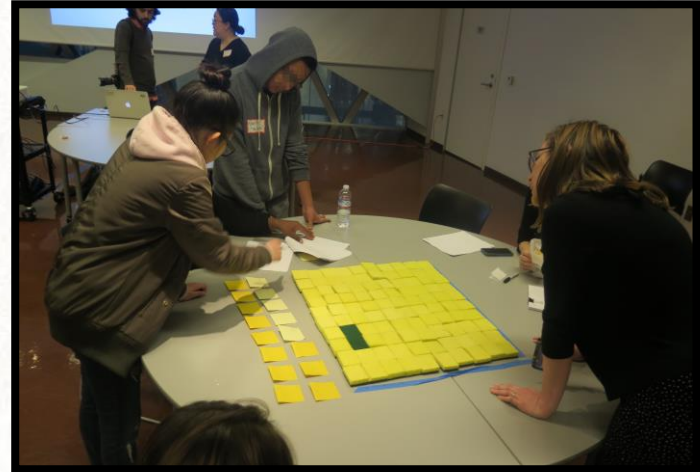
Sponge Grid & Memory Cells



8	6	1	0	24	8	0	0
a	b	c	d	e	f	g	h
0	0	0	0	0	0	0	0
i	j	k	l	m	n	o	p

Instruction Preview

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Examples of Connected Learning Programs

Kitsap Regional Library | Washington

Locations ▾ Contact ▾ Support Us ▾ My Account

KITSAP REGIONAL Library

Catalog Site

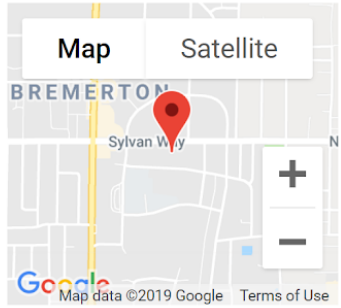
Search for books and more

Read & Watch & Listen ▾ Download ▾ Research ▾ Visit ▾ Classes & Events ▾ Guides ▾

« See more

Make Do Share: Teen Night

Map Satellite



BREMERTON

Sylvan Way

Map data ©2019 Google Terms of Use

Sylvan Way
1301 Sylvan Way
Bremerton, WA 98310
Phone: +1 (360) 405-9100
[Directions from Google](#)

Make new friends, do amazing projects and share collaborative creations driven by your own interests.

Where: [Sylvan Way](#)

When:
Wednesday, December 12, 2018 -
5:30 p.m. to 7:30 p.m.
Repeats every week every Wednesday until Wed Feb 27 2019 except Wed Dec 26 2018, Wed Jan 02 2019.
[» Show all dates...](#)

Registration: Not required

Event Type: [STEM](#)

Age Ranges: [Teen](#)

Recommended For: Grades 6 - 12

[Teens](#)

Add Event: [iCal](#) [Outlook](#) [Google](#) [Yahoo](#) [Twitter](#) [Facebook](#)

© Home » Make Do Share: Teen Night

today's focus

- what is connected learning?
- **what is ConnectedLib?**
- Q&A



helping librarians use digital media to make learning connections with youth

Project ConnectedLib



Helping librarians incorporate digital media into their work with youth to promote connections across learning contexts.

Partners:



The ConnectedLib Development Process

YEAR 1

June 2015 – June 2016

- CL review of the literature
- Interviews and focus groups with teen librarians
- Site visits to partner libraries

YEAR 2

July 2016 – June 2017

- Toolkit development through participatory design with partner libraries

YEAR 3

July 2017 – June 2018

- Pilot testing with partner libraries
- Refining toolkit

YEAR 4

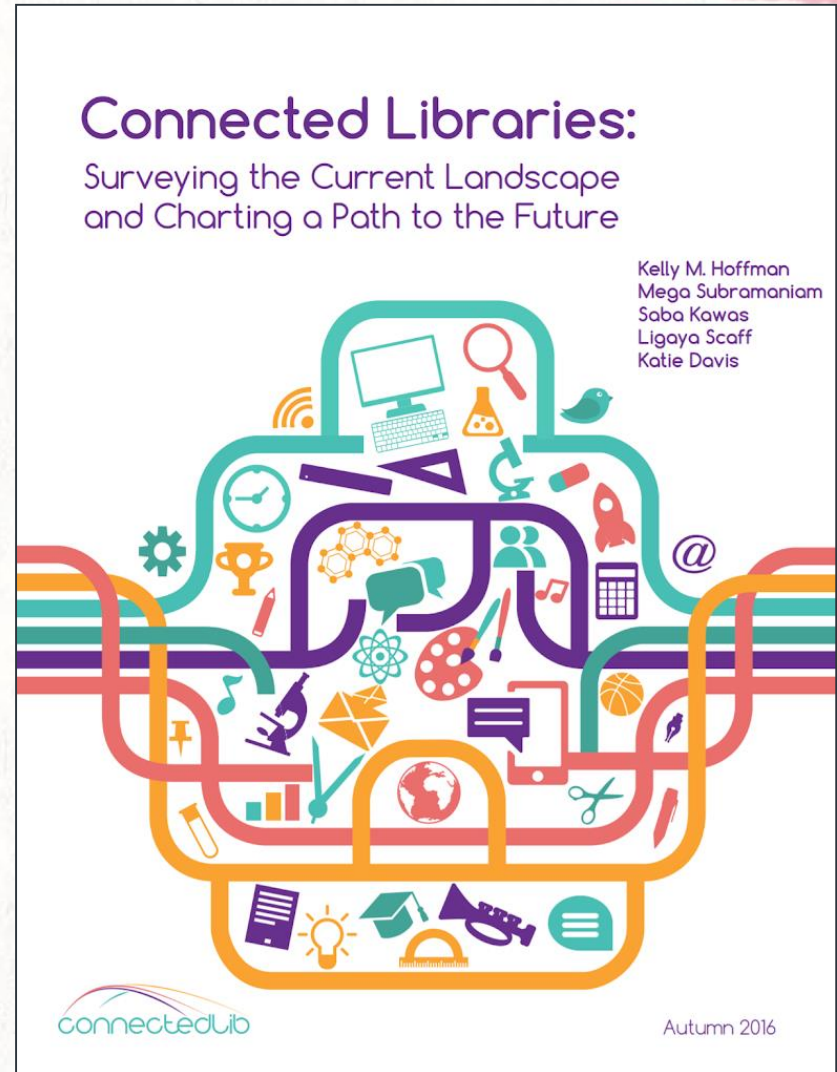
July 2018 – June 2019

- Nationwide dissemination of toolkit
- Full utilization of toolkit
- Short e-course offering

Review of the Literature – White Paper

- Libraries are well positioned as sites for connected learning
- Library programs using connected learning often included HOMAGO - Hanging out, Messing around, and Geeking out

<https://connectedlib.ischool.uw.edu/>

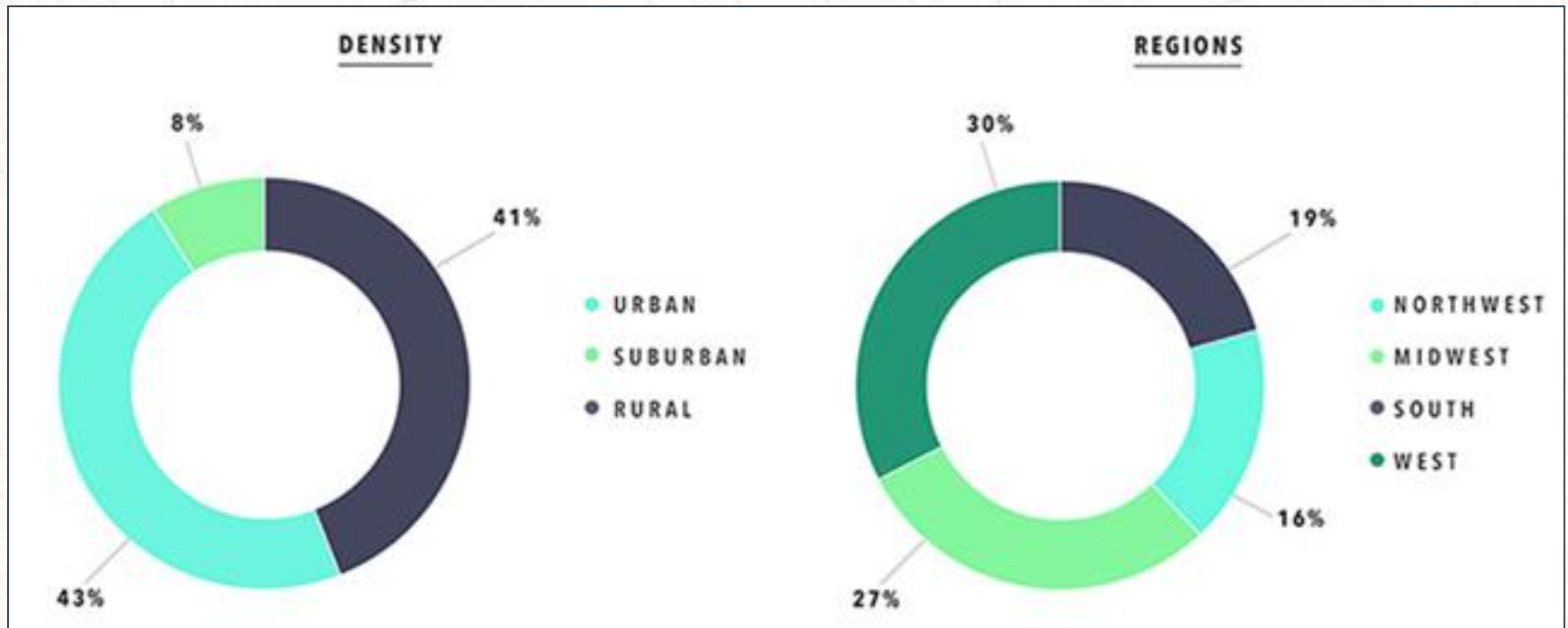


Interviews & Focus Groups

67 interviews with public youth library staff

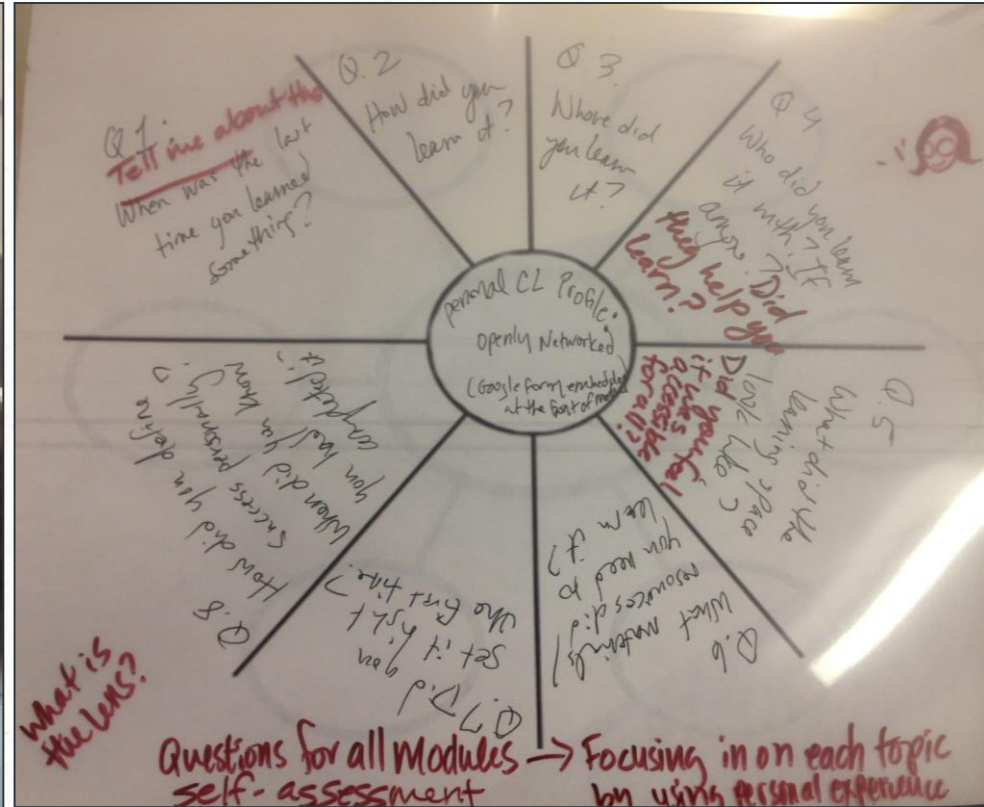
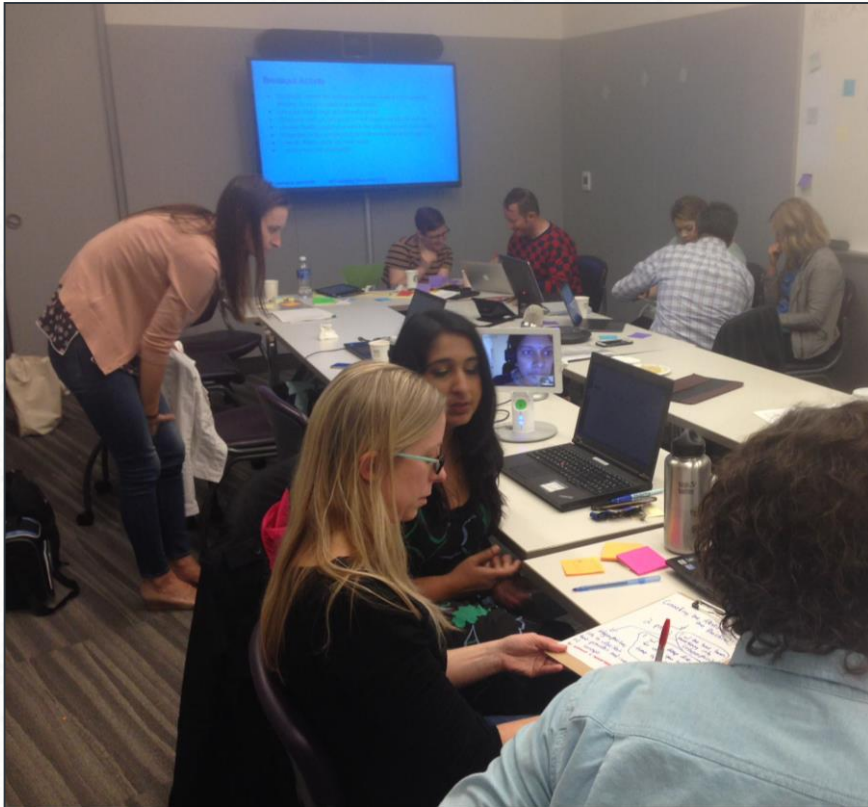
focus groups with 25 public youth library staff

40 states & District of Columbia represented



<https://www.journals.uchicago.edu/doi/abs/10.1086/699267?mobileUi=0>

Online + In-Person Participatory Design Sessions



Toolkit Development

1

Introduction to
Connected
Learning

2

Connected
Learning
Programming

3

Openly
Networked
Infrastructures

4

Design Thinking

5

Youth
Development

6

Mentoring

7

Community
Partnerships

8

Community
Mapping

9

Capacity

10

Assessment &
Outcome

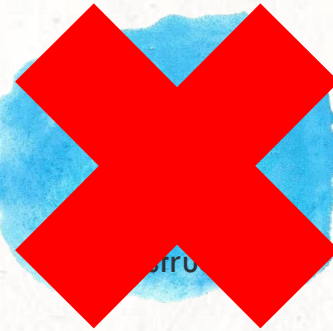
Toolkit Development

1

Introduction to
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4

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5

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7

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Partnerships

8

Community
Mapping

9

Capacity

10

Assessment &
Outcome

Toolkit Development

- 5 Librarians
- 2 SPL, 2 KRL, 1 PPL

The screenshot shows a web interface for 'Community Partnerships' on GitBooks. On the left is a search bar and a table of contents with sections like '1. Introduction', 'SECTION 1 ACTIVITIES', '2. What is a Community Partnership?', and '3.0 Types of Partners'. The main content area has a title 'Community Partnerships', a description, and a blue box titled 'LEARNING OUTCOMES' containing a list of bullet points about describing, identifying benefits, understanding challenges, and developing a partnership.

GitBooks prototype developed for pilot

The screenshot shows a GitHub module page for 'Community Partnerships'. It features a logo of three hands, a '2 hours' duration badge, and a description. A blue box titled 'after completing this module, you will be able to...' contains a list of bullet points: 'Describe how an effective community partnership can support connected learning', 'Identify the benefits of a partnership to both the library and the partner', 'Identify the opportunities and challenges involved in working with four different types of partners', and 'Develop and maintain a community partnership'.

GitHub module page developed after pilot

ConnectedLib Modules

introduction
to connected learning



connected learning
programming



community
partnerships



community
mapping



assessment
& evaluation



capacity



design
thinking



youth
development



mentoring



<https://connectedlib.github.io/>

Continuing Education w/ConnectedLib

**YALSA e-course forthcoming
10/20/19 to 11/23/19
(4 weeks)
with Kelly Hoffman**

<http://www.ala.org/yalsa/onlinelearning/onlinecourses/connectedlib>

today's takeaways

You now know about...

- the connected learning framework & its applicability to libraries
- the ConnectedLib Project
- the purpose and layout of the ConnectedLib Toolkit



helping librarians use digital media to make learning connections with youth

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- what is connected learning?
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Thank You!

Any questions?

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