

## Partners in Programming

Now that the physical space is reconfigured and ready to use, you'll want to activate it with people and programming. You could resort to the familiar pattern of designing programming *for* your community and then inviting them to come and participate. But consider the power of inviting community members to work *with* you to identify the programming they want, and to design and deliver it at the library.

We saw this in action in the first round of Smart Spaces libraries, particularly in the three following examples.

### 1. Teens Take Over at Madison Public Library, SD

Through the community discovery process, Madison Public Library learned that teens wanted their own space at the library, one where they could be creative, but also be “surrounded by books.” Before the new space began to take shape physically, a group of teens took the initiative to produce a fabulous Harry Potter Holiday Party. They designed and planned all the details, including the entry to 9¾ through a brick (fabric) wall, a Hunt for Horcruxes scavenger hunt, and fabricating Little Snitches as prizes for the games. The party attracted participation from teens who rarely entered the library. Their success with organizing the Harry Potter Party was resounding evidence that this teen group was ready to own and enjoy their new space and take the lead in creating programming. As the newly formed Madison Library Teen Advisory Board, they are going full steam ahead with their inspired programs.



### 2. It's the Community Idea Space at Ignacio Community Library (CO)

The discovery process in Ignacio revealed that the community is particularly interested in DIY or DIT (do it together) types of activities. The staff converted a “nondescript” and under-utilized room into an Idea Lab that would provide access to a variety of tech resources and learning opportunities. Now the word is out in the community that this lab is shaped by their interests. The local artists group is using the space to shoot photos of their artwork and items they'd like to market and using the computer dedicated as an online selling station to create their own Etsy story. When local DJs heard that the space had recording equipment, they came up with ideas for programs they wanted to lead. Best of all, people are spontaneously teaching each other, for example, kids teaching other kids (and adults) how to use the 3D printer.



### 3. An Open Invitation at Wilton Public & Gregg Free Library (NH)

This library chose to develop an outdoor active learning space, which would serve as a community gathering place for both formal and informal learning and recreation. The Smart Park offers a performance stage, interactive drums and xylophone, a Story Trail, benches, a raised garden bed and free Wi-Fi. The community brings the musical and theatrical performances, impromptu jam sessions and community sing-alongs. They bring their DIY interests and stage crafter meet-ups. They plant and tend the garden and exchange recipes. Sometimes the participatory experience is a good old community potluck, where the delicious home-cooked food activates social connections.

