



Beyond the Bookshelf: Teen Programming

Workshop Agenda

Kelley Worman, Instructor
An Infopeople Workshop

Laying the Groundwork: Foundations of Programming

- ◆ Benefits and Barriers to Successful Programming
- ◆ Youth Participation – Is It Necessary?
- ◆ Developing a Program Policy
Exercise #1 Create a Program Policy
- ◆ Justification for Teen Programming
Exercise #2 In Their Defense

Teens in the House: Programs for YAs

- ◆ Getting Ideas and Planning Checklist
- ◆ Single Event Programs
Exercise #3 Story-go-Round
- ◆ Special and Themed Events
Exercise #4 It's a Theme Thing
- ◆ Ongoing and Series Programs

Beyond the Walls: Ideas for Outreach

- ◆ Ideas and Examples
Exercise #5 Outside the Walls
- ◆ Partnering with the Community
Exercise #6 Assessing the Community

Funding and Sharing Resources

- ◆ Identifying Funding Resources
- ◆ Cutting Costs
- ◆ Donations of Goods and Services

Marketing and Evaluation

- ◆ Know Your Target Audience and Finding the Hotspots
- ◆ Using Media and Technology
Exercise #7 Game Plan
- ◆ Make It or Break It Displays
Exercise #8 What it Takes
- ◆ Why Evaluate?
- ◆ Quantitative Versus Qualitative
- ◆ Sample Tools

Summary and Evaluation

There will be two 15-minute breaks and an hour for lunch.