


Teen Learning Labs

Teen Learning Labs

Presented by Corey Wittig
Digital Learning Librarian



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on Infopeople webinar

Infopeople *helping libraries think differently*

Key Concepts of Informal Learning in Libraries



- Mentor Led
- Interest-based
- Youth-centered
- Collaborative learning
- Traditional and Digital Media

YOUmedia network
Reimagining learning in the 21st century

Home About News Locations Resources Get Involved

What are YOUmedia Learning Labs?

Learning Labs are spaces where young people can explore, express, and create using digital media. They are guided by a core philosophy that youth are best engaged when they're following their passions, collaborating with others, and being makers and doers, not passive consumers. Learning Labs respond to the interests of the young people themselves, their leadership, and their participation. And they help young people develop skills that are relevant to them—and that have a pay-off in the real world.

There is no one formula for Learning Labs, but they do share common characteristics derived from the principles of Connected Learning:

- a welcoming and inclusive physical space designed to promote exploration, tinkering, and production;
- online opportunities to connect and extend learning through critique, collaboration, and sharing;
- programming that nudges youth to stretch their imaginations and abilities and build new skills;
- badging, showcases or other options for documenting new skills and recognizing learning;
- equipment that fosters 21st century skills in digital media and making, and
- mentoring that makes it all happen.

Youmedia.org

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Teen Learning Labs

History of Teen Learning Labs in Libraries



Thank you for visiting us.

YOUmedia is a 21st century teen learning space at Chicago Public Library. YOUmedia began in 2009 when the John D. and Katherine T. MacArthur Foundation approached the Digital Youth Network and Chicago Public Library about opening a digital teen space.

The YOUmedia partnership between Chicago Public Library and the Digital Youth Network concluded in December of 2013. However, both organizations continue to serve the youth of Chicago through innovative and ground-breaking programs and initiatives. To learn more about the current work of the Digital Youth Network and the continuing work of YOUmedia at Chicago Public Library, please visit the following links.

YOUmediaChicago.org

President Obama's "Educate to Innovate" program

Educate to Innovate



"One of the things that I've been focused on as President is how we create an all-hands-on-deck approach to science, technology, engineering, and math... We need to make this a priority to train an army of new teachers in these subject areas, and to make sure that all of us as a country are filling up these subjects for the respect that they deserve."

President Barack Obama
Third Annual White House Science Fair, April 2013

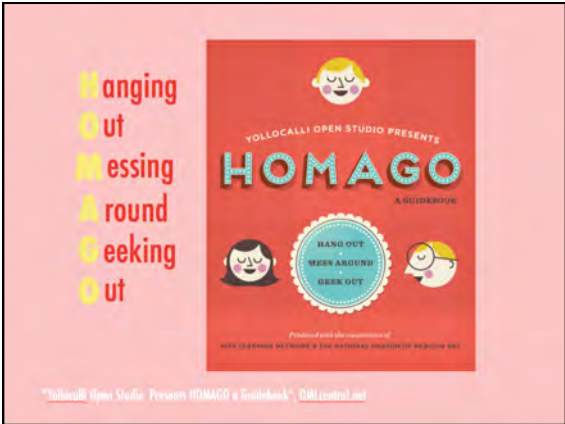
Whitehouse.gov

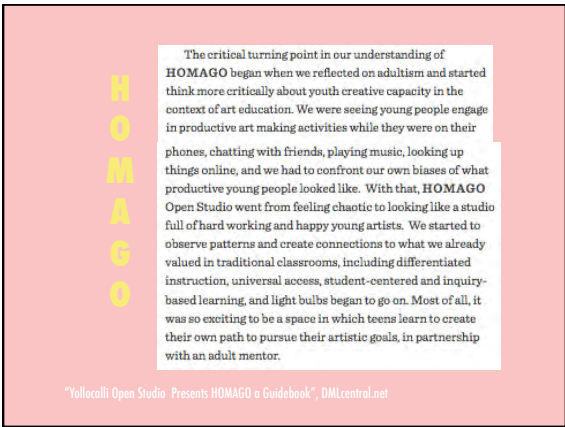
Research/Reports & Takeaways

 Dmlhub.net	<p>"This model is based on evidence that the most resilient, adaptive, and effective learning involves individual interests as well as social support to overcome adversity and provide recognition."</p>
 IMLS "Learning Labs in Libraries and Museums" report, 2014	<p>Learning Labs:</p> <ul style="list-style-type: none"> • Are places where youth of diverse backgrounds can connect with one another and adult mentors • Provide access to new media, with a mix of digital and traditional tools • Emphasize interest-driven and production-centered learning • Provide new contexts for youth to build skills and gain • Capitalize on community resources through collaboration
 YLSA Futures Report, 2013 ALA.org	<p>"47 million adolescents face an increasing array of social issues, barriers, and challenges that many of them are unable to overcome on their own... Now is the time for public and school libraries to join other key stakeholders and take action to help solve and alleviate the issues and problems that negatively impact teens."</p>

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Teen Learning Labs

The library is a natural site for community-based informal education

“Libraries have a strong role in connected learning because they can help teens connect to people and resources that support their personal formal and informal interests.”

- Jack Martin (Executive Director, Providence Public Library & YALSA past-president), Martin, Jack, Witting, Caray, Strack, Adrienne, “Library Service for Teens: Who are we? What are we? And, where are we going?”, *Young Adult Library Services*, Fall 2014, pg. 5)



MAKER-CENTERED LEARNING AND THE DEVELOPMENT OF SELF: PRELIMINARY FINDINGS OF THE AGENCY BY DESIGN PROJECT

A WHITE PAPER PRESENTED BY AGENCY BY DESIGN
PROJECT ZERO, HARVARD GRADUATE SCHOOL OF EDUCATION
JANUARY 2015

That is not to say that students don't develop technical skills along the way. But, for the educators we spoke with, technical skills and expertise are by-products in the service of the larger outcome of self-development. To focus on STEM skills and the like as the primary outcome of maker education would be to sadly miss the point—like saying that learning to cut your food with a knife and fork is the most important outcome of eating a nutritious meal. In contrast, what we have been hearing from maker practitioners on the ground is the power of maker-centered learning to help students develop a sense of personal agency, a sense of self-efficacy, and a sense of community.

Successful Learning Labs



Teen Learning Labs are in libraries of all sizes!

Learning Labs in Libraries and Museums: Transformative Spaces for Teens, IMLS.gov

Here are some early standouts:

- YOUmedia (Chicago Public Library)
- The Bubbler (Madison Public Library)
- The Studio (Anythink, Rangeview Library District)
- Information Commons (Brooklyn Public Library)
- **Maker Jawn (Free Library of Philadelphia)**
- **Studio NPL (Nashville Public Library)**
- **Teen Central and IMAGINEYOU (Rochester Public Library)**

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Teen Learning Labs

Translating Research into User-Centered Programming

DESIGN THINKING FOR LIBRARIES
A TOOLKIT FOR PATRON-CENTERED DESIGN

Connect the research to

- your community
- Strategic Plan
- Program Design
- Your vision of the future of your library

designthinkingforlibraries.com

Outcomes of Successful Learning Labs

Outcomes point to:

- A supportive and safe environment for developing interests and expertise
- Intergenerational relationships centered on shared interests, identity, and mutual respect
- A safe peer culture that values intellectual and creative existence
- Exposure to a breadth and depth of interests
- Discovery of new interests
- Deepening and extending existing interests
- Connecting interests to opportunity in the wider world
- Praise and recognition for their skills
- Orientation toward academics and career

Outcomes should be collective and personal

Learning Labs in Libraries and Museums: Transformative Spaces for Teens, imls.gov

There is no "one-size fits all" teen learning lab

Learning Labs don't have to be large MakerSpaces or fablabs to create the desired learning outcomes

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Teen Learning Labs

Reusable Tools List

- JOINING**
 - staple gun
 - hot glue gun
 - hot glue gun
 - glue riveter
 - box rivets
 - 24 welding needles
 - paint brushes (1" and 3")
 - straight pins
 - sponge ball
 - 100 and 50 (DAE + Metric)
- CUTTING**
 - table saw
 - miter saw
 - hand saw
 - reciprocating saw
 - utility knife
 - X-acto knife
 - saws
 - sanding block
 - hack saw
 - wood saw
 - table plane
 - deburring tool
 - counter sink
 - jaw
 - cutting mat
 - hand planes
 - rotary craft
 - drill
- MECHANICAL**
 - screwdriver
 - screwdriver
 - screwdriver
 - allen (SAE)
 - claw hammer
 - mallet
 - combination
 - ratchet set
 - roller tool
 - PVC pipe
 - socket set
 - driver bits
 - hollow bit
- FIXTURING**
 - V blocks
 - C clamps
 - bar clamps
 - mallets
 - locking pliers
 - adjustable
 - wrench
 - binder clips
 - locking pliers
- BATTERIES /**
 - AA NiMH
 - AA NiMH
 - 9V battery
 - 6 AA battery
 - 3 AA battery
 - 3 AA battery
- POWER TOOLS**
 - sander (electric)
 - sewing machine
 - drill
 - laser cutter
- STORAGE TOOLS**
 - containers
 - bins
 - drawers
 - shelves

Common Equipment in Learning Labs

IMLS Report

Seen from the Free Library of Philadelphia displays I-robot jewelry. Photo by Makertwin.

"Before you go on a shopping spree and max out your credit card assess what your Makerspace will actually require."

Makerspace Playbook, School Edition

Popular Software

Adobe Photoshop family

LEGO MINDSTORMS

The new Adobe Creative Cloud Photography plan

Smooovie for Mac

Final Cut Pro X

SketchUp

Audacity

TRY IT OUT

The popularity of Learning Labs

There is need.

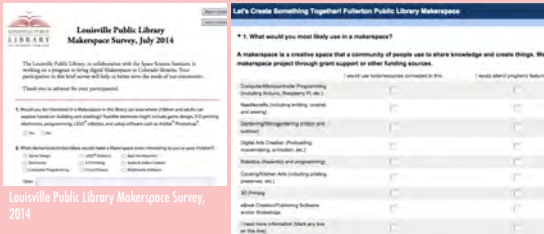
- A way to track the learning that happens in our libraries
- A way of engaging teens
- A way to spread "transliteracy"
- A necessary public service for disempowered, underprivileged teenagers

madisonbubbler.org/art-inside

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Teen Learning Labs

Choosing the right tools and programs for your space



Louisville Public Library Makerspace Survey, July 2014

Let's Create Something Together! Fullerton Public Library Makerspace

*** 1. What would you most likely use in a makerspace?**

A makerspace is a creative space that a community of people use to share knowledge and create things. We make things together through group support or other learning activities.


Tool/Program	Yes	No
3D Printing	50%	50%
Arduino (Hardware and programming)	50%	50%
Scratch (Programming)	50%	50%
Google Apps (Gmail, Docs, Sheets, Slides)	50%	50%
Microsoft Office (Word, Excel, PowerPoint)	50%	50%
Other	50%	50%

- Craft a survey for your teen space and your teen staff in order to find what teens want and need
- Engage local schools to find where teenagers need the most support academically

Staffing a Learning Lab

Members are:

- role models
- subject matter experts
- instructors
- youth advocates




Labra Pong/Poni-Guerra

As the YOUMedia effort continues to grow, the challenge will be to hold onto the crucial learning dynamics and culture of YOUMedia while also adapting to the unique needs of diverse institutions, youth and their communities.

Connected Learning Report, dmihub.net

Strategies for alternate staffing models




- Training existing staff through one-on-one and group professional development
- Put out a call for volunteer makers
 - Community experts, etc.
- Advocate to trustees and other stakeholders for the importance of staff for learning labs
 - Ask them to "support library staffing plans that acknowledge the role that all staff have in providing service for and with teens."

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Guidelines for Professional Development



- Share the research behind learning labs with staff in a way that is impactful to them - show learning outcomes and
- Show staff that the expectation is for them to try new things - to become curious "co-learners" and not to experts
- Still, training is important. Even if you don't have as much time as you'd like, look for opportunities for PD
 - Having one-on-one tech trainings with staff
 - Training that happens during established meetings (like a monthly issue staff meeting)
 - Promote CE credit trainings and other community opportunities for educators and those working with youth

Using Qualitative Evaluations

Evaluation is ongoing

- Action research through programming
- Post-program surveys for teens
- Interviews with youth as they progress through programming
- Was there a change in disposition? (how the user thinks or feels)
- Connect to outcomes (skills and knowledge gained through programming)



Using Data to create action plans

Involve staff and stakeholders in developing informal education practices so your work doesn't happen in a bubble.




Show your colleagues the need by sharing this data

- Use YALSA talking points
- Share stories from programming
- Promote youth work to the community to draw attention and demonstrate the purpose of learning lab programming


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Questions



Thank you



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