# **2023 WVLS Youth Services Workshop NOTES**

Thursday, Nov. 30, 2023 9:00 AM – 3:00 PM TB Scott Free Library in Merrill, 106 W 1<sup>st</sup> Street Continuing education contact hours: 4.5 Register by November 16, 2023



# **Summer Reading**

#### Share a highlight from 2023:

- Offered several scavenger hunts throughout the summer that were popular.
  The hunts began on Monday and were available throughout that week,
  whenever patrons wanted to complete them. Children received a small prize for completing a scavenger hunt. (Merrill)
- A booklet was offered to children that had a variety of activities for them to complete, such as scavenger hunts or mapquests. BINGO cards were available during the summer and children could earn books by completing BINGOs. (MCPL)

#### Let's Talk CSLP:

- Several libraries expressed they use the CSLP theme if it makes sense to them and they are excited by it, but are also open to creating their own theme.
- Many libraries browse the CSLP manual for program ideas to use during summer or at other times of the year.
- One library doesn't tend to use the manual at all.
- General consensus is that teen graphics are generally poor and few libraries use them.
- Merrill tends to purchase the sticker sheet logs from CSLP.

## Let's Talk Performer Grant:

- Libraries love this grant and find it helpful for their summer program plans.
- Reminder of the upcoming YSS Performers Showcase on December 8, 2023.
- Great reviews for <u>Snake Discovery</u> and <u>Strutz Entertainment</u>
- Reminder of the <u>WVLS Youth Services Performer Booking Spreadsheet</u>

#### **Next Summer:**

- Three Lakes is looking into a series of "immersion excursions" around their town next summer.
- Rhinelander is looking into a ghost hunt for teens.
- Minocqua is brainstorming ideas of how to incorporate a nearby walking trail with a library program, perhaps a choose-your-own-adventure type program.
- Shawano will continue teen hybrid programming where there is a scheduled program that teens can attend or they can stop at the library to pickup a kit of the program to take home and complete on their own time.
- Merrill is considering an augmented reality program using ipads.
- For libraries that use reading/activity logs, hardcopy tends to work best for children, rather than Beanstack.

# <u>Let's Talk Summer Math Program:</u>

- Seems simple and straightforward program (Merrill)
- Could be an alternative for those that aren't readers (Shawano)
- Thinks it could potentially work. They don't currently offer any type of log in the summer but instead promote attendance at their programs and activities (Rhinelander)
- How WVLS could support member libraries
  - o Prizes
  - Hardcopies of the booklets
  - Re-design booklet to eliminate printing issues

## Dynamite Dozen:

- This presentation assumed that libraries have these supplies on-hand: scissors, markers, stapler, cardboard, tape, paper, paper clips, rubberbands, paint (any type), needle & thread, glue (a variety "glue arsenal" is nice to have on hand)
- The Dynamite Dozen: glass gems, balloons, straws, socks, ping pong balls, craft sticks (prefer the tongue depressor ones), round magnets, googly eyes, used books, battery-operated tea lights, plastic cups, yarn
- Cathy's philosophy for programming for teens: open-ended, self-directed, allow to decompress.
- Cathy's Teen Library Program Ideas Pinterest board
- <u>Video of Presentation</u> (recorded March 8, 2023 for State Library of Iowa)

- Gave background on Shawano County, the service area and patron trends
- Many of these are also STEAM programs
- Programs:
  - o emoji magnets (quick dry glue works best)
  - o emoji magnet tick tack toe
  - ladybug magnets
  - word magnets
  - painted magnets (emojis)
  - put paperclip and paint on plate- draw the paperclip around with a magnet from underneath
  - straw bag clip (fatter straws work best)
  - o straw flute music craft
  - o straw caterpillar
  - straw rockets (2 versions)
  - straw-flinging device
  - o straw propeller flyer
  - blow-paint projects
  - o blow-paint projects with google eyes
  - o football straw-goal post with paper football
  - o articulated fingers
  - o straw maze on cardboard or plate
  - o straw roller coaster
  - straw rafts
  - un-stackem! (not called "Yank Me"). Minute 2 Win It games work well!
  - o Stacking cups
  - Unstacking cups
  - Speed stacking cups
  - Hover ball
  - Full of hot air
  - o Use balloons (or straws) to blow cups or ping pong balls off the table
  - o Bounce all into cup
  - o Roll ping pong balls into cups
  - o "beer" pong type game
  - Stuck in the middle
  - o Ping pong ball shooter (use pom poms, ping pongs, etc)
  - Cup weaving craft
  - Cup lights

- Ping pong ball with tea lights to light them up (Seasonal, holidays, etc)
- o Ping pong snowpeople on tea lights
- Snowman face tea light
- Cake tea light
- Catapult- for football games; punkin chunckin
- Bookmark craft sticks
- Tongue depressor hockey sticks
- Harmonicas
- Courage in a jar/cup
- o Book binding with popsicle sticks
- Weaving with popsicle sticks
- Finger knit snake
- Paperclip bookmarks
- Pull string art (you can also use bead chains)
- Fuzzy animals with yarn
- Friendship bracelets
- Angry birds with cups and pompoms
- Yarn Spinner
- o Chicken in a cup noise maker
- Yarn and glue cups, baskets, votives
- Google-eye bombing
- Worry pets
- Snack sock stuffie
- Hacky sack
- o Coffee cup koozie
- o Black-out poetry (several different versions)
- How to package the programs
  - Plastic shoeboxes
  - o Recycle coffee containers
  - Plastic scrapbook containers
  - Pencil boxes
  - Food storage containers
  - Condiment containers
  - $\circ\quad \mbox{Write list of instructions for activity on the outside of bin}$
- Final thoughts- don't fuss on the details-the projects will come out differently frequently; focus on the big picture; be creative with substitutions

- Caution- your program may fail at some point- it happens to all of us; you will have many more successes than failures
- Offers hybrid programs- offer the program at a scheduled place and time
  AND as a take-n-make kit

# **ACEs Training:**

- PACES connection (positive and adverse childhood experiences)
- ACEs = adverse childhood experiences
- The science behind this topic is ever-changing and not static
- Handout- quote by Bruce Perry
  - o Work to support people and their previous experiences but not judge
  - People can grow from/through trauma
- ACEs have affected over 60% of the population (data is collected on-going)we've likely interacted with someone that had ACEs
- Dr Gabor Mate (trauma expert): <u>video</u> about authenticity vs attachment-human attachment needs are enormous in order to survive (connect, belong, love others, be loved); authenticity is also a survival need; when authenticity and attachment conflict, then trauma exists (what happens if I can't act authentically in front of my parents?); suppressing feelings leads to addiction, bad habits, etc
- Harvard Center for the Developing Child (videos):
  - o Experiences build brain architecture
  - o Serve and return interaction shapes brain circuitry
  - o Toxic stress derails healthy development
- Categories of ACES- abuse, neglect, household dysfunction
- ACEs can lead to a higher risk of negative impacts in adult health
- The higher the ACE score, the higher the outcome of negative consequences
- ACEs tend to be intergenerational (occur in subsequent generations)
- Kaiser Permanente survey in the 1990s did a major research project on childhood trauma; this data assessed what ACEs people experienced and their frequency and then the study followed the participants through life to collect info on their health and reasons for death
- Nadine Burke Harris (TedMed talk): <u>How childhood trauma affects health</u> <u>across a lifetime</u>
- How have our librarians tried to make a safe space in the library? After school snacks, try to engage with youth and involve them in library activities; provide positive interactions wherever and whenever you can

- Instead of asking "What is wrong with the child?" ask yourself "What happened to this child?"
- Positive people/experiences can help to counteract the adverse experiences
- ACEs study- ACE score of 4 or more shows a higher risk factor for those individuals; it doesn't mean you end up with every health issue or that you're guaranteed to have health issues/shorter life, but it indicates that your risk is higher
- Time horizon = the ability to think about and plan forward; those affected by ACEs and are in survival mode and have a VERY short time horizon (the horizon is generally only today); those without ACEs or with fewer ACEs have a longer time horizon
- Bruce Perry's State Dependent Functioning pyramid
- Bruce Perry's Arousal Continuum for children
- Trauma-informed support for children- create safety (like a quiet spot); regulate the nervous system (use simple words/commands, be soft-spoken); build a connected relationship (help the child to determine what would help them right now; offer acceptable alternatives; don't let your stress heighten the stress of the child); support development of coherent narrative (create predictability with rules/processes; work to reduce unpredictable elements); practice "power-with" strategies; build social emotional and resiliency skills (model things that may not be modeled to them in other areas of their life); foster post-traumatic growth
- Positive universal regard
- Post-traumatic growth- do what you can to "enlarge" the child's world (help them, take an interest in them, make a positive observation to theme, appreciate them).