

Pre- Program:

Name of program:

Date/time of program:

Who is the intended audience for this program?

Description/Overview:

Who are the facilitators and what are their responsibilities?

Budget:	How much money	For what materials
Week 1		
Week 2		
Week 3		
Week 4		
Week 5		
Week 6		

Specific Permissions needed?

Other Considerations (food, guest speakers, animals)?

Accommodations Required?

School Library: What specific curriculum expectations does this program target?

Public Library: How does this program further your library's strategic goals or objectives?

Programming

Title:

Length: 1 hour 3 week 6 week

Individual ___20 (#s___) Group_____#s_____ Teams_____#s/teams

GOAL:

THEME:

SET-UP:

	GOAL	THEME	GAME	PRIZE
WEEK 1				
<u>Big question</u> Discussion: Activity				
WEEK 2				
<u>Big question</u> Discussion: Activity				
Week 3				
<u>Big question</u> Discussion: Activity				
WEEK 4				
<u>Big question</u> Discussion: Activity				
WEEK 5				
<u>Big question</u> Discussion: Activity				
WEEK 6				
<u>Big question</u> Discussion: Activity				

Evaluation:

Did the same participants return? More participants?

Were the program books checked out? Increased circ.?

Did the kids enjoy the book? Online component? Did the 2 synch well (games reinforced themes)?

Did the kids learn? New tech. skills?

Did the kids enjoy the program? Would they tell their friends to do the program?

TOOL KIT

Class Tools <http://www.classtools.net/> An excellent resource. Teachers and students can create lots of learning activities using formats from popular 1980's arcade games.

Educaplay <http://en.educaplay.com/> Create different kinds of educational (mostly word) games that you can link to your site.

Sploder <http://www.sploder.com/> Intuitive design. Allows the option of creating two games and it offers complete inventory of objects that can be used.

StudyStack <http://www.studystack.com> Creates flashcards, crossword puzzles, matching games, word searches, and other classic study games for any subject area.

Super Teacher Tools <http://www.superteachertools.com/> Easy creation of several recognizable games.

*Fan sites – amazing resource- allows facilitators to see what themes and messages kids are responding to and interested in, in a wide variety of texts and movies.

