

Teen Programming Guide



**Young Adult Services Division
Ohio Library Council**

www.olc.org/YoungAdult.asp

Dear Colleague,

We know you're doing more with less. We know your time is valuable. We also know you run out of ideas sometimes. This manual has been put together by many talented people across our great state through the Ohio Library Council's Young Adult Services Division. These are the people who are on the front lines with you.

These monthly suggestions are meant to assist you in your effort to reach teens through innovative and creative program and displays. Our hope is that you refer to this manual often and use it to spark your interest in creating programs that will work for you...in your library....with your teens.

Many thanks to the dedicated crew who made this project possible:

- Ann Pechacek- Worthington Libraries
- Robyn Vittek- Akron Libraries
- Gretchen Yonata-Dayton Metropolitan Libraries
- Becky O'Neil- Westerville Library
- Dawn Sardes- Euclid Public Library
- Carrie Vale- Harrison Branch Library, Public Library of Cincinnati and Hamilton County
- James Nagy-Massillon Library
- Jennifer Atkinson-Granville Public Library

Here's to you!

Chanda Smith, 2010 Coordinator, OLC Young Adult Services Division



CHINESE NEW YEAR

Description: To celebrate the Chinese New Year, teens will create a traditional Chinese Paper Lantern, sample various Chinese foods, and write their own fortunes.

Program Type: Active, one-time

Required Supplies:

- Chinese paper lantern craft kits
- Watercolor paint and brushes, cups to rinse brushes, etc.
- Newspaper, materials to cover tables
- Chinese food
- Plates, napkins, soda, drinks, etc.
- Chopsticks (optional)
- Fortune cookies
- Pens, paper
- Chinese Zodiac Info printouts or placemats for everyone

Approximate Cost: \$60-100, depending on food choices and group size

- Chinese Paper Lantern kits, \$8-10/dozen at Oriental Trading Company
- Watercolor paints and brushes \$10-20
- Chinese Food \$20-50
- Misc. refreshments \$20
- Fortune Cookies \$5

Program Length: 2-3 hours, depending on activities

Planning/Promotion Timeline:

- 1+ months prior – Confirm date of Chinese New Year, schedule program on library calendar. Design and print flyers. Order/purchase supplies to make paper lanterns.
- 2-3 weeks prior – Hang flyers in library, promote event on teen blog and in person. Consider food options for Chinese food. Request related books for display and review.

- 2 days prior - day of event – Order/purchase Chinese food. Assemble supplies to paint lanterns. Review books on Chinese culture and Chinese New Year, making notes for discussion. Cut tiny slips of paper for teens to make their own fortunes.

Staff Requirements: 1-2 adults to supervise program

Collection Connection/ Related Books:

- Create a mini display of the following YA Fiction related titles:
 - *American Born Chinese*, Gene Luen Yang, 2006
 - *Dead Man's Gold and Other Stories*, Paul Yee, Harvey Chan, 2002
 - *Chinese Cinderella and the Secret Dragon Society*, Adeline Yen Mah, 2004
 - *Seeing Emily*, Joyce Lee Wong, 2005
 - *Teen Feng Shui: Design Your Life, Design Your Space*, Susan Levitt, 2003
 - *Ties that Bind, Ties that Break*, Lensey Namioka, 1999
- For reference and planning:
 - *Chinese New Year*, Catherine Chambers, 1997
 - *Chinese New Year*, Dianne M. MacMillan, 1994
 - *Chinese New Year*, Leslie Kaplan, 2004

Program Details:

Program designed to celebrate the Chinese New Year. Teens begin by making Chinese paper lanterns. During the lantern making, discuss Chinese New Year traditions and custom. Teens will also sample various Chinese foods. These can be exotic or traditional "Americanized Chinese" cuisine. Local Chinese restaurants and Chinese/Asian markets will have a variety of offerings. May want to combine traditional (spring rolls, egg rolls, wonton soup, etc.) with more exotic offerings from a Chinese market. Teens can finish with fortune cookies, share their fortunes, and then attempt to write their own fortune cookies.

Optional Activities:

- Include a discussion of the Chinese Zodiac, possibly setting each place with a Chinese Zodiac placement (available online, may also be in Chinese markets).
- Play *Wii Mario & Sonic at the 2008 Beijing Olympic Games*

Future Dates of Chinese New Year:

2011 Feb 3
2012 Jan 23



ANTI-VALENTINE'S DAY JEOPARDY

Description: This program takes the opposite of love, happiness, and having that special someone, and turns it into a Jeopardy game for teens to play. Teens will crush their opponents with their knowledge of Anti-Valentine's Day facts, music, movies, books, and so much more.

Program Type: Active, one time

Required Supplies:

- User-friendly and interactive Jeopardy PowerPoint presentation ([http://www.olc.org/PowerPoint Presentations/YA-Anti-ValentinesDayJeopardy.ppt](http://www.olc.org/PowerPoint%20Presentations/YA-Anti-ValentinesDayJeopardy.ppt))
- LCD projector, a laptop or a computer installed with Microsoft PowerPoint (or "Impress," the open-source version of PowerPoint, available free of charge from <http://www.openoffice.org>)
- A screen or blank wall on which to project the PowerPoint presentation
- A method for contestants to "buzz in" to respond to the clues (e.g., noise-makers, flashlights, etc.)
- A method of keeping score
- Refreshments
- Prizes are optional

Approximate Cost: Free, except for the cost of the refreshments and if you want to give away prizes

Program Length: 30 minutes - 1 hour, depending on attendance and knowledge of the game!

Planning / Promotion Timeline:

- 1+ month prior – Decide on desired program length depending if you want to add other party activities to this Anti-Valentine's Day game. Schedule event on library calendar. Create and print flyers. Start developing current questions and answers to plug into the Jeopardy PowerPoint. Possibly look for donations from local organizations for prizes!
- 3 weeks prior – Hang flyers in library, start entering answers and questions into the PowerPoint presentation, promote event on teen blog, local newspapers, schools, etc. Identify possible volunteers to assist with program.

- 1-2 days prior- Check the equipment to make sure it is in good working condition. (Don't forget to make sure all of your questions and answers are entered and working!) Confirm volunteers, purchase refreshments and prizes, gather supplies needed and do any other prep work for the game.

Staff Requirements: 1-2 adults to assist and supervise with the activity

Program Resources: A special thank you to Raymond Lee of the Brookville Branch of the Dayton Metro Library for creating the Jeopardy PowerPoint presentation ([http://www.olc.org/PowerPoint Presentations/YA-Anti-ValentinesDayJeopardy.ppt](http://www.olc.org/PowerPoint%20Presentations/YA-Anti-ValentinesDayJeopardy.ppt)). This Jeopardy board can be used in various programming and not just the special Anti-Valentine's Day Jeopardy!

Program Details:

Anti-Valentine's Day Jeopardy is a teen program with a variety of questions and answers on a Jeopardy PowerPoint presentation. I have attached a sample game to give you an idea, but a few of the questions may be "out of date" within a few months, depending on when you will next use the game.

Anti-Valentine's Day Jeopardy is based off of the American [quiz show](#), *Jeopardy*, but this one features trivia in topics such as movies, music, famous breakups within the past year, and so much more. The twist, however, is that they all relate to the Anti-Valentine's Day theme. This game has a unique answer-and-question format in which contestants are presented with clues in the form of answers and must phrase their responses in question form.

This sample game will be a great way to celebrate Anti-Valentine's Day, or as great addition to any Anti-Valentine's Day party. Please feel free to make any changes to the PowerPoint presentation to best suit your library and your teens!

Directions: (This is assuming you have all of your answers and questions entered into the presentation.)

1. Open the PowerPoint presentation.
2. Make sure you are on slide "1" of the presentation with the title page.
3. Hit: "Shift + F5" to start the presentation.
4. Click once on the mouse to view the categories.
5. Click once more on the mouse to view the board.
6. Once you are in view of the board, move your mouse to view the pointer arrow on the screen. You are now able to select individual squares from the categories on the board.
7. Have the teens choose their category and money increment on the screen. Click on the increment once. (In order to reveal the correct clue you will need to click on the actual money increment, making sure that you are using the hand-shaped cursor. If you click elsewhere in the clue box, using the arrow-shaped cursor, it will always reveal the answer for the top clue in the far-left category.)
8. The answer will now appear. (Just like in the TV show, the host gives the "answer" and the contestants give the corresponding "question.") Read the answer to the teens and, after determining who buzzed in first, wait for their response. (If the teens do not answer within the time allotted for a response [that time allotted is

chosen by the host], then they will have the money increment of the answer taken away from their score.) In order to view the correct question, move the mouse until the pointer arrow is visible and then click with the mouse on the box labeled: "Click for Question." If the teens provide the wrong question to the answer then the money increment is subtracted from their score. If the teens provide the correct question to the answer then the money increment is added to their score.

9. Once you have revealed the question to the teens it is time to go back to the main board. Move the mouse until the pointer arrow is visible and then click on the box labeled: "Back to the Board."
10. You will now see the main board and the box that was just chosen should be shaded, letting you know that that box within that category was already selected. Repeat steps 6-9 until all boxes are shaded and round one is completed.

"Daily Double Boxes" – There are at least 1-2 boxes on the main board that are hidden "Daily Double Boxes." The group or teen that selected this box on the main board may wager a selected money increment of their choice (in multiples of \$100) instead of wagering the "given" money increment labeled on the box. Only the group or teen that selected this specific "Daily Double Box" may wager and provide a question to the answer. It is not open to the entire group.

Directions for Double Jeopardy

1. Now that you have completed the first round of Jeopardy you are ready to proceed to "Double Jeopardy." There are a few things you will need to do in order to view the next board. First of all hit the "Esc" key in order for you to be back in the "Normal View." The slides should now be on your left with the selected slide in view.
2. Scroll the slides down until you see the "Round 2 Categories." On the sample game provided to you with this handout (see attachment), the slide that you want to select is slide "80."
3. Make sure the slide is selected for the Round 2 Categories and hit "Shift + F5."
4. Click once to get to the Double Jeopardy Board.
5. Play the Double Jeopardy round following the same directions used for the first found.

Final Jeopardy

1. Now that you have completed the second round of Jeopardy (Double Jeopardy) you are ready to proceed to "Final Jeopardy." In order to access the Final Jeopardy round, you will basically follow the same directions used to access the Double Jeopardy round. First of all hit the "Esc" key in order for you to be back in the "Normal View." The slides should now be on your left with the selected slide in view.
2. Scroll the slides down until you see the "Final Jeopardy Slide." On the sample game provided to you with this handout (see attachment), the slide that you want to select is slide "159."
3. Make sure the slide is selected for the "Final Jeopardy" and hit "Shift + F5" on the keyboard.
4. A topic can be selected by the host for the final answer and question. On the sample provided here for you the topic is "anything that the host chooses." Teens will then wager with money increments of \$100. Do not proceed until all the teens have their wagers in to the host.
5. The host will then click once for the Final Jeopardy answer. (On this specific sample, the game's question and answer was not given in the PowerPoint Presentation.) The

host will give each teen or groups of teen an allotted time to write their question on a piece of paper. No one at this point will share their questions.

6. After time is allotted, the host will then move the mouse until the arrow pointer is visible. The host will then click on "Click for Question."
7. The question is then revealed. The host will either subtract or add the amount of money wagered to each group or teen's score, based on whether they got their question correct or incorrect, and the host will come up with the final winner of today's program and award prizes, if applicable.

MARDI GRAS MASKS

Description: Celebrate Mardi Gras with mask making and a traditional king cake.

Program Type: Active, one-time

Required Supplies:

- Masks
- Craft glue or hot glue gun
- Decorating materials such as feathers, beads, sequins, glitter, fake jewels, plastic coins, mylar scraps, etc.
- Beads, coins
- King cake
- Cajun or Zydeco music

Approximate Cost: \$30-60 total

- Masks are less than \$5/dozen from Oriental Trading Company
- Beads are less than \$10 for 2-4 dozen from OTC
- King Cake \$10-30
- Punch/lemonade, plates, etc. less than \$10

Program Length: 1 hour

Planning/Promotion Timeline:

- 1+ months prior – Schedule event on library calendar (to coincide with Mardi Gras), design marketing materials.
- 3 weeks prior – Post donation request (if needed) for craft supplies to decorate masks, post flyers, promote event on blog, order or purchase masks and beads.
- 2 weeks prior – Order king cake or purchase supplies to make king cake, promote event to teens.
- 1 day prior – gather supplies, pick up, or make king cake.

Staff Requirements: 1 staff member to supervise

Program Source: *101+ Teen Programs That Work*, RoseMary Honnold, 2003

Program Details:

In celebration of Mardi Gras, teens will make mardi gras masks, wear beads and share a traditional king cake. Cajun or zydeco music can be played, everyone gets beads and coins, and king cake is served after everyone has made a mask. Mask making supplies may already be on hand from other craft projects.

Yankee Trader in downtown Columbus will also carry mardi gras masks, beads, coins, and the plastic baby needed to make a king cake.

To reduce costs a king cake could be made at home and coins and beads could be eliminated.

Local bakeries that offer king cakes during Mardi Gras (Columbus area):

- La Chatelaine Bakery, \$19.95, serves 8-10
<http://www.lachatelainebakery.com/reviewsdetail.asp?reviewID=12>
- Tremont Goodie Shop, Upper Arlington - <http://www.tremont-goodieshop.com/>
- Piece of Cake, Short North <http://www.shortnorthpieceofcake.com/>
- Suisse Shop Bakery, Polaris Parkway, <http://thesuisseshop.com/>

Website with king cake recipes:

- http://www.fabulousfoods.com/index.php?option=com_resource&controller=article&category_id=43&article=17835 (good directions, with several photos)
- <http://www.holidays.net/mardigras/cake.htm> (extremely easy recipe using cinnamon rolls for the dough, could probably be modified to make a larger cake)
- <http://www.mardigrasday.com/mardigras/kcrecip.php> (traditional New Orleans recipe)

Good sites with Mardi Gras Facts: (can be used for trivia or general discussion of holiday)

- <http://reference.aol.com/fast-facts/holidays?id=20060222180909990001>
- <http://www.mardigrasneworleans.com/>



TEEN TECH WEEK!

Links for this article are available at:

http://www.inthelibrarywiththeleadpipe.org/2010/teen-tech-week-create-share-learn-your-library/#footnote_0_1963.

Have you ever noticed how many special events there are in library-land? National Library Week, Read Across America Day, Teen Read Week, National Poetry Month, National Children's Book Week—it becomes difficult to keep track! As much fun as it would be, it's pretty much impossible to celebrate or even acknowledge each and every one of these. When used discriminately, however, they make a great marketing tool for the library to use in promoting programs and materials and can even aid in fulfilling the goals of vision statements and library missions.

One of the newest national initiatives, Teen Tech Week has been celebrated by ALA's Young Adult Library Services Association (YALSA) since 2007. According to the YALSA website, "The purpose of the initiative is to ensure that teens are competent and ethical users of technologies, especially those that are offered through libraries such as DVDs, databases, audiobooks, and videogames. Teen Tech Week encourages teens to use libraries' nonprint resources for education and recreation, and to recognize that librarians are qualified, trusted professionals in the field of information technology."¹ ^[1]
(<http://www.ala.org/ala/mgrps/divs/yalsa/teentechweek/ttw10/home10.cfm>)

I like *In the Library with the Lead Pipe*, and I was really pleased when they asked to write an article, especially once we decided that Teen Tech Week would be my topic. One of the things that makes *In the Library* valuable for me is its [goal](http://www.inthelibrarywiththeleadpipe.org/about/) ^[2]
(<http://www.inthelibrarywiththeleadpipe.org/about/>), "to explore new ideas and start conversations; to document our concerns and argue for solutions." Teen Tech week is a great fit with the first part of that goal, but not a great fit for the second. Honestly, I wouldn't know how to criticize Teen Tech Week, constructively or otherwise—there's just not a lot to criticize. (It's not that I think ALA/YALSA is perfect or anything, but that's a different article.) Teen Tech Week is just so open-ended and flexible, you don't pay anything to participate, YALSA's artwork and promotional materials are excellent—and with a free program I think there's not a lot of expectation, so whatever you get from YALSA and provide for your teens seems good. I haven't encountered any problems with it, and other than an aversion to technology in my personal life (I **love** my job, don't get me wrong about that—I'm just a little more old-fashioned at heart than your usual early-thirties teen librarian), have no problems with technology-based programming, so I really have no criticisms.

What's great about Teen Tech Week is that it gives us a built-in reason to push ourselves to get creative in our technology programming, to plan gaming events and listening parties, to investigate texting and social networking, and to push our non-print library materials. Many teens use the internet and other technologies almost to the exclusion of books as their

source of entertainment and information, which can make me reluctant to immerse myself in the world of chats and playlists and fanvids. I spend my personal time gardening and baking bread, and would prefer to spend more of my work time planning traditional book groups and teen advisory board (TAB) events, but the fact is that many teens prefer texting to talking, RSS to reading a book, and gaming to gardening. The methods and merchandise sold to them—very effectively, I might add—is what they're using, what their friends are using, and, therefore, what we should be using to engage them.

Getting Teens Into the Library

Ultimately, we want teens to visit the library. Besides being, as we are so often reminded, the next crop of voters, teens are energetic, dynamic, and contagious—when teens latch on to something, they tell their friends. Who tell their friends. Who... you get the picture. These are the kind of patrons we want to attract, right? Right. What is this generation known for more than anything else? They are one of the first generations to grow up completely immersed in technology—the internet has always been available to them. To get these kids to make the library 'TheirSpace,' we have to make them aware of all the wonders housed within, not only the books.

Although teens are familiar with the internet and internet-based gadgets (usually before we are) and feel comfortable using them, they don't always use them to their best advantage. The Pew Internet and American Life Project reports that 71% of teens use the internet as their primary source for school projects,² [3] (<http://www.pewinternet.org/Reports/2010/Social-Media-and-Young-Adults.aspx>) but many of those same students need guidance in using the internet effectively. By promoting Teen Tech Week, you're helping to let teens know that the librarians at your facility are information experts—dynamic, interested, up-to-date adults that they can turn to for help with their information needs, and not just encyclopedia pushers.

Something else to keep in mind when working with teen patrons—you won't necessarily meet them face to face. Their comfort with e-communication means they are more likely to want to text you or ask a question on Facebook chat than to drop by for a visit. A brand new study from Pew mentions that 73% of 'wired teens' now use social networking sites, and 75% of teens surveyed own a cell phone.³ [4] (<http://www.pewinternet.org/Reports/2010/Social-Media-and-Young-Adults.aspx>) To really connect with teen patrons, we need to reach out to them where they are, using the channels they're most likely to use, rather than wait for them to come to us.

Granted, some of us may not feel entirely comfortable using these technologies, but celebrating Teen Tech Week in your library is a great excuse to make yourself more comfortable! Every year, YALSA generates a new theme for Teen Tech Week that is general enough to work in a wide variety of ways to get the message across. This year's theme is "Create, Share, Learn @ Your Library."

Getting Started

If you want to celebrate Teen Tech Week at your library, a great place to start is the [Teen Tech Week website](http://www.ala.org/ala/mgrps/divs/yalsa/teentechweek/ttw10/faq.cfm)^[5] (<http://www.ala.org/ala/mgrps/divs/yalsa/teentechweek/ttw10/faq.cfm>). Here, you can register for Teen Tech Week (registration closes mid-February, so if you've missed the deadline for this year, keep it in mind for next year), and also find and share program ideas, resources, and promotional tools. Registration is free, and occasionally sponsors will send you incentives. Posters and bookmarks are available from the ALA store.

One of the best features of the Teen Tech Week initiative is its flexibility. For instance, many school districts take a spring break in the first few weeks of March. YALSA encourages you to “feel free to celebrate Teen Tech Week at the best time for your library.”⁴ ^[6] (<http://www.ala.org/ala/mgrps/divs/yalsa/teentechweek/ttw10/faq.cfm>) Each year there is a different theme, but YALSA doesn't get bent out of shape if you prefer not to use it. There's an umbrella theme, “Get Connected @ Your Library,” that you can use every year, and the promotional products (like bookmarks) don't always have the dates for Teen Tech Week listed, so you can use them other years.

If you want to start on a small scale, there are plenty of ways to do it. Displays of technology-oriented materials such as Playaways or books on CD, how-to books like [Flash Animation for Teens](http://openlibrary.org/books/OL8899590M/Flash_Animation_for_Teens_(For_Teens)) ^[7] ([http://openlibrary.org/books/OL8899590M/Flash_Animation_for_Teens_\(For_Teens\)](http://openlibrary.org/books/OL8899590M/Flash_Animation_for_Teens_(For_Teens))) or [The Ultimate Guide to Video Game Writing and Design](http://openlibrary.org/books/OL18505839M/The_ultimate_guide_to_video_game_writing_and_design) ^[8] (http://openlibrary.org/books/OL18505839M/The_ultimate_guide_to_video_game_writing_and_design), or how-to-download-ebook demonstrations are great ways to push stuff you already have in-house, and Teen Tech Week helps create the focus to make these items more visible and relevant. The Teen Tech Week website has some great resource lists to get you started.⁵ ^[9] (<http://www.ala.org/ala/mgrps/divs/yalsa/teentechweek/ttw10/planyouevent.cfm>)

Passive programs are a great fit for Teen Tech Week, especially if you're just starting out, or if your library staff is pressed for time to program. For instance, you could give prizes to teens in the library if you see them using a handheld device— “Caught you texting!” Holding a week-long scavenger hunt to highlight resources that use or promote the use of popular or emerging technological tools is another low-maintenance idea. You could do a “Name that Acronym” quiz —KWIM? Prizes can be cheap, like candy, ear buds, thumb drives, or stickers and decals to decorate an iPod case—the ALA store even has this last prize for sale.

You don't have to use working technology to have an awesome program during Teen Tech Week. Ask your IT department (or ask around at local companies) for spare computer and machine parts and make jewelry or funky sculptures. If you have a little money (or know some boys who have outgrown their toys), get some R/C car parts, Erector sets, Legos and the like and have a Robot-Building Contest. Even if you can't get working motors, the robot sculptures will be a blast to create and look really cool in the Teen area.

Going Virtual

If you are able to connect with your teens over the internet, and more and more library systems are recognizing the necessity of maintaining an online presence, your possibilities are practically endless. Internet scavenger hunts are easy, cheap, and fun for teens to complete on their own time. Online quizzes can be created on websites like [Quizilla](http://quizilla.teennick.com/) ^[10] (<http://quizilla.teennick.com/>) or [SurveyMonkey](http://www.surveymonkey.com/) ^[11] (<http://www.surveymonkey.com/>) —they can be just silly, for-fun, multiple choice quizzes (Who do you text most often?) or be used to gather real information about which web sites your teens prefer, their favorite type of music, which formats are used most frequently, etc. If you're in a real time crunch, it could be something as simple as, “Post a greeting (or comment on a book review, etc.) on the library Facebook page this week, and get a prize! Pick your prize up at the teen desk the next time you visit.” Not only are you celebrating Teen Tech Week, but it's also a great way to let the teens know about your library's social networking sites. On the [Akron-Summit County Public Library blog/website for teens](http://ascplteens.wordpress.com/) ^[12] (<http://ascplteens.wordpress.com/>), we often add quizzes and other interactive posts. They can complement and promote in-house programming as well as stand on their own.

Book discussion groups can be moved to the virtual realm, onto sites like [BookBundlz](http://www.bookbundlz.com/) ^[13] (<http://www.bookbundlz.com/>) or [Shelfari](http://www.shelfari.com/) ^[14] (<http://www.shelfari.com/>). Sites like these can really come in handy when travel is difficult, for teens who are too busy or can't drive themselves to the library to make a meeting, or for teens who have moved away, but still want to connect with their friends 'back home.' The Denver Library uses part of their website for a virtual Book Club—when you sign up, they'll send you emails of a five-minute section of a book chapter every day for a week. If your interest is piqued, you can come to the library and check out the book to read the rest. ⁶ ^[15] (<http://www.supportlibrary.com/su/su.cfm?x=23409&g=/nl/users/denver/images/denver-signup.jpg&qv>)

Getting Media Into the Mix

If you have teen patrons who are more into writing than discussion, you could use the comments function of your library blog to start a Round Robin story that the teens write themselves. Post a paragraph or two of an original story, and let the teens continue it in their comments. You'll need to post a couple of guidelines and monitor submissions, but this can be a lot of fun. This is only one way teens can use the internet to showcase their creativity. Websites like [Scratch](http://scratch.mit.edu/) ^[16] (<http://scratch.mit.edu/>) allow teens to animate tributes to their favorite books, the library, or even create a basic video game. You could form a gallery on the site to collect all submissions from your local teens, and ask them to vote for their favorite projects.

Book trailers and short films are increasingly popular and a great fit for a library-based program. Many teens can shoot short videos with their phones and cameras, but if your library has basic video equipment, you can get far more creative and involve more teens. Our library recently purchased a digital video camera at Target for \$50, and one branch is going to use it, along with our galley copies, to do some unscripted reviews to add to the teen website. That's inexpensive enough that many librarians would feel fine with their TAB using it to create video shorts, film a short-scripted play, or do mock-interviews. Most cameras have USB cords that allow you to connect them directly to your computer, and there is free video-editing software available online.

If \$50 is more than your library can afford, YALSA sometimes holds a mini-grant program specifically for Teen Tech Week. In 2008 and 2009, they awarded forty \$450 grants to school and public libraries to fund special programs and services. Here are a few examples from the list of last year's winners (the rest are available on the YALSA Teen Tech Week website—see footnote):

- **Baraboo Public Library** in Baraboo, Wisconsin will be using [the] mini grant to improve teen space in the library. A large, dark brick wall will soon be covered with a bright high-tech mural designed by a local teen artist. Teens will learn how to wire LED lights, construct LED clocks, and make a scrolling marquee as [they] combine paint, electronic gadgets, and bling to create a unique and eye-catching focal point for [the] teen area.
- **The Dorris Van Doren Regional Branch** (El Paso Public Library System in Texas) hosts Artech Fun: This program combines art and technology through the use of Wacom's Bamboo Fun Tablet. Funds will be used to purchase two digital drawing tablets and a small collection of digital art books to help teens take their art to the next level. Guest speakers will be invited to show teens how to use a digital drawing tablet and talk about their careers. Teens will then be able to reserve time slots to

work on two projects. The first project is to create promotional art for the summer reading club and perhaps create an animated short. The second project is to create or upload their own artwork to be showcased in an art show that they plan at the library.

- **Bartow County Library System** in Cartersville, Georgia's Teen Advisory Board will use Flip Mino video cameras to create instructional videos for patrons. The teens will answer basic cell phone questions, explain how to use the online library catalog including how to renew items and place holds, and show how to set up an email account. These are just a few of the topics the instructional videos will cover. The teens will film and edit the videos before posting them to the library website, MySpace pages, and making DVDs that patrons can check out and take home.⁷^[17]

There are so many different directions you can go! It doesn't have to be just 'fun stuff.' You can make Teen Tech Week a meaningful and educational experience, and even give teens a chance to 'give back.' Hold an old-cell phone drive in the teen area, and using your TAB or regulars to help spread the word, and donate the phones you collect to a women's shelter or similar charity.

Talk to your children's library staff and see if there is a way the teens can create a special audio or video project reading or telling stories that younger kids could enjoy. Recorded stories on CD for the little kids to take into a story tent or quiet corner to listen to on their own or with a friend could be fun for the teens as well as the kids. Teens could record reader's theater renditions of favorite children's tales, or even film a full-on original play, with costumes and backdrops, to run on a loop on a TV in the corner of the Children's Library.

Teen Tech Week would be a wonderful time to kick off a Teen Tech Volunteer group who uses their tech-savvy (with a little guidance and training) to assist adults with basic computer usage, such as navigating the library website, using a search engine, or learning word processing software. Often it's hard to find the time to leave the circulation desk to help patrons lacking these basic technology-use skills, especially at peak hours. Friendly, willing teens could be just the solution, and it can be win-win if they need volunteer hours for scouts, 4-H, or school.

Involving Your Peers

Speaking of school; be sure to let your local teachers and school library know about Teen Tech Week, and how you plan to celebrate. They may want to help you promote your events or even get involved themselves. Although teachers see teens even more often than we public librarians do, sometimes they need a push to relate to them through technological means, just like we do. The teen librarian/branch manager at our Richfield Branch, Jen Stencel, was recently talking to a teacher about our Summer Reading Program, and witnessed firsthand a mini-epiphany.

I was just at a 6-8 grade curriculum meeting this past Friday and afterwards I was approached and spoke with the Special Ed teacher who was absolutely excited that we [the library] count blogs and such for 'reading' during our summer reading. She was excited to realize that reading blogs, posts, walls, e-mails, texts, IMs, etc., is just as much a reading skill—not a traditional skill, but one just as vital, if not more so in today's world—as reading a book. This would surely excite her students, most of whom are tech-savvy, or at least tech-comfy. We then went on to talking—with exclamation marks flying—and she realized we let the kids count other technologies like Playaways and Kindles/Nooks for reading as

well. She was going to introduce her kids to the [Richfield Branch Shelfari site](http://www.shelfari.com/richfield) ^[18] (<http://www.shelfari.com/richfield>). I'm not sure if she was going to do the book club part of it, but she liked the idea of teens 'socializing' over books and the 'fun' way it would get them to write reviews and share comments. ^[19]

Conclusion

The exciting thing about Teen Tech Week is that it gives us an opportunity to explore and learn to use all of the websites, gadgets, and formats that our library is purchasing, our teens are bringing into the building, and we are reading about in professional journals and magazines. It is a chance to let the teens know that libraries and librarians are not all about books. We are interested in learning about and sharing all types of information resources, and provide entertaining and cutting edge programming and services that occasionally dip into the philanthropic or even (gasp!) educational arenas. When you choose to participate in Teen Tech Week, it's not only the teens who "Create, Share and Learn @ your Library." The staff will as well.

My thanks to Carrie Burrier, Lisa Manocchio, Sarah Rosenberger, and to Brett Bonfield for their insight and suggestions for this post.

Robyn Vittek

MARCH MADNESS

Description: Passive program spread over the three weeks of the NCAA Men's Division I Basketball Championship in March.

Program Type: Passive, over three weeks. Can include an active program of showing one game during the "Sweet 16" and serving refreshments, etc.

Required Supplies:

- Printed tournament brackets
- Poster board or large NCAA bracket that can be hung in teen area and updated during tournament
- Prize for best predictions

Approximate Cost: Free - \$50, depending on prizes and activities

Program Length: Passive program will run approximately 3 weeks. If including an active program to show one game live, active program will be equal to game length (2-3 hours).

Planning/Promotion Timeline:

- 1+ months prior – Add event to library calendar. Create and print flyers promoting program.
- 2 weeks prior – Promote on teen blog and make brackets available online and in teen areas.

- 1-2 days prior – Set deadline for tournament entries, create large updatable tournament bracket and determine prize for tournament winner.

Staff Requirements: 1-2 staff/volunteers to oversee program and track tournament predictions. 1-2 adults to monitor teens during playoff game program, if desired.

Collection Connection/ Related Books:

Basketball themed books, player biographies

Program Details: This is a passive program themed around the NCAA Men's Basketball Tournament in March. Provide tournament brackets (printable versions can be linked to from teen blog) in teen area and have teens fill in their predictions. Keep all entries and track predictions as games are played. At the end of the tournament, announce the winner and provide a small prize. Brackets can be judged solely on the basis of wins or can use a more complicated points system such as 10 points for picking the champion, 5 points for each correct final four pick and 1 point for each correct pick. Printable brackets will be available on several sites including ESPN.com prior to launch of tournament.

This can be combined with an active program of watching a live "Sweet 16" game. Due to the schedules, it may not be possible to plan the exact time for a game too far in advance. However, all games are on CBS and could be picked up by any TV with digital inputs or a digital converter box. If television and space are available, event could be planned on short notice. Set up a TV in the teen room, set out refreshments and run it like a semi-passive program.



Important Events this month: National Library Week, Women's History Month, National Poetry Month.

NATIONAL LIBRARY WEEK

Also check ALA site for National Library Week grants from Scholastic, deadline is early October.

<http://www.ala.org/ala/aboutala/offices/pio/mediarelationsa/factsheets/nationallibraryweek.cfm>

This website could be used to set up a contest where kids have to guess as many movies as they can where librarians are a character in the movie:

<http://emp.byui.edu/raishm/films/introduction.html>

Crayola has a collection of activities and craft ideas for National Library Week here:

http://www.crayola.com/calendar/detail.cfm?event_id=144&year=2006

GET CARDED @ YOUR LIBRARY

Description: Day or weeklong program celebrating National Library Week (second week of April), encouraging teens to show their library cards.

Program Type: Passive, one day or one week program

Required Supplies: Small prizes such as candy or promo items, coupons for \$1 off library fines

Approximate Cost: Free - \$20

Program Length: 1 day to 1 week

Planning/Promotion Timeline:

- 1+ months prior – Schedule program on library calendar. Design and print flyers. Obtain approval (if necessary) for library fine coupons.

- 2-3 weeks prior – Promote program on teen blog and other teen spaces, post flyers in library and teen room, promote event to teens and encourage them to bring their cards in for event.
- 1-2 days prior – Purchase/gather prizes, decide of method of giving out prizes and explain program to all staff working the teen area.

Staff Requirements: 1 staff member to oversee program, checking cards and giving prizes.

Program Source: Adapted from an idea in *More Teen Programs that Work*, RoseMary Honnold, 2005

Program Details:

This is a passive program celebrating National Library Week designed to reward teens for having library cards. Run program as a day or week long event, promoting it in advance on teen blogs, in person, library flyers, etc. During designated times, tell teens to show their library card (or provide their card number) to a staff member in the teen area. When they do so they will receive a small prize. If they do not have a library card, they can sign up for one immediately and receive a prize. Prizes can be candy, small prizes and/or coupons for \$1 off library fines. Teens can either select or pull a prize from a display jar or draw a piece of paper indicating their prize. Program is designed to reward teens with current library cards, encourage teens to obtain or renew their library and give them a means to reduce possible library fines. By forcing them to make the initial interaction of showing their library card, it will reward them for interacting with library staff.

Upcoming National Library Weeks, courtesy of ALA:

<http://www.ala.org/ala/aboutala/hqops/pio/mediarelationsa/factsheets/nationallibraryweek.cfm>

2011 - April 10-16

2012 - April 8-14

2013 - April 14-20

WOMEN'S HISTORY MONTH

This site is for the National Women's History Project and the 2011 theme has been announced: "Our History is our Strength"

<http://www.nwhp.org/>

Click on the "education and resources" tab of this link for great ideas from the National Women's History Museum:

<http://www.nwhm.org/>

NATIONAL POETRY MONTH

In honor of National Poetry Month, Becky O' Neil from Westerville Library submitted this idea for "Book Spine Poems":

<http://bookends.booklistonline.com/2010/03/18/book-spine-poem/>

Here is an example:



This could be a display, program, or booktalk idea...all in one!



May 1 is **Free Comic Book Day!** Do you have a comic book store in your community that you could collaborate with to sponsor a Comic Book Swap Meet? If you're looking for a quick display idea, how about these word searches:

DC Comics Word Search - <http://olc.org/pdf/YA-DCWordSearch.pdf>

Marvel Comics Word Search - <http://olc.org/pdf/YA-MarvelWordSearch.pdf>

Word Search Answers - <http://olc.org/pdf/YA-MarvelDCAnswers.pdf>

INDY 500 – WII RACING

Description: Celebrate the “greatest spectacle in racing,” the Indianapolis 500, with a program of Wii racing using Mario Kart.

Program Type: Active, one-time

Required Supplies:

- Wii (or other gaming system), controllers, TV or projector, etc.
- Mario Kart
- May want to borrow “racing wheels” to use with Wii controllers

Approximate Cost: Less than \$50, if gaming system is on hand

- Game may be on hand, borrowed or rented from local stores
- Refreshments should cost less than \$20-30

Program Length: 1-3 hours, depending on gaming setup

Planning/Promotion Timeline:

- 1+ months prior – Schedule program on library event’s calendar, make arrangements for needed materials.
- 2 weeks prior – Post flyers, recruit a volunteer to assist if needed, promote event to teens in library, post request to borrow Wii gaming wheels (one per controller).
- 1 day prior – Gather supplies, games, etc, purchase refreshments, copy trivia questions if desired.

Staff Requirements: 1-2 staff/volunteers to supervise event and organize gaming

Collection Connection/ Related Books: Can create a display of books on racing, biographies of drivers, etc.

Program Details:

In honor of the Indianapolis 500 in May, teens can test their own racing skills with a Wii Mario Kart gaming program. Encourage teens to create Mii's named after their favorite drivers. This can be done as a casual drop-in event or a more managed tournament. Can also ask Indy 500 trivia questions during the event. Allow teens to bring gaming wheels if they request to do so. Refreshments can be served on black and white checkered plates and/or napkins to reflect racing theme. Refreshment idea - cupcakes with racing flags.

Possible Trivia Questions:

*The Indianapolis 500 is held every May in what city?

- Speedway, Indiana

The race is traditionally held over what holiday?

- Memorial Day

What year was the first race?

- 1911

*What was the surface of the original track?

- Bricks

*How many MPG's does an Indy car get during a race?

- Less than 2 mpg!

How many women have competed in an Indy 500 race?

- 5 ???

How many cars are in the starting lineup of each race?

- 33 – 11 rows of three

Who has the pole position in this year's race?

- ????

What beverage is traditionally offered to the winner in Victory Lane after each race?

- Milk

What Hoosier born talk show host is partial owner of an Indy racing team?

- David Letterman

*What famous racing family has had five family members compete in the Indy 500?

- Hint – MARIO kart – The Andretti family – Mario, Marco, Michael, Jeff, John

*Source: <http://www.indy500.com/stats/>



SUMMER READING PROGRAMS

Here are some links for summer reading activities/resources: <http://www.csipreads.org/>.

This was WebJunction's website for summer reading 2010--check back for future theme ideas:

http://oh.webjunction.org/ohsumread?p_p_id=OCLC_ARTICLES&p_p_lifecycle=1&p_p_state=normal.

Miscellaneous Event Ideas:

Bedazzled Bookcarts - have stones, ribbon, and other craft supplies available to turn bookcarts into works of art!

Percy Jackson Event - goes great with a water theme! Examples below include archery (see picture below), shot put (cornhole game), chariot races (book carts were decorated and then raced through a pre-determined course...by far the favorite event), and javelin throw (play-doh on the end of straws and thrown toward hula-hoop target).



Archery –the target is a hydra with pie plates for heads and we used a Nerf bow/arrow set



Chariot Races were a big hit!

- **Iron Chef Challenge** - Similar to the popular television show, teens work to create a "mocktail" and a dessert from various ingredients (Fruit Juice, Maraschino Cherries, Ice Cream Sauces, fruit, chocolate chips or candies, marshmallows, etc). Points awarded for creativity of name, taste, presentation, and best use of mystery food for each item. Prize awarded to the highest scorer.
- **"Minute to Win It" inspired Program** - Several "simple" challenges that teens must complete in a minute or less. See website for challenge ideas: <http://www.nbc.com/minute-to-win-it>
- **Summer Snacks program**—have teens create healthy summer snacks they can easily make themselves.
- **Craft Day** — Messages in a bottle, marbled stationery, hydro bracelets, etc. (all ideas found in SRC manual).
- **Sidewalk chalk art contest** - make sure teens tie in your Summer Reading theme and it's free publicity!
- **Water-themed Final Party?** - event ideas: Keep your Eye on the Ball, Spray Bottle Capture the Flag, Sponge Toss, and Shaving Cream Shoot Off (all ideas from the SRC manual). Here are some pictures of last year's water event at Lima Public Library:



Ice cube relay...feet only!

"Leaky Cup" relay



Ice cube races (freeze figurines in ice cubes and race on a cookie sheet)



Flip-flop Workshop

Description: Teens bring their own flip-flops to decorate, with the library providing various embellishments.

Program Type: Active, one-time program, could also be part of a craft or summer series

Required Supplies:

- Teens bring their own flip-flops.
- Newspaper/material to cover tables
- White craft glue or Glue gun or Beacon's flip-flop glue from Michael's
- Variety of scissors
- Beads, stickers, fancy yarn (eyelash, boa, fun fur, etc.) crocheted mini flowers, buttons,
- rhinestones, glitter, fabric flowers, small embellishments, fabric scraps, felt, flower beads, small charms, thread, etc.

Approximate Cost: Under \$30

Program Length: 1 hour

Planning/Promotion Timeline:

- 1+ month prior – Schedule program on library calendar, design flyers.
- 3 weeks prior – Post flyers in library, ask for donations of craft items and begin promoting event to teens.
- Week of event – Review website and sample projects, print pictures or create a few samples to display, purchase remaining supplies and gather all materials for event.

Staff Requirements: 1-2 staff to supervise, and assist with gluing items

Marketing Suggestions: Put your best foot forward...

Program Source: *More Teen Programs That Work*, RoseMary Honnold, 2005.

Program Details: Teens bring their own flip flops and we provide materials to decorate. Program should last about an hour. Put out pictures of decorated flip flops and sample ideas to help teens.

Tips:

- Some sites recommend Beacons flip-flop glue to help items stick.
- Teens should be reminded to not wear their flip-flops to the program as they will need 24 hours to dry after decorating.

Sample flip-flop projects and decorating tips:

- www.signaturecrafts.com/catalog/product_info.php?cPath=1&products_id=4
- www.associatedcontent.com/video/4682/how_to_decorate_flip_flops.html?cat=7

"TODAY AT THE LIBRARY..." FAKE PHOTO CONTEST

Description: Photo contest for teens to take a digital photo of the library, modify it using Photoshop or similar software and create funny, shocking memorable photos following the theme of "Today at the Library..."

Program Type: Passive program, spread over a few weeks

Required Supplies:

- Prizes for winners
- Method to display entries
- Ballots for patrons to vote on favorite entries

Approximate Cost: Program is free, only expenses are prizes for winners.

Program Length: Program should span a total of 2-3 weeks including time to receive entries, display photos in library and allow for patron voting.

Planning/Promotion Timeline:

- 2+ months prior – Get permission from library director, schedule program on library calendar and begin contacting local vendors for prize donations.
- 1 month prior – Post flyers in library and possible in local camera shops, schools, etc. Submit information to small newspapers, community calendars, etc. Decide on contest categories and prizes.
- 2 weeks prior – Promote program to teens and online through blog, MySpace, etc. Display a sample photo in teen area to promote contest. Create ballots for patron voting and rules for entry. Create sample photo to display in teen area.
- During program – When possible, display entries as soon as they are received. Keep supply of ballots updated and possibly post entries on blog.

Staff Requirements:

Minimal staff requirements will need staff or volunteers to place photos on display and monitor voting.

Collection Connection/Related Books:

Create a display of photography and photo editing books near entries.

Marketing Suggestions:

What really goes on at the library when no one is looking? Exactly what was left in the bookdrop? What landed on the roof of the library? Who's that coming through the front entrance? Use your imagination and your camera to show us what really happened "Today at the Library"! Were penguins browsing the global warming books? Did the Star Trek Enterprise try to land on the roof? Was Michigan's coach caught checking out *Football for Dummies*? You shoot a photo, edit it to show the best, funniest, most shocking things that happened today at the library! Submit it for the contest, we'll display it in the library and patrons can pick the winners.

Program Source:

Adapted from an idea in YALSA's 2007 Teen Read Week theme, "LOL @ Your Library"
www.ala.org/ala/mgrps/divs/yalsa/teenreading/trw/trw2007/activities.cfm

Program Details:

This is intended to be a passive program, lasting a few weeks, that could incorporate all branches of the library. Teens will take a photo of the library (any angle, inside or out) and modify it using photo editing software. Entries should reflect the theme of "Today at the Library..." and can include a short funny caption for the photo. Entries should be displayed in the library and ballots made available for teens and adults to vote for their favorites. Categories might include best Photoshop skills, funniest, most shocking, best caption, best overall. Prizes could include cash, gift certificates to camera stores, certificate for classes at camera shop or art classes, small digital or video camera.

Notes:

- Contact local camera stores and/or for possible prize donations.
- Provide list of online free photo-editing software teens can use to modify their entries – Google's Picasa, Photoscape, Gimp, Paint.net, etc.
- Encourage teens to be super-creative and all the various spaces in the library, the book drop, the children's area, local history collection, etc.

NATIONAL CLOWN WEEK

Description: Celebrate National Clown Week (the first week of August) with a short program teaching a true clown skill – making balloon animals.

Program Type: Active, one-time

Required Supplies:

- Display of balloon art books
- Supply of special balloons and pumps for making balloon art

- Clown noses, optional
- Refreshments, optional

Approximate Cost: Less than \$50

- Mini balloon pump and 100 balloons \$10 @ Oriental Trading Company (OTC)
- Extra pumps \$5 each @ OTC
- 144 balloons \$9 @ OTC
- Clown noses \$5.50/dozen @ OTC
- Supplies should also be available at Yankee Trader, Toys R Us, Michael's, etc.

Program Length: 1-2 hours

Planning/Promotion Timeline:

- 1+ months prior – Schedule program on library calendar, order balloon sculpture supplies, design and print flyers
- 3 weeks prior – Post message for volunteers to assist with program and balloon animal sculptures. Request book animal/sculpture books.
- 1-2 days prior – Review books and learn one or two simple balloons animals to teach everyone (dogs are very simple), gather supplies, follow up to confirm volunteers.
- Day of event – Inflate several balloons in advance so everyone can have a balloon to begin with. Have pumps and balloons available for teens to create additional animals.

Staff Requirements:

- 1-3 adults to supervise assist with making sculptures and inflating balloons.
- Some staff members may already know how to make balloon animals, post a request asking if anyone would like to demonstrate and assist.

Collection Connection/ Related Books:

- *Balloon Animals*, Aaron Hsu-Flanders, 1988
- *More Balloon Animals*, Aaron Hsu-Flanders, 1990
- *Balloon Sculpting : A Fun and Easy Guide to Making Balloon Animals, Toys and Games*, Bruce Fife, 1994
- *Extreme Balloon Tying : More Than 40 Over-the-Top Projects*, Shar Levine, Michael Ouchi, 2006
- *The Ultimate Balloon Book : 46 Projects to Blow Up, Bend & Twist*, Shar Levine, Michael Ouchi, 2001

Marketing Suggestions:

Create a simple balloon sculpture in advance and display it in the teen room near the flyer to generate interest.

Program Source: National Clown Week website <http://nationalclownweek.org/>

Program Details:

As recognized by an actual Presidential proclamation, celebrate the first week of August as National Clown Week with a balloon animal making event. If budget allows, order clown noses and give one to each to teen as they arrive. Set up a display from the Collection Connection titles. Learn how to make 1-2 simple balloon animals prior to event and teach everyone the basics. Teach everyone how to make a balloon dog, then turn them loose with extra balloons and reference books to create different animals and sculptures. Be sure to have some balloons inflated in advance so everyone can start together. Have extra pumps (minimum of 2) and balloons available so teens can select colors and inflate more balloons for themselves.

BUCKEYE KICKOFF

Description: Fall program themed around the beginning of the Ohio State Buckeye football season. Teens will make buckeye candy, answer OSU football trivia questions and make predictions for the upcoming season.

Program Type: Active, one-time

Required Supplies:

- Buckeye ingredients, if using recipe below: peanut butter, butter, confectioner's sugar, vanilla extract, chocolate chips.
- Will also need a microwave or slow cooker
- Toothpicks
- Waxed paper
- Cookie sheets
- Utensils
- Take home bags.
- Buckeye Trivia
- Prize(s) for trivia and or best dressed winners

Approximate Cost: Under \$50 total

Program Length: 1-2 hours

Planning/Promotion Timeline:

- 1+ months prior – Consult OSU football schedule and schedule program to fall just before OSU football season begins. Add program to library calendar, create flyers/promotional materials.
- 3 weeks prior – Hang flyers and promote events on teen blogs, etc. Request volunteers to assist with program, decide on buckeye candy recipe. Request related books.
- Few days prior – Purchase buckeye ingredients and gather remaining supplies. Prepare trivia questions, purchase prize for best dressed. Create mini display of related books to build interest in program.

Staff Requirements: 1-2 adults/volunteers to monitor and assist with program

Collection Connection/ Related Books:

- *Ohio Stadium: The Fan Navigator to the Horseshoe*, Wise Guide Fan Navigator, 2005
- *Game day: Ohio State Football : The Greatest Games, Players, Coaches and Teams in the Glorious Tradition of Buckeye Football*, Eddie George, 2006
- *What it means to be a Buckeye: Jim Tressel and Ohio State's Greatest Players*, Jeff Snook, 2003
- *The Ohio State University Football Vault: The History of the Buckeyes*, Jack Park, 2008

Program Details:

This fall program celebrates the beginning of central Ohio's favorite fall tradition – Buckeye football. Using a simple recipe, teens will make candy buckeyes (to eat during the program and take extras home). While the candy is cooling in the fridge, offer Buckeye trivia and allow each teen the chance to make their predictions for the upcoming season. Provide each teen with a sample schedule (see link below) and allow them to guess the winner and final scores for each game. Encourage teens to dress in their best OSU attire and give a small prize (buckeye theme) to the best dressed Buckeye. Play an OSU marching band CD.

Notes:

- Future printable OSU football schedules are available online www.ohiostatebuckeyes.com/SportSelect.dbml?&SPSID=87745&SPID=10408&DB_OEM_ID=17300&KEY=&Q_SEASON=2009
- If possible keep teens predictions in a 3 ring binder during the football season in the teen area and allow them to view their guesses (and others) whenever they like.
- Host a follow up event in late November, Buckeye Wrap-up, making more buckeyes, reviewing teen's predictions and give a prize to the teen who guessed best.
- There are many variations on the buckeye recipe below, some including rice krispies, below is an example of a basic recipe.
- Free OSU Buckeye trivia is available at <http://www.funtrivia.com/en/Sports/Ohio-State-Buckeyes-4124.html>
- Additional OSU vs. Michigan trivia from the OSU archives <http://library.osu.edu/sites/archives/OSUvsMichigan/trivia.htm>
- Library staff may be able to provide additional trivia questions and preferred buckeye recipes

Basic Buckeye Recipe from AllRecipes.com

<http://allrecipes.com/Recipe/Buckeyes-I/Detail.aspx>

1 1/2 cups peanut butter
1 cup butter, softened
1/2 teaspoon vanilla extract
6 cups confectioners' sugar
4 cups semisweet chocolate chips

Directions

- In a large bowl, mix together the peanut butter, butter, vanilla and confectioners' sugar. The dough will look dry. Roll into 1 inch balls and place on a waxed paper-lined cookie sheet.
- Press a toothpick into the top of each ball (to be used later as the handle for dipping) and chill in freezer until firm, about 30 minutes.
- Melt chocolate chips in a double boiler or in a bowl set over a pan of barely simmering water. Stir frequently until smooth.
- Dip frozen peanut butter balls in chocolate holding onto the toothpick. Leave a small portion of peanut butter showing at the top to make them look like Buckeyes. Put back on the cookie sheet and refrigerate until serving.

* Chocolate can be melted in the microwave or using a slow cooker instead of a double boiler.

INVENT A HOLIDAY!

Description: Passive program encouraging teens to invent a holiday for the only month without a major religious or federal holiday.

Program Type: Passive, one-time program

Required Supplies: None, other than possible prize for winners.

Approximate Cost: Free, aside from prizes.

Program Length: Passive program, conducted over 2-3 weeks.

Planning/Promotion Timeline:

- 1+ months prior – Add to library event's calendar, design and print flyers, promote on library blog, MySpace, etc.
- 2 weeks prior – Promote event in other library programming and on blog. Provide rules and deadline for entries. Secure volunteers to judge entries.
- During event – Have entry forms in teen areas for teen to create a holiday while they are there.

Staff Requirements: 1 staff member to manage program and 2-3 judges to select winning entry.

Collection Connection/Related Books:

- Can create a small display of holiday related books including holiday cookbooks, Halloween books, *Holiday Princess* by Meg Cabot, *Santaland Diaries* by David Sedaris, *Vegan Virgin Valentine* by Carolyn Mackler, etc. Place entry forms near display.

- Using *Chase's Calendar of Events*, create a one page listing of unique holidays and post in teen area for inspiration.

Marketing Suggestions:

August needs a Holiday! Did you know that August is the only month without a major holiday? We need your help to correct that, so invent a holiday for August. It's up to you, anything you think is worth celebrating is ok with us. Just give us the name of your idea, why it deserves a holiday, when it should be celebrated, and what we should do to celebrate. Is your birthday this month and you think EVERYONE should celebrate? How about John Green day for super teen author John Green? Adopt a ferret week? Ban Homework Day? Dance like Beyonce day? Be super creative and tell us what YOU think is worth celebrating. Winning holidays will be posted on the Worthingteens blog and the prizes will be awarded to the best entries.

Program Details:

This is a passive program designed for teens to be creative and invent a holiday for the only month without one. Teens will submit a written description of the holiday with basic info – holiday name, day to celebrate, explanation of holiday and how it should be celebrated. Anything is acceptable as a holiday, they just need to explain why it should be celebrated. Teens are encouraged to be creative and have fun creating a new holiday. Submissions can be accepted on paper, by e-mail or through the teen blog. Winners and runners up should be posted on the blog.

PRIDE CELEBRATIONS

In June of 2010, Cleveland Pride (GLBT Organization) held its rally, parade, and festival. Many communities hold pride celebrations in the summer. Here's a link for a bibliography of books you may want to create a display with:

<http://olc.org/pdf/YA-BooksforLGBTTeens.pdf>



TEEN CHOICE AWARDS

Description: Teens complete a ballot voting for their favorites of the last year in movies, TV, books, etc. Results are posted in the library and on the teen blog.

Program Type: Passive program, spread over 1-2 weeks

Required Supplies:

- Ballots
- Possibly small incentives given to teens who complete a ballot (mini candy bar or something very inexpensive)

Approximate Cost: Free, aside from optional incentives

Program Length: 1-2 weeks

Planning/Promotion Timeline:

- 1+ months prior – Add to library events calendar, design flyers.
- 2-3 weeks prior – Create and print ballots, post flyers, promote event on teen blog, purchase incentives for teen completing ballots.
- During program – Promote on teen blog, restock ballots as necessary, design spreadsheet or means to track nominations, begin counting ballots as they are received.
- After program – Post results on teen blog and in teen areas.

Staff Requirements:

1 staff member to monitor program. 1+ staff or volunteers to count all ballots when completed

Program Source: *More Teen Programs That Work*, RoseMary Honnold, 2005.

Program Details:

This is a passive program allowing teens to vote for their favorite things from the past year. Results could be used to guide possible collection additions. Ballot should cover several areas to encourage all teens to vote. Ballot should include space for name and age.

Possible Teen's Choice Topics:

Summer Movie	Movie from the Last Year	Movie Actor
Movie Actress	Book	Book from a series
Graphic Novel	Comedy Show	Drama Show
Reality Show	TV Actress	TV Actor
Song	Album	Video
Female Musician	Male Musician	Band
Website	Wii Game	Xbox Game
Playstation Game	Male Athlete	Female Athlete



OCTOBER 17-23, 2010 IS TEEN READ WEEK

Visit <http://www.ala.org/ala/mgrps/divs/yalsa/teenreading/trw/trw2010/home.cfm> for program ideas, to register, apply for a mini-grant, or purchase Teen Read Week products.

CANDY SUSHI

Description: Sushi making using candy instead of traditional sushi ingredients.

Program Type: Active, one-time program, can be done alone or as part of another program – anime/manga club, Japanese program, etc.

Required Supplies:

- See instructions below for each variety of sushi
- Plates/bags/to go boxes to take home treats
- Waxed paper or covers for tables

Ingredients:

- Rice Krispies, butter and marshmallows for rice krispie treats (quantities below)
- Small and large gummy fish
- Gummy worms or rainbow Twizzlers
- Fruit rollups or Fruit by the foot
- Small candies such as jujubes, red hots, jelly bellies, M&M mini's, Nerds, etc.
- 1 box Twinkies
- 1 package or 1 box small white donuts

Approximate Cost: \$20-40 for ingredients and small boxes/plates to take home.

Program Length: Less than 1 hour

Planning/Promotion Timeline:

- 1+ months – Schedule program on library events calendar, design and print marketing materials.
- 2 weeks prior – Place flyers in library, promote at other programs, purchase non-perishable supplies.

- 1-2 days before – Purchase perishable supplies and make/purchase rice krispie treats.

Staff Requirements: one adult for program, second adult could be helpful if group is large or children are younger than 12

Collection Connection/ Related Books:

- *The Secret Life of Food*, Claire Crespo, 2002 (interesting food presentations)
- Manga titles, Anime DVDs and books on Japanese cooking could also all be tied in

Marketing Suggestions:

Program could be tied to other events related to manga/anime, could also be a Halloween event.

Program Source:

Various websites have recipes and illustrations for candy sushi (also called Hostess sushi, Twinkie sushi, etc). A few of the best:

- <http://www.notmartha.org/tomake/hostesssushi/> - great photos and links to other sites
- <http://candy.about.com/od/specialoccasions/r/candysushi.htm>
- <http://paperjoy.blogspot.com/2007/06/candy-sushi.html>

Program Details:

Using a combination of candy and pre-made treats, teens create sushi using candy and treats as ingredients. Event is fast and will probably take less than an hour to complete. Probably because of the candy, equally popular with boys and girls. Cover table or give each teen a large piece of waxed paper to work on and set candy supplies in center of table.

Rice Krispie Treats Sushi with fish or roe

- 1 sheet of premade Rice Krispie treats, cut into small rectangles
- gummy fish
- fruit rollups
- very small candies such as jujubes, red hots or nerds

Fish are placed on top of treat and wrapped with slices of fruit rollups. Wrap treats with wide strips of fruit rolls and top with small candies.

Twinkie Sushi

- Twinkies – slice into 1" sections
- fruit rollups
- gummy worms/Twizzlers

Slice twinkies into 1" sections, wrap with fruit rollups and poke slices of gummy worms or Twizzlers through crème filling.

Powdered Donettes Sushi

- Powdered white mini donuts (Hostess and Little Debbie brands both work)
- Large gummy fish
- Fruit rollups

Cut donuts in half to make 2 half-circles. Stand donuts on end, place gummy fish on top and wrap with fruit rollups.

Original Rice Krispies Treats Recipe

- 3 tablespoons butter or margarine
 - 1 package (10 oz., about 40) regular marshmallows – or - 4 cups miniature marshmallows
 - 6 cups **Rice Krispies®**
1. In large saucepan melt butter over low heat. Add marshmallows and stir until completely melted. Remove from heat.
 2. Add Kellogg's Rice Krispies cereal. Stir until well coated.
 3. Using buttered spatula or wax paper evenly press mixture into 13 x 9 x 2-inch pan coated with cooking spray. Cool. Cut into 2-inch squares. Best if served the same day.

Microwave Directions:

In microwave-safe bowl heat butter and marshmallows on HIGH for 3 minutes, stirring after 2 minutes. Stir until smooth. Follow steps 2 and 3 above. Microwave cooking times may vary.

Notes:

- Purchase more fruit rollups than necessary as teens will eat them while making the sushi.
- Green fruit rollups look the most authentic, but teens seem to prefer using all colors.
- Kroger sells a squarish plastic plate that resembles a sushi box.
- There are two sizes of gummy fish, the larger multi-colored variety (as seen in the first photo) can be hard to find but CVS sells them in 7 oz bags for \$.99. The small red variety is available everywhere.





JAPANESE CULTURE DAY

Description: Celebrate Culture Day, Japan's national holiday on November 3 with a program of events essential to Japanese culture. Program will consist of three events tied to Japanese culture – Anime films, sushi and chopsticks.

Program Type: Active, one-time

Required Supplies:

- Anime Movie
- Projector and screen
- Sushi samples
- Chopsticks
- Rice
- Refreshments

Approximate Cost: \$40-80 total

- Sushi samples \$20-40
- Chopsticks \$10 or less, available on eBay or from a Japanese or Chinese market or restaurant
- Rice, \$1-2
- Plates or bowls
- Refreshments

Program Length: 3 hours

Planning/Promotion Timeline:

- 1+ months prior – Schedule program on library calendar, design flyers. Select and order DVD from Operation Anime.
- 2-3 weeks prior – Post flyers and create manga display in library. Locate chopsticks and price sushi sampler trays from various groceries, Sam's Club/ Costco, Japanese restaurants, etc. If desired, contact a local restaurant about a possible donation. Request volunteers to assist with event. If desired, pre-screen DVD.
- Day of event – Purchase sushi, make rice, setup projector and screen and assemble remaining supplies.

Staff Requirements: 2-3 adults to supervise and assist

Collection Connection/ Related Books:

Manga books, Anime DVDs, Japanese cookbooks, etc.

Marketing Suggestions:

Create a display of manga books and a flyer explaining Japanese Culture Day.

Program Source:

- *Chase's Calendar of Events, 2007*
- Operation Anime - Company provides free anime DVDs to libraries. Libraries can keep the title and add it to the library collection OR give it away as a door prize. <http://www.operationanime.com/>

Program Details:

To celebrate Japan's national holiday Culture Day on November 3, create a program that celebrates various aspects of Japanese culture. Start with a sushi tasting, allowing teens to sample various types of Japanese sushi. If possible, explain the differences and various types. Screen a Japanese anime movie, as provided for free from Operation Anime. After the movie, end with a chopsticks skills contest. Provide everyone a small serving of white rice (1/4 cup or so) and a pair of chopsticks and see who can finish their serving the fastest. If needed, fill time with Japanese or manga trivia.

BUCKEYE BOOK AWARD

Description: Passive program providing ballots, information and links to the Buckeye Book Award for young adult books.

Program Type: passive

Required Supplies: Printed ballots from Buckeye Book Award website

Approximate Cost: FREE

Program Length: 4-6 weeks

Planning/Promotion Timeline:

- 1+ months prior – Review Buckeye Book Award site to determine voting dates and schedule program to coincide. Add program to library calendar.
- 1-2 days prior – Print poster and ballots, create display of nominated titles and previous winners.
- During program – Encourage teens to vote using paper ballots or by voting online. Mention contest in teen blog and provide links to nominated books and online voting.

Staff Requirements: 1 staff member to oversee program, collect and return ballots.

Collection Connection/ Related Books: Nominated titles – see website for titles

Marketing Suggestions:

- Create a small display of nominated titles, next to ballots and poster of nominees.
- Can also display previous winners.

Program Source:

Buckeye Book Award website - <http://www.bcbookaward.info/teens/index.html>

Program Details:

Passive program encouraging teens to read and vote for their favorites in the Buckeye Book Award teen program. Program will consist of displaying ballots, nominee poster, and nominated books on display. Blog about contest and encourage teens to enter and comment on the blog about their opinions of the selected books, etc. Program should correspond with voting dates. When winner is announced, mention on blog, and display title in teen area.



CROSSWORD CHALLENGE

Description: Crossword puzzle challenge on the anniversary of the official first published crossword puzzle (December 21, 1913).

Program Type: Active, one-time

Required Supplies:

- Pre-printed crossword puzzles and solutions
- Pencils
- Optional – serve refreshments or give candy to everyone who finishes

Approximate Cost: Under \$10, for candy or refreshments

Program Length: 1 hour

Planning/Promotion Timeline:

- 1+ months prior – Add event to library calendar, design flyers.
- 1 weeks prior – Hang flyers in library, promote event on teen blog.
- 1-2 days prior – Print and copy selected crossword puzzles, gather pencils. Purchase refreshments or candy prizes.

Staff Requirements: 1 staff member to supervise

Program Source: *Chase's Calendar of Events*, 2007

Program Details:

This is a short game program dedicated to crossword puzzles, based on the anniversary of the first printed crossword. Print out a few crossword puzzles from the links below for teens to solve. Provide a small candy bar or treat to everyone who completes one (or more) or stays for the entire program. Can also print a few easier word search puzzles for teens who don't want to do crosswords.

Notes:

- Brief history of crossword puzzles is on the American Crossword Puzzle Tournament Page <http://www.crosswordtournament.com/more/wynne.html>
- Printable crossword puzzle from *Chicago Sun Times* <http://www.suntimes.com/lifestyles/crossword/index.html>

- New York Times Learning Network, archive of printable crossword puzzles for grades 6-12 <http://www.nytimes.com/learning/teachers/xwords/archive.html>
- Discovery Education Crossword Puzzle Creator – create custom printable crossword puzzles, word searches, etc. <http://puzzlemaker.discoveryeducation.com/>

EUCHRE TOURNAMENT

Description: Program is a progressive euchre tournament

Program Type: Active, one-time

Required Supplies:

- Playing cards (1 for each group of four)
- Scorecards (printable versions attached)
- Tables and chairs set to accommodate groups of four
- Printed basic rules for each table (optional)
- Refreshments
- Prize for winner
- Optional board game like Jenga or Taboo to keep players occupied between games if an uneven number of players

Approximate Cost: \$10-50, depending on refreshments

- Playing cards are less than \$2/pack or can be donated or borrowed
- Refreshments can be inexpensive popcorn, pretzels, etc. or more expensive like pizza

Program Length: 2-3 hours depending on anticipated group size

Planning/Promotion Timeline:

- 1+ months prior – Schedule program on library calendar and decide if reservations will be required (to plan for timing and refreshments). Design and print flyers.
- 3 weeks prior – Hang flyers in library, promote on library blog and/or MySpace or library teen spaces. Can also place flyers in local schools. If desired, post request for donated and/or borrowed playing cards.
- 1 week prior – Decide on and purchase refreshments, print scorecards, and rules sheets
- Day of – Setup tables and chairs, set out supplies, and refreshments

Staff Requirements: 1-2 adults for supervision, setup, etc.

Program Source: *Teen Programs with Punch: A Month-by-Month Guide*, Valerie Ott, 2006.

Program Details:

This is a program based on a progressive Euchre Tournament. Room will need to be setup with tables and chairs in groups of four. Have printed scorecards and pens available. Refreshments can be basic like chex mix, pretzels, chips, etc., desserts or a meal like pizza depending on timing of program.

Basic Euchre rules are available at <http://filer.case.edu/~mjs2/euchre.html>

Simple progressive tournament rules are attached and can be retrieved from <http://filer.case.edu/~mjs2/tourney.html>. Scorecards are available from the site.