Connected Learning Conversation

Interest-driven has always been core of CL Initiatives (such as CL) that comes from the state often times carries weight in terms of implementation

CL has become more heterogenous and community-based and community-inspired (more practical, and less about the research in CL)

create spaces for library staff to work together so that they don't feel isolated doing this work.

CL needs to be a family of effort different settings, shared values, with a shared agreed goals.



Co-Designing a Teen Life Skills Series https://www.mentimeter.com/app/presentation/aldk23kqfnp844sz45tqwrw536w39r2w/ygxoz6qwq8sv

Trust is essential in co-design

Building relationships is necessary for building trust



Teen advisory boards are just one population that you can co-design with. Remember those teens that are not at the LIBRARY!

When designing, have multiple points of data from youth. Use all the data points to start the co-design

Co-design is an iterative process and is done over time

Capacity Building

https://jamboard.google.com/d/1r9Yoe0F-1QAn1FwDF93DzMtadNgX3aYEkyAlHPG5x8/

> When you work together, it alleviates the barriers. Working as a whole unit is essential.



PD can alleviate a lot of issues that are related to capacity

Lack of time is a MAJOR capacity issue Famous green notebook - everyone makes entries to this daily journal capturing how we are serving our community

Prioritizing the why of doing things Learn how to delegate often times that takes care the capacity issue

Co-designing for Trust

Programs should: leverage community based interests+relationship s+opportunities as well as center equity in their design



Explore the role of libraries develop frameworks to engage in safe and vulnerable conversations

If people don't find solutions relevant in their lives, they won't show up for this programs/solutions

Public libraries rose to the top as the types of community organizations for educational interventions

Tailoring materials for each community is hard work; libraries might need help to adapt resources to their patrons

Stuff that works in a classroom doesn't

The most important thing isn't teaching fact checking skills; but it's reminding communities how to talk to one another, and compromise across different perspectives

Programs like this isn't their main job - this must be easy to implement

Try to lean into the library as a neutral actor that brings outside organizations

The fact that people "don't care" enough about identifying and fighting mis/disinformation creates a problem for librarians: how do we educate communities?

Mis/dis-information: false or misleading information that's being spread around communities (unintentionally or otherwise)

Teen Volunteers

Teens like autonomy.- teens choose how to participate, when to participate

Interest-driven



emphasizing sustainability means the program can be repeated in other branches and in other years

Programs should be fun and engaging but also meaningful and intentional

partnering with schools: just show up and show how helpful you can be. don't expect anything back.

always work in a library - though it might be relevant

How can people feel safe and engage in conversations with one another?

Design programs that builds on strengths librarians already have

Mentoring Teen Internships

Near peer mentoring is powerful mentoring

Libraries was the place where teens could find mentors with similar interests

Mentoring also builds capacity for the library. Teens mentor each other and do programs and services on their own, which allows the staff to do other things.

Teens build confidence through these library projects, and be able to transfer this confidence to other contexts in life.

Mentoring includes being able to HOMAGO

Connecting Through Conversations

Physical environment can determine the dialog that we may have

It is impossible not to bring personal stuff to work impacts us and impacts everyone daily.

Authenticity leads to building stronger relationships

Get out of your comfort zone, but be mindful of what is comfortable

Civic Engagement

Participants provided great range of examples of improving quality of life in community!

Defining and breaking down civic engagement -- quality of life, political and non-political, equitable, deliberate, builds on community service, empowering agency

Civic engagement + connected learning...strong alignment and opportunities to connect youth agency with community betterment

Library roles - civic educator, conversation starter, community bridge, visionary, center for democracy in action

Norma's art walk example in the rio grande library, texas

Equity Roundtable

How do you deal with the issue of poverty in a community in an equitable way, when some people can't pay fines? When a community is made of severely starkly different populations - there may be a cultural barrier to make the community equitable

The difference between equality and equity: equity - everyone gets what they need. Equality - everyone gets the same thing

Instead of teens inserting themselves into volunteer opportunities, they can maybe create opportunities for themselves and their peers about something they care a

Moving equity forward: community partnerships, youth voices, brave conversations Holding equity back: funding, rurality, entrenched negative opinions, feeling of hopelessness The library can act as a bridge to push equity into the community

Brave conversations may interact the people entrenched in their opinions; but some people won't listen Elements of rural that can be strength to equity: the conversations. How strong 4H is. There's less people to interact with, so there's an opportunity to form stronger relationship

Rural libraries have multiple hats, relationships and networks - and have a great level of resourcefulness

Partners that you trust and work well together is crucial An idea: "make and mingle" program, where people can meet each other from the community (and cross a lot of barriers - language, distance, etc.)

Youth board is a great resource to voice their concerns for their peers as well as be a connector inside the library

Outcomes and Assessments

Tailor tools to specific outcomes

Consider what outcomes that you want to achieve - go beyond numbers

Use a variety of assessment tools - use more than one Reuse and recycle tools for your programs as appropriate

Use the data to share the value of the program - with your stakeholders/administ rators - gets buy in

Creating ourselves in the Metaverse

The pandemic boosted interest in the Metaverse One of the technologies that is most easily adaptable for small and rural libraries is Roblox Roblox is a great first step into the Metverse (or try Minecraft which is another awesome substitute!)

The only limitation is your imagination with these new technologies

The Metaverse doesn't have to be only for the youth within the community!

Seek out fellow librarians to help guide you around these new technologies

Connected Learning in Practice

coming together to share - even if it has to be virtually!

CL training built confidence in youth service staff

giving teens a space to develop conversations on their own terms

build relationships and emphasize opportunities for teens, not just "get them in the library"

connected learning helps library staff see beyond themselves