

Library Curriculum Overview

Our school's library performs many roles in our community. Its repertoire ranges from the more traditional acts, as a place where pursuit of knowledge, and literacy skills/interests are supported, to more trailblazing goals such as serving as a hub for ideation, creation and invention. Most importantly, we strive for the library to be a safe and welcoming place for all our students.

Traditionally, the mission of school libraries is to teach students research skills and to provide students with access to independent reading materials. Those goals have not changed. At 276, students have access to a well-rounded and continuously updated collection of literature and nonfiction texts for young people. Students learn how libraries are organized so that they can independently find books that engage them, and they learn how to locate print and digital information for research. Our library has access to numerous databases through the New York Public Library and through New York State. Students are taught how to use these databases and to determine validity of resources they find. Links to the databases are available through our [library website](#).

- ❖ **Book Lending** - Students can borrow books from our diverse book collection of about 13,000 titles that honor different perspectives, interests, reading levels, and needs. Books can be browsed and checked out during class visits, and during open access offered at recess, and on selected days before school starts and after dismissal
- ❖ **Class Visits and Class Support** - Beside checking out books and reading, students will be exposed to the following activities and skills:
 - K-Second Grades. Introduction to the library and library rules; curriculum aligned with IFC (Information Fluency Continuum; see below) standards, example: connecting ideas from read-aloud to own interests; learning where to locate books relating to nonfiction topics and own interests; participating in discussions based on a shared text; listening to stories that offer diverse perspectives, and cultural experiences; recognizing that fiction and picture books are organized by author's last name in A-B-C order.

- Third Grade. Introduction to online library catalog; curriculum aligned with IFC standards, example: students are supported in choosing just-right books and challenging texts; students learn basic citing skills. Introduction to TinkerCad.
- Fourth Grade. Introduction to online databases and basic research skills (ex. Search keywords, note-taking), and improving citing skills. Curriculum aligned with IFC standards. Participation in makerspace with ISTE (see below) standards aligned curriculum - introduction to ShopBot CNC tool, and exploration of other makerspace tools and materials culminating in projects that are presented at the annual BPC School Maker Faire
- Fifth Grade. Students engage in makerspace projects aligned with ISTE standards. Students use ShopBot CNC tool for translating their designs into carvings and simple objects.
- Fifth Grade and Middle School (support provided through classroom-library collaboration). Library provides as needed books and other resources for study units as well as digital tools and databases training for staff/students
- ❖ **Author and Expert Visits** - Students are exposed to professionals from many fields. These visits often align with curriculum or further develop children's understanding of the real world around us, and ourselves.
- ❖ **Teacher support** - The librarian works closely with teachers across the school to provide them with extra books, and resources for their units, as well as information about professional development opportunities.

And Other Programs ...

Mostly, our library is a hub of our learning community. The library is filled during lunch periods every day with students who are participating in lunch clubs like makerspace, knitting, Minecraft and chess. There were over 10,800 student visits to the library during recess in the 2017-2018 school year. This includes participation in the lunch clubs as well as open access that allows students to check out books and enjoy other resources the library has to offer. Students can also participate in book clubs at lunch that are facilitated by adults. Library programs and special events, for students to learn, grow as a community, and support their school, include:

- **Recess Clubs** - Students can choose from a variety of clubs that engage and stretch their thinking, inspire them, develop new skills, and provide an opportunity to show mastery:
 - Makerspace - It is an opportunity to create, learn new skills, express ideas in a new way, and invent
 - Knitting - As makerspace, it is time for creating, learning new skills, expressing oneself in a new way, and even inventing. It also builds students' stamina, resilience, and perseverance

- Sewing - Students participate in highly engaging sewing projects that teach them essential sewing skills and beyond. Students start with hand sewing techniques, and can move on to machine sewing as they persevere.
- Minecraft - Through playing this popular game, students learn initial coding strategies. Additionally, students practice working collaboratively, researching, planning, and executing their designs in the allotted time frame.
- Book Clubs - Nurture love for a good story; provide an opportunity to read diverse selection of literature.
- Student led clubs - Students have an opportunity to submit a proposal for a club to a librarian, and upon approval they are responsible for leading it, preparing all its materials and activities. This option encourages students' independence, leadership, responsibility, entrepreneurship.
- Other activities - During recess, students may read, draw, work on a puzzle, play board games and computer games with their peers, etc.. They can socialize with friends or help out in the library as a library assistant or an adopt-a-shelf helper (students learn many library skills).
- **Annual Art & Writing Show** (each participating student or staff member can create a piece of art or writing based on the year's social justice theme, and have it included in an exhibit taking place at the library);
- **8th grade FabLab elective** - Students engage in makerspace projects aligned with ISTE standards (see below). This year, students will use ShopBot CNC tool for designing products in wood/plexiglass/metal. FabLab is makerspace, and strives to achieve the same goals as listed for makerspace above
- **Book Fair** (proceeds support our school and the library while students increase their excitement over reading, expand their personal libraries and their reading menu); and
- **Maker Faire** is part of our STEAM festival and showcases our students' work/projects created during lunch clubs (Knitting, Sewing, Minecraft, recess Makerspace, and possibly student-led clubs) and in the FabLab (4th, 5th and 8th grade). It is also a student-led fundraising for the materials needed to continue these initiatives.
- **Gaming Club** - It is offered to 7th and 8th graders on some Fridays after school to strengthen students community bonds, encourage proper digital citizenship, and offer a safe and fun way of socializing with friends. - offered based on interest.

A Note About Makerspace/FabLab

We work diligently to create a 21st century learning environment. We strive to promote learning through fostering skills such as problem identification, analysis of information, effective communication of ideas, and evaluation and refinement of how we express our ideas through creative methods. We want students to be exposed to real-life problems, and engage in activities that propel them into brainstorming, researching, collaborating, inventing, and

applying while being exposed to old and new technologies, and beyond-classroom knowledge. This process usually requires multiple iterations in order to end with a satisfactory outcome (hopefully), and develops the stamina, perseverance and resilience necessary in most professional fields. Makerspace is one vehicle for this approach to design thinking.

Standards Covered by the Library Programs

Our library program is grounded in the NYC School Library Standards (IFC) and the International Society for Technology in Education (ISTE) Standards. Both sets of these standards are based in fostering inquiry, knowledge seeking and creating, design thinking, and social responsibility.

Empire State Information Fluency Continuum Framework (NYC School Library Standards)

1. "I am a thinker." Using inquiry to build understanding and create new knowledge. *An independent learner asks authentic questions and accesses, evaluates, and uses information effectively to develop new understandings.*
2. "I am an explorer." Pursuing personal and aesthetic growth. *An independent learner responds to and creates literary and artistic expressions, uses effective strategies for personal exploration of ideas, and reads on his or her own by choice.*
3. "I am a citizen." Demonstrating social responsibility. *An independent learner contributes to the learning community by seeking multiple perspectives, sharing his or her understandings with others, and using information and resources ethically.*

ISTE Standards for Students

Designed to empower student voice and ensure that learning is a student-driven process

1. Empowered Learner. Students leverage technology to take an active role in choosing, achieving and demonstrating competency in their learning goals, informed by the learning sciences.
2. Knowledge Constructor. Students critically curate a variety of resources using digital tools to construct knowledge, produce creative artifacts and make meaningful learning experiences for themselves and others.
3. Innovative Designer. Students use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.
4. Computational Thinker. Students develop and employ strategies for understanding and solving problems in ways that leverage the power of technological methods to develop and test solutions.
5. Creative Communicator. Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.

FAQs

❖ How are children chosen for clubs?

Lower-school students are usually signed up for the clubs by their classroom teachers. The librarian lets a teacher know how many spots are available, and a teacher chooses students based on their interest. For middle school, students usually sign up at the library, typically on first come first serve basis, or in their homeroom. If there are more students interested than there are spots, children might be put on a wait list. Minecraft groups are chosen based on student's application.

❖ When can children check books out?

K-4 grade students can check books out during their class visits to the library. Additionally, 2-8 grade students can check books out during recess (they need a library pass for recess time). Finally, students from all grades can visit the library Tuesday and Wednesday mornings, 8 a.m. - 8:20 a.m., and Thursday and Friday after dismissal, 2:45 p.m. - 3:15 p.m. (unless they attend after-school program). Parents are welcome to join their children during those times. Library schedule can be accessed at <https://sites.google.com/site/bpcschoollibrary/> at any time.

❖ What if my child loses a library book?

As stated in the library contract, the family has an option to pay a fee equivalent to the book's cost or purchase a new hardcover copy of the book. The payment can be sent in an envelope addressed to the librarian (Basia), and placed in her mailbox in the main office or sent with the student, and handed to the class teacher. The payment is optional but the family should inform the librarian that the book was lost so it could be mark as such in the library system.

❖ How can I help?

There are many ways families can get involved in library. If you would like to volunteer at the library or share your expertise with students, please email Basia at basia.tov@bpcschool.org. If you would like to help with purchasing materials for library programming, please visit the [Amazon Wishlist](#). All your involvement is greatly appreciated. Many of the programs offered in the library would not be possible without your support.

❖ Does the library accept book donations?

At this time, the library is unable to accept book donations. With around 13,000 books, the librarian purchases only the books that fill in the gaps in our collection to ensure it satisfies student needs and interests, and exposes them to topics and perspectives they might not easily encounter otherwise. If you would like to purchase books for the library, please, visit its [Amazon Wishlist](#).

❖ How can I find out more about the library?

Start at the [library website](#) where you can find the library's schedule and calendar, search our book collection, view current tweets, access library related documents, and

much more. Next, you can follow the library on Twitter (@bpcschool_lib) or Instagram (@bpcschool-lib - it has photos from events and might feature students, hence it's a private account that can be followed only by PS/IS 276 families and staff - when you request an access, you will be asked to verify your connection to the school). Finally, you can always reach your librarian, Basia, at basia.tov@bpcschool.org.

Resources:

- Battery Park has an amazing branch of the [New York Public Library system](#) with an array of programs for children and their grownups.
- Information on how to support your school's library program can be found at the [American Association of School Librarians website](#)/ For more information on how school libraries support student learning, take a look at this [simple one-pager](#).
- This very interesting [article](#) provides reasoning behind the shift towards creating maker spaces in libraries.