



# Re-Imagining Library Media


**Darien Public Schools**

A Report to the Board of  
Education  
September 26, 2017



## 2017-2018 Board of Education Goal

Further research innovative library media spaces: create a vision and plan for the digital environment and the role of the library media specialists in a 1:1 environment






*"If we want to connect with today's learners and teachers, we need to redesign the library from the vantage point of our users."*

*--(David Loertscher, San Jose State University)*





“If you want something new, you have to stop doing something old.”

Peter F. Drucker



## *Why change?*

Students need to have schools that better reflect the way they learn today and leans into tomorrow, because:

- Learning has changed (collaborative, critical thinking, creativity)
- Ways to access information has changed
- Society is connected, digital, and 24/7

If libraries do not change, they end up feeling like museums for students instead of vibrant places for learning, exploring, and collaborating



# The Library Media Center



**The  
Student**

**The  
Educator**

**The  
Space**



# The Role of the Student

- **Empowered Learner**
- **Digital Citizen**
- **Knowledge Constructor**
- **Innovative Designer**
- **Computational Thinker**
- **Creative Communicator**
- **Global Collaborator**

# The Role of the Educator

- **Facilitator**
- **Collaborator**
- **Designer**
- **Leader**
- **Learner**
- **Analyst**
- **Citizen**

# The Space



**LEARNER-CENTERED** - The school's "learning hub" supported by a rich, interdisciplinary library. A space where students can work in groups, partnerships or independence for a variety of purposes

**CONNECTED** - access to books, eBooks, digital resources, multiple information sources, independent reading and learning opportunities for "flipped classrooms."


**FLEXIBLE** - 24/7/365 access to high quality online resources through digital spaces, flexible physical spaces and experimental phases.

**INNOVATIVE** - Experimental space for creating, making, performing and sharing.

**COLLABORATIVE**- An environment that fosters collaboration among students and teachers. A space where the information technology literacy curriculum is supported through research, multimedia creation and the new literacies







A few things we  
have been  
trying out...

## Shelves on Wheels

Taking existing shelves and adding wheels. Allows for flexible areas and groupings (DHS)



“In a world of change, the learners shall inherit the earth, while the learned shall find themselves perfectly suited for a world that no longer exists.”

Eric Hoffer



**MakerSpace activity  
during Hour of Code  
at Hindley  
Elementary School**





## Groupings

Setting up dedicated spaces with inviting furniture. This is near a new green screen area being installed at Tokeneke





**Our plans  
moving forward**



# Our On-Going Work/Action Plan



Establish a PK-12 leadership team: including parents, library media specialists and general education teachers (create school-based implementation teams)

In collaboration, develop a DPS vision for library media spaces/library media specialists

Analyze current data: review existing resources, learning and curriculum opportunities

Develop a standards-based scope and sequence of Information Technology Literacy (ITL) skills/Curriculum integration

Identify innovation opportunities within current curriculum

Plan and design (physical, virtual, curricular)



# Our On-Going Work/Action Plan



Explore financial implications/ possible funding sources

Update the Board of Education: Winter & Spring

Identify needed material/human resources

Make recommendations for implementation for 2018-2019/ 2019-2020 school year

Create a collaborative professional development plan for all teachers/Parent Information Sessions





Any questions?