



# TWEENS IN LIBRARIES

Facilitated by  
Barb Janicek &  
Christy Giesler

Regional workshop March 28, 2011

# What are we doing today?

Welcome & Intro	5 min	Who's here?
Theory	15 min	Defining "tweens" & age characteristics
Practical Programming Ideas	20 min	Book Clubs
	45 min	Swap Shop
	15 min	Break
	45 min	Swap Shop continued & Brainstorm
	15 min	Discussing challenges with tweens in programs
Readers' Advisory	20 min	What are they reading? How do we help them?



**Take all the notes you want, but don't wear out your hand.  
This presentation and other resources will be available at**

**[www.twensinlibraries.weebly.com](http://www.twensinlibraries.weebly.com)**



THEORY  
THEORY



# Who are “Tweens”?

- “The time **between** childhood and adolescence”
- Consistently 8-14 years old
  - That’s about 4<sup>th</sup> to 8<sup>th</sup> Grade
- KAGOY (**k**ids **a**re **g**etting **o**lder, **y**ounger)
- They are powerful!
  - 8-12 yr olds make direct purchases of over \$10 billion
  - They influence an additional \$75 billion in family purchases
- Potential life-long Library users ... as long as we don’t lose ‘em

# Physical Development

Think of adolescents like a little German shepherd puppy: cute and cuddly with enormous paws that cause it to run sideways when it is exuberantly happy to see you approach.

Adolescents are much like that.

- **Growth spurts**
  - Usually first in the limbs and appendages
  - Less balanced or physically confident
- **Girls tend to develop faster than boys**
- **Fine motor skills are not fully developed**
- **Sexual characteristics emerge**

# Mental Development

Questions that examine the symbolic nature of a story might be better left to those who are able to think in the abstract. Students who are concrete thinkers will fare better with more concrete questions.

- Developing ability to think in abstract
- They may need guidance as they think through answers to questions about what they have read

# Emotional Development

Psychologists and behavioral researchers are beginning to study tweens, too. They say tweens are a complicated lot, still forming their personalities, and are torn between family and BFFs, between fitting in and learning how to be an individual.

- Always changing: some days a child, some days a teen
- Hormones = mood swings
- Struggling to learn how to deal with emotions, feelings and reactions
- Books can help tweens process feelings
  - But only if they can relate to, or understand, the character
  - Must be developmentally appropriate



# Social Development

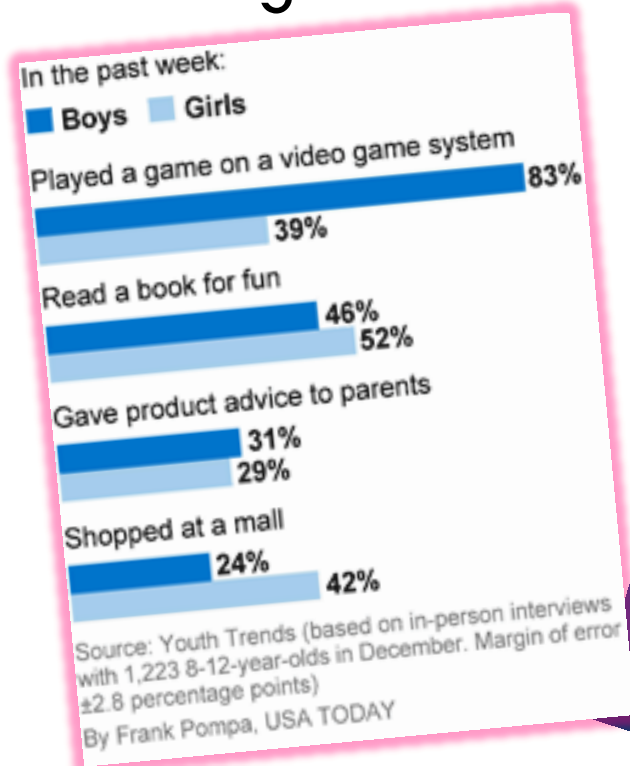
Elizabeth Hartley-Brewer, a parenting expert in London and author of *Talking to Tweens*, says the tween years are when young people begin to realize the wider world, and to see themselves as separate from their families. That's why the peer group is so crucial, she says.

- Awkwardness with each other
  - Learning how to get along, compromise, negotiate, cooperate
  - Learning to develop an easy relationship with the opposite sex (“just friends”)
- Help them to interact
  - Provide structure (ie: Ice Breaker Games)
- Changing relationships with parents
- Defining their gender roles
  - Tweens tend to conform; teens tend to challenge

# What do tweens consider cool?

Music was at the top of the list, followed by going to the movies. "Being smart" ranked third, tied with video games followed by electronics, sports, fashion and protecting the environment, according to a report.

- USA Today, citing the Roper Report (2/4/2009)



# Types of Library Programs

---

(broadly speaking)

- ❑ Book Clubs
- ❑ Crafts
- ❑ Games-based (active)
- ❑ Educational
- ❑ Movies

# Where's the Technology?

There seems to be a glaring gap in tech-based library programs for Tweens

**WHY?**

A survey administered in the spring of 2008 by the ALSC Children and Technology Committee shows **less than one-fifth of librarians currently offer technology programming for children under age 12** (as cited in Walton-Hadlock 2008 p. 52). As Walton-Hadlock writes, “Most experts agree that a child’s exposure to technology should be meaningful, involve collaboration with other people, include time limits, and more over should not be a substitute for outside play, exposure to print, and personal interactions” (2008 p. 54). A tween game night at the library would certainly fit that criteria, as would many other potential technology-centered library programs.

# Things to keep in mind...

...when programming for Tweens

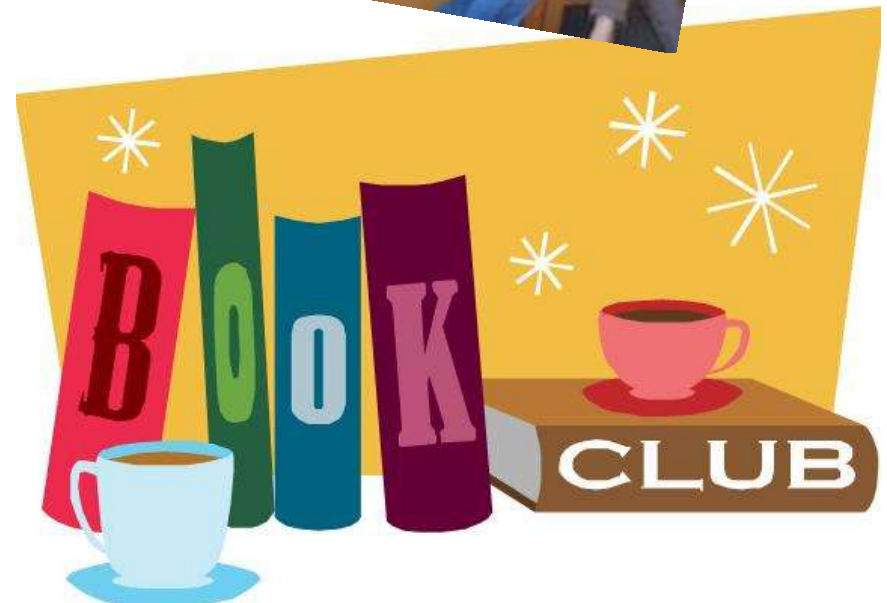
- Doing it yourself vs Outside guests (experts)
- Time of day
- Registered vs Drop-in
- Develop a following
- Age ranges
- Respect them

**BOOK CLUBS**



# Tween Book Clubs

- NYUBC-BYOB / Thematic
- Mother-Daughter Book Club
- Battle of the Books
- Getting started
- Resources



**PROGRAM IDEAS**





# Tween Book Club Meetings @ Elmira

JoAnne Beauvais - RWL

- *Tuck Everlasting* by Natalie Babbitt discussion followed by making origami toads and having toad races
- *Chocolate River Rescue* by Jennifer Kent McGrath followed by decorate your own chocolate cupcake with everything chocolate
- *Protecting Marie* by Kevin Henkes discussion followed by making paper dolls using die cut people, fabric and yarn
- *100 Year Old Secret* by Tracy Barrett discussion followed by an art forgery mystery(solving the mystery using clues found around the library) - upcoming
- *Ricky* by Eric Walters discussion followed by a gummi critter shishkabob making party
- Bring your own favourite book to share with a mini book talk(summer reading drop-in event) followed by trivia, relay with a rainforest theme
- We're about to vote on a name for the club, with names submitted by the members. I hope "Spine Crackers" wins.
- Our group varies from 8-12 kids each month.

# Chips 'n' Dip book club: **Hunger Games**

Jeanne Church - WPL

- For ages 9–14
  - 2 boys and 10 girls, but the boys do not feel out numbered. They take part, sometimes quite vocally, in all activities.
- Meeting once a month over a 6 months to discuss this popular trilogy
- I have various activities, discussion prompts, book challenges, trivia and games that will carry us through to June
- We have done some work with computers, including online games based on the books as well as researching answers to questions and challenges...both team and individual.
- While it does help that they get fed...after all, can't call it "chips and dip" without providing some food; the most important thing that I have found in preparing these programs is they have to find it interesting



# Artist's Studio

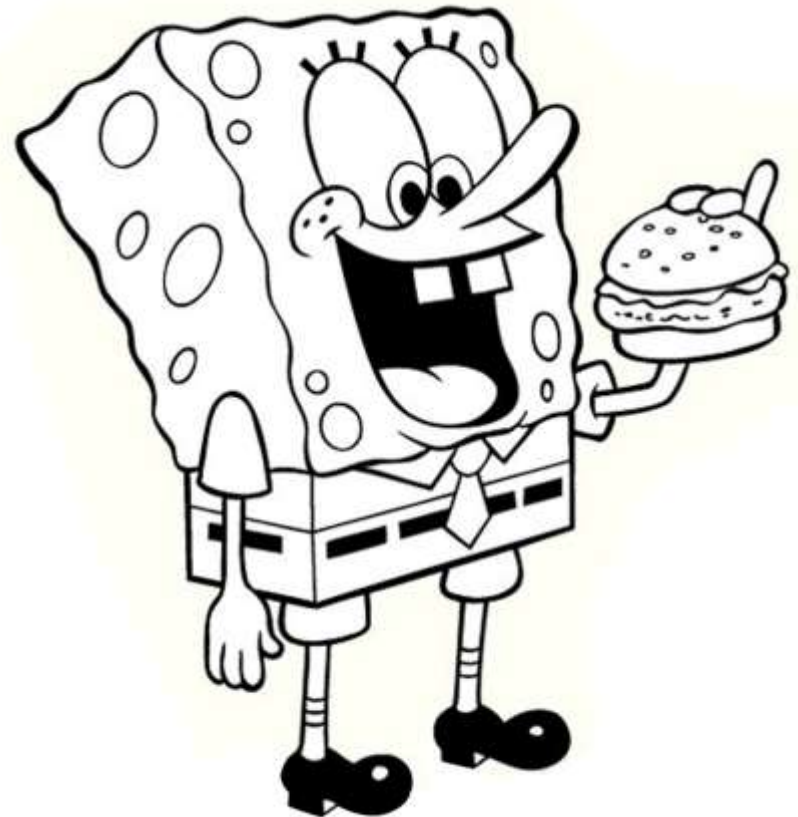
Michael Mckay-Fleming - WPL

A new art program at WPL that introduces tweens to various media and art appreciation.

## Over 8 weeks:

We spend the first half on drawing, using various exercises from *"Drawing On The Right Side Of The Brain."* They also learn the basics of contour drawing, self-portraits, negative space, etc. The other four classes deal with basic watercolours, sculpture, found objects, and abstraction. The art appreciation portion starts each class where various works are shown and discussed from cave paintings to contemporary installations.

## Images used:



# Picture This!

A program for the Aspiring Artist or  
Author or  
Presenter or  
Techno-nut or  
Social Butterfly

Otherwise known as “Don’t limit the field”

# Picture This!

---

- A program where tweens wrote their own stories, and did their own illustrations. We talked about different styles of illustration (paper, drawing, plastecine, etc). They did self portraits. At the end, we put their images and text on PowerPoint and they did a presentation for parents and family. If kids were nervous about speaking to the group, someone else could read their story or poem for them. We'd had other programs where the kids just did illustrations, or just wrote the books. This combined both elements.



Here is a sample of a participant's artwork, based on Mo Willems' style used in *Knuffle Bunny*.

# Goals when working with the tweens

---

- Captivate their imaginations
  - Find ways to showcase library resources
  - Allow them to show off their talents
  - Get with the future! Use technology!
  - Hands OFF their stuff
  - Giving them a sense of completion
  - Go big or go home!
- 
- The following is the completed work of one of the Picture This participants.



# Star Wars Finger Puppets

Karen Wylie - WPL

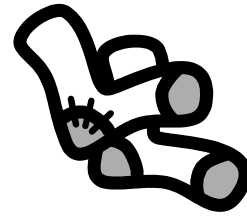
One of my favourite tween programs was Star Wars finger puppets. I found one design and made up the rest. I had a book display and 4 different figures ready to be assembled, plus lots of felt for making your own designs



I followed this with Death Star dodge ball



# Sock Dolls



Jeanne Church - WPL

## Sock it to Me!

- For ages 9-12, the challenge: make the silliest looking puppets or creatures using socks.

## Sock Monkeys

- For ages 9-12, the challenge: make your own unique monkey from socks. (various sock monkey books and pictures available to also provide inspiration along with a simple cutting pattern to get the most from their socks)

## Wild Things

- For ages 8-12, the challenge: make a Wild Thing or monster using basic “dollar store” gloves and a variety of accessories; come up with a name and special talent for their creation.

Basic sewing techniques were demonstrated and each participant received a stitch booklet. Materials include fabric, yarn, buttons, markers, sequins, stuffing, beads, ribbon, cotton balls, pom poms, washers, large jump rings, jewelry wire, elastic...and whatever else I could find.

# Duct Tape Crafts

Christy Giesler - KPL

Purses, wallets, roses, shoes ... all you need is duct tape!



# Candy Sushi

Christy Giesler - KPL



Just like it sounds, you use all kinds of candy to make something that looks like sushi ... but tastes very different!

**BREAK TIME**

A stylized clock face is positioned at the top of the image. The clock has Roman numerals for the hours: XII at the top, XI, X, IX, VIII, VII, VI, V, IV, III, II, and I. The hands of the clock are black, and the center is a gear mechanism. The word "BREAK TIME" is written in a large, bold, black, distressed font across the middle. The letter 'K' is uniquely designed, with its vertical stem acting as the clock's hour hand and its diagonal stroke as the minute hand. The gear mechanism is located at the center of the 'K'. The text is flanked by horizontal lines above and below.

# Invention Convention

Laura Dick & Karen Junker - KPL

- 6 week program for school-aged kids
- Each week we started with reading a picture book connected to the theme of inventing – Marveltown, Mechanimals, Robot Zot, etc.
- Each child was given a 4x4 board to build on. Their invention HAD to fit on that board.
- We talked about the concepts of gears and pulleys and levers, etc. and then showed them the possible building materials so they could start brainstorming and planning
- When the kids finished drawing their inventions they chose their materials and began to build
- Grand Reveal – parents/families were invited to come to the grand reveal of the inventions. We had juice and cookies and each invention was revealed and discussed. Each invention had to have a name and a purpose

# Time Travellers

Emily Lloyd – Cambridge Libraries

- Each week was a different decade
- We'd spin the wheel to determine which activity we did
- The activities were songs, crafts, games, dances, books, or anything that would represent the decade
- For the second last class we entered a time warp where we completed our favorite activities from previous weeks
- For the last class, we went to “the future”

- 1960's
- 1912 – the Titanic
- 1920's
- 1950's
- “When you were a baby” (1990's)

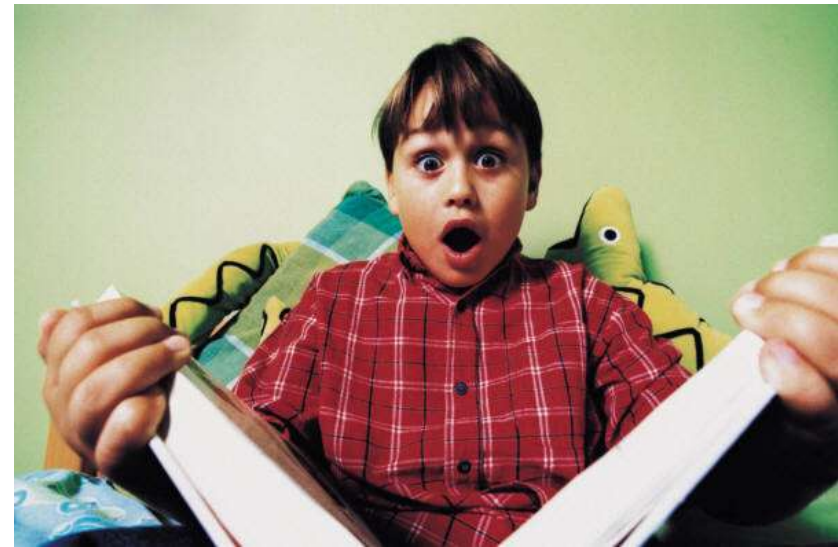




# Book It!

Emily Lloyd – Cambridge Libraries

- Become a published author in this *"Do-It-Yourself"* program designed just for kids.
- Create an interesting story and bind the book in your own unique cover.
- Books get added to the library collection! (barcode, catalogued, and everything)
- Book launch at the end, with parents/family invited



Let's Brainstorm...





# Even more ideas...

- ❖ Fan-Fic
- ❖ Scavenger Hunts
- ❖ T-shirt design
- ❖ Father & Daughter Tea
- ❖ Twinkie Creations
- ❖ Pimp my Bookcart
- ❖ Friendship bracelets / jewelry making
- ❖ Photography games & challenges
- ❖ Make and edit a movie (about the library ... or anything, really)
- ❖ Pizza tasting (get donations from local pizza places; give awards for best crust, spiciest sauce, yummiest cheese, etc.)
- ❖ Book Bingo
- ❖ Lego clubs
- ❖ Babysitting workshops
- ❖ Tween Advisory Council
- ❖ Karaoke nights
- ❖ Pajama Yoga

# Games Galore

Take a popular board game and make it

**HUGE.**

Take a sport and make it

**MINIATURE.**

- Life-size Candyland, Clue, Monopoly
- Human Scrabble
- 3-D Twister
- Giant tic-tac-toe trivia
- Mini bowling
- Make your own games, then play ‘em
- Game Shows
  - “Is the Price Right?”
  - Jeopardy

# Active, Challenge-Based Programs

## World Records

- Hold your breath
- Foot balance
- High jump
- Feather blow
- Who can say alphabet fastest
- Fastest crabwalk
- Most books balanced on head

## Minute to Win It

- Balance six dice on a popsicle stick held in your mouth.
- Two running players rally a ball back and forth using scuba flippers.
- Blow off all red ping-pong balls from a tray, leaving only 3 yellow balls remaining.
- Knock over empty cans using a yo-yo tied to the back of the waist.

# Scrapbooking & Journaling

- Make your own paper for book cover
- Have them bring in photos and make page layouts
  - Partnership opportunity: invite a local scrapbook business owner to come and demonstrate
- Set out examples of Diaries/Journals
- Perfect for tweens who are self-reflective
- Could be paired with photography programs

# Where else can I get ideas?

## □ **Ask the Tweens**

- Pop Culture
- Look online
- Regularly check out other libraries – the farther away the less chance for duplication
- Practice what you know
- Brainstorm with your peers

# TWEEN SCENE

Workshop presented at OLA SuperConference 2010



# **A Year of Tween Programs!**



# The Amazing Race

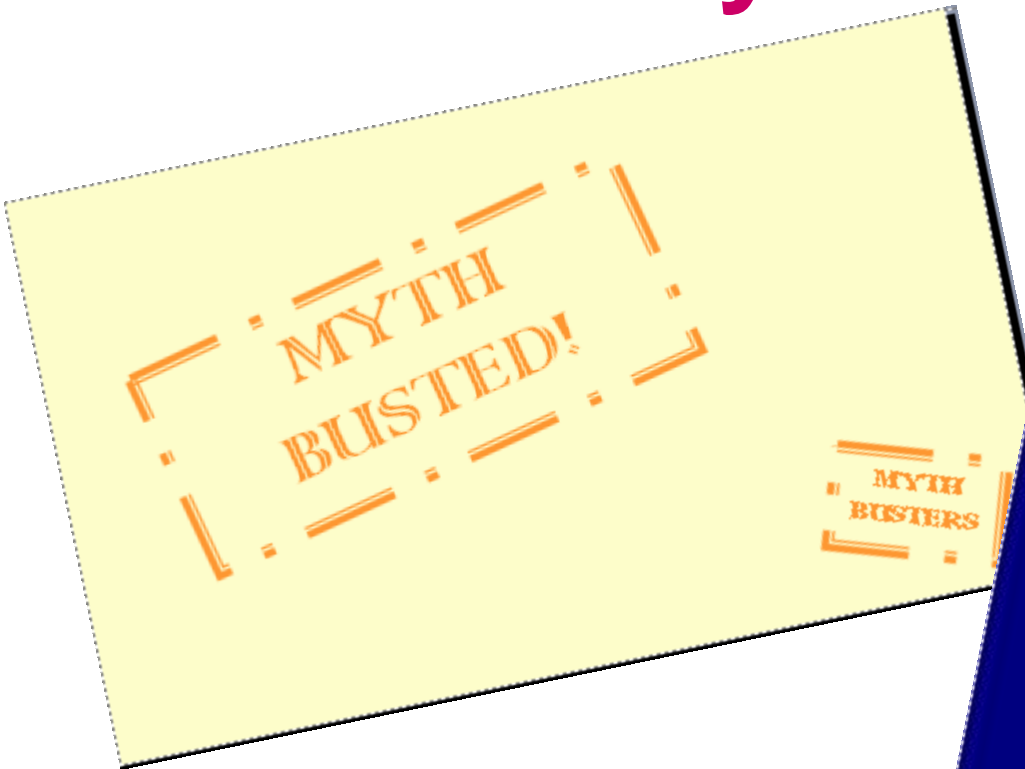


- ✓ No running, please. We want to be civilised while visiting other countries.
- ✓ No loud or disruptive behaviour.
- ✓ Please stay downstairs at all times.
- ✓ If you have to, please wait in line. Always wait for your turn.
- ✓ When handed a clue card, please take time to read it thoroughly and follow directions.
- ✓ You will be told by your travel agents if you are to advance to the next destination.
- ✓ Your travel agents can be found in the Children's Studio.
- ✓ Remember to have fun!





# Mythbusters



# Urban Legends



Legends have it that eating pop rocks and drinking soda will cause your stomach to explode. Learn more about Urban Legends & win prizes at this fun event!

## Urban Legends

at the library

**JOIN US:**  
Legends Centre Branch  
Friday, October 10, 2008  
7:00 pm to 8:00 pm  
Jess Hann Branch  
Wednesday, October 22, 2008  
7:00 pm to 8:00 pm

Free registration at any branch  
Snacks will be provided



McLaughlin Branch  
65 Bagot Street  
L1H 1N2

Jess Hann Branch  
199 Wentworth St. W.  
L1J 6P4

Northview Branch  
250 Beatrice St. E.  
L1G 7T6

Legends Centre Branch  
1661 Harmony Rd. N.  
L1H 7K3

[www.oshawalibrary.on.ca](http://www.oshawalibrary.on.ca)

905-579-6111

# Urban Legends

---

Can you tell Fact from Fiction?

# Poppy Seed Problem

---

- THE LEGEND:

- Eating poppy seeds plain or on bagels can cause you to fail a drug test.

- THE VERDICT?

TRUE

- The opium contained in poppy seeds is enough to cause a reading in some sensitive tests, though not enough to affect the person who eats them.

# The Truth about Coca Cola

---

## ■ THE LEGEND:

- A tooth left in a glass of Coke overnight will be mostly dissolved by morning.


## ■ THE VERDICT?

**FALSE**

- A tooth will NOT dissolve overnight, though it would eventually given enough time. This is true of many drinks we consume such as orange juice, and in all cases the acid concentration are low enough that our bodies can deal with them.



# For more information. . .

- Visit their web site  
<http://sites.google.com/site/thetweenscene/>
  - Download their PowerPoint (linked on [www.tweensinlibraries.weebly.com](http://www.tweensinlibraries.weebly.com))
- 

CHALLENGES





# We've all been there...

What issues or challenges have you faced when running a Tween program?

What have you done to deal, prevent, survive, etc?

- At- *TI* -tude
- Texting, cell phones
- Bullying or “picking on”
- Low attendance / commitment
- Book-based programs where they haven't read the book
- Difficulty levels (esp. for crafts)
  - End up working 1-on-1 ... with 20 kids

**READER'S ADVISORY**



# Reader's Advisory

- Tween reference interview
- Hostile reader's advisory
- Gossip Girls and LG (Library Guidance)
- Resources
- Favorite Tween Reads



Please fill out the  
evaluation form —  
thanks!

[www.twreensinlibraries.weebly.com](http://www.twreensinlibraries.weebly.com)

Questions, suggestions, or items to post?

Email [Barb.Janicek@kpl.org](mailto:Barb.Janicek@kpl.org)