

52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Brought to you by the Wisconsin Library Association Youth Services Section, 52 Weeks of YA programming is a collection of teen programs submitted by YSS members across the state.

With help from our amazingly talented membership we hope to provide a resource that will inspire you to reach out to the young adults in your communities and try something new.

One program will be featured each week on the YSS blog: www.ysevents.blogspot.com

OR you can download the entire 52 Weeks as a pdf document here:

http://dpi.wi.gov/sites/default/files/imce/pld/pdf/52_teen_weeks.pdf

Program Index

PDF PG	Week	Contributor	Program
3	1	Cole Zrostlik	Hack A Banana
4	2	Rebecca Van Dan	LED Bracelets
5	3	Amber McCrea	It Was a Dark and Stormy Night
6	4	Becky Arenivar	Amazing Race
7	5	Amanda Brueckner	3D Paper Flowers
8	6	Linda Jerome	Book Speed Dating
10	7	Mehta Hess	Police Explorers
11	8	Ashley Bieber	BYOF: Bring Your Own Fandom
13	9	Terry Ehle	Protect Your Peeps
15	10	Cary Perzan	Egg Drop Challenge
17	11	Kymberley E. Pelky	Get to Know an Artist
18	12	Katherine Elchert	Eye Bombing
19	13	Colette Bezio	Go
20	14	Beth Henika	Paint the City
21	15	Julie Kinney	App Inventor
22	16	Penny Johnson	Book Faces
23	17	Linda Jerome	DIY Jewelry
24	18	Linda Schuster	Squirt Gun Trivia
26	19	Laurie Bartz	Youth Battle of the Bands
28	20	Terry Ehle	The Maze

30	21	Amanda Brueckner	Recycle Costume Show
31	22	Colleen Zertler	Cake Decorating
32	23	Rebecca Van Dan	Teen Bands Night
34	24	Penny Johnson	Sidewalk Graffiti
35	25	Linda Jerome	Life-Sized Games
36	26	Ashley Thiem-Menning	Hat Making
37	27	Ashley Bieber	Regression Session
38	28	Julie Kinney	Hour of Code
39	29	Colette Bezio	Anime Afternoon
40	30	Becky Arenivar	Zombie Survival Training
42	31	Keri Whitmore	Fashion Nightmare
44	32	Terry Ehle	Edible Fear Factor
46	33	Ashley Bieber	Frankenstuffy
47	34	Mehta Hess	Book Hedgehogs
48	35	Jennifer Bahnaman	Trivia Night
50	36	Cole Zrostlik	Embroidery Floss Frenzy
51	37	Cary Perzan	Make Your Own Bath Salts
53	38	Emily Heideman	Yu-Gi-Oh Duelist Tournament
55	39	Amanda Hyland	Gingerbread Who?
56	40	Sandra Stephany	Holiday Get Together
57	41	Katrina Dombrowsky	Holiday Ugly Sweater Party
59	42	Matt Beinemann	Arduino Controlled Robots
61	43	Katherine Elchert	Fortune Reader
62	44	Kerri Ashlin	TAG Mission Statement
63	45	Penny Johnson	National Soup Month Celebration
64	46	Dave Deprey	Valentine's Day Movie Night
65	47	Keri Whitmore	Valentine's Day Chopped Dessert Challenge
66	48	Minetta Lippert	Chocolate Olympics
68	49	Amber McCrea	Anti-Valentine's Day
69	50	Brittany Gitzlaff & Carolyn Vidmar	Blind Date With a Book
70	51	Krissa Coleman	Tween Book Club Play
71	52	Georgia Jones	Steampunk

52 WEEKS YA PROGRAMMING

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Hack a Banana Submitted by YSS Member Cole Zrostlik

St. Croix Falls Public Library | www.stcroixfallslibrary.org/ | Indianhead Federated Library System

Contact Cole at: czrostlik@stcroixfallslibrary.org | (715)483-1777

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Anytime	Middle/High School	\$70

Materials/Equipment Needed:

MaKey MaKey invention kit (\$50 on thinkgeek.com-- one for every ~5 kids), a way to play internet video to an audience, 1-to-1 computer access if possible, 5 bananas, extra electrical wire, Playdough, food, plants, coins, toys, (anything that can conduct electricity) and a laptop.

Description of Program:

MaKey MaKey gives digital life to inanimate objects. With the kit, you can transform any object that can conduct electricity into a touch interface or computer keyboard controller. Connect to a computer through a USB cable and turn any conductive object into a "key."

Play the TED Talk Jay Silver: Hack a Banana, Make a Keyboard. (13 minutes)

https://www.ted.com/talks/jay_silver_hack_a_banana_make_a_keyboard?language=en

Write your first computer program! Kids learn about basic Scratch coding. <http://code.org/learn>

Making the Connection: MaKey MaKey and Scratch

<http://makeymakey.com/howto/makeymakey-scratch-handout.pdf>

Build your own Scratch program: <http://scratch.mit.edu/projects/2728243/>

Let the group try it out in classic banana style: <http://makeymakey.com/piano/>

Things you liked most about the program:

MaKey MaKey is an awesome way to help teens understand basic programming in a physical way, and that not everything they "make" is permanent-- MaKey MaKey encourages making, taking apart, and making again.

52 WEEKS YA PROGRAMMING

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LED Bracelets Submitted by YSS Member Rebecca Van Dan

Middleton Public Library | www.midlibrary.org | South Central Library System

Contact Rebecca at: rvandan@midlibrary.org | (608)831-5564

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
	Middle/High School	\$25

Materials/Equipment Needed:

Conductive thread, needle, snaps, threader, felt, colored thread

Description of Program:

Teach your teens valuable skills (circuitry, sewing, design planning) that combine STEAM elements. Bracelet contains LED lights and battery that are sewn together with connective thread, with positive and negative charges leading to snaps, so it lights up when snap ends are touching. Encourage teens to add their own artistic touches or use the same circuitry design on other things, like t-shirts, hats, etc.

Find simple instructions here: <http://www.instructables.com/id/Soft-circuit-LED-Bracelet/>

Things you might change or practical tips:

Suggested program length: 2 hours, depending on participants' sewing experience.



52 WEEKS YA PROGRAMMING

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It Was a Dark and Stormy Night Submitted by YSS Member Amber McCrea

Edgerton Public Library | <http://als.lib.wi.us/EPL> | Arrowhead Library System

Contact Amber at: almccrea@gmail.com | (608)884-4511

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
3/11/2015	15	\$0

Materials/Equipment Needed:

Access to computers for the participants and Inform 7 software which is free.

Description of Program:

This is the program we are doing for Teen Tech week. Remember Haunted House? Remember Madness and the Minotaur? Inform7 is a free program that lets teen code an interactive game/story. All that is needed is access to the software and way to save the game they are creating and of course limitless imagination.

Things you liked most about the program:

I love subversive learning. This program is a great way for teens to learn the concept of object oriented programming and the idea of programming structure without learning a new programming language. While technically the game is written in English, there are very specific rules for the grammar used in world construction in the game. This event also helps teach the steps that go into planning a video game and a novel as well. Where do you begin? What happens next? How does the character get from point A to Point B?

Things you might change or practical tips:

This software has a learning curve so make sure if you are going to try it with teens you download it at least a month in advance and create your own game in order to thoroughly understand the language constructs. Play through several of the already created examples to understand the interactions as well.

52 WEEKS YA PROGRAMMING

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Amazing Race Submitted by YSS Member Becky Arenivar

Prescott Public Library | www.prescottpubliclibrary.org | Indianhead Federated Library System

Contact Becky at: barenivar@prescottlibrary.org | (715)262-5555

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
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During/After Hours	12-18	
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Materials/Equipment Needed:

Each team will receive an Amazing Race packet containing the following:

Team score sheet - all 5 challenges are named, with spaces for start and finish times and places for judges "thumbs up".

List of challenge locations.

Rule Sheet

Envelope with landmark clues numbered in order to be done.

Description of program:

Modeled on the reality tv show of the same name, this event was designed for teams of up to 3 teens, who will work through 5 challenges at 5 different global landmarks. Teams decipher a rhyming clue to lead them to their next challenge, then perform the challenge and get a score. Then, it's on to the next clue to decipher. I tried to create challenges that had a variety of tones, fun and active (luggage challenge), difficult and language-based (translation challenge), gross (food challenge) and embarrassing (folk dance). We scheduled the event for 90 minutes, but it could definitely fill 2 hours especially if you have an awards ceremony.

Amazing Race is a great after-hours event, but you could hold it during open hours if you have separate spaces for the noisier challenges. Once this event is set up, you can add locations and challenges to the pool of choices, then re-run it with a different set. We required the teams to register ahead of time, as teams, but you could divide attendees up into teams at the event.

If you would like copies of challenges or more specific details, please contact Becky.

Things you might change or practical tips:

This program requires more than 1 person to run, e.g. a person at each challenge station, but you can use volunteers to run the challenge stations. We used teen volunteers at the stations, and since the teams were all younger teens, it worked fine. This event was lots of fun to put together and to run and the teens enjoyed it.

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3D Paper Flowers Submitted by YSS Member Amanda Brueckner

Karl Junginger Memorial Library | www.waterloo.lib.wi.us | Mid-Wisconsin Library System

Contact Amanda at: abrueckner@mwfls.org | (920)478-3344

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
	Middle/High School	\$5

Materials/Equipment Needed:

Paper and Scissors

Description of Program:

These are made from 12 slotted flower shapes that fit together to form a sphere. No adhesive needed; just paper and scissors. Original craft found at this website and templates for flowers of different sizes available at: <http://howaboutorange.blogspot.com/2011/11/how-to-make-3d-paper-ball-ornaments.html>

Use the slits to join petals together. Keep adding shapes, connecting as you go, so that every petal is connected to another petal on a neighboring flower.

It might be helpful to think of the first piece as the "north pole," and then add a row of five flowers encircling it. At this point, the ball is half finished. Here's what it looks like upside-down:

Attach the next row of five flower shapes, and finally, add the "south pole" piece to finish the globe.

Thicker paper like construction paper works easier when putting it together.



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Book Speed Dating Submitted by YSS Member Linda Jerome

La Crosse Public Library | www.lacrosselibrary.org | Winding Rivers Library System

Contact Linda at: l.jerome@lacrosse.lib.wi.us | (608) 789-7157

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Summer, Thursday 1:30 PM	11-13	\$0

Materials/Equipment Needed:

Books from your teen collection, book speed dating cards

Description of Program:

Have a wide variety of teen books available to participants and then give them 2 minutes with a book and have them fill out the card and then on to the next book! At the end of the program, teens can check out their favorite books and they can keep the cards of books they'd like to read. It's also a great way to see which books teens are attracted to and which ones they aren't!

Things you liked most about the program:

Super simple, cheap and it gets teens talking about books!

Things you might change or practical tips:

Take a break in the middle of the program—too many books in a row and their brains start to shut down. Plus, it gives them time to chat about favorites or take a longer look at an interesting title!

Title:

Author:

Rate with 1 being the lowest & 5 being the highest

First Impression (Cover/Title/Appearance)	1	2	3	4	5
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Flirting (Blurb/Summary)	1	2	3	4	5
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Getting to Know You (First pages)	1	2	3	4	5
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Final Score

Would you check this book out?	YES	NO
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Comments:





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Police Explorers Submitted by YSS Member Mehta Hess

New London Public Library | www.newlondonlibrary.org | Outagamie Waupaca Library System

Contact Mehta at: mhess@mail.owls.lib.wi.us | (920)982-8519

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Thursday 4:00 PM	7 th Grade	\$0

Materials/Equipment Needed:

Police Department Provided

Description of Program:

We have an active Police Explorers group in our town. The Police Explorers are high school age kids who work with the local police department, learning about law enforcement careers and skills. The head of the Police Explorers came in and showed the teens different tools and techniques for fingerprinting, and let them get some hands on experience. If your community does not have a Police Explorers program, perhaps a police officer would be willing to come in and demonstrate some things for your teens.

Things you liked most about the program:

Exposed the teens to the Police Explorers program, gave them an opportunity to interact positively with local police department, and allowed them to play with awesome tools and get a peek at criminal science.



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BYOF: Bring Your Own Fandom Submitted by YSS Member Ashley Bieber

L.E. Phillips Memorial Public Library | ecpubliclibrary.info | Indianhead Federated Library System

Contact Ashley at: ashleyb@eau Claire.lib.wi.us | (715)839-5007

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Thursday, 7:00 PM	12-15	\$20

Materials/Equipment Needed:

PowerPoint or similar software

Description of Program:

Sherlock! Dr. Who! Supernatural! Harry Potter! Lord of the Rings! Create the ultimate fandom team, to compete in this competition of the mind. Teams of five will be asked questions about the five largest fandoms... who will come out on top? (promo)

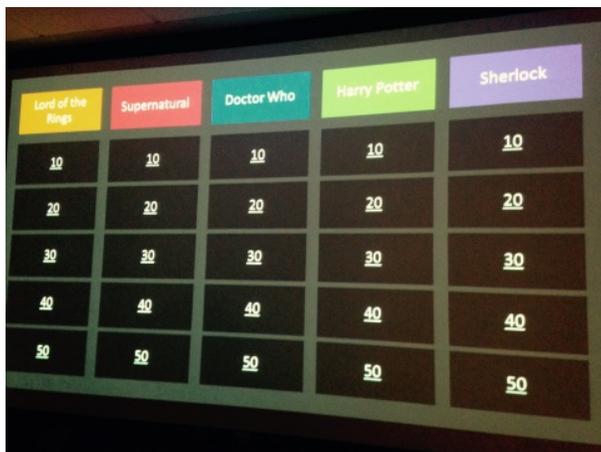
This was a loosely structured trivia game done Jeopardy-style by members of my teen council. They focused on 5 different categories based on the five fandoms and then had a variety of easy and hard questions, depending on how many points the question they chose was worth. I had the two teens that created the quiz also “host” the contest while I kept score. I had planned on teams of 4 and had bought four \$5 gift certificates to our local bookstore as prizes for the winning team.

Things you liked most about the program:

Teens stayed a good 30 minutes after the program to swap Tumblrs and talk fandoms! I really liked that it was an idea teens were interested in enough to actually create the quiz and run the program.

Things you might change or practical tips:

I think I might have gotten a better turnout if this had been on a weekend evening – I only had about 12 come. Also, email me if you want me to send you the Jeopardy Power Point quiz!





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Protect Your Peeps Submitted by YSS Member Terry Ehle

Lester Public Library | www.lesterlibrary.org | Manitowoc-Calumet Library System

Contact Terry at: tehle@lesterlibrary.org | (920)793-8888

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Tuesday 6:30	Middle/High School	\$20

Materials/Equipment Needed:

Marshmallow Peeps in a variety of colors, recyclables like cardboard boxes, plastic bottles, etc. duct tape or other adhesive, several bags of large marshmallows.

Description of Program:

Set up a group of tables in a circle – one team per table.

Divide the number of teens who show up into as many teams as you have tables.

Give each team a table, a piece of cardboard, a roll of duct tape, a box of peeps, and a bag of large marshmallows.

Put extra boxes and recyclables in the center of the room and let teams come up one at a time to select extra pieces.

Each team should build a fortress to "protect their peeps." At least 5 peeps must be visible.

Then using the large marshmallows, each team would attempt to dislodge the other team's peeps from their contraptions and knock them onto the floor.

The team with the most peeps left on the table wins.

Things you liked most about the program:

I love any program that has teens working together towards a common goal. This program was fun and silly and I had 6 teams of 5 BOYS – yes boys and I think 2 girls participate.

Things you might change or practical tips:

The teens were too good at building and the peeps were impossible to knock off the table. (And that was even after I told them they could not duct tape the peeps to anything and their contraption could not be duct taped to the table.)

Tossing the marshmallows turned into an all-out marshmallow fight. This, while fun for them, was not fun to clean up. (Using a warm towel and rubbing gets marshmallow out of the carpet)

Have all peeps be visible on the table and perched not inside a box, duct taped together.

When it comes to throwing marshmallows, I would have each team take turns, tossing 1 marshmallow at a time.

Another library that I shared this program with had the teens build catapults to toss their marshmallows.



PROTECT YOUR PEEPS!

Multiple Teams Multiple PEEPS
One GOAL!

Destroy the other team's Peeps before they destroy yours. All materials will be provided, no registration required. Teams will be formed the night of the program. For teens in 6th-12th grade only.

Monday, April 19 6:30 PM

LESTER PUBLIC LIBRARY

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APPROVED

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Egg Drop Challenge Submitted by YSS Member Cary Perzan

Jack Russell Memorial Library | www.hartfordlibrary.org | Mid-Wisconsin Federated Library System

Contact Cary at: cperzan@hartfordlibrary.org | (262)673-8240

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Summer Afternoon	13	\$25 or less

Materials/Equipment Needed:

Hard-boiled Eggs (majority of the cost), recyclables - boxes, bubble paper, tissue paper, markers, duct tape, packing peanuts, yarn, garbage bags, etc. Any random junk will do.

Description of Program:

Take the challenge to build a container that will allow an egg to survive a two-story drop!! The Library will provide materials to build a container to house one egg, so that you can build a container, and then toss it overboard from the Library's porch to see if the egg survives with or without cracking. Ages 11+

Kids design a container to house an egg that will prevent it from cracking upon impact. My stipulations were that the housing could not be bigger than the size of a tissue box, nothing could be directly taped, glued, tied, etc. to the egg itself, and that egg could be removed from container within 2 minutes. Kids had 1.5 hours of program to build, and last half hour to drop their containers. Kids could build in teams (no more than 4) or individually.

Things you liked most about the program:

LOVE the STEM aspect of the program with engineering challenge as the basis. Kids love building something that they get to throw off something with real potential for destruction.

Things you might change or practical tips:

I didn't require sign-up so I had to guess on the number of eggs I bought (24). I used every egg, but was EXTREMELY grateful that many of the teens choose to work on a team.





52 WEEKS YA PROGRAMMING

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Get to Know an Artist Submitted by YSS Member Kymberley E. Pelky

Oneida Community Library | facebook.com/oneida.community.library | Nicolet Federated Library System

Contact Kymberley at: kpelky@mail.nlfs.lib.wi.us | (920)869-6217

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Thursdays	14	\$20

Materials/Equipment Needed:

<http://www.dickblick.com/products/blick-studio-mini-38-profile-cotton-canvas/>

Miniature canvases and Sharpie markers, books and websites about artist focused upon.

Description of Program:

We get to know an artist, such as Vincent Van Gogh <http://www.vangoghgallery.com/misc/biography.html> and then either make our own original art on the canvases, or imitate the artists' art. I have biographies and other books about the artist available.

Things you liked most about the program:

I love how interested they get in the artist.

Things you might change or practical tips:

Vary the art project, like Matisse's cut outs instead, but they do love these canvases the most.

52 WEEKS YA PROGRAMMING

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Eye Bombing Submitted by YSS Member Katherine Elchert

Rice Lake Public Library | <http://rlpl.org> | Indianhead Federated Library System

Contact Katherine at: katherineelchert@ricelakegov.org | (715)234-4861

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Summer	13-17	\$10

Materials/Equipment Needed:

Library books, googly eyes in a variety of sizes!

Description of Program:

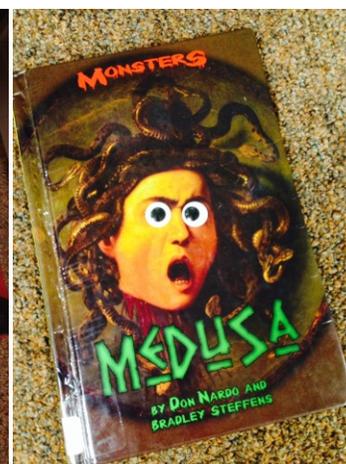
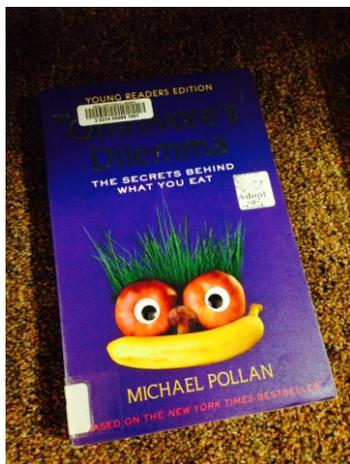
Teens were instructed to roam the library for a book cover to “Eye Bomb” / cover with as many googly eyes as they felt were needed! All Eye Bombed books were lined up and the teens voted on their favorites! The proud winners were awarded free prize books.

Thing you liked most about the program:

I loved how creative and silly the teens got with the contest. Many of the Eye Bombed entries had me laughing out loud!

Things you might change or practical tips:

I'd really recommend having a variety of different googly eye sizes! That really ups the funny factor!



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GO Submitted by YSS Member Colette Bezio

Muehl Public Library | www.muehlpubliclibrary.org | Outagamie Waupaca Library System

Contact Colette at: cbezio@mail.owls.lib.wi.us | (920)833-2725

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Thursdays, 6:00-8:00 PM	Middle/High/Adults	\$0-\$50

Materials/Equipment Needed:

Several GO games.

Description of Program:

In 2008, as part of the summer events for the One World, Many Stories summer reading program, the Muehl Public Library offered several sessions on how to play Go, the Asian strategy game. Go is a game with simple rules, but very deep strategy. The object of the game is to surround more of the empty space on the board than your opponent.

Since the original lesson nights, we have had a Go Club. There is no official membership involved, but every Thursday night, from 6 to 8, we have boards set out for people to come play, and lessons available for new players or those who wish to improve their game.

Through the American Go Foundation, we received enough equipment to get started, a grant for partial funding of the purchase of instructional books, and a free complete set of the manga Hikaru No Go. The anime and manga help interest new players in the game and the club

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Paint the City Submitted by YSS Member Beth Henika

North Shore Library | www.mcfls.org/northshorelibrary | Milwaukee County Federated Library System

Contact Beth at: beth.henika@mcfls.org | (414)351-3461

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Summer Thursday 2:00-3:00 PM	13	\$150

Materials/Equipment Needed:

We used a local art store to run the program. But you could do the program without, in which case you'd be purchasing canvases, brushes, and acrylic paint.

Description of Program:

The owner of a local art store came with supplies and did a step by step tutorial of painting the Milwaukee skyline. While the kids were working, I did a short presentation about the city of Milwaukee and its more interesting histories.

This program could be done without hiring anyone. We have done painting programs with younger kids where they all traced the same puppy picture onto a canvas and painted. All kids had to use the same colors—this limits the amount of paint and the stress of handing out 10 colors to each child.

Thing you liked most about the program:

The kids' paintings were fabulous. Because I had someone come in to lead it, it was little work for me.

Things you might change or practical tips:

Know what colors you are offering a head of time. We did a night scene, so they were limited to blue, black, white, and yellow. It was the week before the 4th, so we added red if they wanted to add fireworks.

We had to be very strict about registration. We had a limit, but we also didn't want to have empty spots when kids inevitably didn't show up. We called to confirm every registration and had them return our calls to make sure they were coming. We had kids show up the day of hoping to get a spot.

Cover your tables. Acrylic paint is not washable.



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App Inventor Submitted by YSS Member Julie Kinney

Marathon County Public Library | www.mcpl.us | Wisconsin Valley Library System

Contact Julie at: Julie.kinney@co.marathon.wi.us | (715)261-7230

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
4 Afternoons	12-15	\$0

Materials/Equipment Needed:

Ideally, lap tops and android cell phones. You can also use desk top computers, loaded with a starter program that will enable you to run the cell phone emulator for the program. (Chromebooks work ok, but other laptops will probably work better.)

Description of Program:

App Inventor is based on MIT's popular Scratch (block) programming model. Participants design what they want their app to look like and then use block programming to create the programming for the app. Website for App Inventor: <http://appinventor.mit.edu/explore/>

Tutorials: <http://appinventor.mit.edu/explore/ai2/tutorials?>

I started with "Ball Bounce" which creates a bouncing ball on the phone screen. We then did "Hello Purr" which allows user to tap or pet a picture of a cat (provided in the tutorial) and have the cat meow (mp3 also provided in the tutorial) and purr (using the smart phone vibrate function). Finally we did "Magic 8 Ball" which allows users to tap a Magic 8 ball picture and get answers to their most burning questions (sounds and pictures provided by the tutorial).

I will be investigating the other tutorials in my upcoming programs.

Thing you liked most about the program:

It was fun and provided almost instant gratification. Participants could also package and email themselves or others their programs, so they could share the joy of being an app inventor.

Things you might change or practical tips:

Some computer related things to be aware of: App Inventor apps won't work on iPhones (yet). If you go the route of using a laptop and a cellphone, be aware that your firewall may not allow your cellphone to talk to the laptop. If you use desktops, you will need to download the aistarter program, which allows you to create an emulated cellphone on the computer screen.

Practical Tips: This is one place where you want to have done the project first and then presented it to the participants. Read through all the directions, do the project and write a "script" of steps to follow (I find the tutorials tend to be really wordy and that makes it hard for me to follow.)

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Book Faces Submitted by YSS Member Penny Johnson

Baraboo Public Library | www.baraboopubliclibrary.org | South Central Library System

Contact Penny at: pjlibrarylady@gmail.com | (608)356-6166

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Anytime	11-18	\$0

Materials/Equipment Needed:

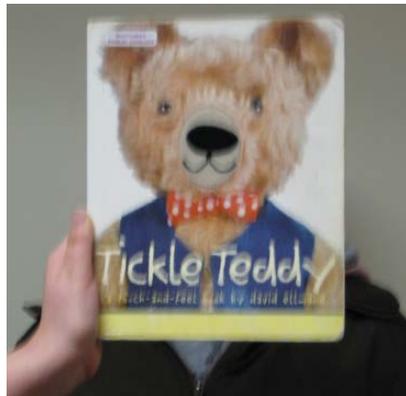
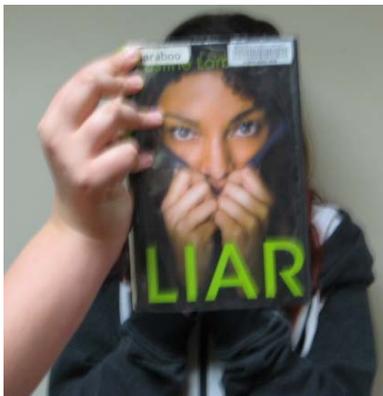
Camera, books with faces or prominent body parts on the cover

Description of Program:

Teens pose for photos holding books in front of their face or other pertinent body parts. The photos say it all.

Things you liked most about the program:

This was a fast and easy program. We have digital photo frames hanging in our teen area, and these bookface photos get a lot of attention!



52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

DIY Jewelry Submitted by YSS Member Linda Jerome

La Crosse Public Library | www.lacrosselibrary.org | Winding Rivers Library System

Contact Linda at: l.jerome@lacrosse.lib.wi.us | (608) 789-7157

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Summer, Thursday 1:30 PM	11-13	\$80

Materials/Equipment Needed:

Hex nuts, Twine, Pop tabs, Elastic cord, Washers, Ribbon, Balloons (the kind for making balloon animals preferably), Instructions for each piece, Scissors, Tape

Description of Program:

We made 4 different pieces: balloon bracelets, ribbon & washer necklaces, pop tab bracelets and hex-nut bracelets.

Things you liked most about the program:

While we made 4 different pieces of jewelry, you could easily cut this down (or add) depending upon your time/budget. Also, all of the individual pieces were pretty inexpensive so it made for a relatively cheap program.

Things you might change or practical tips:

Encourage teens to do the piece they like most first—we had teens run out of time because some of the pieces took longer than others to make.



52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Squirt Gun Trivia Submitted by YSS Member Linda Schuster

T. B. Scott Free Library | tbscottlibrary.org | Wisconsin Valley Library System

Contact Linda at: lschuster@tbscottlibrary.org | (608)884-4511

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Summer Weekday Afternoon	11-15	\$20-\$60

Materials/Equipment Needed:

Squirt guns, Super Soaker, tub of water, trivia questions

Description of Program:

Squirt Gun Trivia takes place on the library lawn. Youth going into grades 6 to 12 are invited to answer trivia questions to avoid getting squirted by their peers. Pre-registration is encouraged, but walk-ins are welcome. The group is divided into teams of two or three. Teams take turns going to the front of the group for a question.

The Trivia Master reads a question and waits a few seconds for an answer. If answered correctly, team returns to group and next team goes up. If answered incorrectly or not answered, each in the group may squirt one time at one of the team members. Anyone breaking the rules by squirting out of turn or squirting multiple times will be subject to the Enforcer who will then squirt the rule breaker with a super soaker.

Trivia Master decides the time limit for answering questions, announces whether the answer is correct or not, and also decides and announces when the next round will be the last. Follow the game with popsicles or other frozen treats.

Things you liked most about the program:

There are no prizes; no winners or losers. Trivia Master has control of the questions and has the secret discretion to choose questions that are easier or more difficult according to whose turn it is to answer.

Things you might change or practical tips:

Trivia questions should be easy enough that most kids know the answers. We used Brain Quest packs for about grades 5-7. A pack is connected together, so it is quick and easy to find questions. Throw in a few questions about your town or library.

Trivia Master should be a staff member or other adult who is assertive and can keep the game on track. Enforcer should be college age or older, not a peer of the group. Use masking tape or other way to mark where teams stand to answer questions and to mark a limit of how close squirters may get to the team. Only allow squirt guns that you provide.

Decide in advance if you will reschedule or move indoors (with no squirt guns) in case of severe storms or heavy rain. We already had Brain Quest packs and access to a super soaker, so our only cost was for squirt guns and popsicles.



52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Youth Battle of the Bands Submitted by YSS Member Laurie Bartz

Hedberg Public Library | www.hedbergpubliclibrary.org | Arrowhead Library System

Contact Laurie at: lbartz@hedbergpubliclibrary.org | (608)758-6587

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
7/17/14	15	\$50-\$400

Materials/Equipment Needed:

Sound system, stage manager, stage (optional), electricity, certificates, prizes, judges, water for performers, concessions (optional.)

Description of Program:

Middle and high school students were invited to participate in a Youth Battle of the Bands sponsored by the library, City of Janesville Recreation Division, Knapton Musik Knotes, JATV Media Services and Janesville Mobilizing 4 Change, a local coalition benefiting youth. The Battle was held outdoors at the Courthouse Park Amphitheater (rain location middle school auditorium). All ages were welcome to attend and concessions were provided by the city's Recreation Division.

Seven bands entered the Battle after completing entry forms and agreeing to the rules and guidelines for the event. Students and parents also signed waiver and release forms. Several participants had recently taken part in local Band Camps for students interested in joining a band and the winning band from the previous year returned to compete. A quality sound system and sound management were provided for the event through a donation of \$350 (equipment from the library/city were used for previous Battles). Bands were allowed to bring their own guitar amps, pedals, etc.

The order of the bands was determined by a random drawing with each band being allowed to perform up to ten minutes. The bands were judged by local musicians on vocal and instrumental technique, stage presence and overall performance. All participants received certificates of participation. JATV Media Services filmed the event and generously donated one hour of studio time as a grand prize to the winning band. All performances were broadcast on the JATV YouTube Channel and on Teen Central at Hedberg Public Library's Facebook page.

Thing you liked most about the program:

I liked the partnerships that developed and were strengthened between the library, city and other local partners. The Battle made use of an accessible downtown park resulting in great attendance (approximately 275) from teens, families and interested members of the community. The Youth Battle of the Bands was a free family-friendly event celebrating the talents of teens.

Things you might change or practical tips:

We plan to add more concessions this year. We will continue to utilize an entry form, rules and guidelines in order to provide consistency and a fun experience for all.



52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

The Maze Submitted by YSS Member Terry Ehle

Lester Public Library | www.lesterlibrary.org | Manitowoc-Calumet Library System

Contact Terry at: tehle@lesterlibrary.org | (920)793-8888

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Evening 6:30 PM	Middle/High School	\$25

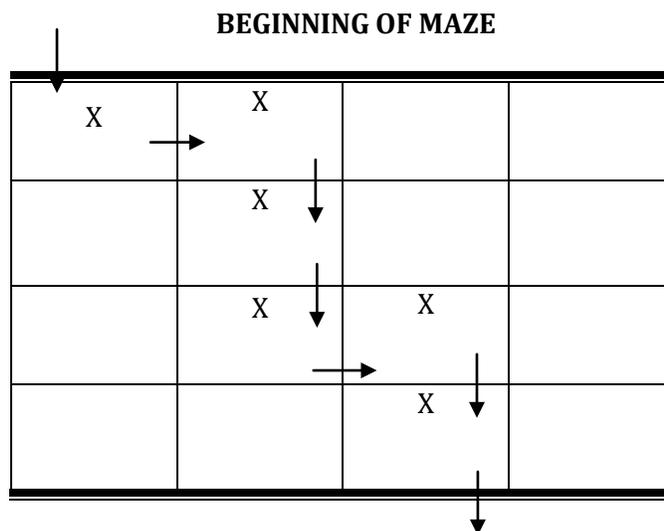
Materials/Equipment Needed:

Masking Tape and Prizes – I gave away cans of soda. I also always have snacks for my YA programs including \$2.00 frozen pizza that I cook in a pizza oven that I purchased.

Description of Program:

- Create a grid on the floor using masking tape. I recommend 4X4 or 5X5 as they get better you could always do a larger maze at a later time.
- Plot out a maze through the grid where you start at one end and come out the other. Not on the floor, but on a piece of paper that only you can see. All the teens see is a blank grid.

For example:



- Have teens line up behind the beginning line.
- They take turns stepping into the maze. They may only move one space at a time. They can begin in any one of the spaces in the first row.
- If they step into a space marked with an X on your paper you say YES and they move again.
- If they step into a space that is blank on your paper you say NO and they must move to the back of the line and it is the next player's turn.
- The next player then must remember what spaces are YES and which spaces are NO.

- The winner is the first teen to make it from the first X to the last and off the other side of the grid.
- You can make the mazes as hard as you like.
- You can include diagonals, backward steps, stepping into a space more than once. I have even added landmines that when stepped on knock players out completely. I have included spaces that transport you to a spot further along the maze.

Things you liked most about the program:

Super easy and the kids could have played for days.

Things you might change or practical tips:

Once you are ready to begin, don't worry too much about overly explaining. Once they step into the maze and you say NO they will get the hang of it really quick.



52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Recycle Costume Show Submitted by YSS Member Amanda Brueckner

Karl Junginger Memorial Library | www.waterloo.lib.wi.us | Mid-Wisconsin Federated Library System

Contact Amanda at: abrueckner@mwfls.org | (920)478-3344

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Thursday 3:30 PM	14	\$0

Materials/Equipment Needed:

Anything you have in the craft closet or recycling: Duct tape, scraps of paper, garbage bags, bubble wrap, toilet paper (tubes and paper), feathers, markers, beads, ribbon, pipe cleaners, tissue paper, boxes, etc.

Description of Program:

Teens are asked to create a costume using the recycled supplies given. Sometimes a theme is given (ex. Super Hero, Monsters, Fashion), but they are still welcome to create something outside of the theme too. After they have completed their creations (and made some for library staff) the participants walk all through the library area to parade their creations and take lots of pictures to share with friends.

Thing you liked most about the program:

Easy to plan, inexpensive, and fun! Many teens aren't encouraged to make creative messes at home.

Things you might change or practical tips:

Our costume sessions have gone over two hours long. They just don't want to stop creating, so be sure to give a 20mins, 10mins, and 5mins warning when they need to be finished.



52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Cake Decorating Submitted by YSS Member Colleen Zertler

Menomonie Public Library | menomonielibrary.org | Indianhead Federated Library System

Contact Colleen at: teens@menomonielibrary.org | (715)232-2164

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Summer Afternoon	12-18	\$10

Materials/Equipment Needed:

Cupcakes, frosting, scissors for opening frosting tips, paper plates, paper towels

Description of Program:

We asked the cake decorator at a local grocery store to come in and teach basic cake decorating skills. We provided the cupcakes and the store donated the frosting. Our decorator brought in all the other equipment necessary to the program (decorating bags, etc..). Each teen was able to decorate and (best of all) eat their own cupcake.

Things you liked most about the program:

Easy to plan and set-up. Very minimal prep work.

Things you might change or practical tips:

Have a paper plate available for each teen for when they need to scrape off mistakes. Paper towels are also helpful.

52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Teen Bands Night Submitted by YSS Member Rebecca Van Dan

Middleton Public Library | www.midlibrary.org | South Central Library System

Contact Rebecca at: rvandan@midlibrary.org | (608)831-5564

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Thursday 6:00-8:00 PM	16	\$25

Materials/Equipment Needed:

Microphone, amp, recording device. (Bands brought own equipment and shared.)

Description of Program:

Four local teen bands invited to play at the library. Prior to the event, we interviewed the bands on film and posted the interviews on our social media sites to publicize it.

Thing you liked most about the program:

I like that the teens are responsible for this program and feel invested in it—we get a different crowd than usually comes to the library and many decide to check out what else the library has to offer. The teens and their parents are usually very grateful for the opportunity to play out and attracts a multigenerational crowd.

Things you might change or practical tips:

High school band teachers, teen volunteers, and our TAC group were the best places to hear about bands we should contact. 30 min. play time per band is ideal. Interview time is ideal for the bands to meet each other and talk about equipment sharing. Noting on program fliers something along the lines of “please excuse any noise that may leak into the library this evening” may help to prepare patrons for an unusually loud evening (though we have only had positive feedback, thankfully!) Tip: it is good to have a back-up band in case a band breaks up or has an emergency.



Middleton Public Library
7425 Hubbard Ave.
Middleton, WI
(608)827-7402



52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Sidewalk Graffiti Submitted by YSS Member Penny Johnson

Baraboo Public Library | www.baraboopubliclibrary.org | South Central Library System

Contact Penny at: pjlibrarylady@gmail.com | (608)356-6166

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
When you can be outdoors	11-18	\$15

Materials/Equipment Needed:

Sidewalk chalk or charcoal. For exploding bags: Ziploc sandwich bags, vinegar, cornstarch, baking soda, food coloring or watercolors, paper towels.

Description of Program:

We have done several variations of this activity. Once I contacted our regional Art Association and found a chalk artist who came and demonstrated sidewalk chalk art. She brought all of her own chinks and charcoals and let the teens experiment with them. We covered the entire sidewalk in the front of the library. Another time we made exploding sidewalk chalk bags. Instructions can be found at: <http://www.growingajeweledrose.com/2013/05/play-recipe-sidewalk-chalk.html>. And a few times we have simply gone outside and created whatever we wanted with chalk.

Thing you liked most about the program:

This is a fast and easy program to put together. There is something about chalk that lets the creativity flow! I keep sidewalk chalk on hand for a back-up activity if a planned program falls through.

Things you might change or practical tips:

I was surprised at how willing the Art Association was to come and help us. I'm definitely going to call on them again.



52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Life Sized Games Submitted by YSS Member Linda Jerome

La Crosse Public Library | www.lacrosselibrary.org | Winding Rivers Library System

Contact Linda at: l.jerome@lacrosse.lib.wi.us | (608) 789-7157

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Summer, Thursday 1:30 PM	11-13	\$25

Materials/Equipment Needed:

Painter's tape for Pac-Man board, Balled up pieces of paper for Pac-Man (served as coins), Wearable Pac-Man/ghosts signs, Large, laminated Bananagram letters, 20 empty, 12-pack pop boxes (used brown grocery bags to cover them), Rules for all 3 games

Description of Program:

Teens can choose from three life-sized games: Jenga, Bananagrams and Pac-Man. Teens move from game to game as time and interest allows and you could add an additional layer by asking teens to compete for an overall championship as well!

Things you liked most about the program:

Even though it took quite a bit of initial set-up (laminating Bananagram letters, finding/wrapping pop boxes for Jenga) I also now have 2 games ready to go if I need them.

Things you might change or practical tips:

I underestimated the amount of time it took me to create the Pac-Man board—will schedule additional time (and help!) the next time I do this program.



52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Hat Making Submitted by YSS Member Ashley Thiem-Menning

Kaukauna Public Library | www.kaukaunalibrary.org | Outagamie Waupaca Library System

Contact Ashley at: ashleyt@kaukauna-wi.org | (920)766-6346

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Tuesdays 3:30 PM	13-15	\$25

Materials/Equipment Needed:

Plain hats, fabric glue, fabric markers & felt. (Purchased hats at the \$1 store)

Description of Program:

Purchase an assortment of plain colored hats. Give the teens a bunch of felt to cut up, fabric markers and fabric glue. Teens can have creative authority or you can give them a theme for inspiration.

Things you liked most about the program:

The teens really got creative with their designs. The boys even liked this craft program!

Things you might change or practical tips:

To tie in literature, book themes would be great inspiration for a themed hat.



52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Regression Session Submitted by YSS Member Ashley Bieber

L.E. Phillips Memorial Public Library | ecpubliclibrary.info | Indianhead Federated Library System

Contact Ashley at: ashleyb@eauclaire.lib.wi.us | (715)839-5007

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
No School Monday	10-15	\$20

Materials/Equipment Needed:

Finger paints, Playdoh, LEGOs

Description of Program:

Teens are invited to regress into the best years of life: preschool and kindergarten! An open program where teens can choose to play and get creative with Play-doh, finger paints, and complete LEGO building challenges such as: “Who can build the biggest bridge? Who can stack the tallest LEGO tower?” You can also feature a LEGO fire walk but laying out a path of LEGOs and challenging teens to walk across them barefoot! You can also add a storytime where they can choose their favorite picture books from childhood and they can read them to each other or you can read them aloud. If you want to include snacks you could have juice boxes, animal crackers, etc.

Things you liked most about the program:

It encourages play and open creativity. Also – incredibly simply and low cost.

Things you might change or practical tips:

Lay down some cheap plastic tablecloths for the finger painting and have a hand washing station near with paper towels!



52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Hour of Code Submitted by YSS Member Julie Kinney

Marathon County Public Library | www.mcpl.us | Wisconsin Valley Library System

Contact Julie at: Julie.kinney@co.marathon.wi.us | (715)261-7230

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
	Middle/High School	\$0

Materials/Equipment Needed:

Computers with Internet access.

Description of Program:

Our program uses the information found at the Computer Science Education Week (<http://csedweek.org/>).

I started out by having the kids actually do the first hour of code tutorial found at <http://studio.code.org/hoc/1>.

This simple tutorial steps kids through creating simple programs using block programming and helps them become orientated and familiar with the environment. It also uses familiar video game characters from Angry Birds and Plants versus Zombies.

The second tutorial introduces more advanced coding skills. This program is found at <http://lightbot.com/hoc.html>.

In the future, we will offer programming that guides participants through the curriculum found at Computer Science Education Week (<http://studio.code.org/s/1>).

In addition to these programs, we have worked with a private school in our area to introduce them to scratch programming at <http://scratch.mit.edu/>.

Students were introduced to the various commands available in Scratch and turned loose to experiment.

In the spring we will be offering programs on developing apps through Appinventor developed by MIT.

52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Anime Afternoon Submitted by YSS Member Colette Bezio

Muehl Public Library | www.muehlpubliclibrary.org | Outagamie Waupaca Library System

Contact Colette at: cbezio@mail.owls.lib.wi.us | (920)833-2725

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Saturday 4-Midnight	11-Adult	\$0-\$200

Materials/Equipment Needed:

Anime DVDs, projector/player, theater system, and permission acquired in advance, food and necessary dishes

Description of Program:

An 8-hour marathon of anime watching! With snacks and door prizes.

Thing you liked most about the program:

It lets local anime fans meet and socialize, while showcasing the library's anime collection and introducing anime to new patrons. We get permission for as many programs as we can, and draw names to allow the attending patrons to select the next show we watch.

Things you might change or practical tips:

Budget estimate is based on how much you spend on food. We prepared a big pot of Japanese-style curry and rice, with other snacks and soda as well, including Japanese candy ordered from J-list.com. Permission can be requested for free screening from most anime publishers. Rightstuf/Nozomi has a contact list available on their fan forum: <http://www.rightstuf.com/ubbthreads/ubbthreads.php/topics/815/>

52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Zombie Survival Training Submitted by YSS Member Becky Arenivar

Prescott Public Library | www.prescottpubliclibrary.org | Indianhead Federated Library System

Contact Becky at: barenivar@prescottlibrary.org | (715)262-5555

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
2-4:00 PM 8/9/2014	14	\$110

Materials/Equipment Needed:

Snacks and ingredients for snacks (chips, soda/juice, etc.); Cupcakes (we bought a mix and baked it) and decorating supplies for Zombie Cupcake Decorating; Socks, glue guns and decorating supplies to make Zombie Sock Puppets; projector and screen for teaching Thriller dance; prizes (4 x \$10 gift card) for Zombie and/or Zombie Hunter costume contest; nerf weapons, ammunition and targets for Zombie Target Practice; lots of stuff for Zombie Survival Kit activity, but nothing was consumed, so we just borrowed from staff (flashlight, shovel, water bottle, candy bars, trail mix bars, compass, rope, water purification tablets (fake), toilet paper, paper towels, sleeping bag, local map, sunglasses, spare clothing, first-aid kit, duct tape, binoculars, ramen noodles, cell phone, quick-dry towel, zombie survival book); blindfold, target and pancreas pieces for Pin the Pancreas on the Zombie game

Description of Program:

Zombie Survival Training was chosen as our 2014 SLP teen event by students during outreach visits to the Prescott Middle School. We looked at Teen Librarian Toolbox and googled for activity ideas. We also pulled in zombie non-fic books to get activity ideas.

Attendees were required to register, since the program was after hours. They were encouraged to wear a costume for the costume contest. The first activities were the Zombie Walk Contest and Costume Contest, followed by learning the Thriller dance using a couple of YouTube videos (original Thriller music video and a Thriller dance instruction video). Since teens would have to wait their turns during some of the activities, we had refreshments and supplies for Zombie Sock Puppets available at the beginning and they could work on their puppets and eat throughout the event. Once Pin the Pancreas on the Zombie, Zombie Survival Kit, and Zombie Target Practice activities were completed, the teens were each given a cupcake, which they could decorate with a zombie theme. We had A Zombie Ate My Cupcake!: 25 deliciously weird cupcake recipes by Lily Vanilli (2011) on hand for inspiration. 15 minutes before the event ended, we gave out prizes for the Zombie walk and costume contests and the Zombie Survival Kit and Target Practice games.

This program was designed and executed by our 2014 SLP interns. We funded the program partially out of grant funds, so only \$40 (of the total \$110 cost) came out of our programming budget. You could cut costs easily by switching out some of the more expensive activities for cheaper ones.

Things you liked most about the program:

A couple of teens spent at least a week planning their costumes and most of the day putting them on, including scars, make-up, adding bugs and blood to their dresses, etc. It was impressive. Pin the Pancreas on the Zombie was more fun than I expected; I thought the teens would be bored by it, but they weren't. All teens got high scores in the Zombie Survival Kit activity, even though we had 25 items to choose from. Critical thinking skills at work! Zombie Target Practice was the favorite activity of the teens, even though it was really hard to hit the target, because we used a Nerf bow and arrow.

Things you might change or practical tips:

The Target Practice took longer than expected and pushed us pretty close to ending time. I'd either make the event longer, or switch in a different activity where you don't have to wait for teens to take turns. We had planned to use 2 Nerf weapons and targets, but we were borrowing them and only 1 showed up. We used a Nerf bow & arrow, which the teens really liked, but also contributed to the time consumption factor. Prizes weren't necessary, although teens were excited to get them. But, they would all have attended even if we didn't have prizes.



52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Fashion Nightmare Submitted by YSS Member Keri Whitmore

Franklin Public Library | www.franklinpubliclibrary.org | Milwaukee County Federated Library System

Contact Keri at: keri.miller@mcfls.org | (414)425-8214

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Weekday in Summer, 1-3PM	13	\$20

Materials/Equipment Needed:

Prizes for winners, music for the runway

Description of Program:

Teens came dressed in the worst outfit they could possibly assemble and strutted down the “runway” to be judged on whose outfit was the worst! Hair and make-up were also an important piece of the puzzle, and judges based their scores on creativity, originality, use of accessories (hair, make-up, jewelry, etc.) and overall appearance. The top 3 winners each got a gift card (of varying amounts - \$10 for 1st and \$5 for 2nd and 3rd.)

Things you liked most about the program:

Almost no planning and pretty cheap, just had to grab a few co-workers to be judges and the kids did everything themselves with items from home. The teens loved it!



52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Edible Fear Factor Submitted by YSS Member Terry Ehle

Lester Public Library | www.lesterlibrary.org | Manitowoc-Calumet Library System

Contact Terry at: tehle@lesterlibrary.org | (920)793-8888

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Summer 2:00 PM	8-10 th Grade	\$50

Materials/Equipment Needed:

Weird food and food concoctions like peanut butter and ketchup, sardines, pickled brussel sprouts.

Description of Program:

Put together a menu of strange foods and disgusting concoctions. Participants sign up to see if they can eat the items. See attached permission slip for an idea of some of the food we have used in the past. Each teen competes as an individual. I usually end up with about 10 rounds. During each round I pass out one food or concoction to each player. They must eat the entire amount given. If they don't want to eat it they are out. If I have players who will eat anything then I say they have to eat it the fastest. This is usually not a problem. During Catch the Reading Bug I ordered chocolate covered bugs from a candy store and mealworms.

Things you liked most about the program:

Boys love this program. I usually only have 1 or 2 girl competitors. While the number of competitors is usually small, the audience is not!

Things you might change or practical tips:

Small portions are fine. I use Dixie cups for each portion. Use a permission slip, (email me if you would like a copy) mine talks about allergies and lets the players know everything they will be eating. They must also get a parent's permission to play. When you advertise encourage people to come watch.





52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Frankenstuffy Submitted by YSS Member Ashley Bieber

L.E. Phillips Memorial Public Library | ecpubliclibrary.info | Indianhead Federated Library System

Contact Ashley at: ashleyb@eau Claire.lib.wi.us | (715)839-2897

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
October	10-15	\$20-\$50

Materials/Equipment Needed:

Stuffed animals from Goodwill or Savers, scissors, needles and thread

Description of Program:

Want to create a creepy stuffed animal for yourself or to scare your younger sibling? Come take apart stuffed animals and sew them back together however you like!

Go to your local second hand store and buy as many stuffed animals as teens you think will attend the program. Also stock up on sewing supplies. Have the teens cut off the heads and limbs of the animals and assemble them however they like!

Thing you liked most about the program:

We got guys to sew! Also, it's a program that is fun without being incredibly loud or messy. Once teens get to the sewing, it's actually pretty relaxing!

Things you might change or practical tips:

Get big needles. I had small ones and they are too hard for a lot of teens!



52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Book Hedgehogs Submitted by YSS Member Mehta Hess

New London Public Library | www.newlondonlibrary.org | Outagamie Waupaca Library System

Contact Mehta at: mhess@mail.owls.lib.wi.us | (920)982-8519

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Thursday, 4:00 PM	5 th -12 th Grade	Free-Craft Closet Items

Materials/Equipment Needed:

Old paperback books (fewer than 100 pages is best), misc. art supplies if they want to decorate, perhaps googly eyes (though you can print eyes that they can cut instead)

Description of Program:

Teens folded the pages of the book to form the body of the hedgehog (a great activity you can chat while you do) and then add ears, eyes and decorate however. I found the directions here:

<https://shorewoodlibraryteens.files.wordpress.com/2013/03/book-hedgehog-folding-instructions.pdf> and here: <http://www.cutoutandkeep.net/projects/book-hedgehog>

Thing you liked most about the program:

The teens have a great time folding and chatting, then can be creative in how they dress up their hedgehogs. This program was also essentially free.

Things you might change or practical tips:

I did find that smaller books (less than 100 pages) worked better, and not all kids had the patience to fold the pages.



52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Trivia Night Submitted by YSS Member Jennifer Bahnaman

McMillan Memorial Library | www.mcmillanlibrary.org | South Central Library System

Contact Jennifer at: jbahnaman@mcmillanlibrary.org | (715)422-5140

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Friday 6-8:30 PM	Grades 6-12	\$50-\$150

Materials/Equipment Needed:

Laptop/Projector/Screen, Power Point of Trivia Questions/Images, Trivia Answer Sheets (1 for each group/per round – so quite a few), Extra round of questions in case you need a tie-breaker, Pen/Pencils, Microphone/Podium setup (if needed), Volunteers to help “check” the papers at the end of each round and to add up points, Calculator, Dry Erase Board to post scores throughout game, Tables with 6 chairs at each, FOOD! Pizza/Soda/Veggies/Ice Cream, Plates, napkins, cups

Description of Program:

For the first ½ hour we eat pizza and visit. Trivia starts at 6:30pm and goes right up until 8:30pm.

Teens compete in teams of 4-6 people (no more than 6). We get through 10 rounds of questions; each round has exactly 10 questions. Categories include: “Celebrity Yearbook Photos,” “Things I Shoulda Learned in Elementary School,” “Take a Look, It’s in a Book,” “Name that Pop Song,” “Finish this Lyric,” “Famous Landmarks,” “Guess the Pringles’ Flavor,” and MORE! The teens are very helpful in creating categories. Our TAB created the questions to all of the categories and helped to facilitate the Trivia Night. I usually have a few extra rounds ready in case we move faster than expected OR if we need to use them as a tie-breaker.

Each team receives one answer sheet that has a spot for their team name, the round number, and 10 spots for answers. After each round, one person from each team is responsible for bringing up their answers to the judges’ grading table and grabbing another blank answer sheet. Each question is worth one point. Points are added up and posted on the board at the end of each round.

We take a break about half way through for dessert and to stretch.

At the end of our program, the team with the highest number of points wins!!! I buy 6 “grab bags” worth of prizes. We have “READ” bags that I’ve been using, and inside I put fun stuff like Goldfish crackers, candy, gum, iTunes gift card, ear buds, a book, little box of tissues, a carabiner, Mockingjay pin, etc. Have fun with it! The teens LOVE it. (I don’t let them have more than 6 on a team, because that is exactly what I plan for when buying prizes. And it seems to be a good working number for a group.)

Thing you liked most about the program:

Competition and Teamwork. Teens have to work together to come up with their answers. Sometimes they are on a team with people they don’t know. It’s a great way for them to use everyone’s knowledge and talents to help their team succeed and have fun. They love the competition! Everyone is usually a good sport about it. I also think that as an afterhours program on a Friday night, it provides a safe and fun place

for them to be! Plus trivia can be educational! My TAB has also really enjoyed having ownership over the program, coming up with the questions, and facilitating the program itself.

Things you might change or practical tips:

Having the TAB be involved and has directly helped to take a lot of the workload off of myself. The first Trivia Night I held, I organized the whole thing. It was definitely worth it, but can be kind of a lot of work with prepping all the questions. Having the TAB help with that part made a HUGE difference! If you don't have a TAB, but have teens who are "regulars," they may be willing to help. If that doesn't work, maybe have library staff help you create the questions.

Also if there is a dispute about an answer, I have "judges" who help me decide which answer we are going to accept. The judges are usually library staff members that are helping with the program. It just helps to have someone back you up. (This doesn't happen very often though.)

For your budget, this can cost really whatever you want. The primary cost is for food and prizes. It can be a pretty affordable program!

52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Embroidery Floss Frenzy Submitted by YSS Member Cole Zrostlik

St. Croix Falls Public Library | www.stcroixfallslibrary.org/ | Indianhead Federated Library System

Contact Cole at: czrostlik@stcroixfallslibrary.org | (715)483-1777

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Anytime	12-16	\$10-\$20

Materials/Equipment Needed:

Lots and lots of embroidery floss, Tape, Scissors, (Teens bring their own ear buds, cord, or cable.).

Description of Program:

Remember ALL of those friendship bracelets you made as a kid? Put those skills to work at your library! Teens wrap and braid their way to the COOLEST accessory that they don't even know they already own. (1-2 hour program)

Here are some tutorials/pictures for those of you who weren't kid crafters or totally into hemp jewelry like me:

<https://www.youtube.com/watch?v=n16DJH5yGdw&spfreload=10>

<http://friendship-bracelets.net/tutorial.php?id=2010>

<https://www.pinterest.com/explore/earphones-wrap/>

Any style of friendship bracelet-making that utilizes a center string to stabilize the knots will work-- I even have kids simply tightly wrap and periodically knot if they want to save time or have a hard time "getting it."

Thing you liked most about the program:

Kids are proud of their work and I actually see them using/wearing their creations.

Things you might change or practical tips:

Teach a few kids who might be willing to help others ahead of time-- also, the closer together everyone can sit, the easier it is for them to watch their friends "getting it." Let kids know that, if needed, they are welcome to take supplies home or to come back to keep working. I've seen some kids who are happy with their work after 30 minutes, some who want to finish the whole length of their cord.

52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Make Your Own Bath Salts Submitted by YSS Member Cary Perzan

Jack Russell Memorial Library | www.hartfordlibrary.org | Mid-Wisconsin Federated Library System

Contact Cary at: cperzan@hartfordlibrary.org | (262)673-8240

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Winter Weekday Evening	12-adult	\$50-\$70

Materials/Equipment Needed:

1/2 cup baking soda - \$5 - go with a larger box or more than one

1/4 cup citric acid - found at natural food stores, often in bulk section or online \$9-12 / lb.

1/4 cup corn starch - \$5

1 1/4 Tbsp sunflower oil - \$3-5 depending on size of bottle

3/8 Tbsp water

1/4 to 1/2 teaspoon of essential oil (depending on how strong you want the scent) - I got Aromatherapy Top 6 100% Pure Therapeutic Grade Basic Sampler off Amazon for \$25 - LOTS of leftovers

1/8 teaspoon borax - \$5 for HUGE box

witch hazel in a spray bottle - \$3 for HUGE bottle

Molds - can purchase specifically, but can also use muffin tins, ice cube trays, egg holders, anything really you/other staff have around the kitchen and house, I didn't buy anything new and it worked out fine.

Mason jars - \$10-30 depending on how many

Loose glitter, Double-sided tape

Description of Program:

Get a jump on the holiday season by making your own scented bath salts to enjoy yourself or give as a special, homemade present. Ages 11+ Sign-up is required and space is limited to 15 spots.

Teens create their own fizzy bath bombs with decorated jars for the holiday season (although it's great for any time of year, really). Ingredients were all easy to come by, except for citric acid, which you can get online or at many natural foods places. I got mine at Outpost Natural foods in Milwaukee. You will have A LOT of leftovers. I could do this program 4-5 times over with only restocking on baking soda and mason jars. You use hardly any dry ingredients and the 12-14 molds made is a conservative estimate. You'll probably make a lot more.

Thing you liked most about the program:

It was very easy to prep and it made the whole children's area smell AMAZING! Kids and adults had fun and requested it again. Decorating the mason jars is simple with double-sided tape and glitter.

Things you might change or practical tips:

Many adults wanted to do this project too, so maybe doing one for both age groups or a general session would be good. Bring the dirt devil or other hand-held vacuum because it's much easier to clean with than a broom.

The bombs need to dry for AT LEAST 24 hours for sure otherwise they'll break apart. So I used sticky notes to note whose bombs were whose, put them into their corresponding jar the next day and then called people that they were ready to pick up.

Instructions:

Whisk all of the wet ingredients and Borax together in a large bowl. Drizzle slowly onto the dry ingredients and blend thoroughly. It's normal to fizz slightly.

Mix with your hands until all of the ingredients are combined.

Lightly spray the mixture 2-3 times with witch hazel. The mixture should just start to hold together when pressed in your hand, like slightly moist fine sand. If it's not sticking together, spray a little more witch hazel.

Pack TIGHTLY into molds.

Let the bath bombs dry and harden overnight before you pick them up. In the morning, they will be hard as a rock. Remove from molds and package up for use or to give as a gift!

This recipe makes about 12-14 bath bombs.



52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Yu-Gi-Oh Duelist Tournament Submitted by YSS Member Emily Heideman

Waupaca Area Public Library | www.waupacalibrary.org | Outagamie Waupaca Library System

Contact Emily at: eheidema@mail.owls.lib.wi.us | (715)258-4418

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Early Release Day Afternoon/Sat	10	\$25

Materials/Equipment Needed:

Yu-Gi-Oh Duelist Kit from Konami (sent free for International Games Day) Kit contains:

- 40 individually-wrapped Demo Decks (for game demos/practice)
- 24 fold-out Duelist Guide posters (for game demos) – these are great for tweens/teens that want to learn.
- 1-60 (rare) card Duelist League prize pack
- 180 Duelist tickets
- 40 paper game mats

Prizes, like: structure decks, starter decks, booster packs, play mats, etc.

Description of Program:

This program is run in Advanced Format Open Dueling where each player participates in a series of single duels. Players bring their own cards. They are given 3 Duelist Tickets at the beginning. First place goes to the first player to win 5 Duelist Tickets.

Things you liked most about the program:

This was a very hands-off program—you don't have to know anything about Yu-Gi-Oh to host a duelist tournament. ALA and Konami send the free kit with tons of supplies, so I only had to purchase a few additional items to sweeten the prize structure.

Things you might change or practical tips:

Be clear with teens that the winner has to win 5 duels, not just end up with 5 duelist tickets. In my first run of this program, teens thought that by having 3 cards at the start, they would only have to win 2 to have 5 duelist tickets... thus winning the tournament. This is not so.

Also, I have gotten this kit for the last 2 years and only have used up a few items, so in a smaller library, this kit can supply multiple programs.



52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Gingerbread Who? Submitted by YSS Member Amanda Hyland

Muskego Public Library | <http://www.cityofmuskego.org> | Waukesha County Federated Library System

Contact Amanda at: ahyland@cityofmuskego.org | (262)971-2100

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Anytime	12-18	\$0

Materials/Equipment Needed:

Paper, Glue, Tape

Description of Program:

Teen literary characters have been turned into gingerbread men! Design gingerbread men to resemble popular teen literary characters out of craft paper. Create a form and have teens match each cookie to their alter-ego novel character. Characters may include Katniss Everdeen, Taylor Rene Krystal Hopkins, Cammie Morgan, Cassia Reyes, Edward Cullen, Daniel Grigori, Arnold Spirit, Beatrice Prior, etc. Leave the display up as long as needed, and let the teens have fun!

Things you liked most about the program:

I enjoyed making all the gingerbread men, and that the teens had fun guessing.

Things you might change or practical tips:

I can't think of anything I would change.





GINGERBREAD-WHO??

Guess Who Cookie Contest

February 1-28, Grades 6-12

HELP! Katniss, Frodo, Harry Potter, and all their literary friends have been turned into COOKIES! Help match each cookie to their alter-ego novel character. Teen contestants with the most correct answers will be entered in a prize drawing. Teens in grades 6-12 are eligible to compete. All forms must be handed in by Friday, February 28 to the Muskego Public Library reference desk.

Name _____
Phone # _____ Grade _____

Instructions: Match up the character's name with the number located on each cookie's foot.

Number	Character and Book
_____	Katniss Everdeen (<i>Hunger Games</i>)
_____	Karou (<i>Daughter of Smoke and Bone</i>)
_____	Taylor Rene Krystal Hopkins (<i>Beauty Queens</i>)
_____	Cammie Morgan (<i>Golliagher Girls</i>)
_____	Cassia Reyes (<i>Matched</i>)
_____	Mia Thermopolis (<i>The Princess Diaries</i>)
_____	Jane Arrowood (<i>Shark Girl</i>)
_____	Beatrice Prior (<i>Divergent</i>)
_____	Bridget Vreeland (<i>Sisterhood of the Traveling Pants</i>)
_____	Jessica Carlisle (<i>The Running Dream</i>)
_____	Harry Potter (<i>Harry Potter and the Sorcerer's Stone</i>)
_____	Edward Cullen (<i>Twilight</i>)
_____	Stanley Yelnats (<i>Holes</i>)
_____	Frodo Baggins (<i>The Lord of the Rings</i>)
_____	Shmuel (<i>The Boy in the Striped Pajamas</i>)
_____	Daniel Grigori (<i>Fallen</i>)
_____	Percy Jackson (<i>The Lightning Thief</i>)
_____	Arnold Spirit (<i>The Absolutely True Diary of a Part-Time Indian</i>)
_____	Clay Jensen (<i>13 Reasons Why</i>)
_____	Westley AKA Dread Pirate Roberts (<i>The Princess Bride</i>)

52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Holiday Get Together Submitted by YSS Member Sandy Stephany

New Holstein Public Library | newholstein.org | Manitowoc-Calumet Library System

Contact Sandy at: sstephany@newholsteinlibrary.org | (920)898-9778

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
1:00-3:00 PM	Teens	\$20

Materials/Equipment Needed:

Book covers, Xmas tree, clothespins, tree stand, and of course food

Description of Program:

Description of Program: Teens from summer reading program put up our Christmas tree in the teen area of the library decorated the entire tree with book covers. See attached pic.



52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Holiday Ugly Sweater Party Submitted by YSS Member Katrina Dombrowsky

Columbus Public Library | www.columbuspubliclibrary.info | South Central Library System

Contact Katrina at: Katrina@columbuspubliclibrary.info | (920)623-5926

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Tuesday, 12/2/14 6:30-8:30	15	\$100-150

Materials/Equipment Needed:

Refreshments -Hot cocoa bar: Cocoa mix in a variety of flavors, Marshmallows in a variety of flavors/shapes, Crushed candy canes, Reddi-whip, Pirouette cookies, Chocolate and white chocolate chips, Etc. Cookies, Chex Mix, Other holidayish snacks?

Decorations- Streamers in blue and silver, Paper snowflakes or doilies, Paper plates, cups, napkins with festive designs

Craft supplies- Sharpie mugs, White or cream-colored mugs (plain), Ceramic-friendly markers or oil-based Sharpies in a variety of colors, Rubbing alcohol (to clean mugs before drawing)

Paper snowflakes

- [Folding instructions](#) from Origamiway.com
- [Cool patterns](#) from Origamiway.com
- [Printable Heart Snowflake Template](#) from wikihow.com
- [Printable Snowflake Template](#) from wikihow.com
- [Printable Tree Snowflake Template](#) from wikihow.com

[Melted snowman ornaments](#) - Hot glue guns, Orange pipe cleaners, Black beads, Ribbon, Tinfoil, Straws for pushing beads into hot glue

White Elephant gift exchange—[Dice game](#): 4 Dice, 2 Pie Pans

Holiday/wintery music playing on a laptop, iPod, or CD player (I just put my Winter Wonderland Pandora station on)

Description of Program:

I did this program as a TAB holiday party, but it could easily be done for any teens interested in coming. For the first half hour, the kids got snacks (hot cocoa buffet, etc.) and had the option of doing any or all of the three crafts I had set out at tables (Sharpie mugs, Paper snowflakes, and Melted snowman ornaments)—see links to these projects above.

For the next half hour, we played the Dice game (link above) to exchange White Elephant gifts that each of the kids brought. They were told ahead of time to bring a White Elephant gift that cost under \$5.00. I also provided extras just in case anyone forgot.

For the last half hour, they had the option of finishing up more crafts or helping me find, wrap, and describe books for the monthly teen book display (pictures below).

I also gave the TAB members a small gift (pictures below)--“brown paper packages tied up with strings and filled with a few of their favorite things” (pop, candy, nail polish, patterned duct tape, etc. I had them fill out surveys a couple months ahead of time to figure out which pops, candies, colors, etc. were their favorite and personalized the packages with each of their names. Note: I did not include the cost of these gifts in the program cost estimate.

Things you liked most about the program:

There were a variety of things for them to choose to do, and everyone kept occupied throughout the program. Also, the teens were very impressed with the hot cocoa buffet. ☺

Things you might change or practical tips:

For the hot cocoa buffet, I would recommend using a large hot water dispenser, rather than using the small coffee pot and carafe, like I did. They went through the water pretty quickly, and I had a hard time staying on top of reheating water.

Written instructions for the melted snowman craft would have been helpful. I found myself having to repeat the instructions each time a new person wanted to do the craft.

Really hype up the ugly sweater part of it. Only a few kids participated, and it would’ve been more fun if more people had worn them.



52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Arduino-Controlled Robots Submitted by YSS Member Matt Beinermann

Mead Public Library | www.meadpl.org | Eastern Shores Library System

Contact Matt at: matt.beinermann@meadpl.org | (920)459-3400 ext. 3440

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
All day program	Grades 6-12	\$80 per kit

Materials/Equipment Needed:

Arduino Robot Kit (purchased from oddwires.com, there are lots of options available for different budgets and needs)

Small screwdrivers (flat and Phillips head)

9v and AA batteries (One 9V and 4 AA per kit)

Computers with Arduino Sketch program installed (free download from arduino.cc)

Soldering Iron and materials (optional)

Description of Program:

This program was held during a daylong, building-wide program called Sheboygan Connects in May of 2014. Sheboygan Connects featured local businesses and hobbyists who demonstrated hands-on activities for patrons of all ages. The Arduino workshop was held during the afternoon sessions.

3-hour long Arduino workshop. The goal of the program was to construct, wire, and test an Arduino-controlled, obstacle-avoiding robot. I purchased 8 Arduino Robot Kits from [Oddwires.com](http://oddwires.com) which included an Arduino starter kit, electronic components, and the robot chassis. These kits also came with semi-detailed instructions on how to construct and solder the robot and Arduino. I decided to forgo soldering so that I could reuse the kits for additional programming and used jumper wires and a standard solderless breadboard to wire the components.

Teens worked in groups of two following the instructions included with the kit. It took most teams about 45 minutes to build the chassis of the robot. I assisted and answered questions as teams worked. When teams finished their chassis, they began the process of wiring the Arduino to the motors, servos, and sensors on the robot. This complicated process required attention to detail and troubleshooting skill. The wiring process took most teams 90 minutes. The teams then uploaded the Arduino sketch that came with the kit as a free download. The sketch provides the programming that controls the robot and tells it what to do.

The remainder of the program had teams testing their work. Most teams needed to adjust the wiring to fix various issues: motors not turning, sensors not working, robots that spun in circles, etc. Teams had to use problem-solving skills to find and fix mistakes. Once the robot was in working order, teams had their robots navigate the obstacles around the room. You could build a dedicated obstacle course if you wished; I just used the furnishings in our teen space.

After the program, I disassembled all of the wired components but left the constructed chassis together. When I did this program again during the SLP, I only had the teens wire and program their robots which reduced the length of the program to 2 hours.

Thing you liked most about the program:

There was a lot of hands-on problem solving happening. Most of the teams were fathers and sons so they had to work together to construct and wire everything correctly. Watching everyone communicate and problem solve as a team was rewarding.

Things you might change or practical tips:

Make sure you know how to put everything together first. I spent several poopdays troubleshooting my Arduinos and constructing an example robot. It took me a couple of afternoons to figure out how to wire everything correctly. The program participants only had 3 hours to do what I did over several days, so knowing what steps I took and how all the parts and wires worked together really helped when teams would get stuck. If you are going to do this program on a regular basis, I suggest you not take apart your working example robot. Having a fully functioning, properly wired example made repeating this program significantly easier.



52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Fortune Reader Submitted by YSS Member Katherine Elchert

Rice Lake Public Library | <http://rlpl.org> | Indianhead Federated Library System

Contact Katherine at: katherineelchert@ricelakegov.org | (715)234-4861

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Passive Program	10-17	Minimal

Materials/Equipment Needed:

Library books, paper, posters

Description of Program:

Fortune Reader is a fun take on reader's advisory: staff made paper fortune tellers with popular YA Lit titles written inside. Piles of those popular titles were included in the display. Teens were welcome to play with the fortune tellers and find out their book fortune.... or simply free to pick from the display!

Thing you liked most about the program:

Super fun, super easy! A wonderful way to expose teens to genres outside of their comfort zone!

Things you might change or practical tips:

We tallied the books taken from the display for our monthly statistics!



52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

TAG Mission Statement Submitted by YSS Member Kerri Ashlin

Rice Lake Public Library | <http://rlpl.org> | Indianhead Federated Library System

Contact Kerri at: kerriashlin@ricelake.gov.org | (715)234-4861

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Wednesday 4:00 PM	13-17	\$0

Materials/Equipment Needed:

Paper, pencils

Description of Program:

We decided to do this program for our Teen Advisory Group (TAG) after our staff, Library Board and Friends of the Library did this sort of exercise to design a clearer more concise Library Mission Statement

Spoke to teens about the importance of their involvement and input in the RLPL Teen Advisory Group. How this involvement and input impacts what happens here at the Library and can be a positive learning experience for them.

Asked the teens to take a few minutes to look through a list of words of attributes/characteristics, rating them 1- 5 for importance to represent what they feel TAG should stand for. Words like: Access, Community, Communication, Creativity, Diversity, Friendship, Fun, Helping, Knowledge and lots more. We had a sheet with a total of 50 words to rate.

Thing you liked most about the program:

This program gave teens a strong understanding of how important we felt their involvement in our group is to us. They were very receptive, seriously took time for some thought and consideration in helping us by giving their input to help design our TAG Mission Statement.

We will consciously use this statement in everything we do and plan with TAG in the future.

As a group we've yet to compile our statement but a quick overview looks like this: HELPING through TEAMWORK to provide LEADERSHIP in PERSONAL GROWTH and INDEPENDENCE for Teens in our COMMUNITY

52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

National Soup Month Celebration Submitted by YSS Member Penny Johnson

Baraboo Public Library | www.baraboopubliclibrary.org | South Central Library System

Contact Penny at: pjlibrarylady@gmail.com | (608)356-6166

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
1/27/15	Middle	\$20

Materials/Equipment Needed:

Microwave, crockpots, hot plate, pots, big spoons, knives, cutting board, can opener, bowls, spoons

Description of Program:

January is National Soup Month, so we wanted to celebrate! Teens were invited to bring food to add to our community soup pots. They were also asked to bring extra canned goods to donate to the food pantry. The library also provided a variety of canned food, including chicken broth, creamed soup, salt and pepper, and pasta. After some brief instructions on the basics of creating homemade soup, four teams of participants made up their own soup recipes, chopping and sautéing onions and veggies, mixing the contents of various cans and boxes, and patiently (!) waiting while their creations simmered for an hour. We played board games while we waited. Then we all enjoyed a tasting party with four completely different types of soup and fresh bread and butter.

Things you liked most about the program:

The teens were very engaged in the cooking process. They created four very tasty pots of soup! They worked well together in their teams. The program room smelled heavenly! We also had about a dozen cans of food to deliver to the food pantry afterwards. This activity really appealed to the boys!!

Things you might change or practical tips:

I had only ten participants, which I was able to manage on my own. I would definitely need more adult help if the group was larger. The crockpots were fine for the soup recipes that just needed simmering, but one group needed to cook raw potatoes and carrots. Unfortunately they were using a crockpot instead of the hot plate, and the soup wasn't completely done by the end of the hour.

52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Valentine's Day Movie Night: Warm Bodies Submitted by YSS Member Dave Deprey

Tomah Public Library | tomahpubliclibrary@yahoo.com | Winding Rivers Library System

Contact Dave at: David.m.d.1201@gmail.com | (608)374-7470

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
5:30/Thursday	13	\$10

Materials/Equipment Needed:

TV, DVD player, DVD, cupcakes, frosting, sprinkles, utensils, paper plates

Description of Program:

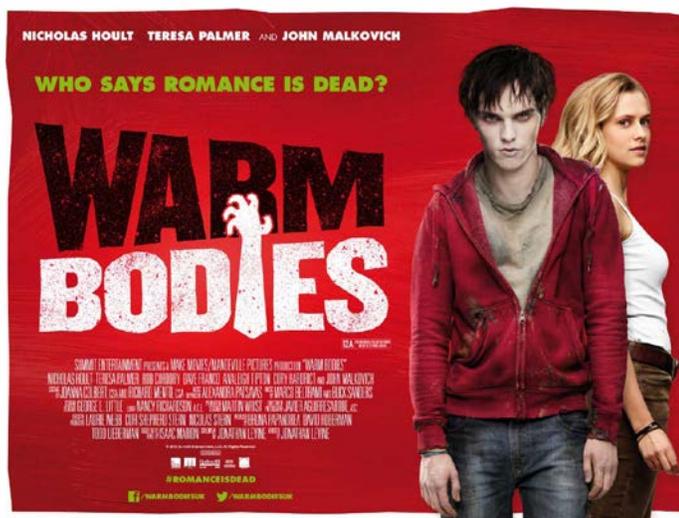
Before the showing of Warm Bodies we will be decorating cupcakes (red velvet, zombies and blood) and socializing.

Things you liked most about the program:

I liked the opportunity to chitchat with the attendees during the decorating.

Things you might change or practical tips:

More advertising.



52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Valentine's Day Chopped Dessert Challenge

Submitted by YSS Member Keri Whitmore

Franklin Public Library | www.franklinpubliclibrary.org | Milwaukee County Federated Library System

Contact Keri at: keri.miller@mcfls.org | (414)425-8214

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Weeknight, 6-7:30	13	\$50

Materials/Equipment Needed:

Food supplies – I used fresh fruit, graham crackers, whipped cream, chocolate sauce, nuts, etc. It depends on what you pick as your secret ingredients. You will also need utensils such as spoons, plates and bowls (paper is just fine) and a few whisks, Ziploc baggies, a rolling pin (to crush items), etc.

Description of Program:

Many libraries do Teen Iron Chef programs, but I wanted to do something a bit different, so I modeled it after the Food Network show Chopped. The kids had a “pantry” of items they could use to create a dessert. They could use none, all or some of those pantry items. There were each given 3 secret ingredients they had to incorporate into their dessert – Nutella, strawberries and potato chips. I had these secret ingredients measured out and hidden under a towel, along with a bowl, a plate, and a spoon by each of their “stations” (I set up tables end to end in rows so the kids all worked side by side, just like in the show).

If they needed more bowls and spoons to mix, there were plenty on hand and they could grab them from the pantry. I gave them a half an hour to create their dessert. In that half hour they had to create the dessert, plate it for the judges and make sure their station was cleaned up. They brought their desserts up to the 3 judges individually and described their dessert. The judges each tasted it and scored the desserts (see attached score sheet). There were some really creative and tasty desserts (and a few gross ones). The kids had a blast and so did the three judges.

Things you liked most about the program:

The kids who participated still talk about it 2 years later!

Things you might change or practical tips:

Pre-cut anything that needs cutting, then you don't have to deal with teens and knives. Setting up the stations with pre-measured secret ingredients is a big help. This is a more expensive program because of the amount of food you have to buy, so if you can do it after a holiday, when candies are on sale, it might help a tight budget.

52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Chocolate Olympics Submitted by YSS Member Minetta Lippert

Dwight Foster Public Library | fortlibrary.org | Mid-Wisconsin Federated Library System

Contact Minetta at: minetta@fortlibrary.org | (920)563-7790

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
Weeknight after school	Grades 6-12	\$35-75 for chocolate

Materials/Equipment Needed:

Pre-planned game ideas and lots of chocolate.

Description of Program:

I borrowed the idea for the Chocolate Olympics from Terry Ehle at the Lester Public Library in Two Rivers.

The program is quite simple. In advance, choose 5 or 6 competitive games involving chocolate. Some games that have worked well for us are M&M sorting, the unicorn challenge (teams try to stack oreos on someone's forehead), an unwrapping race, a donut relay (teens carry a chocolate donut hole on a spoon and pass it off without dropping it), and a chocolate puzzle (break a chocolate bar into little pieces and have the teens try to put it back together). Buy all of the chocolate you will need to play the games.

On the day of the program, break participants into teams. Have the teams create team names. Run through the games you planned and assign points (randomly, if need be) at the end of each round. At the end of the competition, name one team the winner and give extra chocolate. I let the kids eat all of the chocolate when we are done using it (at their own risk). The program lasts for about an hour.

Things you liked most about the program:

This program sells itself! With very little advertising, I have had almost 30 teen participants at each program. This is high attendance for a teen program at my library. Also, after our program this spring, we will have offered the program for three years in a row. The teens are still very excited about the program!

The Chocolate Olympics draws in participants from a wide age range. This is one of our only teen programs that draws in 6th graders as well as high school juniors and seniors.

The program is so much fun!

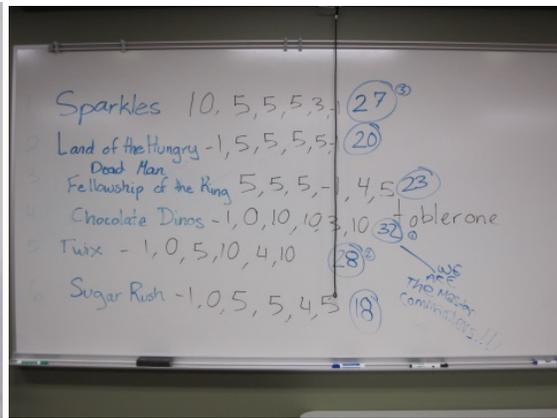
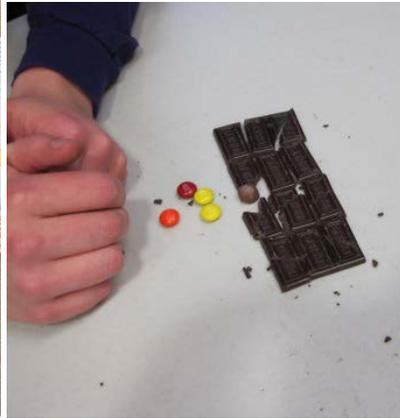
Things you might change or practical tips:

Don't be afraid to turn away kids who are too young for the program (younger than 6th grade). Everyone in our community wants to take part in this program, but we have found that younger kids are just way too excited about all of the chocolate and they create disasters. Believe me you will have enough on your hands with the sixth graders. This is a very high energy program!

We have found that a good way to control behavior in the room is to take away points. If I am giving instructions and some teens are talking over me, I just take away some points from their team. The teens

will pick up on this very quickly and respond accordingly. The points don't really matter, but the teens don't know that.

Finally, keep all of the chocolate you will be using on a separate table away from all of the teams. Pass out the chocolate you need just before each round. We have found that if the chocolate is on their table, the teens will start eating it. Again, take away points if someone touches the chocolate before you tell them to start.



52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Anti-Valentine's Day Submitted by YSS Member Amber McCrea

Edgerton Public Library | <http://als.lib.wi.us/EPL> | Arrowhead Library System

Contact Amber at: almccrea@gmail.com | (608)884-4511

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
2/14/2015	15	\$20 (depends on snacks)

Materials/Equipment Needed:

Monty Python and the Holy Grail (DVD), Breakfast Cereal, Tortilla Chips, Swedish fish, elderberry (blackberry in pinch) jam and crackers, Paper air planes, Crowns (either made or donated from a certain restaurant, tissues, leaf cut outs, marbles (or other balls) paper balls and pom-poms.

Description of Program:

Why Anti-Valentine's Day? Teens go over the top when they do anything and celebrating being in a relationship is no different. Every one of us remembers the decorated lockers the roses handed out during classes and the general over the topness of the holiday.

I remember the other side of the holiday – being ignored.

If you are one of the teens not in a relationship either by choice or for other reasons this time of year can be horrible so why not make a special program for those who are not planning a romantic evening?

For this incarnation, I choose Monty Python and the Holy Grail as the entertainment (you can always tailor it to your crowd – zombie movies are also very popular). We are watching the movie “Rocky Horror Picture Style”. The crowns represent Arthur King of the Britains. The tissues are to be waved during the French castle scene; the marbles (and other ball) are compared during the witch scene. Paper airplanes are tossed during Lancelot's rescue scene (mimics the arrow the prince shoots out of the tower window), the leaves are tossed to represent the shrubbery, and the pom-poms are for the holy hand grenade of Antioch.

For Snacks you can serve Tortilla chips in honor of the opening credits as well as Swedish fish for the task of cutting down a tree with a herring, breakfast cereal which is mentioned in the holy hand grenade scene and elderberry jam with crackers. Spam is always optional.

Things you liked most about the program:

This gives teens who may be feeling left out of the festivities a celebration of their own. Quite often we forget that not everybody finds February a wonderful month.

Things you might change or practical tips:

Make sure your Director and the Library Board understand the purpose of the program as an alternative to a romantic valentine's day and not a commentary on the holiday itself.

52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Blind Date With a Book

Submitted by YSS Members Brittany Gitzlaff & Carolyn Vidmar

Waunakee Public Library | www.waunakeepubliclibrary.org | South Central Library System

Contact Brittany at: bgitzlaff@waunakeepubliclibrary.org | (608)849-4217

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
February – Passive Program	12-15	\$4 – wrapping paper

Materials/Equipment Needed:

Wrapping paper, tape, scissors, paper hearts

Description of Program:

Blind Date With a Book is a great simple, but fun passive program. It's as easy as choosing fun, well-liked books and wrapping them up. It's a nice touch to include somewhere on the book a clue or hint to what the book is about, but not necessary. Find a display area somewhere in plain sight and it basically advertises itself. Teens are encouraged to choose one and check it out and unwrap it when they get home. Hopefully they enjoy it and come back to tell you about it! If you keep track of the number of books you have wrapped and put out, it's easy enough to determine how many of them have been checked out as well. It could even be taken one step further and turned into a book speed dating program where teens have a limited amount of time to try and "sell" a book they love to the other participants.

Things you liked most about the program:

It was extremely easy and simple to set-up and teens seemed to really like it. They loved the element of surprise and it encouraged them to read something new they might not have picked up otherwise.

Things you might change or practical tips:

Have plenty of already wrapped books on hand, so you don't have to worry about running out. If your books only have barcodes and are not tagged, this program may not work the same.



52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Tween Book Club “Creepers Mysteries Play”

Submitted by YSS Member Krissa Coleman

Hazel Mackin Community Library | www.robertspubliclibrary.org | Indianhead Federated Library System

Contact Krissa at: krissacoleman@robertspubliclibrary.org | (715)749-3849

Time / Day of Program

Age of Participants

Estimated Budget

Saturday Morning, Summer Evening 11-14

\$15/month book club – Cost of book for each participant

Materials/Equipment Needed:

Props and costumes will be borrowed from the local high school drama department.

Description of Program:

For summer reading this year we are using a simple book by Connie Kingrey Anderson “Creepers Mysteries.” We will read the book and discuss it as a group (of course there will be food!) The different part about this book is that it has a script at the back of the book for students to act out. I’m in contact with the author to have the author speak and do a book signing...then the tweens will perform their play for one of the summer reading programs.

Things you liked most about the program:

Acting out a play from a book is going to be outside our norm, but currently I have several students who are involved in drama at school so it should be a hit!!

Things you might change or practical tips:

This is a new idea that I’m sharing before I’ve tried it, but I’m so excited about it I thought it was worth putting out there. 😊

52 WEEKS YA PROGRAMMING

Sponsored by the Youth Services Section of the Wisconsin Library Association

Steampunk Submitted by YSS Member Georgia Jones

C.A. Friday Memorial Library | newrichmondlibrary.org | Indianhead Federated Library System

Contact Georgia at: georgiaj@newrichmondlibrary.org | (715)243-0431

<u>Time / Day of Program</u>	<u>Age of Participants</u>	<u>Estimated Budget</u>
4:00 PM	13	\$20

Materials/Equipment Needed:

Plastic top hats, doilies, netting, glue, staples, digital files of steampunk images. We made some fun treats with marshmallows that looked like hats and had lemonade, cucumber sandwiches, and some strawberries and cream cheese puffs.

Description of Program:

Talked about steampunk, made hats, mustaches, and ate a proper steampunk tea.

Things you liked most about the program:

Lots of talking, making, laughing, good for guys and gals, easy.

