Planning with Purpose in Children’s Programming
Rub it On?
REDEFINE

Take 4 teaspoons twice daily in a glass of water!
Redefine!
LEGOS

We design.
We try and try again.

We Invent.

MAKE

Makers

Makers

We invent. We try and try again. We ask questions. We make mistakes. We collaborate. We make awesome.

We have hard fun.

We think deep.

We inspire.
STEM: Science, Technology, Engineering, Mathematics
Pre-Reading Skills Focus
A 6 Week Series @ magic LEARNING

Print Motivation
Narrative Skills
Letter Knowledge
Phonological Awareness
Vocab
Print Awareness

STEM
Science Technology Engineering Arts Mathematics
Pre-Reading Skills Focus

Print Motivation
Narrative Skills
Phonological Awareness
Vocab
Print Awareness

Literacy With You!

STEAM
Science Technology Engineering Arts Mathematics
Pre-Reading Skills Focus

Print Motivation
Narrative Skills
Phonological Awareness
Vocab
Print Awareness
I smile to hide how completely overwhelmed I am.
How might “Why” make a difference in library programming?
“PEOPLE DON'T BUY WHAT YOU DO; THEY BUY WHY YOU DO IT. AND WHAT YOU DO SIMPLY PROVES WHAT YOU BELIEVE”

Simon Sinek, Start With Why
What We do serves as proof of what We believe...
What do we believe?
I believe that parents are a child’s best teacher. I believe parents who come to the library want the best for their children. My “why” is to empower parents with the tools they need to help their children succeed.
How do we apply our values to our programming?
What does value-driven programming look like?
Why does it matter to our patrons?
Why does it matter to us?
This is the true joy in life, the being used for a purpose recognized by yourself as a mighty one; the being thoroughly worn out before you are thrown on the scrap heap; the being a force of Nature instead of a feverish selfish little clod of ailments and grievances complaining that the world will not devote itself to making you happy.

(George Bernard Shaw)