

Full Day Sessions (10:00 a.m. – 12:15 p.m./ 1:45 p.m. – 4:00 p.m.)

Play, Art, and STEM/STEAM Go Hand in Hand

\$50

Presenter: Jed Dearybury

This all-day workshop will utilize ordinary objects, art supplies, and Children’s Literature that will model how to unleash creativity, play, and the arts in the school library and classrooms by empowering a STEM mindset.

Participants will be guided through the basics of how to make learning fun through the power of play and will have a greater understanding of how play, art, and STEM go hand in hand. You will leave the workshop ready to try out new playful ideas that will keep your learners engaged and curious as they experience a dynamic, hands-on workshop that will fill their toolbox with take-aways for the next day of class.

AR/VR in Libraries:

\$50

Presenters: Rebecca Antill and Ryan Easterbrooks

AR/VR for School Libraries and Beyond: This all-day workshop will cover a variety of trends and best practices for school and public library staff working with youth, including Virtual and Augmented Reality and other emerging technologies. Using virtual and other realities has been shown to improve student comprehension and overall learning, and it can be easy to create! We will be using the Oculus Quest, Merge cubes, and apps such as 3D Bear, Google Expeditions, Figment and more. Participants will have the opportunity for hands-on learning and are encouraged to bring a tablet or other device to explore new apps and create their own augmented reality experience.”

All Are Welcome Here: Diversity and Social Justice in School Libraries

\$50

Presenters: Nicole A. Cooke and Sarah Park Dahlen

“Include.” It’s one of the shared foundations of our profession (AASL, 2018). Our library collections and programming are powerful tools for reaching and including all students.

Join us for an inspiring and informative session, featuring 2 outstanding scholars in the field of diversity and inclusion: Drs. Sarah Park Dahlen and Nicole A. Cooke. These presentations will be punctuated with discussion and hands-on activities facilitated by faculty from U of SC’s School of Library and Information Science, aimed at expanding your toolbox of programming and outreach ideas, as well as awareness of the best inclusive materials available for children and young adults.

Morning Preconference Sessions (10:00 a.m. – 12:15 p.m.)

Maker Maven Presents: A World of Opportunities

\$25

Presenters: J'aime Garcia, David Burrow, and Deb Salmond

Join Maker Maven for an interactive experience in exploring the latest in STEAM and MakerEd. Whether you're just starting or have already been "making," Maker Maven has something for all levels. This pre-conference workshop with Maker Maven includes a "make-and-take" activity, tying STEAM to literacy, a hands-on makerspace, and more!

Transform Learning One Google Adventure at a Time!

\$25

Presenter: Kitty Tripp

Bring to life the books you share with your students through the power of Google's free tools. We'll explore the pages of potential 2020 Caldecott and Newberry winners using Google tools to extend student learning experiences across the curriculum.

Get Creative with Book Creator (for Chrome)

\$25

Presenter: Eve Heaton

In this half day workshop participants will learn how to use the free version of Book Creator for Chrome. Book Creator for Chrome allows educators to oversee student creation and publishing of online books with ease. In this session we will look at all the updated Book Creator features and complete a sample book using all of their built-in tools. In addition, you will leave with a readymade lesson you can take back and use with students. Participants will need to bring their own device. Laptops work best but iPads can also be used. Book Creator for Chrome is website based, so there is no special software or apps needed.

Building Book Backdrops with Primary Sources

\$25

Presenter: Heather Thore

Do you ever wonder how you can get students to connect with historical texts? We know that when students are connected to a text (informational or fictional), they are more engaged and learn more from the reading. In this workshop, we will use primary sources from the Library of Congress to build book backdrops to help our students engage with historical texts and increase their background knowledge. Bring your device to create book backdrops for your students and teachers to use.

Afternoon Preconference Sessions 1:45 p.m. – 4:00 p.m.

Leading & Innovating with Your AASL National School Library Standards **\$25**

Presenter: Kathryn Roots Lewis

Workshop participants will become familiar with the AASL National School Library Standards for Learners, School Librarians, and School Libraries. Participants will identify innovative opportunities for involvement and implementation and set personal goals for AASL standards implementation.

Screencasting, Coding, and Sketchnoting in my Library, HOW? **\$25**

Presenter: Kitty Tripp

Explore the pages of potential 2020 Caldecott and Newberry winners using these engaging creation tools. Whether a student chooses, logic, visual or audio expression in the learning process, encourage their creation abilities through screencasting, coding and sketchnoting. Bring your choice of tools, an iPad, colored pencils, Chromebook, or laptop and dive into tools that allow everyone to create amazing learning experiences!

It's all about the tools! **\$25**

Presenter: Debbie Jarrett

Whether you are looking for literacy tools or ways to easily create videos for instruction or your school news programs, we've got you covered. We will explore free resources to make you a digital literacy leader.