The Reality of Summer Reading

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From: *21 Things* NYLA Presentation Kimberly Bolen http://www.rethinkinglibraries.org/

Summer Reading
AT NEW YORK LIBRARIES
ANNUAL PARTICIPATION

Goal: 2 million participants by 2017!

Year	Participants
2000	344,000
2001	577,000
2002	826,000
2003	972,000
2004	1 million
2005	1.1 million
2006	1.2 million
2007	1.3 million
2008	1.5 million
2009	1.5 million
2010	1.5 million
2011	1.65 million
2012	1.74 million
2013	1.76 million
2014	1.9 million
2015	1.99 million

Participants (y-axis), Year (x-axis)
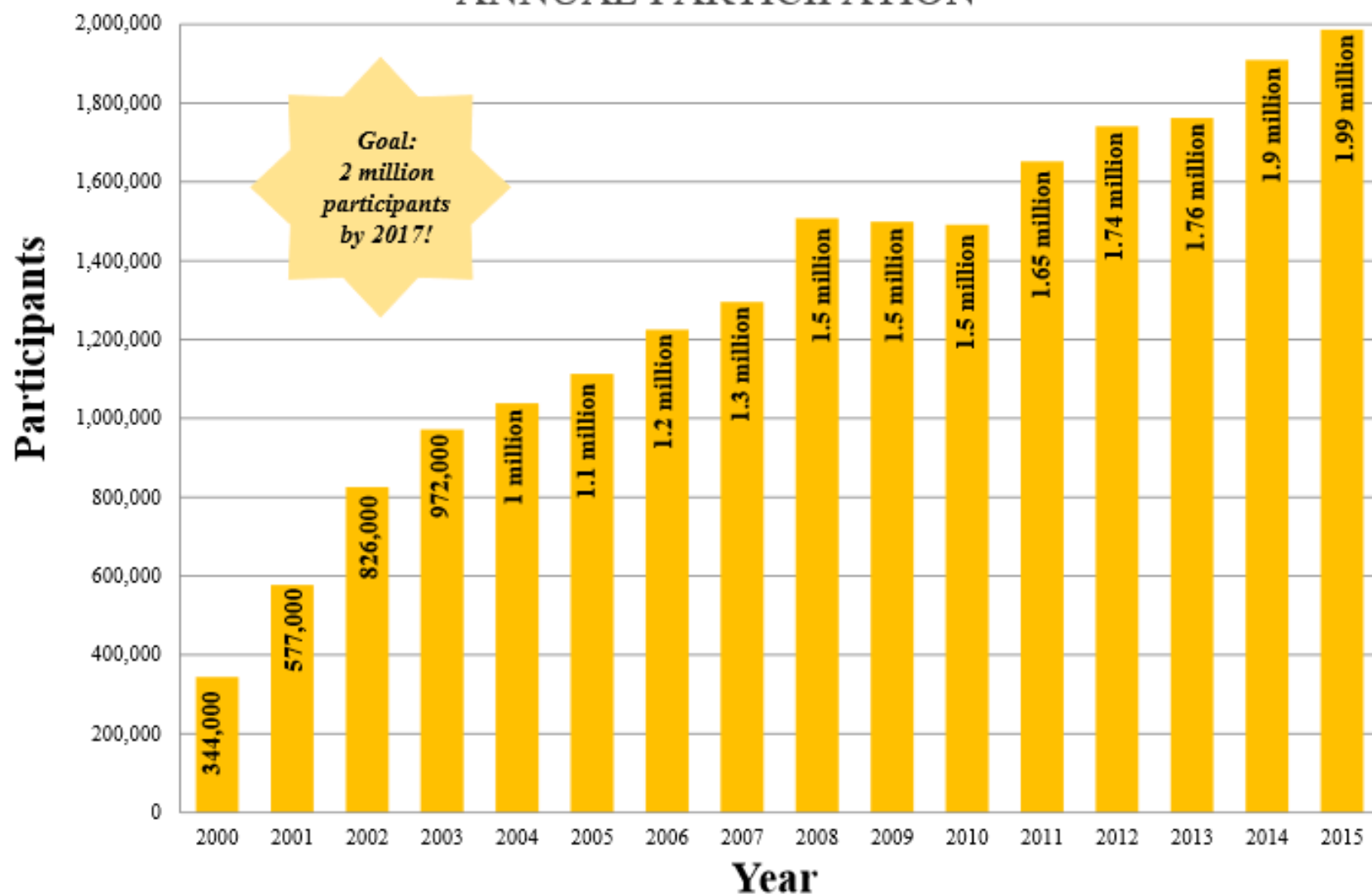
- **State reports**
  - Counting participants
  - Minutes Read vs Total Books
  - Programs
- **Summer Learning**
  - Visual
  - Auditory
  - Tactile
    - Kinesthetic

What is a Summer Reading Program?

- Reading AND Programs
  - STEM and STEAM
- Engaging and Interactive
- Setting goals
- Outreach
- Collaboration and Community
- ALL AGES

Partnering for Impact

- **Collective Impact**
- Collective Agenda
- Shared Measurement Systems
- Mutually reinforcing activities
- Continuous communication
- Backbone support organizations

Programs Create Lifelong Readers

- STEM and STEAM

  - Art

    - Crafts and How-To Books

      - Emphasize the importance of precise wording of directions.

    - Picture books are for all ages.

- Interactive Storytelling
  - Storywalk®
  - Theater

Early Literacy Programs

Every **CHILD** Ready to **READ**
@ your library®

Talking | **Singing** | **Reading** | **Writing** | **Playing**

Ready to Read at New York Libraries

The Very Ready Reading Program

1000 BOOKS
Before Kindergarten
Read it and Reap!

Ready to Read @ NYS Libraries

Train the Trainer Components

1. Early Literacy Community Asset Analysis
2. Using 'Every Child Ready to Read®
3. Strategies for Successful Partnerships and Outreach to Families with Young Children;
4. Early Learning Spaces;
5. Everyone Serves Families with Young Children

Success in Play

Children who play do better in school and become more successful adults

- Through play children learn to:
  - Question, predict, hypothesize, evaluate, and analyze.
  - Form and substantiate opinions.
  - Extend the literature experience.
    - Co-reading activities
  - Interest Driven

The Evolution of Reading

- Book
  - eBooks
- Magazines
  - Blogs
- Comic Books
  - Graphic Novels
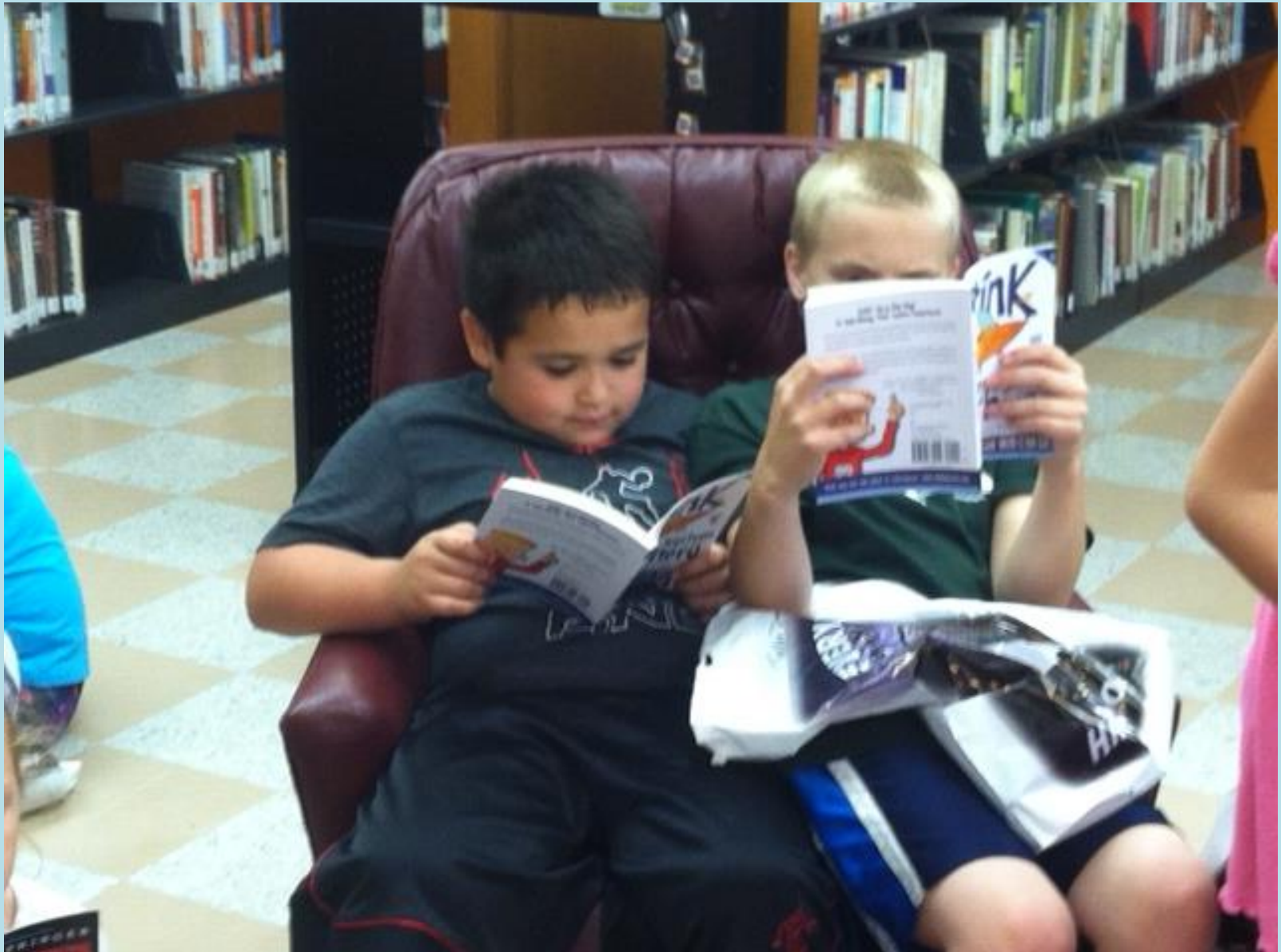   - Videogames

The Evolution of Reading

GoneReading™

Ready, Set Read, Cortland Free Library

Storywalk®, Seneca Falls Library

Tweens Reading, Phillips Free Library

Super Hero Training, Newfield Public Library

Teen Thing, Groton Free Library

Busy desks after a program, Seymour Library
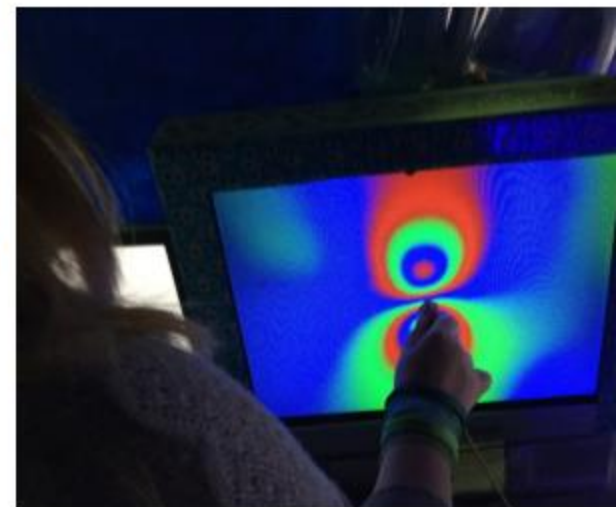
Science on the Porch, Hazard Library

Birds of Prey, Southworth Library

LIFT

2015-2016

Come to the Library Grant Awards!

Where:

Finger Lakes Library System

1300 Dryden Road

Ithaca, NY 14850

When:

Thursday, March 24, 2016

Time:

9am– Noon

Register by Monday, March 21st at www.flls.org/calendar-2/

Resources

- Roman, Susan and Carole Fiore. "Do Public Library Summer Reading Programs Close the Achievement Gap?" Children and Libraries Winter 2010.

- Stephanie Bertin. A History of Youth Summer Reading Programs in Public Libraries. A Master's Paper for the M.S. in L.S degree. May, 2004. 71 pages.

- Johnson, Peter Building Effective Programs for Summer Learning. 2000-00-00 9p.; Produced for the America Reads Initiative. For full text at: http://www.ed.gov/inits/americareads/sum_build.doc.

- Turner, Ali. Bring Dreams to the Library" Young Adult Library Services. Fall 2013.

- Diaz, Rebecca. "After school mobile literacy: Serving Youth in Underserved Neighborhoods." Teacher Librarian 36:3. 2009

- Walske, Martin. "Community Informatics Studio: Designing Experimental Learning to Support Teaching, Research and Practice" Journal of Education for Library and Information Science. Vol. 55 No. 2 April 2014.

- Snyder, Judith. "Keep 'Em Reading" Library Sparks. March 2016.

- Diamant-Cohen, Betsy, Tess Prendergast, Christy Estrovitz, Carrie Banks, and Kim Van der Veen. "We Play Here! Bringing the Power of Play Into Children's Libraries." Children and Libraries 10:1 (2012): 3-10, 52.

- Levine, Jenny. "Broadening Our Definition of Gaming." *Library Technology Reports.* (April 2008) p. 7-11.

- Dusenbery, Paul and Keliann LaConte "Public Libraries and STEM" *Young Adult Library Services* Winter 2016.

- Pittman, Karen "Partnering for Impact" *Young Adult Library Services* Winter 2016.