NEW AVENUES IN RURAL LIBRARIES

2016 ARSL MEETING
FARGO, NORTH DAKOTA
OCTOBER 30, 2016
NSF GOALS

SUPPORT SCIENCE AND EDUCATION AT ALL LEVELS
LIBRARY ASSETS

• Every Where
• Flexible
• Community Center
• Respected by Community
• Unique and Tailorable Resources
• Dedicated and Enthusiastic Staff
GOALS AND OPPORTUNITIES

• Increase STEM Education presence in rural libraries and thereby into communities
• Become a STEM learning center
• Derive new STEM knowledge opportunities for your communities
• Derive and Integrate computer knowledge into your learning center and community
IDEAS AND MODELS

• Dusenbery Model  All levels
• Mokros Model    10-20 year olds
• McCreedy Model  Elementary reading
• Rockmore Model  Adults
PARTNERS

• Local Assets (science teachers, industry employees, retirees, community colleges, internet)

• Other Libraries and Librarians (Anne Holland)
STAR_Net Community of Practice

- **STEM Resource Clearinghouse** (for activities and programs and valuable resources)
- **Blogs** (share success stories)
- **Forums** (discuss promising practices)
- **Webinars/Conferences** (professional training)
- **STAR_Net News** (drives traffic)

www.starnetlibraries.org
Community Facts

• Over 2,400 members have joined the STAR_Net CoP

• Members include librarians, library support staff, STEM professionals

• Community members contribute by posting how-to blogs, sharing funding opportunities and participating in webinars
STEM Resource Clearinghouse

www.starnetlibraries.org

STEM Activity Clearinghouse

NEW ITEMS

Future Moon: The Footsteps of Explorers
Learners model how impacts throughout the Moon's history have broken...

Books, Videos & More

Guides, Facts & Tips

In the STEM Activity Clearinghouse, librarians and library staff can find high quality, vetted STEM activities that are appropriate for library use. STEM stands for Science, Technology, Engineering, and Math.

You can search by audience, content level, and difficulty, among others. You can also browse collections that we've curated just for you! Almost all the activities in the Clearinghouse have pictures or videos of real libraries doing these activities. Activities developed outside the STAR_Net Project will include tips and tricks for implementing in your library, and will link you back to the original source content so you can explore more.

This site is still in beta, please contact Anne Holland (aholland@spacescience.org) with any suggestions!

FEATURED COLLECTIONS

Lunar Surface
In this activity, learners will make a model of the Moon's surface and...

All new items ➤
Hands-on Engineering Activities

Overview
Children imagine what kinds of things need to survive and thrive by creating and caring for a garden. Options are outlined for creating a garden pot/tables, where you are the growth and
vegetable garden. The activity contains a detailed timeline and advice for growing produce. 

Facility Needs
• Access to water
• Option 1: Outdoor garden
  • An outdoor garden area approximately 4 x 4 or larger
  • Option 2: Indoor container garden
  • An indoor area near a window that is sunny for at least half of the day and at least 8 square feet long or larger
  • An indoor or outdoor gathering space

Activity Time
45-60 minutes

Intended Audience
Families or other mixed-age groups. Children are assumed to be familiar with a variety of plants. 

Type of Program
• Facilitated hands-on experience
• Station presented in combination with related activities
• Positive program
• Developmental by facilitator

What’s the Point?
• Vines belong to a complex system of interacting water (and ice), air, and land that help the
  vine grow.

Facilitator: Have students design and build a vineyard. Students can plant vegetables, herbs, fruits, and other plants. 

Activity Time
60 minutes

Intended Audience
Any age group, including families, children, or adults interested in learning about gardening.

Type of Program
• Interactive hands-on experience
• Station presented in combination with related activities
• Positive program
• Developmental by facilitator

What’s the Point?
• Vines are the most important plant to sustain life on Earth. Without them, human life as we know it would not exist.

Build A Space Colony

Overview
Participants design their own space colonies. Students will learn about the history of space exploration and the technologies used in space travel.

Activity Time
60 minutes

Intended Audience
Any age group, including families, children, or adults interested in learning about space exploration.

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• Interactive hands-on experience
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CATALYTIC FUNDING TO GET STARTED

- Advancing Informal STEM Learning (AISL) $50K-$3,000,000
- STEM+C $50K-$3,000,000
- Smart and Connected Communities $500K--$3,000,000
CONTACT INFO

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THANK YOU

Questions