## **Individual Programs**

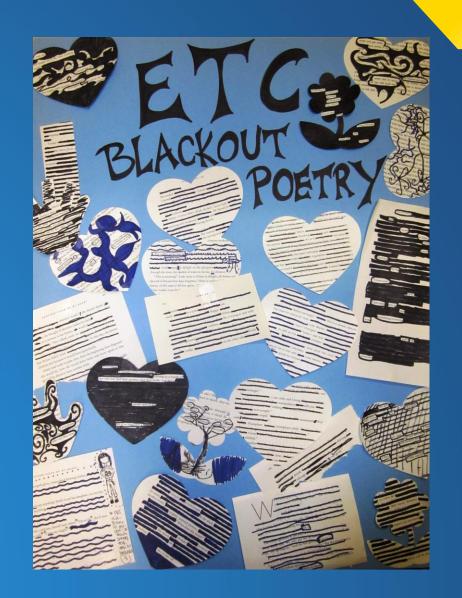
Anything but passive!



### Goals:

- Understanding of individual programming
- Ability to explain benefits to both the library and the public
- Knowledge that individual programming can be successful in any library

## Poll



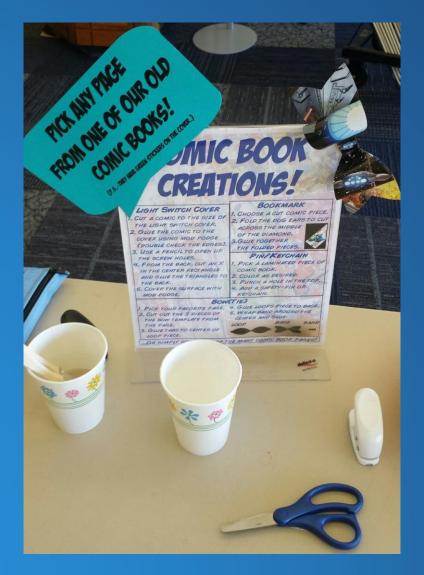
### What?

- Anything that is not an actual event
- Actual Event
  - Staff present
  - Prescribed time
  - One time only

### What?

- Time-line
- Budget-friendly
- Creative
- Staff Time

## Benefits?



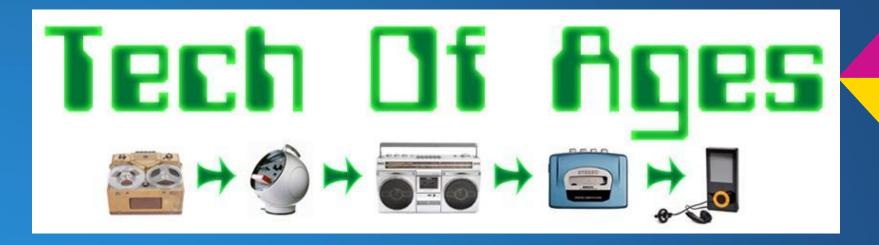
## Why?

- Library
  - o Budget
  - Crowdsource ideas
  - Relevancy of library
  - Statistics

## Why?

- Patrons
  - Crowdsource ideas
  - Interaction
  - Welcoming
  - o Fun

### Concerns/Issues?





# Examples

### Most Successful

Week 1 Brain Teaser:

Can you name three consecutive days without using the words Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, or Sunday?

Write your best guess on a piece of paper with your name and number to be entered for a prize!

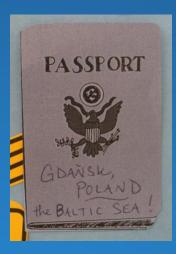


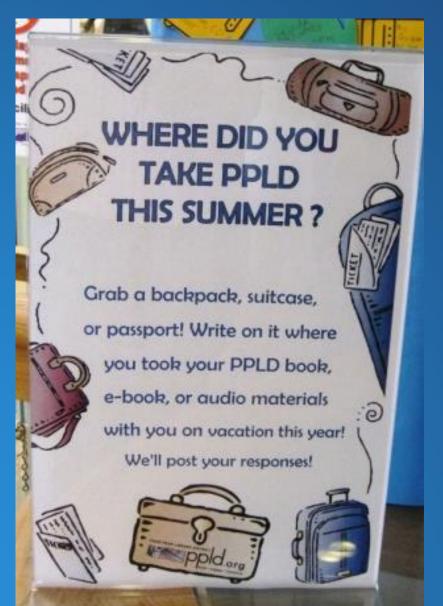




### Least Successful











## ...and Socializing





## ...and Technology



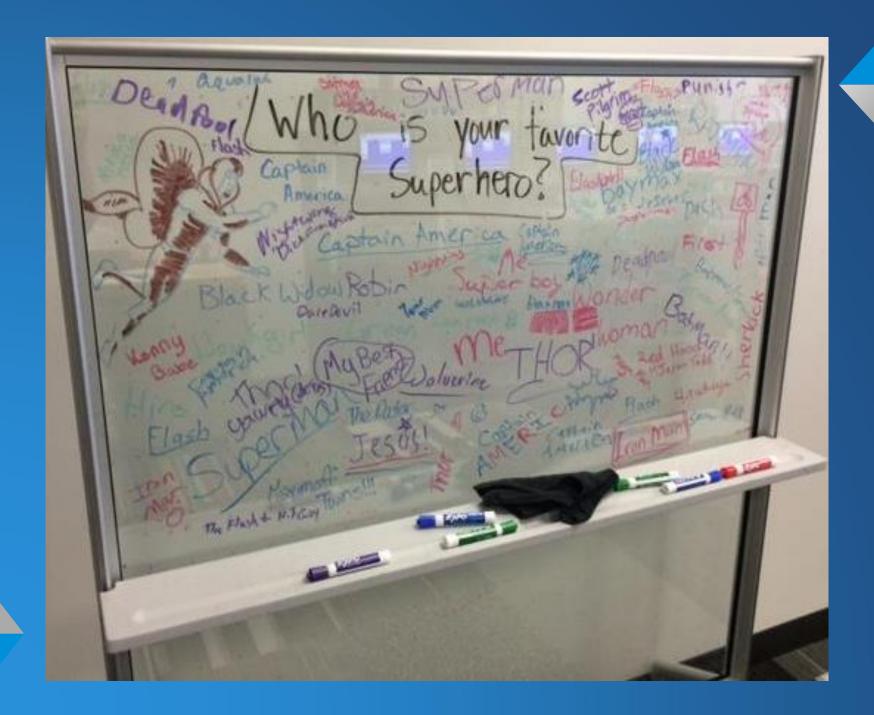


## ...and Polls



Or put them on hold.





## ...and Displays

# Take a Book, Leave a Book!

Take a book that looks good and leave one of your favorites in its place.

## Don't Leave Me Empty!

Pick one of your favorite books to fill this stand.





## ...and Crafts





## ...and Bulletin Boards

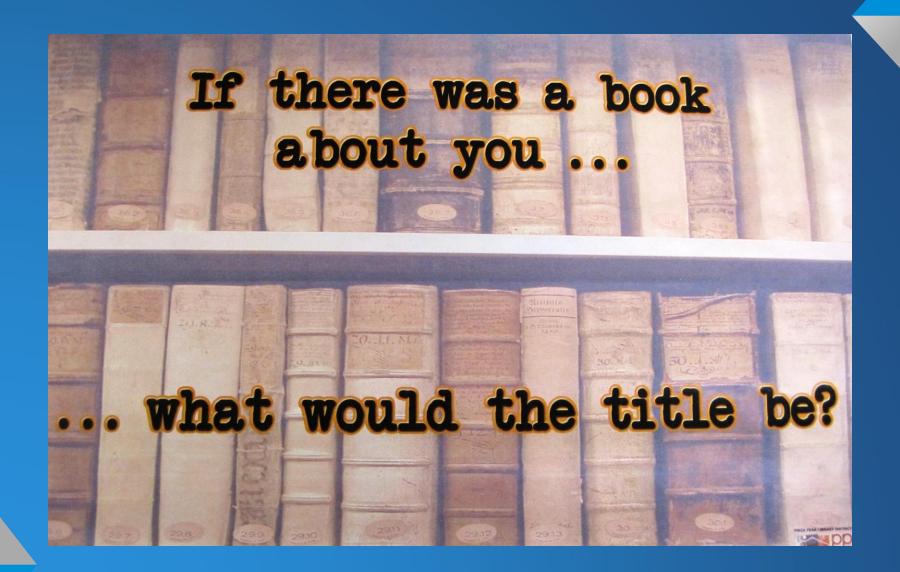




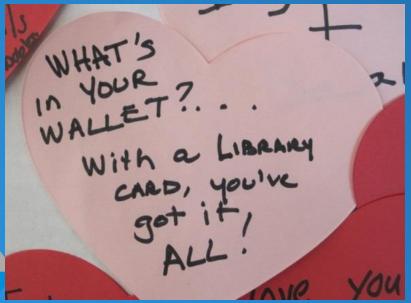
Countess Ada Lovelace, The First Computer Programmer

Daughter of Lord Byron and Anne Isabella Noel Bryon, Ada was a brilliant mathematician. In the 1840's, after meeting Charles Babbage, she wrote the first machine algorithm for his computing machine. She also predicted that machines like Babbage's could be used to compose music, produce graphics, and be useful to science, her predictions coming true 100 years later.

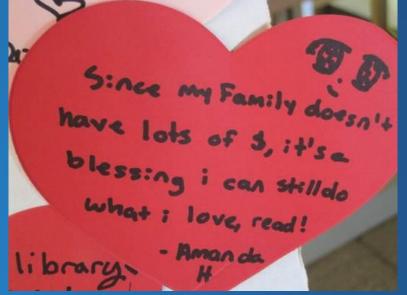
Find out more about Ada's amazing life at: www.findingada.com











## ...and Contests



#### **CONTEST RULES:**

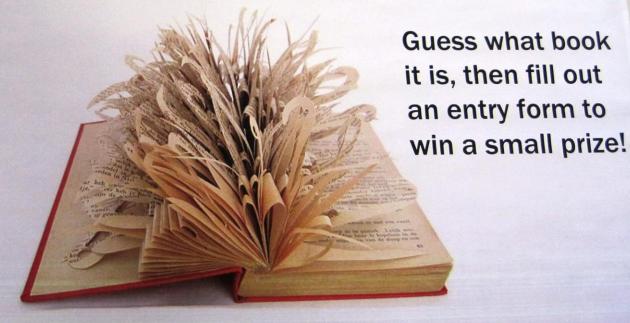
The contest goes from February 2 through February 28.

A drawing will be held from the correct entries, and a winner will be notified by March 7.

The prize is all 10 of the candy bars!



It's happened again...
the librarian has shredded a book!
(Don't worry! It was a damaged one.)



In case of a tie, the winning entry will be drawn from correct entries.

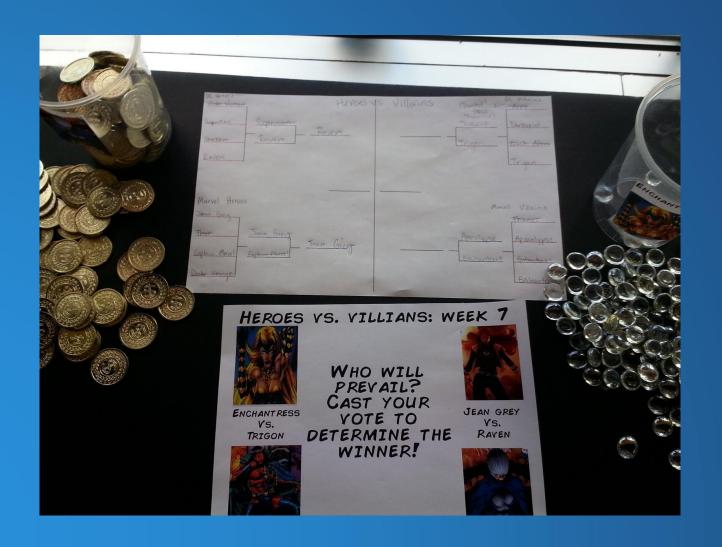
## Things to think about:

- Age restrictions
- Vetting patron submissions
- Clear instructions
- Purpose
- Planning
- Staff Presence

### Lessons Learned

- 1. Just because it failed once, doesn't mean it will always fail.
- 2. Gather supplies early.
- 3. You don't have to reinvent the wheel.
- 4. Make it eye catching.
- 5. Let patrons lead the program.

# What is one program or idea you can implement?



## Questions



### Resources

#### Web Resources:

Teen Librarian Toolbox - TPiB

Pinterest - Passive Program

Passive Programs

### **Books:**

Librarian's Guide to Passive Programming by Emily T. Wichman

### Contact Us

Becca - rphilipsen@ppld.org

Melissa - mmitchell@ppld.org

Tori - vsparrow@ppld.org