

# STEAM in the Public Library: Programs & Services for Children

Amy Koester | St. Charles City-County Library District

Hello!

- Amy Koester
- Children's Librarian with St. Charles City-County Library District, Missouri
- The Show Me Librarian
- Youth programs, services, and outreach



## In today's webinar...

- What is STEAM, and why does it belong in my public library's youth services?
- Programs for preschoolers
- Programs for school-age children
- STEAM services
- What you need to do STEAM, and where to find it

What is STEAM?

**STEAM**  
science  
technology  
engineering  
arts  
math



# Why STEAM instead of STEM?

- Arts in STEAM is NOT crafts
- Arts in STEAM means creativity
- Makes STEAM more accessible, more meaningful

## Why STEAM Matters

- American children are lagging
- School & life success isn't just about reading
- Creativity is a top work skill

## STEAM at the Library

- What's your mission?
- Literacy
- School success
- Lifelong learning



Anyone can STEAM

You don't need to be a content expert to use STEAM with library kids.



## Programs for Preschoolers

# Why STEAM with preschoolers?

- Natural curiosity
- Introduce concepts
- Reinforce concept knowledge
- Vocabulary
- Hands-on learning

## STEAM Stories

- Be intentional about your books
- Include non-fiction
- Tap the STEAM concepts in fiction
- Talk!



## STEAM Activities

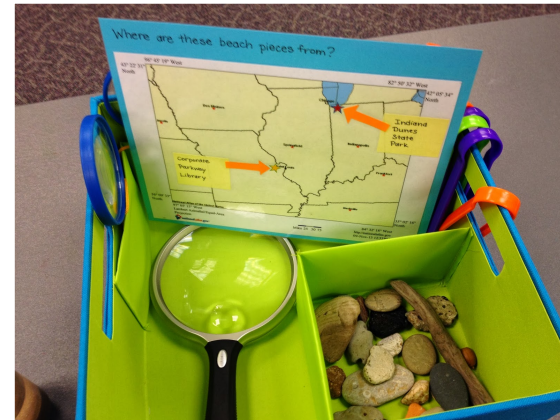
- Hands-on is integral
- Add an experiment
- Use tools
- Make something
- Provide options





## Observation Stations

- Exploring things close-up
- Sensory experiences
- Things that grow & change
- Tie to books



# STEAM Programs

## STEAM Preschool Storytime

- Start with a book
- Talk about the STEAM concepts
- Ask (and answer) questions
- Hands-on activities
- Supply at-home options



## Take-Home Kits

- Build around a topic
- Pack a few books
- Add some songs
- Include activity instructions



## POLL

Can you think of one of your existing preschool programs that you could modify to include a STEAM element?

Please type your answers into the Chat Box.

## Programs for School-Age Children

# Why STEAM with school-age children?

- Curiosity
- Reinforce basic concepts
- Multiple literacies
- Creative problem-solving
- Developing personal interests

## Science Programs

- Introduce your concept
  - Books!
  - Images & videos!
- Take questions
- Pose a challenge
- Time to build
- Test & observe





## Technology Programs

- Meet kids where they are
- Introduce new tech
- Tablets & media creation
- Circuits & electricity
- Programming & gaming

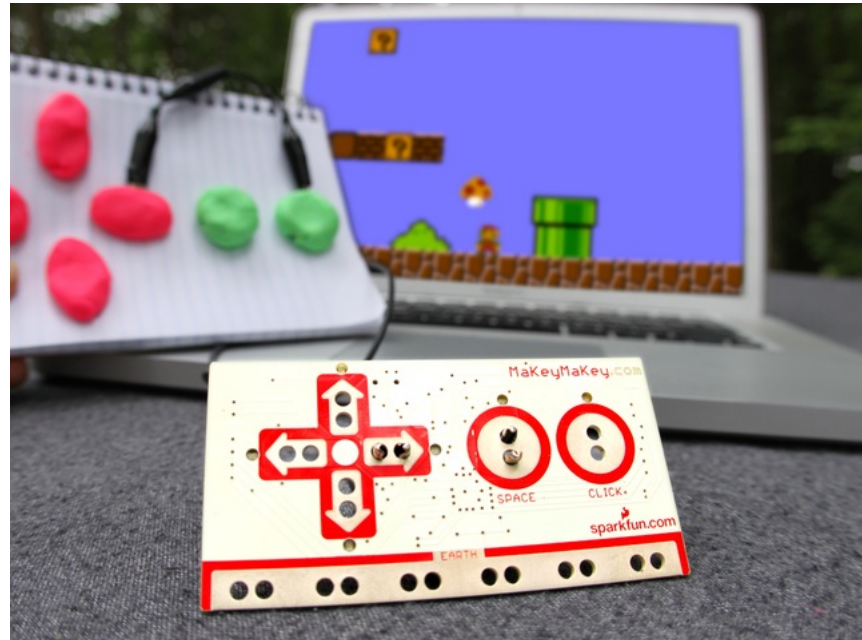


photo from [MaKey MaKey: An Invention Kit for Everyone](http://www.maKeyMaKey.com)



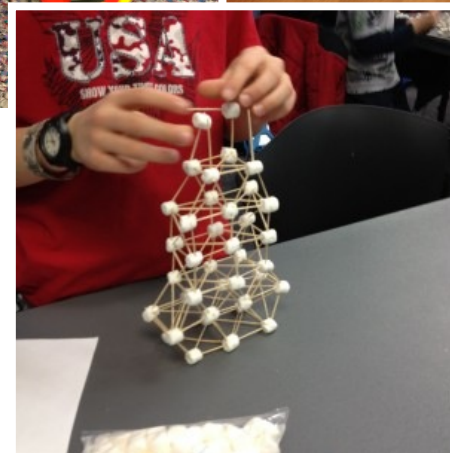
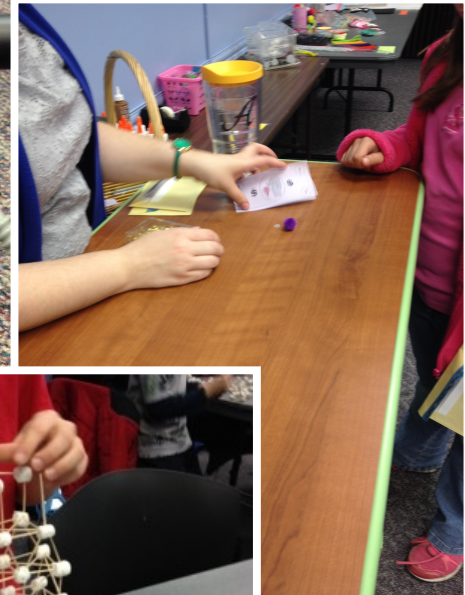
# Engineering Programs

- Build something
- Give direction, but leave room for creativity
- Variety of materials
- Share examples
- Test & compare structures



# STEAM Programs

- Find the STEM potential in arts & crafts
- Create with atypical materials
- Provide context for activities



## Math Programs

- Don't call it a "math program"
- Find the math in games
  - Puzzles!
  - Board games!
- Spatial thinking
  - Origami
  - Simple weaving



## POLL

Can you think of one of your existing school-age craft programs that you could turn into a STEAM program?

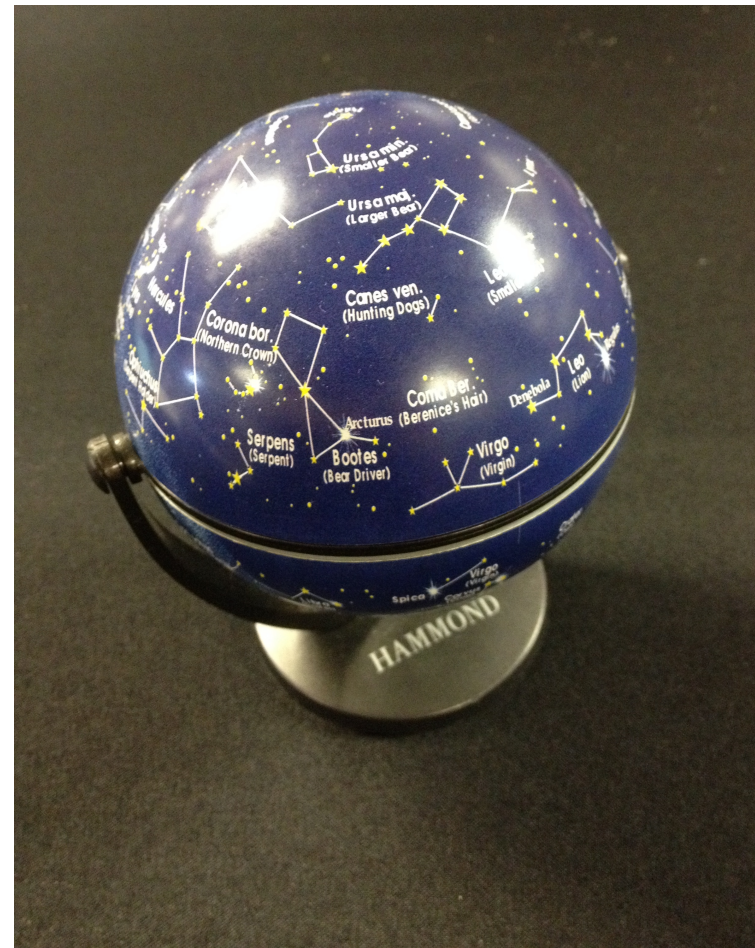
Please type your answers into the Chat Box.

STEAM Services



## Displays

- Make them attention-grabbing!
- Fiction and non-fiction
- Range of reading levels
- Visual interest
- Realia



## Databases & Apps

- Highlight what you've got!
- Shelf talkers
- Tablet time
- Handouts
- Demo in programs



**DIGI-TOTS**  
**PLAYTIME!**

**Play and Learn:**  
*Sock Puppet* will get your child talking, singing, and making their own stories with a variety of sock puppets and animations.

*Lazy Larry Lizard bedtime story* brings a unique interactive element to a story that teaches appropriate social behavior as children see how the lizard feels when being bothered in a way he doesn't like. Bonus built-in game with app.

*Peek-A-Zoo* builds vocabulary for animals, sounds, actions and emotions as the kids play along to find the matching picture.

*Open Wide Snap* is a great story book with built-in "Read to Me" or "Read it Myself" that will grow with young readers as they develop their literacy skills. Built-in puzzle and memory matching games with characters from the book help child build critical thinking skills in a way that is engaging and fun!

*Wheels on the Bus Band*—Experience an interactive version of "Wheels on the Bus" story. Jam along with built in keyboard and other instruments. Sing along with child over and over to your heart's content.

**Apps of the Month:**  
Sock Puppet (Free w/ in-app extras) Apple  
Lazy Larry Lizard Bedtime story (Free) Apple  
Peek-A-Zoo (\$1.99) Apple  
Open Wide Snap (\$0.99) Apple  
Wheels on the Bus Band (Free) Apple (storybook on Android)

 GARFIELD COUNTY LIBRARIES

photo from [Digi-tots Playtime](#), by Stephen Tafava

# STEAM Readers' Advisory

Things to keep in mind:

- Non-fiction isn't just for homework
- Different ways of reading
- Stories with STEAM themes
- Pairing materials



## POLL

Do you venture into the non-fiction stacks when doing readers' advisory with children?

Please type your answers into the Chat Box.

What you need,  
and where to find it.

## Resources: Books

### Activity Ideas

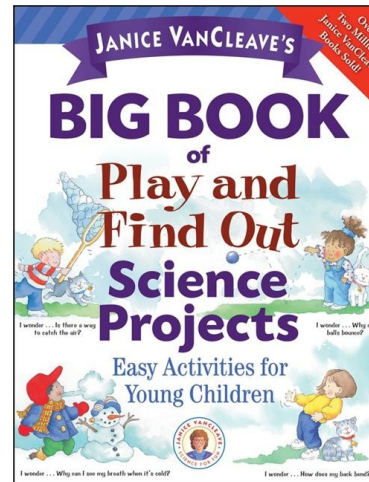
- Janice Van Cleave
- Kids Can Press

### Great Publishers

- Pebble Plus
- Jump! from Bullfrog Books

### Authors/Illustrators

- Gail Gibbons
- Steve Jenkins



## Resources: Blogs

### Library Blogs

- The Show Me Librarian
- Library Makers
- Little eLit
- Abby the Librarian

### Other Blogs

- Teach Preschool
- PreKinders

## *The Show Me Librarian*

[The Blog](#)[About Me](#)[Review Policy](#)[All Things STEAM](#)

### All Things STEAM

Welcome to All Things STEAM, a resource for offering library programming in science, technology, engineering, arts, and mathematics. When it comes to developing my STEAM programming, I have a number of go-to resources that I use for inspiration and concept knowledge support. I've gathered links to those resources, my program how-tos, and other STEAM resources for your convenience. I'll be on this page and get programming! And if you comment here or start a conversation on STEAM discussion.



## Library Makers {hands-on learning for all ages}

Show me posts about:

- [CraftLab](#)
- [NeedleReads](#)
- [Toddler Art Class](#)
- [WonderWorks](#)

FAQ:  
NEEDLEREADS

FAQ: TODDLER  
ART CLASS

FAQ: CRAFT LAB

FAQ:  
WONDERWORKS

RECOMMENDED  
BOOKS

Links we love

[Madison Public  
Library](#)

WonderWorks: Ramps + Textures



Exploring ramps was fun, let's try adding one extra element and see what happens!

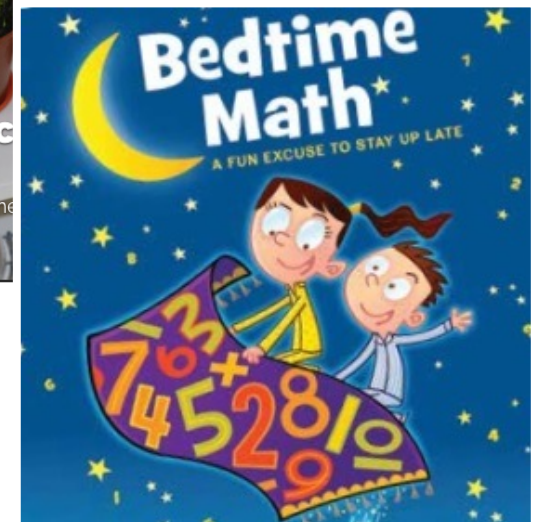
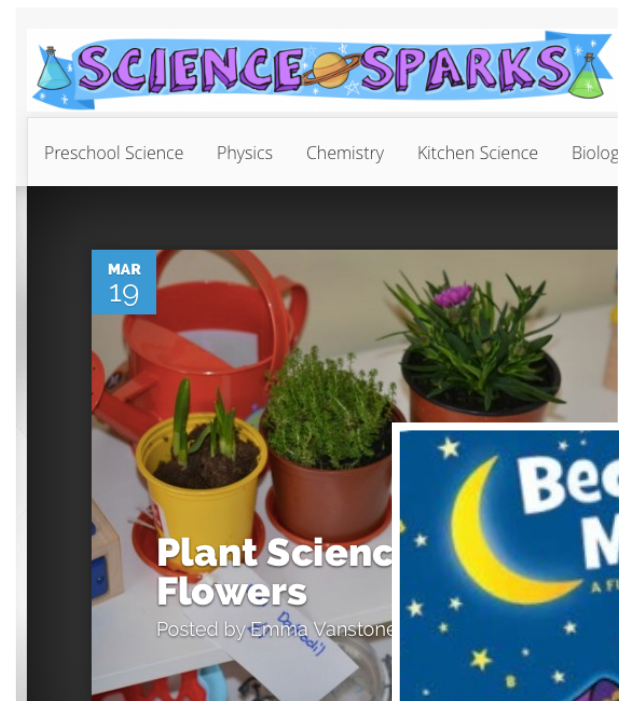
Today's Topic: Friction (or Textured Ramps)

Supplies:

lengths of [wooden cove molding](#)  
blocks  
cardboard carpet tubes (optional)  
things to slide down the ramps (balls, cars, marbles,  
blocks, etc.)

## Resources: Websites

- Science Sparks
- Fun Science from National Geographic Kids
- Bedtime Math
- Mixing in Math
- Wonderopolis
- Pinterest (lots of STEAM boards!)



## Supplies to Start

- Consider your STEAM service goals
- Gather recyclables
- Procure the basics



# Funding, Grants, & Partnerships

- Budget
  - No amount is too small
  - Don't be too modest
- Grants
  - LSTA Grants
  - Friends of the Library
  - Private Grants
- Partnerships
  - Local Businesses
  - Local Schools



## Wrapping Up

- STEAM has a place in public library youth services
- Existing programs can be modified with STEAM aspects
- STEAM services means more than just programs
- Lots of resources are available to help



Questions?

Amy Koester

@amyeileenk

[amy.e.koester@gmail.com](mailto:amy.e.koester@gmail.com)

<http://showmelibrarian.blogspot.com>



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