

# Connecting Beyond School Walls: Using Connected Learning in School Libraries

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## What is Connected Learning?

- Student learning in peer and leisure space
- Draws on power of today's technology
- Experiences, hands-on production, shared purpose, and open networks
- Production-Centered
- Real-world skills and opportunities
- Peer-supported learning

## What is the Libraries Role?

- Facilitating an open, collaborative, and interactive culture—social learning
- Closing the gap in educational attainment
- Helping pursue a specialized interest online
- Providing space and tools to pursue more learning through interests and directed group activities/clubs

## Future Possibilities

- Kid designed and/or run programs based on their own expertise
- Workshops on topics of student interest
  - Connect interests to future careers
- Fairs and expos with community groups and professionals (in person or virtually)
- Technology labs—media and sound studios

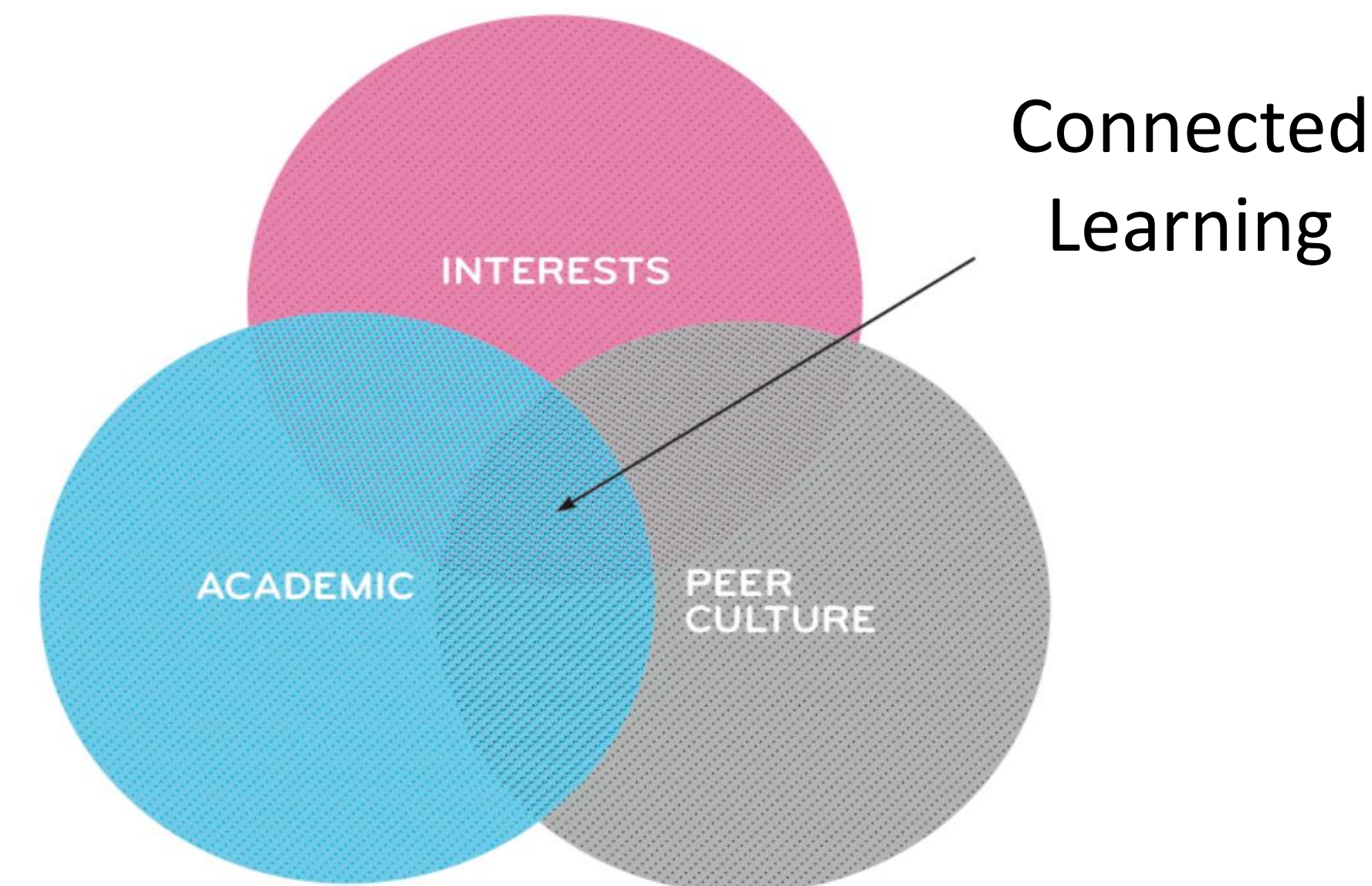


Figure 1: Connecting the Spheres of Learning—Connected Learning



Figure 2: Learning Principles - Connected Learning Alliance

## In Libraries Now...

- *Rock Band* connected to free violin lessons
- Scratch animation software connected to student showcase with expert artists
- E-textiles (clothing and electronics) connected to makerspace and learning circuits
- YOUmedia program (Chicago) connects kids to food, video games, peers, and their technology
- Nēnē book Jeopardy connecting students and schools over Google Hangouts
- Volcano project connected to virtual fieldtrips to Volcano National Park with volcanologists
- Minecraft connecting students to each other, engineering, and design
- Favorite books connected to augmented reality, book trailers, and online sharing

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