



# Crestview Library Gaming Center

2021-2022 End Year Review

A group of diverse children are gathered around a table, looking at a comic book. One child is pointing at a page that features a superhero and the text 'CREATE A SCENE'. The scene is set in a classroom or library with a white door in the background.

# Our Mission

HCPS librarians empower students to **Think, Create, Share, and Grow** in the school library as they learn to harness curiosity, model responsibility, inspire exploration, promote creativity, and deepen understanding. School libraries **create equity** and prepare all learners for college, career, and life (Henrico County Public Schools Libraries, n.d.).

# Library Redesign



**1**

## Expanded Space

Provides additional space for whole class, small group, and individual work in library

**3**

## Gaming Collection

Additional shelving to hold gaming collection, STEAM materials, & other activities

**2**

## Flexible Seating

Bean bags, floor chairs, and others add to the stools and comfortable seats available

**4**

## Mobile Supports

Mobile cart for teachers to use in this space or in their rooms, based on their needs





# The Games Collection

The background of the slide features a blurred image of a board game. In the center, a white die with blue pips sits on a colorful, multi-colored circular area of the board. To the left, several green pawns are visible, and in the foreground, a red pawn is partially seen. The overall scene is brightly lit, suggesting an indoor setting.

## Why games?

Research supports the use of games to build academic, executive functioning, and social skills – all through helping kids get curious, explore, and deepen their understanding through play.

## We added...

28 brand new games through an ALA grant

37 pre-owned games through donations

Back-up materials via donated older items

# After-School Gaming Club

## Student Clubs

Divided K-2, 3-5

Student interest

Staff Recommendation

## 2 six week sessions

Session 1: January - February

Session 2: April - May

# Pitfalls & Problem-Solving



## **Eek! Checkout!**

Required additional DonorsChoose grant (\$300) for storage bags with handles to protect games in backpacks or for oversized materials.

## **Popularity!**

We had to limit and rotate games for checkout so that we would have materials for the teacher's cart and to use in the library or for afterschool.



A top-down view of a wooden desk. On the left is a silver laptop with a black keyboard. In the top center is a white coffee cup. To the right are two yellow pencils and a yellow sticky note. The background is a light-colored wood grain.

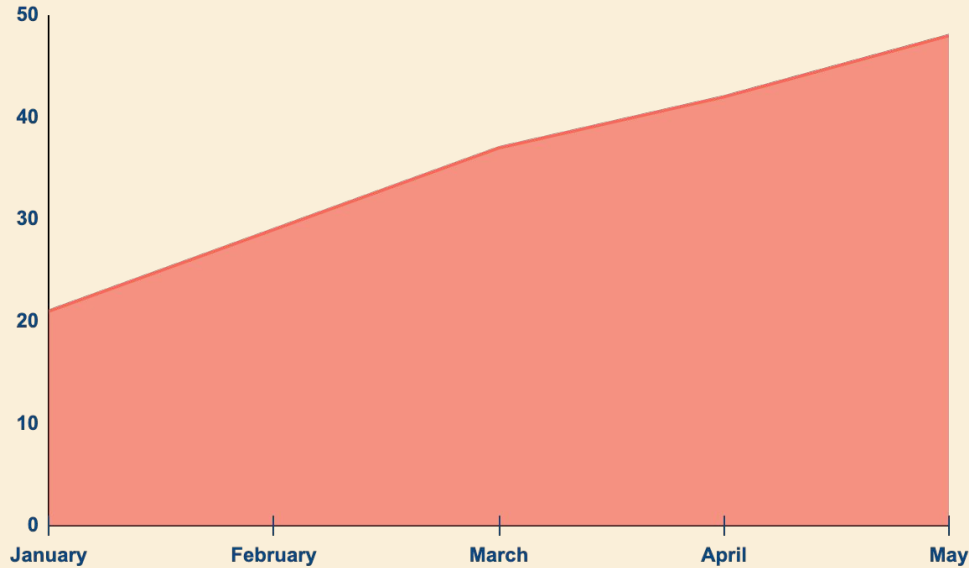
**Evaluation**

**Checkouts**

**Participants**

**Observation & Interview**

# Gaming Check-outs



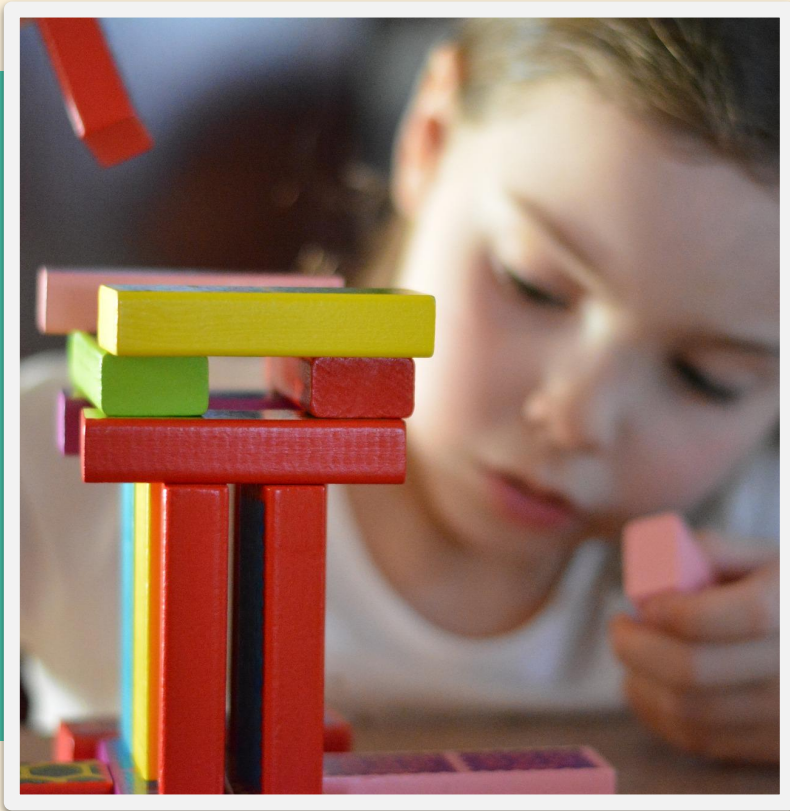
**\$500**

Games On! Grant from  
the American Library  
Association

**156**

Total Checkouts





**I really like playing in centers after we finish checking out books. Building things is my favorite! One time I built a really tall roller coaster! The librarian put it on the shelf so everyone could see it!**  
*- Second Grade Student*

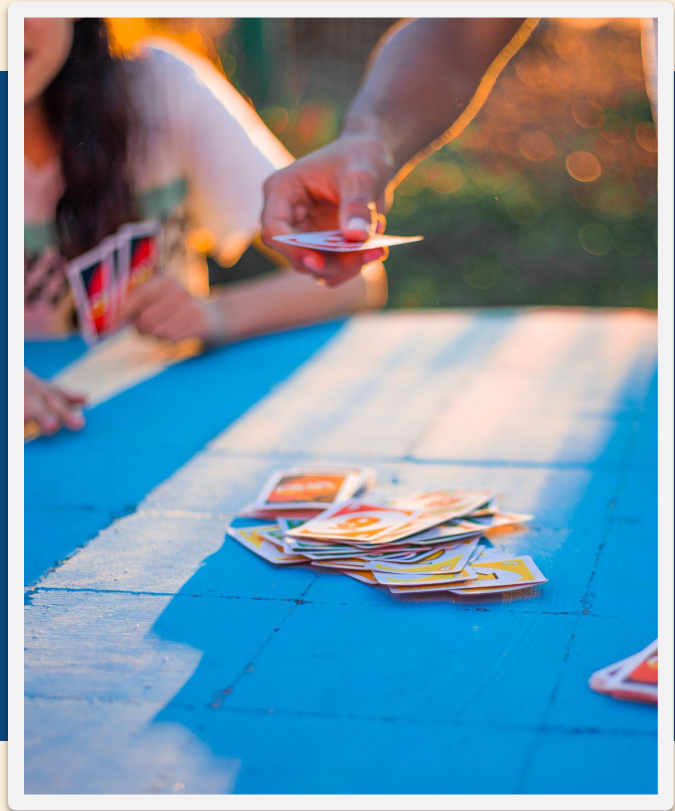
**I love that we have another tool for students to practice their math skills. They always ask when we will get the game cart from the library again.**  
*- Third Grade Teacher*

**Wednesday is the best day,  
because Wednesday is game day!**

*- Kindergartener*

**Ever since she started gaming club, we've  
noticed her talking about more friends  
from school. She seems more confident  
too.**

*- Third Grade Parent*





**Our son has a hard time with reading, so he's never been very interested in showing us what he brought home from the library. But now, he loves library day, because he can pick out a game for us to play together every week! It's been so great to see him get excited about going to the library.**

*- Fifth Grade Family*





**64 students**

Participated in after-school activities

**47 families**

Submitted pictures or stories of board game play!

**112 checkouts**

Number of uses of our mobile gaming cart



# Future

**Double the games collection!**

**Continue after school programming activities.**

**Increase teacher use of the flexible learning space & centers.**

**Add 3D printing!**

# Thanks!

## Do you have any questions?

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