Conference Presentation - Living to Learn Library

Lindsey Faulkner

Department of Library and Information Sciences, Old Dominion University

LIBS 602

Dr. Sue Kimmel

August 5th, 2022

Link to Presentation:

https://docs.google.com/presentation/d/1hZDFgl9PlqNoQQirdK-CqhZe_xIHte-rXxg3jP4q8Iw/edit?usp=sharing

Target Group: Middle School Students focusing on Virginia 6th Grade SOL's

Slide 2

Brief Introduction: Living to Learn Library is a concept of presenting educational information in a way that students will relate to the material. Studies show when students can identify or make a connection with a topic they are more likely to retain and understand the information presented.

Hello, my name is Lindsey Faulkner and I am currently a Library Assistant at Falling Creek Middle School in Chester, Va, and an aspiring MLIS candidate at Old Dominion University. I am a Southwest Virginia native with my bachelors degree in Recreation, Parks, and Tourism from Radford University. Today, I am here to discuss with you the benefits of creating a "Living to Learn Library." Living to learn is a concept of incorporating empathy and recognition into our school systems. Students need a personal connection to the material, whether that's through engaging them emotionally or connecting the new information with previously acquired knowledge (often one and the same). Without that, students may not only disengage and quickly forget, but they may also lose the motivation to try. (Bernard, 2010) Throughout this presentation we will look into four technology tools that help students remain engaged and relate more deeply to material.

Time: 2 minutes

Session Description:

Tool One: Piktochart (Infographics) - Slide 3

https://create.piktochart.com/teams/27462408/infographic

While Pikochart has a variety of easy to use templates for flyers, cards, posters, reports, proposals, and resumes we will be focusing on the infographic template. Infographics are one the simplest and smartest ways for students to process information. The biggest pro's that I have found with Piktochart are how easy it is to customize and change colors, text font and shapes within the layout on Piktochart. The site is very intuitive and while they do provide a short tutorial you can figure out how to create on your own. This is a free program can be used as visual aids, discussion starters, give an overview of a topic, represent visual data and several other categories. In addition, the statistics shows that 48% of Middle-schoolers want hands-on applications. (Mango, 2015) Pikochart helps students experience the "the living to learn library" by empowering students to take general "boring" school information and lets them turn it into an interesting and visually appealing platform. Students will be digesting the information themselves while they enter information on to the Piktochart. Piktochart is incredibly simple to use tool with many drag and drop features, so adding in photos and text can be done in seconds. You can start from a blank layout or chose a template to edit. This is very useful for students who have a concept already in mind or for those who need help to get started. This is also a big time saver for instructors who need to put material together quickly. Piktochart infographics are a great way to make large classroom wall posters as well.

Virginia SOL English 6.5 The student will read and demonstrate comprehension of a variety of fictional texts, literary nonfiction, and poetry. a) Identify the elements of narrative structure, including setting, character, plot, conflict, and theme. Students will read The Giver and create two Piktograph infographics, one black and white, and another in color and demonstrate how Jonas's life changes from throughout the book. Reason 2: Piktochart infographics can be used to focus solely on outcomes. Such as "how will my day look if I don't get enough sleep" or "because the protagonist didn't listen to his grandmothers wise advice these are list of possible outcomes and situations." Students can choose their own topic to research and present to the class.

Reason 3: Replacing a presentation with an Infographic from Piktochart. This leads kids to being more engaged than the traditional slide show presentation. They are also typically one page with helps those with pubic speakings fears fell less intimidated. Cons: You need to create an account and verify your email. I have logged into my account from multiple devices at the same time so you will either need to let students use their individual school email or create an account just for Piktochart for everyone to share. When you edit the size and shape from the images doesn't keep its integrity. It's way too easy to distort your image size.

Time: 5 Minutes

2 Minute - Please take this time to write down any questions you might have about Piktochart for our open forum at the end.

Tool Two: Virtual Reality (Google Art and Culture Museum) - Slide 4

https://artsandculture.google.com/entity/civil-rights-movement/m0d2c9?

categoryId=event

Virtual Reality has been the up and coming trend for many years now. As technology advances virtual reality gets closer and closer to feeling like actual reality. Google Arts & Culture's Natural History collection has virtual tours of entire museums. Leveraging the technology of Street View, students can now take a tour of museums from New York to London to Australia. "Essentially, it can be treated just as a normal field trip would — by splitting students into groups, asking them to look at various genres of paintings, requesting observational notes or comparisons of some sort," a virtual trip can be just as affective as a field trip but at zero costs. Google Basics for Teaching has a step-by-step guide for using the Google Cultural Institute as a virtual field trip. The guide suggests that teachers have students act as museum curators and create their own exhibitions by compiling related pieces.(Cortez,2016) In my experience, just scrolling through the Google Art's a culture museum is fun and exciting. Giving students the power to choose what they want to learn about is empowering. Since there are dozens of personal virtual tours about historic figures and their lives.

Virginia SOL USII.9 The student will apply social science skills to understand the key domestic and international issues during the second half of the twentieth and early twenty-first centuries by a) examining the impact of the Civil Rights Movement, the Americans with Disabilities Act (ADA), and the changing role of women on all Americans; Students will understand the impact of the Civil Rights Movement even more so by seeing real images of people that were actually alive during that time. Google Arts and Culture Civil Right Movement Tour is full of very powerful images of people expressing and fighting for equality.

Reason 2: Google Art's a culture has a number of strong individual exhibits. Students would select a figure of their choosing. Students will be encouraged to find a personal reason or something relatable to the figure. Students will move around the room learning about how their classmates are connect to each figure and see similarities within each other.

Reason 3: Students will plan a trip to one the countries available for touring on Google Arts and Culture. Students will have the opportunity to learn about cultures other than their own. Understanding and learning about other cultures promotes empathy. Students of other backgrounds can also have the excitement of their classmates learning about their worldview and may find ways to explain their worldview to their classmates. Learning about other cultural celebrations can bring an added measure of harmony and cohesiveness to the classroom. (Communities in Schools, 2016)

Cons: While this experience can be immersive it would be important to express how simple class room additions like adding a star globe some a space exploration tour or having class put on Hawaiian leis to excite the class and make the experience more immersive and relatable. Not every museum tour is created equal. While some exhibits have 40 plus images others only have 3-5 photos.

Time: 5 minutes

2 Minute - Please take this time to write down any questions you might have about the Google, Arts and Culture Museum for our open forum at the end.

Tool Three: Voki - Slide 5

https://www.voki.com/site/create

Voki is a wonderful tool to let students create audio recordings and place them with a character to match. Voki is quick to sign up for and your account can hold dozens of characters. There are a few different versions other than the start up free version. Voki lets you scroll through tons of character and animals. You can create a Voki with just a few clicks. The audio recording feature is right there on the site so it is very easy to have a voki in minutes. The upgraded versions let you have more students and Voki Hangouts. "Student choice makes students active participants in their educations, thereby increasing levels of engagement." (Pandolpho, 2015) Voki gives students the ability to create characters or choose animals that the students can customize. This allows students to make their own decisions and gives them a creative outlet. Voki's programs simplicity is part of why it's so great to use. While this is primary focused of 6th grade students the program could easily be used by much younger school aged children. Below is a quick link to a Voki I created in under five minutes.

https://tinyurl.com/264wx7cy

Virginia SOL 6th Grade Science . Make informed decisions regarding contemporary issues, taking into account the following: respect for living things; personal responsibility; and history of scientific discovery. Students will select an animal that they are passionate about to create a short Voki and be that animal to share with everyone. Voki is also a great tool for students to be able to represent diversity. Voki has up to 300 plus languages and students and create characters from all over the world.

Reason 2: Children interview a grandparent or relative about a time growing up. Student will then make a Voki to tell the tale. Students can either rerecord at school or record their grandparents outside of school. I have actually done something similar to this in high school and it was very rewarding. Through this, every student gets to create

a living memory of a loved one. It's also an opportunity to give a family member the opportunity to pass something down.

http://mountainhomecenter.org/items/browse?collection=3&page=1

Reason 3: As part of a 6th grade (middle school) graduation assignment students can create their own Voki and talk about their favorite memory of the year and what they have learned. This could also be done at the beginning of the year and compared at the end of the year.

Cons: Voki's can lag or distort audio. You are limited to the characters given. Voki's are only "linkable" for the most part. This means any audio that is created stays on your Voki account and it very difficult to save or download to upload or send anywhere else. You also can only save up to five students on the free version but up to 250+ students on the Level 3 premium but for a cost.

Time: 5 Minutes

2 Minute - Please take this time to write down any questions you might have about Voki for our open forum at the end.

Tool four: 3D Printing - Tinkercard - Slide 6

https://www.tinkercad.com/dashboard

Tinkercard is a very intuitive 3D printing and design software. Upon signing up there is a quick tutorial of how to insert objects and make adjustments. Tinkercard is a great program to just jump in and start creating. Tinkercard starts you at a completely blank slate. You can search for premade shapes and characters to insert. Tinkercard has helpful tutorials that the user can learn from. Designing activities that foster learner independence is essential because they invite students to engage more thoughtfully with the content—and that engagement should include students talking about their work. (Pandolpho, 2015) This program does not have a limit to what you can create. Anything a student could think of or anything you assign

can be created. This program allows you to easily drag and drop any shape on to 3D plain. You also can change your view point so you can see your work from above, the sides, or behind. You can download your creation but are not able export until you have a 3D printer or pen available. This program can be intimidating at first but with time and lots of practice students should be able to make their own creation.

Virginia SOL USII.9 The student will apply social science skills to understand the key domestic and international issues during the second half of the twentieth and early twenty-first centuries by b) describing the development of new technologies in communication, entertainment, and business and their impact on American life. Students will select a tool or new technology such as the first ever super glue or a jet engine for a fighter plane.

Reason 2: 3D printing design can be something that is done at home and then brought to school to be created. This gives the librarian or teacher the opportunity to make an assignment more challenging. Students can learn of patents and copy right law to create their own invention. Students would submit their own "proposals" and designing before the tool can be printed.

Reason 3: Students will be able create a significant item from a book like a wand from Harry Potter or the needle from A Tale of Desperaux and bring everything to a literary show and tell. Classmates may also be assigned to make of small part like an arm or hand or helmet to reconstruct their own dragon or solder.

Cons: 3D printers are expensive. This tool on TinkerCard does/will take time and effort outside of the classroom before it can be implemented into the library. This will most likely require the librarian to take additional courses and classes until they feel confident they can create and program what the students bring in. Students as well will

have a learning curve and need to be taught how to actually make items that can be printed. The premade items that you search are limited. For example, if you were to search "tree" you may only end up with flowers or a palm tree. This is the most complex program of the presentation which can lead your computer to over process or lag.

Time: 5 minutes

2 Minute - Please take this time to write down any questions you might have about Tinkercard for our open forum at the end.

Open Forum- Question and Answer - Slide 7

The greatest element about all of these tools is that they can all be explored outside of school. Students can learn to use any of these tools and use them in their free time. This allows student to take their time and get creative without the pressure of limited library or classroom time. All of these tools give students the opportunity to feel empowered through choice. They also give students a safe space to express themselves and make personal connections to materials. I will now take time to answer audience questions about tools. Prompt audience members to discuss with one another and share experiences with tools.

Time: 10 minutes

References

Bernard, S. (2010, December 1) Science Shows Making Lessons Relevant Really Matters. Edutopia. https://www.edutopia.org/neuroscience-brain-based-learning-relevance-improves-engagement

Cortez, M. (2016, October 14) 3 Ways Google Arts & Culture Can Enrich your Lessons. Edtech

Communities in Schools (2016, November 30) 3 Reasons Should Learn About Other

     Cultures. https://cisjax.org/3-reasons-students-should-learn-about-other-cultures/

Mango, A. (2015, April 17) 8 Examples of How Middle Schools Can Incorporate

     Infographics in the Classroom. Venngage. https://venngage.com/blog/8-

     examples-on-using-infographics-in-middle-school-classrooms/

Pandolpho, B. (2018, May 4) Putting Students in Charge of Their Learning. Edutopia

     https://www.edutopia.org/article/putting-students-charge-their-learning

Image References

Brereton, E. (2013) *What Teachers are Saying* [Screen Shot] Common Sense Media

     Retrieved from https://www.commonsense.org/education/website/voki

Brereton, E. (2013) *Why Use Voki* [Screen Shot] Common Sense Media Retrieved from

     https://www.commonsense.org/education/website/voki

Mosman Library (n.d.). *Pyjama Party* [JPEG] retrieved from https://www.flickr.com/

     photos/61713553@N00/5353823838 CC by 2.0

Google Arts & Culture Museum (n.d.) *unnamed* [Digital Image]. Retrieved from https://

     about.artsandculture.google.com

Google Arts & Culture Museum (n.d.) *natural-history-museum-google-arts-culture-*

     GOOGLEACAR0320. [Digital image]. Retrieved from https://

     www.travelandleisure.com/culture-design/the-google-arts-culture-app-will-turn-

     your-phone-and-home-into-an-interactive-museum

Louv, R. (2019). 2019-5-Nature-graphic-WB [Infographic]. Sierra Magazine retried from

https://www.sierraclub.org/sierra/2019-3-may-june/feature/outdoors-for-all-nature-

is-a-human-right CC BY

Ovcharenko, N (n.d.) group-2351896. [JPEG] Pixaby. Retrieved https://pixabay.com/

illustrations/group-therapy-counseling-health-2351896/ CC 0