The Modern Library: Library Learning Commons

Re-Imagining the School Library

by Fran Kompar
Library
Learning
Commons

Shared Understandings
Every road leads to the re-imagined, re-invented school library: The Learning Commons.

—Fran Kompar, Teacher Librarian
What is a Learning Commons?

- A Library Learning Commons (LLC) is a philosophical and paradigm shift
- The LLC provides flexible, open, collaborative, resource-rich spaces to engage students in inquiry-based, authentic, meaningful learning when/where it’s needed.
RE-IMAGINING THE MISSION OF SCHOOL LIBRARIES

LEARNER
SCHOOL COMMUNITY OF STUDENTS, TEACHERS, PARENTS

COMMONS

LEARNING
INQUIRY, RESEARCH, PROJECT-BASED LEARNING, INNOVATION IN ALL CONTENT AREAS

LEARNING

LEARNING ENVIRONMENT
THE SPACE, LAYOUT, FURNITURE, RESOURCES, VIRTUAL (EXTENSION BEYOND THE SCHOOL)

LIBRARY
Put More Simply

WHO

HOW

WHAT / WHERE

COMMONS

LEARNING

LIBRARY
Learning Commons = Paradigm Shift

Student-Centered

Habits of Mind

Innovation

Flexibility

Tech Integration
Characteristics of an LLC

CONNECTED - 24/7 ACCESS TO LEARNING RESOURCES WHEN THEY ARE NEEDED

FLEXIBLE

INNOVATIVE

LEARNER-CENTERED
Tell me and I forget. Teach me and I remember. Involve me and I learn.
—Benjamin Franklin
Why Change?
Go to www.menti.com
Enter the Code:
31 26 49
WHY A LIBRARY LEARNING COMMONS?
LEARNING COMMONS GOALS

MINDSETS - HABITS - PROCESSES

- Inquiry and Information Fluency
- Communication, Collaboration, and Innovation
- Technology Skills and Concepts
- Citizenship in a Digital World
- Literature Appreciation
THE NEW LITERACIES

A Library Learning Commons includes the curriculum, instruction, resources and adaptive flexible space to support Literacies for the Digital Age.

AASL STANDARDS 2017
Link to Standards:
http://standards.aasl.org/
THE NEW LITERACIES

Knowledge Construction - Research/Inquiry

Innovative Designer - Design Cycle

Creative Communicator/Global Collaborator

Computational Thinker

Digital Citizen

Empowered Learner
I AM A DIGITAL AGE LEARNER
ISTE STANDARDS FOR STUDENTS

EMPOWERED LEARNER
I use technology to set goals, work toward achieving them, and demonstrate my learning.

GLOBAL COLLABORATOR
I listen to broaden my perspectives, understand others and work effectively in teams using digital tools.

DIGITAL CITIZEN
I understand the rights, responsibilities, and opportunities of living, learning, and working in an interconnected digital world.

CREATIVE COMMUNICATOR
I communicate effectively and express myself clearly using different tools, media, formats, and digital media.

KNOWLEDGE CONSTRUCTOR
I critically select, evaluate, and synthesize diverse information into a coherent and useful collection that advances my learning and builds my knowledge.

COMPUTATIONAL THINKER
I identify problems and use a step-by-step process to analyze solutions.

INNOVATIVE DESIGNER
I solve problems by creating new and imaginative solutions using a variety of digital tools.
MAKING, CREATING, INNOVATING
Redesign Process

**Example:** collaborate with colleague(s) to redesign a library program to address district needs and goals.
EVOLVING ROLE OF THE LIBRARY MEDIA SPECIALIST
Collaboration is valuable because it helps us transcend our individual limits and create something greater than ourselves.

—Bob Sullo
The LIIITE Model of Teacher Librarians
What Today's Teacher Librarians Add to Co-taught Learning Experiences

**LITERACIES**
- **Cutting Edge**
  - Builds skills and enjoyment including wide reading, digital production and citizenry across many types of media and information formats and devices.

**INFORMATION**
- **Cutting Edge**
  - Helps learners take command of connecting to high quality print and digital resources across the global network.

**INQUIRY & DISCOVERY**
- **Cutting Edge**
  - Coteaches inquiry projects from beginning to end; facilitates self-directed learning, making, and creativity.

**INSTRUCTIONAL DESIGNS**
- **Cutting Edge**
  - Codesigns engaging learning experiences that combine content knowledge and learning how to learn skills.

**TECHNOLOGY BOOSTS**
- **Cutting Edge**
  - Facilitates the use of best tech tools at the top of the SAMR model that boost learning, creativity, and efficiency.

**EXPERTISE & LEADERSHIP**
- **Cutting Edge**
  - Contributes expertise to enhance teaching and learning through collaborative leadership.

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6 Reasons a Classroom Teacher Would "Hire" a Teacher Librarian to Partner With as the Library Learning Commons Program Pushes Toward Cutting Edge Practices
# Changes at a Glance

<table>
<thead>
<tr>
<th>Traditional Library Media Program</th>
<th>Learning Commons Model</th>
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<tr>
<td>Concentrates on building the love of reading, storytelling as the center of the library media program.</td>
<td>Builds skills and enjoyment including wide reading, digital production and citizenship across many types of media and information formats and devices.</td>
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<tr>
<td>Directs patrons to information in books, magazines and reference sources.</td>
<td>Helps learners take command of connecting to high quality print and digital resources across the global network.</td>
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<td>Concentrates teaching on finding, locating and evaluating information for teacher’s assignments.</td>
<td>Co-teaches inquiry projects from beginning to end; facilitates self-directed learning, making and creativity.</td>
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<td>Direct teaching of library skills, research and love of reading.</td>
<td>Co-designs engaging learning experiences that combine content knowledge and learning how to learn skills.</td>
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<td>Encourages use of a wide variety of technologies.</td>
<td>Facilitates the use of the best digital tools to boost learning, creativity and efficiency.</td>
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<td>Builds a traditional library program that serves patrons who request services and resources</td>
<td>Contributes expertise to enhance teaching &amp; learning through collaborative leadership throughout the school community.</td>
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AASL Position Statement on the Instructional Role of the School Librarian

The school librarian plays a prominent role in instructing students, faculty, and administrators in a range of literacies, including information, digital, print, visual, and textual literacies. As leaders in literacy and technology, school librarians are perfectly positioned to instruct every student in the school community through both traditional and blended learning.

In the ever-changing information and education landscape, the instructional role of school librarians is vitally important for staff and students. As print and digital literacies, inquiry, and reading motivation have become crucial elements of teaching and learning, school librarians as educators and information specialists play a key instructional role in successful schools.

**Digital Learning:** Learning materials and resources displayed on a digital device and shared electronically with other users. Digital learning content can be both open and/or commercial content (U.S. Dept. of Education 2016).

**Digital Literacy:** The ability to use information and communication technologies to find, evaluate, create, and communicate information, requiring both cognitive and technical skills (ALA 2013).

**Information Literacy:** A set of abilities requiring individuals to recognize when information is needed and have the ability to locate, evaluate, and use effectively the needed information (ACRL 2000). American Association of School Librarian. (AASL, 2016)
About School Librarians & Educational Technology

School librarians play a critical role in the infusion of educational technology in their schools. In particular, they:

• support the use of technology throughout the school by working closely with the school's technology coordinator or fill the role of the technology coordinator when a separate position does not exist.
• serve as information literacy and educational technology specialists in their schools. address educational technology and information literacy skills instruction embedded in the curriculum. provide technology training for teachers, administrators, and parents.
• work with teachers, counselors, and administrators to prepare students to succeed in higher education, the workplace, and in society.
• help students develop important digital citizenry attributes to demonstrate responsible use of information and technology.
• provide leadership in the development of local information and technology literacy standards.
DIGITAL LEARNING ENVIRONMENT

The Library Learning Commons Staff supports the Digital Transformation
THE LEARNING COMMONS STAFF & DIGITAL LEARNING

- Professional Learning support
- Instruction on DLE tools including Schoology, Google Apps
- Digital citizenship courses
- Curated collections of print, video and eBooks, Digital content
- Instructional support with DLE Devices at the school level
- Co-teaching, integration of Digital Tools (COLLABORATION IN THE LEARNING COMMONS)
Vision for Digital Learning

Students and staff members leverage technology to innovate, collaborate, think critically and contribute meaningfully in a globally connected society.

Technology empowers students to excel in a personalized learning environment through rigorous curriculum that fosters authentic problem solving, empathy, and social responsibility.
Vision for The Library Learning Commons

The Learning Commons is the physical and digital hub of our inquiry-based learning community.

The Learning Commons provides the instruction, resources and expertise to foster socially responsible, empathetic and compassionate citizens, members will become creative and critical thinkers who effectively innovate and collaborate in a globally interconnected society.
Personalized Learning & The Learning Commons

- Provide individual access to digital and traditional resources
- Provide access to standards-based, rigorous and relevant curriculum
- Provide professional learning and expand instructional expectations for teaching and learning in a digital learning environment
- Establish a comprehensive social-emotional learning program
- Establish standards for parent and community engagement
- Supports Implement an information and data management system
The Learning Commons in Practice

The ISD Learning Commons: A Space for Everyone & Everything

The Library Media Specialist, Jeannine Madoff, Recognized as Distinguished Teacher (2016)
Learner-Centered Spaces
Learner-Centered Spaces

- Flexible, comfortable, movable furniture (small and large group seating) - research, inquiry, small group collaboration, large group presentations.
- Innovation spaces (for making, creating, innovating) Digital Media production, recording studio, coding, open source - based on design thinking.
- Digital Learning Support spaces for PD, teacher collaboration, technical support, Help Desk run by students.
Learning Commons Zones

- **Community Learning:**
  - Large Group Instruction/Meeting Area
- **Team Learning:**
  - Small Group Instruction
  - Collaboration Spaces
- **Quiet Study**
- **Innovation Spaces**
- **Reading Areas**
- **Help Desk (Reference, Circulation, Tech)**
Innovation Space Elements (Maker Spaces)

- Digital Production
  - 3-D Printing
  - 3-D scanner

- Digital Media
  - Green Screen
  - iSwivl – iPad
  - Desktop for Editing
  - Software

- Coding
  - Minecraft
  - Scratch, Tinkercad
  - Arduino
  - Robotics
  - Open Source

- Electronics
  - Makey Makey
  - Little Bits

- Take-Apart
  - Disassembling Stations

- Big Idea Wall
  - What I'm Passionate About Board?

SHARED RESOURCES
Redesigning the School Library: Plan for Learning
What it looks like...

Colorful, flexible and personalized learning supporting integrated curriculum, instruction for all interests.
What it can look like…

Circulation Desks Become Help Desks

Simple Bulletin Boards become “What I Am Passionate About” Sharing

Comfortable Furniture for Independent Reading or Collaboration
Cider Mill Elementary School
Learning Commons Plan

COMMUNITY LEARNING AREA

COLLABORATION AREA

CREATION AREA

READING AREA

STORY TELLING AREA

INNOVATION AREA
INNOVATION AREA

1. Mobile Chairs, 18” Seat Height
2. Glass Magnetic Whiteboard, 67”W x 42”W
3. Laminate Privacy Wall 63”H with Casters
4. Clover Table – 29”H
5. Shape Tables w/ 2 Casters

5 & 6.

A

6
COMMUNITY AREA

1. Mobile Bookshelves 42”H
2. Tree Trunk Fabric Stool 15 ¾” D x 12”H
3. Small Pebble Bean Bag Chair
4. Anemone Bean Bag Chair
5. Flexible Lounge Seating, Each piece 37” x 41”, Various Seat Heights
6. Theater Loft, Space Required Retracted 170”x 74”
7. Lounge Chair Casters
8. 36” Round Ottoman with Casters
READING AREA

1. Lounge Chair with Arms and 2 Casters
2. Round Occasional Table 30” Diameter x 16” H
3. Curved Upholstered Bench, 18” H
4. Laminate Privacy Wall 63” H with Casters
5. Carpet
6. Flexible, multi-piece, 37” Height
COLLABORATION AREA

1. Mobile Chair 18” or 16” Seat Height
2. Laminate Privacy Wall 63”H with Casters
3. Collaborative Table with Power Module (TV Screen Not Included)
4. Mobile Marker Board 42”W x 54”H
5. Glass Magnetic Whiteboard, 67”W x 42”W
CREATION AREA

- 1. Mobile Chairs, 18” Seat Height
- 2. Clover Table –29”H
- 3. Mobile/Swivel Chair, 16”-21” Seat Height
- 4. 72x30 Rectangular Table with Height Adjustable Base 24-36”H
Trends

Library Learning Commons
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<th>FROM COLLECTIONS TO CONNECTIONS</th>
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<td>Design Thinking</td>
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<td>STEM, STEAM - STREAM</td>
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<td>Genius Hour/20% Time</td>
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<td>Passion-Based Learning</td>
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<td>Blended or Online Learning</td>
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<td>Open Educational Resources</td>
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<td>(OER)</td>
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<td>Curation as a Critical Skill</td>
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Time to Discuss