Special Event: Music, Fun, and Games @ Your Library!

**Intended audience:**
Teens in grades 9-12 attending JFK High School

**Detailed description of the program:**

This free, special event gaming program is designed for a high school library media center. It will be held on a Saturday from 11:00 AM until 4:00 PM. Pizza will be served for lunch, and snacks and refreshments will be provided. Participants are free to arrive and leave at any time and are not required to be there the entire time. Activities will include Guitar Hero, board games, card games, Scene It? Music Edition, and “Don’t Forget the Lyrics.” Gift bags (including candy, a deck of cards, and a MadLib game) will be presented to all attendees, and prize baskets (including a $10 iTunes gift card, a copy of Scene It? Music Edition, and a $10 gift card for video game rentals at Blockbuster) will be awarded to the winners of each of the three main events. Participants are required to register in advance and are limited to those attending this school. (Estimated attendance is 30 teens).

**Approximate Schedule:**

<table>
<thead>
<tr>
<th>Time</th>
<th>Activity</th>
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<tbody>
<tr>
<td>11:00-12:00</td>
<td>Scene It? Music Edition</td>
</tr>
<tr>
<td>12:00-12:30</td>
<td>Lunch</td>
</tr>
<tr>
<td>12:30-1:30</td>
<td>Don’t Forget the Lyrics</td>
</tr>
<tr>
<td>1:30-4:00</td>
<td>Guitar Hero</td>
</tr>
</tbody>
</table>

*board games and card games are available throughout the day for those not participating in the scheduled activities.

- **Scene It? DVD Game- Music Edition**
  The DVDs will be loaded on the computer and the game will be projected onto a large viewing screen. The librarian will quickly explain the rules of the game. This game will be played in “Party Play” mode to accommodate the large group. The computer keeps score, so the participant with the highest score after one hour of play will be awarded a prize basket.

- **Don’t Forget the Lyrics**
  After lunch, attendees will gather as one large group for this game. Volunteers will be selected one at a time. Librarian will play a 30 second sound clip from a popular song, and participant has to correctly finish the next line of lyrics. Each participant will only have one turn to allow for as many players as possible. Each winner will stand to the side after their turn; unsuccessful players will return to their seats. After about 30 minutes, the winners will compete in round two. Those players will be narrowed down to the three remaining winners. The top three players will continue to compete until one winner remains. The final winner will be awarded a prize basket.
• Guitar Hero
  Participants will play on Sony PlayStation and/or Nintendo Wii gaming consoles (which will be donated by students for the event). Students will compete in pairs at the 4 gaming stations. After one song, the winners will continue with a new competitor. This will continue until everyone who wants to play has the opportunity to play at least once. Then the 4 remaining players will battle for the championship, and the final winner will be awarded a prize basket.

• Cards and board games
  These will be set up on various tables, along with instructions for different card games, for attendees to play at any time.

Goals:
1. To draw teens into the library for pleasure rather than school requirements.
2. To increase exposure of the media center and the librarian.
3. To provide a safe, fun environment for teens to socialize and spend time.
4. To raise awareness about the use of games as a library program.
5. To expose people to new types of games.

Objectives:
1. To have teens participate in several enjoyable activities in the library by the end of the event.
2. To not require teens to complete any work assignment pertaining to gaming day.
3. To provide teens the opportunity to compete with each other in many different games to win desirable prizes.
4. To encourage and allow teens to assist with planning and implementing the program from start to finish.
5. To draw teens who don’t often use the library as well as frequent visitors.
6. To provide time for teens to socialize in a safe, fun environment.
7. To increase awareness of the library by publicizing the event in the school newspaper, on the school website, and in the local newspaper.
8. To have twenty to thirty teens participate in the gaming event.
9. To increase awareness of and therefore circulation of library materials, specifically games.

Timeline:

One month in advance – Hold a meeting with the teen advisory committee to organize volunteers for the event, to plan where to get the food and refreshments and what to get, to discuss promotional opportunities, and organize donations of board games and the gaming consoles and equipment needed for Guitar Hero. Double check to make sure that everything is approved by the school administration. Begin advertising and promoting the event online and in print. Volunteers begin downloading music clips for “Don’t Forget the Lyrics” onto computer, and prepare the answers.

One week prior to the event – This should be the cutoff date for participants to register. Order should be confirmed with pizza vendor. Volunteers purchase materials and assemble gift bags.
and prize baskets. Begin collecting donated board games and gaming consoles. Double check to make sure that all downloaded music clips are working properly. Print instructions for various card games to place on the tables. Design and print an exit survey for participants to complete at the end of the event.

The morning of the event – Set up and test all equipment. Decorate the library and set out refreshments and gift bags. Confirm order and delivery time with pizza vendor. Display prize baskets.

**How the program will be promoted:**

This event will be promoted with write-ups in the local and school newspapers as well as the monthly school and library newsletters. These will be created by volunteers on the teen advisory committee. They will also submit a follow-up article and pictures touting the success of the event. There will be advertisements of the event, made by teens, on the morning announcements. There will be information posted on the school website as well as on the library website to promote the event beforehand, in addition to follow up information and pictures after the event. An email will be sent to students via the school listserv. There will also be flyers posted throughout the high school. There will be a bulletin board display in the library with event information. It will have a poster-sized flyer and will be decorated with pictures of games and teens playing games. On a table below will be actual board games, video games, and card games, snacks such as popcorn buckets and candy, as well as the pamphlets and flyers created for the event. Books related to gaming will be on display throughout the library. (See attached documents for examples of flyer, news article, and pamphlet.)

**Assignment of responsibilities:**

The responsibility for all activities related to this event including planning, promotion, set up, clean up, etc., will be a collaborative effort between volunteers from the teen advisory board and the high school media specialist.

**Itemized list of materials:**

<table>
<thead>
<tr>
<th>Food</th>
<th>Quantity</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 large pizzas</td>
<td></td>
<td>$70.00</td>
</tr>
<tr>
<td>5 bags of chips/pretzels</td>
<td></td>
<td>$15.00</td>
</tr>
<tr>
<td>6 cases of soda</td>
<td></td>
<td>$25.00</td>
</tr>
<tr>
<td>10 bags of candy</td>
<td></td>
<td>$20.00</td>
</tr>
<tr>
<td>2 cases of water</td>
<td></td>
<td>$5.00</td>
</tr>
</tbody>
</table>

$135.00
Equipment-
$0          projector and screen (own)
$0          computer (own)
$0          video game consoles and equipment (donated)
$0          Guitar Hero game (donated)
$0

Materials-
$40.00     35 decks of playing cards/Uno cards (some donated)
$0          various board games (donated)
$30.00     30 gift bags
$60.00     30 MadLibs
$30.00     3- $10 iTunes gift cards
$120.00    4-copies of Scene It? Music Edition (one donated)
$30.00     3-$10 gift cards for video game rentals at Blockbuster
$40.00     40 digital music clips
$10.00     party decorations
$360.00

$500.00    Estimated total program cost

**How the program will be evaluated:**

The program will be evaluated based on the following:
- Attendance figures
- Circulation figures
- Change in library publicity/visibility
- Increase in new patrons
- Interaction and participation in activities
- Response from teens on exit surveys

**Annotated bibliography:**


This website provides information and resources related to the second annual ALA sponsored National Gaming Day @ your library on Saturday, November 14, 2009.


This website provides a list of books, ideas, examples, and other resources for learning about and preparing young adult library programs.

The article talks about the universal appeal and educational value of games to libraries. Playing games in today's public and school libraries is a profoundly social experience. What matters is the opportunity for play, a willingness to learn, the supportive presence of experts and novices, and the library as the setting for learning, playing, and gaming.


This is a website dedicated to understanding how games can be used for educational purposes and child development. It provides examples of appropriate games, podcasts about gaming, and documents with further information on gaming.


This website provides a series of free, monthly podcasts related to gaming in libraries.


This report provides information and data from libraries about gaming. The data, collected through a web-based survey, comes from 404 responding public, academic, and school libraries (plus a few special libraries) and describes 218 gaming programs held in 2007.


This PDF document provides a list of librarian recommended books for teens who are interested in gaming.

This PDF document provides another list of librarian recommended books for teens who enjoy gaming.
Special Event:
Music, Fun, and Games @ Your Library!

JFK High School library media center invites teens to celebrate the popularity and excitement of games of all types.

JFK High School library media center will open its doors to teens throughout the high school on Saturday, November 14, 2009, for a celebration of Music, Fun, and Games @ Your Library! For this special event, JFK will offer gaming programs and events suitable for teens in grades 9-12. Register for a chance to win valuable prizes!

Libraries are safe, fun environments for teens to spend their time, and are continuously offering new formats and innovative programs and services that educate, entertain, and expand interaction with their users. Gaming is yet another example of how libraries are becoming more than just educational resources for the patrons that they serve. They are also places where all types of students are welcome to have fun together.

JFK High School library media center (Room 101)
Saturday, November 14, 2009
11:00 AM – 4:00 PM

*Preregistration is required for this event! For more information, and to sign up, please visit www.JFKlibrary.edu
Special Event:

Music, Fun, and Games @ Your Library!

Think you have what it takes to win?

Show off your strumming skills at our Guitar Hero tournament.
You could win a gift basket full of great prizes like an iTunes gift card!

We will also be playing Scene It? Music Edition, Don’t Forget the Lyrics, board games and cards. Lunch and refreshments will be provided.

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### Gaming Resources for Teens:

1. [www.gamehouse.com](http://www.gamehouse.com)
   - Find all the board game classics you love. Play FREE at GameHouse!

2. [www.teenfreearcade.com](http://www.teenfreearcade.com)
   - TeenFreeArcade.com offers several free arcade games and teen games for you to play.

3. [www.videogamereview.com](http://www.videogamereview.com)
   - Provides reviews on PS2 games, Xbox games, PC games, and other games.

4. [www.gamepro.com](http://www.gamepro.com)
   - GamePro features video game news, reviews, previews, cheats, features, game info, and more!

   - Marathon County Public Library’s list of books for teen gamers.

   - Wake County Public Library’s list of books for teen gamers.

   - Play tons of FREE card games! Everything from the classics to the hottest new hits! Featuring online, multiplayer, and downloadable games.

8. [www.party-games-etc.com/cardgames.htm](http://www.party-games-etc.com/cardgames.htm)
   - Playing Card Game Instructions, party games, and printable educational activities.

9. [www.boardgames.about.com/cs/clubsassociations/a/form_club.htm](http://www.boardgames.about.com/cs/clubsassociations/a/form_club.htm)
   - Tips on how to start a successful board game or card game club, or host a successful game night.

    - National Gaming Day @ Your Library!
    - On November 14, 2009, libraries across the country will participate in the largest, simultaneous national video game tournament ever held! Kids will be able to compete against players at other libraries and track their scores while playing at their local library. In addition, libraries will be offering a variety of board games for all ages to play together.
Think you have what it takes to win?
Show off your strumming skills at our **Guitar Hero** tournament.
You could win a gift basket full of great prizes like an *iTunes* gift card!

We will also be playing **Scene It? Music Edition, Don’t Forget the Lyrics, board games and cards.**

Lunch and refreshments will be provided.

**Approximate Schedule:**
- 11:00-12:00  **Scene It? Music Edition**
- 12:00-12:30  **Lunch**
- 12:30-1:30  **Don’t Forget the Lyrics**
- 1:30-4:00  **Guitar Hero**

*Board games and card games are available throughout the day for those not participating in the scheduled activities.*

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