

Three
Adaptable
Literacy and
STEAM Ideas

1. Passive/Drop In
2. Active/Traditional
3. Combination

WHY?

- Human Beings are meant to learn and grow throughout the lifespan.
- Inspire families to make learning and literacy a ubiquitous part of their lives.
- Create the library habit.

My Own Love of Learning

- Nurtured by exposure to high quality, intentional learning and literacy environments such as:
- Libraries, museums (including children's museums and science museums), Art galleries, performing arts experiences, other community events, nature exploration,

1 Active/Traditional

- Present main concept or facts, of something
- Ask participants to incorporate the ideas by creating and sharing something they build, draw, paint, photograph, sing, write, act out, dance, etc. (knowledge building)
- WonderLab , ArtsCore

OR

- How I took ideas from a NASA workshop and made my own program about the search for life on Mars.

2 PASSIVE/Drop-In

- Create literacy-based interactive displays or Spaces that stimulate learning in fresh ways.
OR
- The journey from "store display model" to the immersive Explorer's Grove experience
- Wherein, one creates a pie in the sky vision and begins to build it with what they currently have.

3 Combination

- Create the base of the project in a formal program.
- Hang or display the project somewhere for people to add to it or do some other further activity with it.
OR
- How Oshkosh kids started a big wall collage and made an I spy game to play on it.

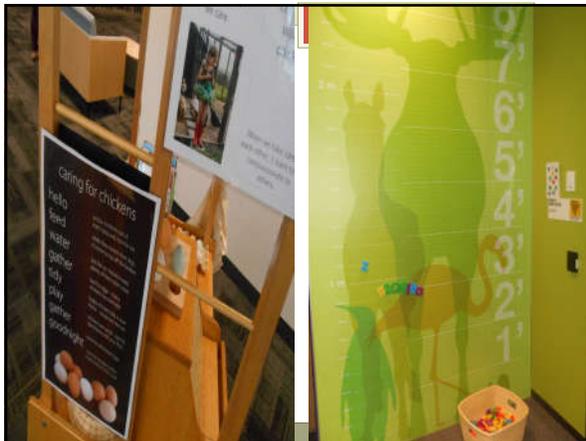
Explorer's Grove: Passive

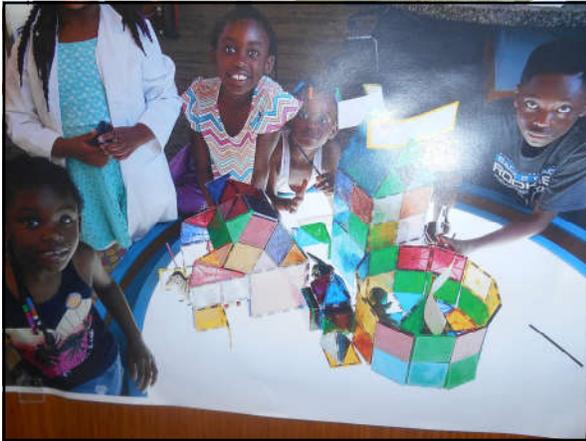
- Create literacy-based and STEAM interactive displays or Spaces that stimulate learning in fresh ways.
OR
- My journey from "store display model" to the immersive Explorer's Grove experience
- Wherein, one creates a pie in the sky vision and begins to build it with what they currently have.

Explorer's Grove

Pie in the Sky

- Children's museum-like installations
- Immersive/Transformative spaces
- Visual and hands-on learning spaces
- Literacy-based
- Child-led
- Research helped me communicate what we do and don't want





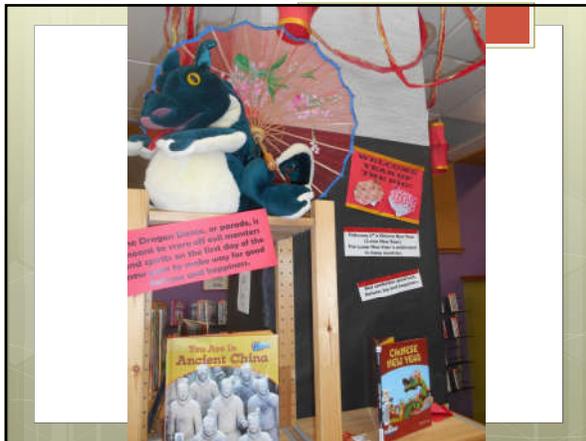
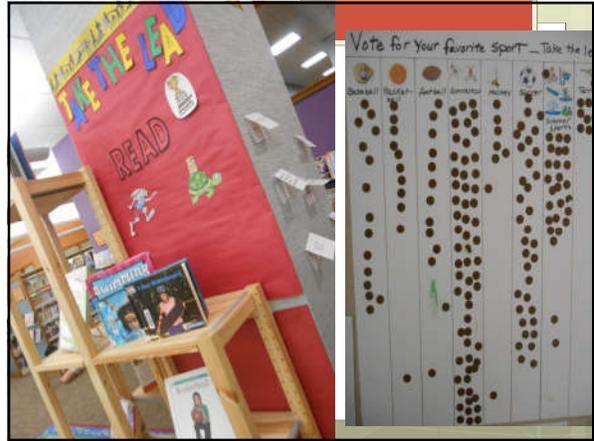


Getting Started

- o Store Display model
- o Called it: Interactive Literacy Station
- o Later: Drop in and Do Station
- o Used Ikea adjustable shelf system
- o Changed theme and display consistently every month
- o Gave us a chance to test ideas







Other Themes & Activites

- o Libraries Rock: Graffiti wall
- o Space: specimen lab and martian antennae
- o Senses: sensory balloons
- o Rain Forest: Mural to color. (Jan Brett)

Next Big Step

- Got Explorer's Grove into strategic plan
- Got funding
- Researched design and fabrication firms
- Betty Brinn (too \$\$\$\$), predesigned things
- Put a basic set of questions out to several firms. Some wouldn't work with small budgets
- Toured Wild Blue's innovation area.

Wild Blue

- Gave them a developed idea of what we wanted the space to do.
- A large tree. Incorporate woodland animals
- Activity table that incorporates the theme but allows for flexible changing themes.
- Large magnetic wall for more changeable themes.
- Encourage quiet stimulating discovery and play.



2 Combination

- o Create the base of the project as a group program.
 - o Hang or display the project somewhere for people to add to it or do some other further activity with it.
- OR
- o How Oshkosh kids started a big wall collage and made an I spy game to play on it.



Rain Forest Mural

- o Jan Brett resources
http://www.janbrett.com/activities_pages.htm