



Libraries, Literacy, and Gaming



Libraries, Literacy and Gaming Grant Application Confirmation

Thank you for submitting a proposal for Libraries, Literacy and Gaming grant.
Your grant proposal will be carefully reviewed and you will receive a response from ALA no later than April 8, 2009

PLEASE PRINT THIS PAGE FOR YOUR RECORDS

Grant Application Number **570** submitted **2009-03-20 22:37:26** Eastern time.

Project Name: Game on in Alaska!

Library Information

Library Name: Hanshew Middle School Library and the Anchorage School District

Library Type: School Middle

Address: 10121 Lake Otis Parkway Anchorage, AK 99515

Director: Ann Morgester

Contact/Project Director: Wendy Leseman

Date: 3/29/2009

Completing the following serves as your signed cover sheet.

The Hanshew Middle School Library agrees to complete the requirements of the ALA/Verizon Libraries, Literacy and Gaming project within the allotted time period.

| Library Director | | Project Coordinator | |
|------------------|--|---------------------|--|
| Name | Ann Morgester | Name | Wendy Leseman |
| Address | ASD 5530 E. Northern Lights BLVD ANchorage, AK 99504 | Address | 10121 Lake Otis Parkway Anchorage, AK 99515 |
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Request for Funding

Demographics and Classifications

1. Demographics

| | |
|---|---------------------------|
| Total Population Served | 6900 (all middle schools) |
| # of youth 10-18 served | 6900 |
| Library Staff | |
| Number of full time employees | 20 |
| Number of part time employees | none |
| Number of volunteers | 40 |
| Number of staff and volunteers currently serving the youth 10-18 years of age | 60 |

2. Library Classification

Your Project: Libraries, Literacy and Gaming

3. Project Description: Current literacy programs: Hanshew Middle School is one of ten middle schools in the culturally

diverse, Anchorage School District. Our library supports roughly 800 students and 45 staff members actively engaged in the development of literacy skills. Students check out current fiction from an up-to-date collection in the library, and conduct research using both print and non-print resources. The librarian collaborates closely with staff to actively engage students in all aspects of literacy development in accordance with the Anchorage School District, State of Alaska, and ALA literacy standards.

Current gaming programs: Four years ago I read an article about the connection between Dance Dance Revolution and literacy development. The article connected tracking on the screen with visual tracking on the page. I was hooked. We purchased inexpensive dance pads, borrowed PS2s and held our first DDR event. All reading classes came to the library during Get Active@ Yourlibrary week, coinciding with the end of our first quarter. A parent volunteer took pictures and the media was invited. It was a huge success! Pictures taken during that week were used to create READ posters that were displayed around the school, and loaded on to our webpage. Students enjoyed looking at the pictures all year and asked frequently to have another DDR day. Since that time we have purchased more durable dance pads, one PS2 and several games. We have added the equipment to our collection, and teachers are able to borrow all the equipment needed to host their own DDR events in their classrooms as an incentive and for celebrations. Recently, Hanshew hosted a family night, and the library was one of the busiest rooms in the building. We also borrowed a Wii and Guitar Hero to go along with our one DDR set up. Literally hundreds of parents and children participated. We are beginning to get request even from other schools to borrow the equipment.

Proposal overview: Funding for our proposal will allow us to do two types of expansion. We would like to expand the use of DDR events to all middle schools in the district. The equipment costs for aWii consoles, plus 2 dance pads and games is roughly \$400. (The justification for the Wii consoles instead of PS2s is that they can also be used for other games such as Wii Fit that have universal appeal to both boys and girls.) The total for the ten schools would be \$4000. Each library would use the equipment to host events and to check out to staff. School sizes range from about 400 to over 1000. The total number of middle school students for the district is roughly 6900. That's less than \$1/student. The second half of the expansion would be to purchase additional gaming equipment for Hanshew to expand into different types of gaming. We would like to host a lunchtime gaming group, and also host several evening events to coincide with other activities at Hanshew. We were the first to host the DDR events and we'd like to be the first to go further with gaming in the library. These games would be in the form of software and software site licenses for games such as SPORE or CIVILATION. Currently, we have 10 computers stations that could be used for this purpose. I am currently consulting with technology gaming specialists to determine exactly which game would be most appealing to this level.

Justification (why): Gaming has put a new face on the library. We are no longer just a place to "check out books" or "do research". We are cool, we are fun, and sometimes even noisy. By getting students and their families in the door, and building a positive relationship, we've increased the likelihood that we'll be able to introduce them to the myriad of other resources and tools we have to offer. The literature supports the relationship between gaming and various types of literacy including visual, information, digital and communication.

(<http://www.librarygamingtoolkit.org/literacy.html>). We know that what we are doing is fun, but is also strengthening skills needed to function in an information rich age.

Staffing: Each middle school library has 1 full time librarian and 1 assistant.

Equipment will be housed and maintained in the library at each school. Parent and student volunteers will assist the paid staff in hosting all gaming events.

Benefits: This proposed expansion will increase the number of participants impacted from roughly 1000 to closer to 10,000 when you include students, staff and family members. The new gaming materials being added to Hanshew will allow us to further develop the types of gaming available to students at our school. This will increase our ability to positively impact literacy and to create more fun events housed in the library.

Community Partners: The main partnership formed for this project is the middle school library staff from each of the middle schools. That includes 10 librarians and 10 library assistants. Anchorage Community Business partners often provide gift certificates to schools for various events. Partners include Walmart, H2Oasis, Target, Fred Myer, to name a few. Gift certificates of \$10 to \$50 will be excellent prizes for gaming events. I am also working with Doug Weiman, Anchorage School District gifted teacher, to select gaming software and to work on a possible expansion of a summer program he conducts called Camp Internet.

Publicity: We will get the word out for all events through district and school electronic and print based newsletters. We will also share experiences through grant specified podcasts and videos.

Evaluation: (We will work with the project evaluation specialists) o Data: Sign in sheets for smaller events, and head counts for larger events o Check-out statistics o Short surveys of student, staff and parent opinions

Continuation: Gaming in our libraries has been gaining ground and recognition over the past few years. We will continue to host gaming events even after the terms of the grant are met, and continue to creatively expand the types of gaming that we can provide. Gaming is here to stay.

Budget form:

| Budget Categories | Grant Funds* | In-Kind Donations ** | Other Funds *** | Total |
|---------------------------------------|--------------|----------------------|-----------------|---------|
| Games and Gaming Equipment | 5000.00 | 3000.00 | 150.00 | 8150.00 |
| Gaming Programs (PR, staff time, etc) | 0.00 | 3000.00 | 0.00 | 3000.00 |
| Collection Development | 0.00 | 0.00 | 0.00 | 0.00 |
| Printing & Supplies | 0.00 | 0.00 | 0.00 | 0.00 |
| Personnel | 0.00 | 0.00 | 0.00 | 0.00 |
| Publicity & Community Outreach | 0.00 | 0.00 | 0.00 | 0.00 |
| Other | 0.00 | 0.00 | 0.00 | 0.00 |
| | | | | |

| | | | | |
|--|---------|---------|--------|----------|
| Total | 5000.00 | 6000.00 | 150.00 | 11150.00 |
| If you have any questions contact : Dale Lipschultz Literacy Officer, OLOS, ALA Project Director: Gaming, Libraries, and Literacy dale@librarygamingtoolkit.org | | | | |