

FACILITATOR GUIDE

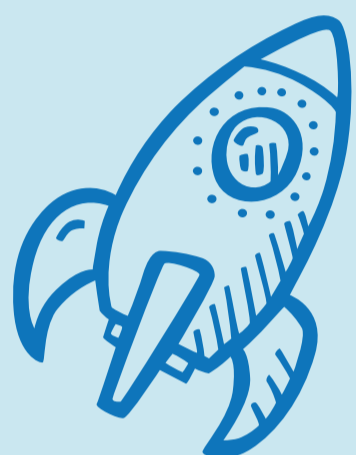
Community Listening Libraries



CONTENTS

Objective and Outcomes	2
Schedule	3
Before the Workshop	4
Introduction to the Workshop and Each Other	5
Setting Up the Yoto Player	6
Act it Out	7
Making a Story Interactive	8
Sharing Games Librarians Created At Home	9
Building a Supportive Community Tool	10
Making a Story with Letter Cards	11

OBJECTIVES AND OUTCOMES



OBJECTIVE:

Enable librarians to develop the skills for the Yoto player, interactive storytelling and creative activities.



OUTCOMES:

- i. Librarians can set up the Yoto player and use cards
- ii. Librarians are able to engage children in interactive storytelling and activities
- iii. Librarians have the tools to bring in more children and manage the library
- iv. Librarians have established a community support network after the training

SCHEDULE

ACTIVITY		DURATION
Morning	Introductions to the workshop and each other	9:00-10:00am
	Setting up the Yoto player	10:00-11:00am
Break		11:00-11:30am
	Act it out	11:30am-12:00pm
	Making a story interactive	12:00-1:30pm
Lunch		1:30-2:30pm
Afternoon	Sharing games librarians created	2:30-3:15pm
	Building a supportive community tool	3:15-4:00pm
	Making a story with letter cards	4:00-4:30pm



BEFORE THE WORKSHOP

In advance of the workshop ask all librarians to bring **one game** they have made from local material or recycled material. For example, they could use coconut shells, banana leaves, bottle caps, wood, cardboard, empty bottles or old fabric/clothing.

Ask librarians to bring a **smartphone** with them for the Yoto setup.

Have all your printing ready

- Starter Kit copy that includes Setting up the Yoto and Building a Supportive Community Tool (1 copy per participant)
- Cards from the Playkit activities template (1 colour copy for each group)
- Letters from Playkit Activity Templates (1 colour copy for each group)

Have your materials ready

- 3 large flip chart sheets and markers
- 1 Yoto player per library
- 1 set of Yoto cards per library
- Manila paper/coloured paper, coloured markers, glue, scissors, tape, cardboard, recycled material (bottle caps, water bottles), storybooks/picture books, etc

Prepare your ICT

- You will require 1-2 smartphones to Set up the Yoto players
- Camera - a camera phone is sufficient



INTRODUCTION TO THE WORKSHOP AND EACH OTHER ?

Time

- 1 Hour

Materials

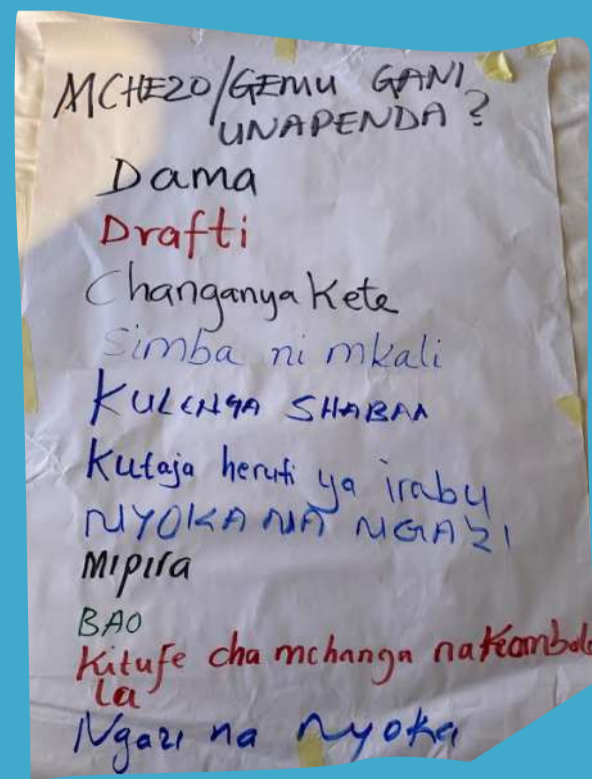
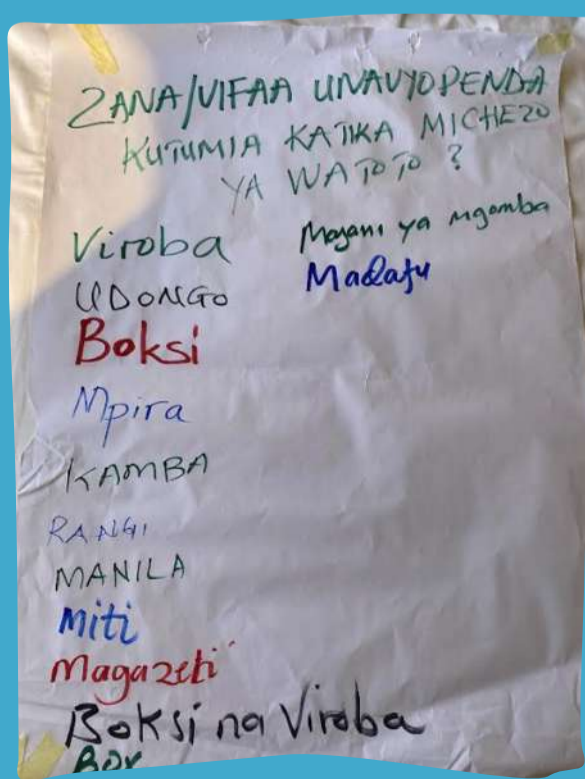
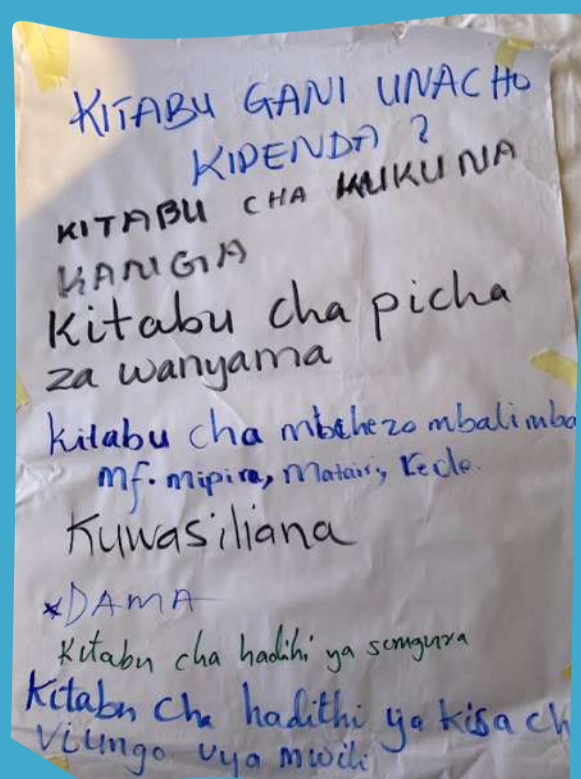
- 3 large flip chart papers and markers

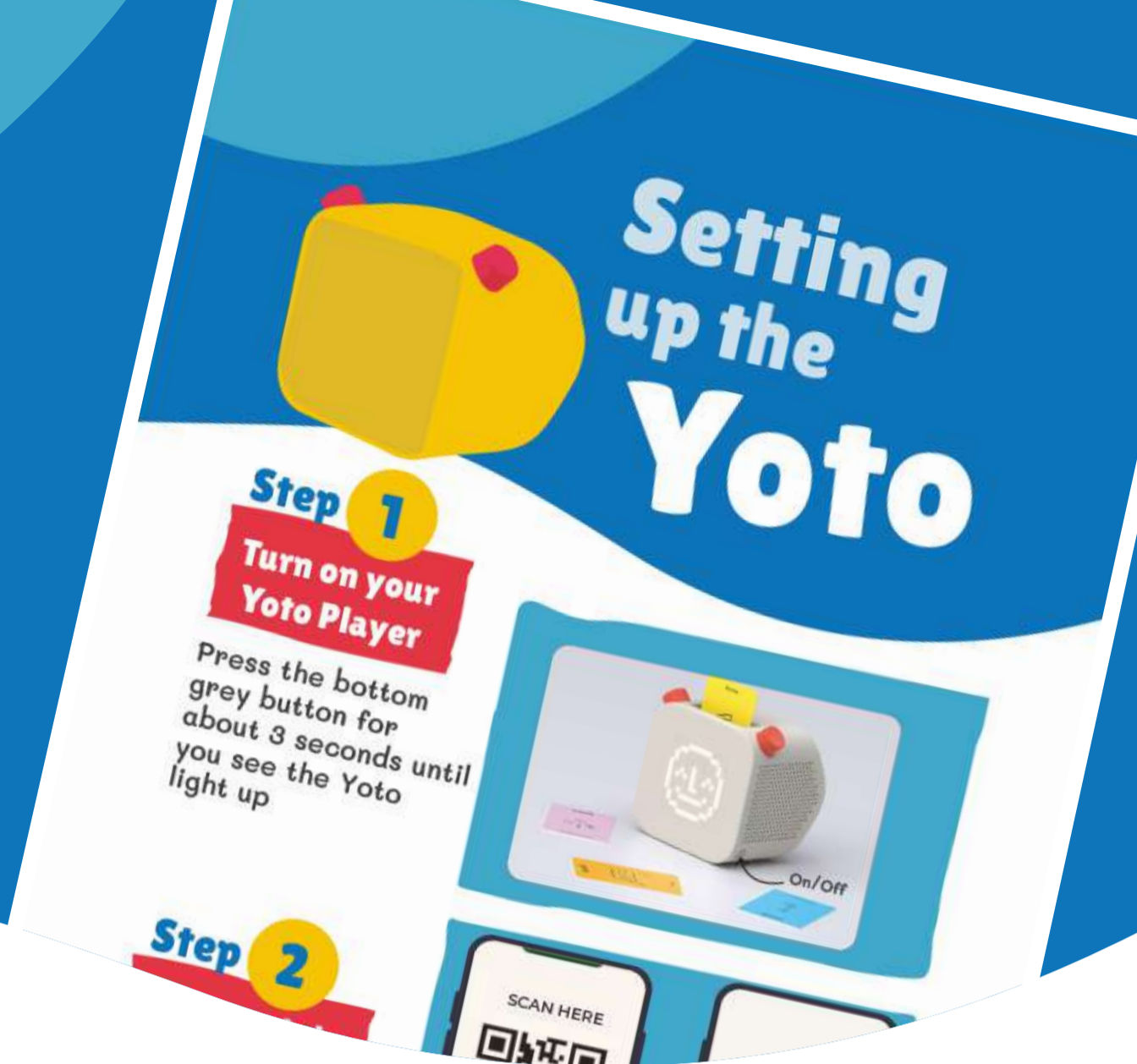
Start with introducing your role in the workshop. How you will be supporting librarians to use the Yoto player and activities (please see outcomes on page 2).

Set up the workshop space with three large white chart papers with the following titles;

- Your favourite book
- Locally available material that could be used in the library
- Your favourite game

Give librarians 10 minutes to fill in the flip charts. Then each librarian can introduce themselves with their name and organization, their favorite book, a local material they use in the library, and their favorite game. You can ask librarians what local materials can be used to make their favorite games.





SETTING UP THE YOTO PLAYER

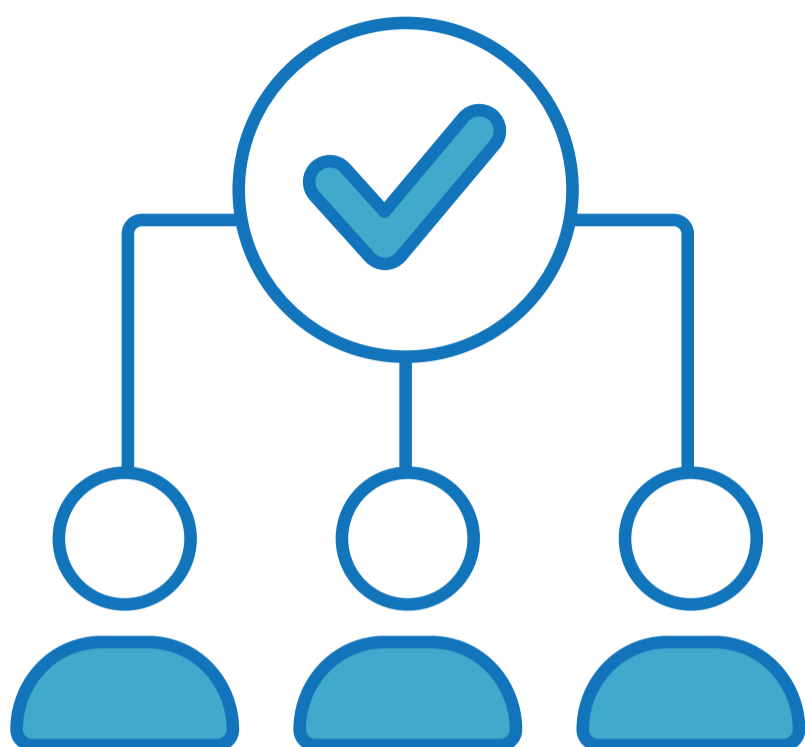
Time

- 1 Hour

Materials

- Yoto player
- Starter Kit instructions
- Yoto cards

1. Have the librarians split into pairs. Each group should have 2 librarians from the same community library.
2. Each group should get a Yoto player, Starter Kit (How to use the Yoto player, Setting up the Yoto) and Yoto cards.
3. If a group does not have a smartphone, please lend your smartphone.
4. If a group finishes early, you can have them record their own story, the instructions are in Starter Kit 2.



ACT IT OUT

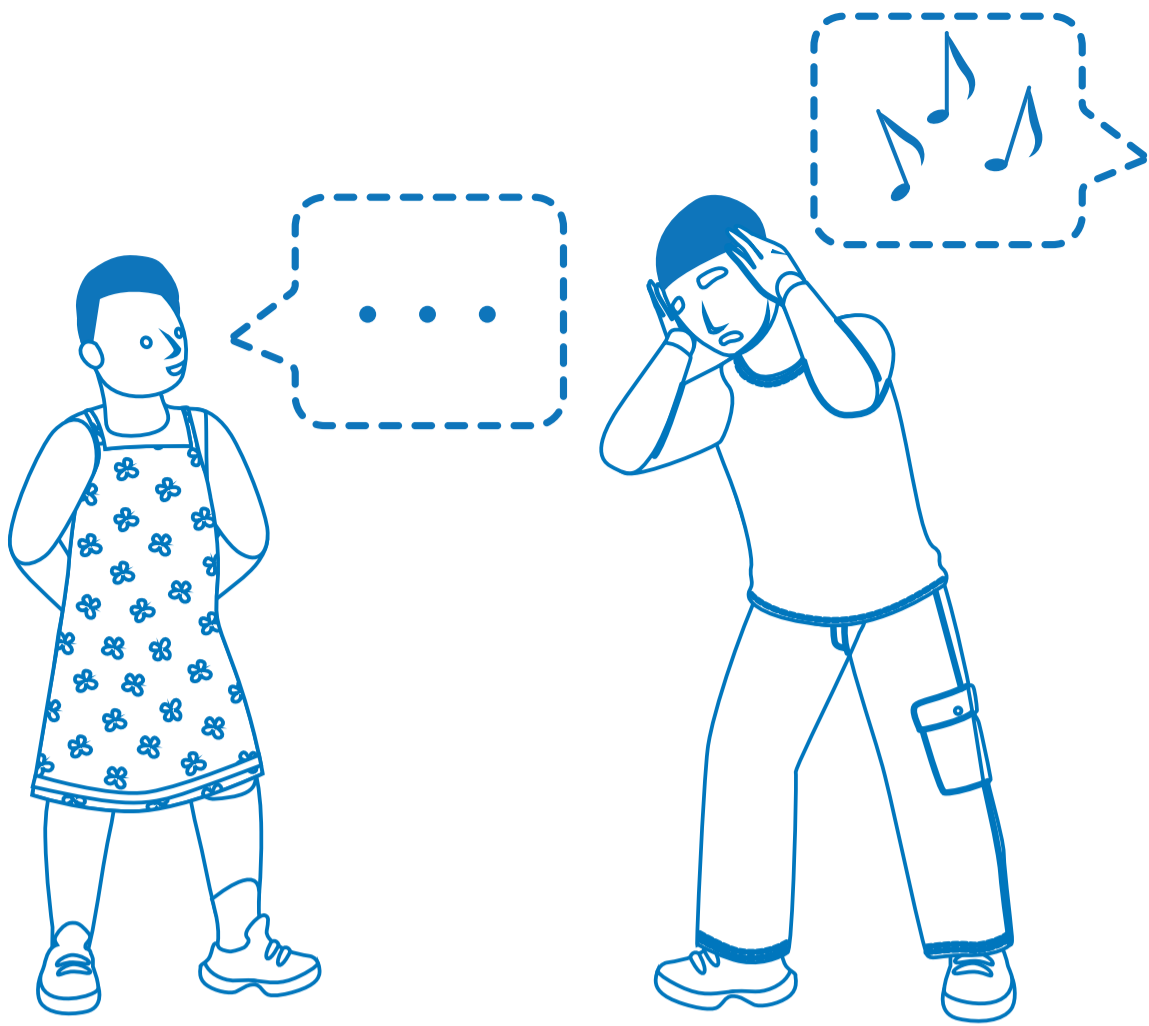
Time

- 30 minutes

Materials

- cards from Playkit activities template

1. Cut out cards from the Playkit Activities pg. 20 and 21
2. The purpose of these activities in the workshop is to encourage everyone to get involved to build a sense of connection between the librarians.
3. One librarian picks a word card and does not show it to anyone else.
4. The librarian tries to get the others to guess the word on the card by acting out the word on the card and using their body movements. The librarian must do this without saying a word.
5. Let everyone take a turn to pick a card.
6. Repeat Step 4 until all other librarians have had a turn.



MAKING A STORY INTERACTIVE

Time

- 1 hour and 30 minutes

Materials

- manila paper
- markers
- glue
- scissors
- cardboard
- recycled material (bottle caps, water bottles)
- storybooks/picture books

1. Place librarians in groups of 2 or 3. Look for opportunities to mix up the librarians so they are working with different people. This will encourage them to get to know different librarians and hear new ideas.
2. Ask each group to select a story. It can be a picture book available at the training or a story from memory.
3. Ask each group to make the story interactive for children. This can be through a
 - i. game, activity, puzzle
 - ii. acting, story props
 - iii. dance, song, musical instruments
4. Each group will select materials relevant from assorted materials provided
5. Allow 45 minutes of working time
6. Then, each group will present to everyone. The facilitator should focus on the importance of using local materials to tell the story in many different ways. Feedback will be provided by other librarians by appreciating what was done well and then highlighting areas that need improvement or could be done differently. (One positive aspect they really liked and one thing that could be improved). The facilitator can comment on skills that were taught to children and librarian-child interactions for the activity.

SHARING GAMES LIBRARIANS CREATED AT HOME

Time

- 45 minutes

1. Allow each librarian 2-3 minutes to present the game they brought from home to the workshop.
2. Then librarians provide feedback to each other. The group can give feedback on how engaging it would be for children and how easy this would be to use or replicate in their own library.

Here are some examples of activities/games that were brought in by librarians.





BUILDING A SUPPORTIVE COMMUNITY TOOL



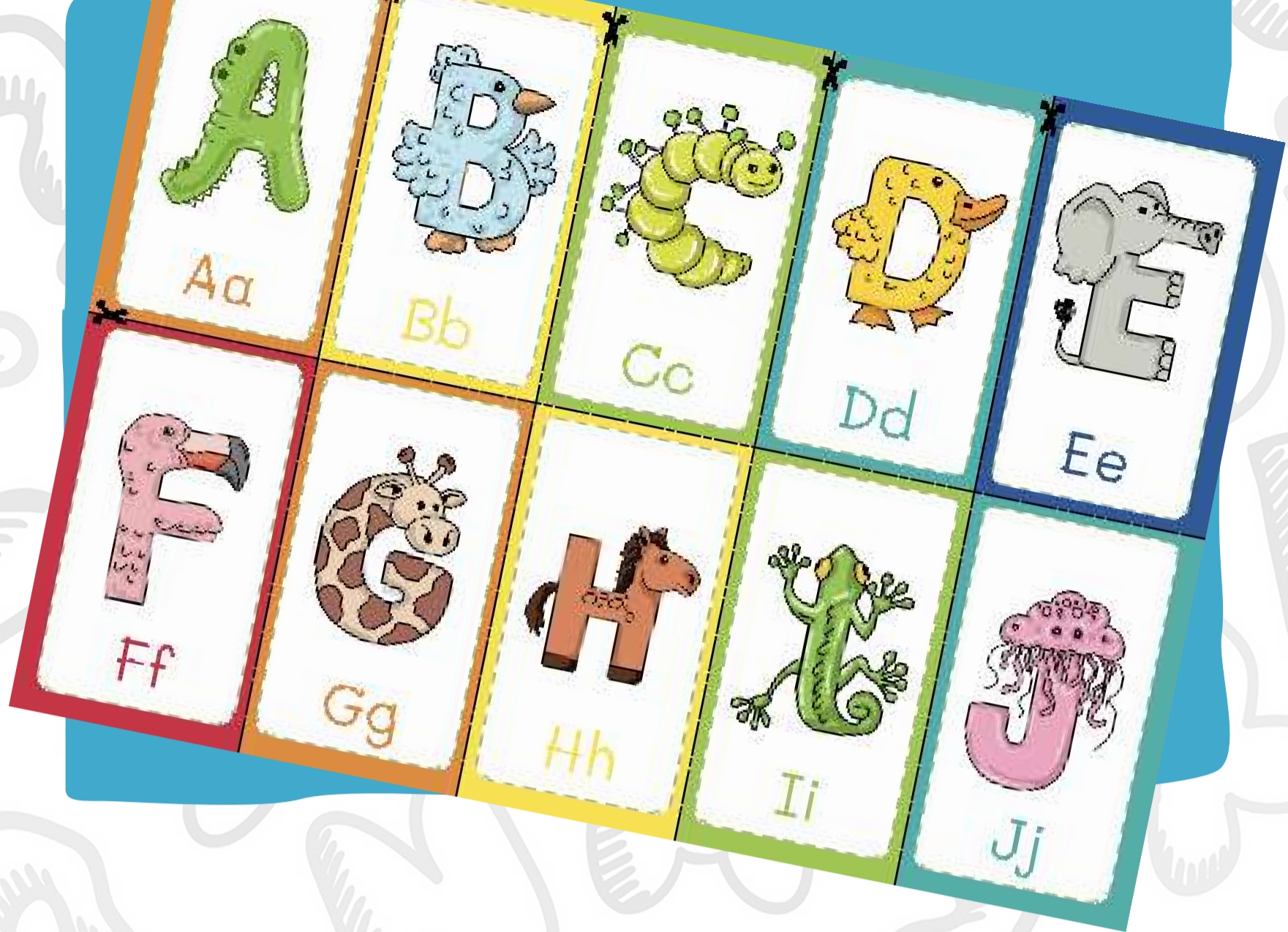
Time

- 45 minutes

Materials

- Printouts of the Building a Supportive Community Tool from Starter Kit

1. Give each librarian 25 minutes to fill out the Building a Supportive Community Tool. This should be done in groups of 2 people. Librarians from the same library or community should be working together.
2. Allow 20 minutes for group discussion. The facilitator should say that there is no right or wrong answer. It's just about learning from other librarians and exploring solutions that work for your library. Here are some prompts for the group discussion
 - i. How will you get children to come to the library?
 - ii. Who will help run the library and keep it open for the Yoto player?
 - iii. How many days a week should you open for the Yoto and what are the best times?
 - iv. How do you make sure the Yoto is accessible for children and not locked up?



MAKING A STORY WITH LETTER CARDS

Time

- 30 minutes

Materials

- Letters from Playkit Activity Templates

1. Cut out the letters from pg. 29, 30 and 31 of the Playkit Activities
2. Mix up the letters
3. Give each librarian a letter
4. Ask one librarian to start telling a story based on their letter. Then have each librarian continue that story by adding to it using the letter that they are holding.

For example

Librarian 1	letter M	I woke up one <i>Morning</i> to find,
Librarian 2	letter L	A <i>Lion</i> in my bed
Librarian 3	letter S	His <i>Stomach</i> was making noises so I asked
Librarian 4	letter C	Would you like some <i>Chicken</i> ?
Librarian 5	letter R	He <i>Replied</i> , "You look tasty, are you good to eat?"

