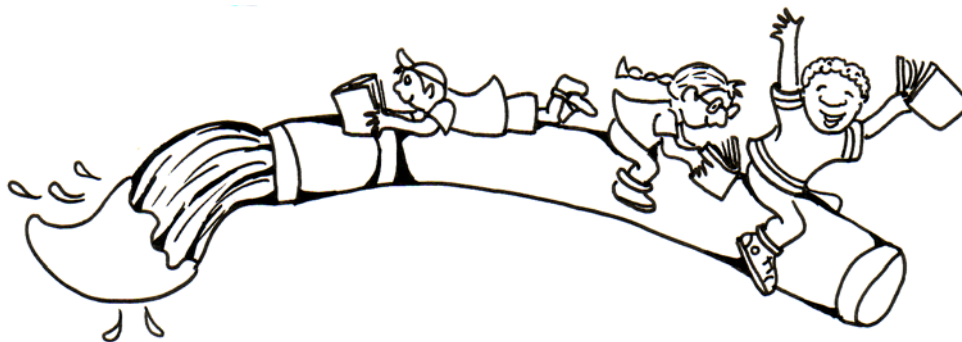


Young Adult Programs



Young Adult Reading Club Theme: *Color Me Cool!*

Description

Color Me Cool! includes a Young Adult Reading Club and eight programs for teens on topics related to movies, art, cartooning, body art, poetry, computer art, and Mardi Gras.

Target Age Group

This chapter has been developed for library staff who work with youth in the seventh through 12th grades. In most cases, teens in the sixth through 10th grades will be most interested in attending the programs and older teens may choose to volunteer to help with the programs.

The programs suggested in this chapter have been successfully presented at Texas Libraries. They can be expanded or condensed to meet the available time by reducing the number of activities, substituting demonstrations for hands-on activities, allowing additional time for presentation of finished projects, etc. Do not hesitate to adapt these programs to the needs of the teens you are serving or for the parameters of your library resources.

Planning and Preparation

Involve teens in planning their reading club to ensure that the programs interest them. The kids know what they want to do and what they will not do even for a bribe, so solicit their help. Even if there is just a few years difference in age between the library staff and the young adults, library staff may no longer know what is currently "cool."

Teen volunteers can also help with programming for younger children. They can prepare skits, puppet shows, and other shows. They can prepare and assist with craft programs or help with a film showing. Often teens, especially younger teens, welcome an excuse to participate in an

activity that would otherwise be considered "babyish." Remember that teens are still children and they want guidance, approval, opportunities, and attention.

Refer to *No Limits -- Read!: Young Adult Reading Club and Programming Manual* by Lisa Youngblood (Texas State Library and Archives Commission, 2002), available online at www.tsl.state.tx.us/ld/pubs/yareadingclub/index.html or *101+ Teen Programs That Work* by RoseMary Honnold for additional programming suggestions and information on promoting teen programs.

Promotion of Programs

To get the most ownership in your teen programs, involve teens in planning and promoting them. Establish a separate calendar for teen activities and tailor posters and flyers to their interests. Colorful graphics can be used to create bookmarks and mini-posters. Ask the teens to help develop promotional flyers.

If you have a teen advisory committee, you probably are already planning to involve them. If you do not have one, create an ad hoc committee. Solicit help from a couple of library regulars and teen volunteers from the past year. Your teen advisory group will be your best advertiser as they tell their friends to join them at the library.

Depending on the size of your library and how you design the program, you might want to sign teens up in advance. Keep in mind, however, that many teens will not commit to participating in *anything* until they know whether they are getting a summer job, going to summer school, or participating in other activities. Give them the option to participate at any time.

About a month before the Teen Reading Club begins, visit middle schools and high schools to distribute flyers about the program. If possible, give something to the teens such as a bookmark, a pencil with the library's name and Web site imprinted, or another small item. This gives them a reason to approach you and offers you the opportunity to smile and make contact. Whenever possible, visit during free time such as lunch or before school so that you have time to mingle with the teens. The objective is not so much to give your message to *every* teen as to reach those who want to hear what you have to say. It may feel lonely at times, but you are reaching kids even though they may not acknowledge your presence.

Reach out to other community organizations and businesses that serve teens. Comic book store managers, coffee house staff, and the staff at music stores can be strong allies in promoting teen programs. Talk to them about the activities in the library and ask them for donations for

prizes. They, in turn, may post flyers on the library programs and tell the teens about them.

Media coverage and listings in the community events section of the local newspaper is important, but most teens do not read the newspaper so you are really reaching out to the community and to those who influence teens. To reach teens, try to get programs announced on the radio programs and television stations that are teen oriented. Flyers and word-of-mouth work well, also. Enlist your teen advisory committee and volunteers to spread the word.

Kick off the program with a contest or special event that appeals to teens. This could be an art exhibition that would not require judging or a poetry-writing contest. Post all entries in the library, on the library's Web site, or in a nicely decorated binder. If desired, ask that entries reflect the theme, "Color Me Cool!"

Many teens don't have the time or won't spend the time reading books. Make sure that you provide magazines, comics, and graphic novels to entice them. Keep multiple copies of popular paperbacks around.

Web-based activities can be bookmarked on the library computers or printed on webliographies that are distributed at programs or posted near the computers. These Web sites provide related games or activities for teens looking for something to do on the Internet.

If you show videos or DVDs, include teens in deciding upon titles. Set parameters for ratings, length, etc., but allow them to help decide what they will see. Read the copyright information in the Bibliography of this manual. There is also information about copyright in the program, "In Technicolor." Within this chapter, the "Videos to View" sections include videos that are either in public domain or readily available with public performance rights for libraries through system offices, the producer, or other sources without a separate license.

Goals, Prizes, and Incentives

Establish goals at a variety of levels and let the teens choose how they will participate. For example, teens might receive a small prize for submitting reviews of books they read or Web sites they visit. They might receive incentives or chances to win larger prizes by attending library programs. Contests and counting the number of books read are also options. Keep in mind that teens are less motivated by certificates and "winning" than they are by personal attention and meaningful interactions with the library staff and their peers. For more information on goals, prizes, incentives, please Refer to *No Limits -- Read!: Young Adult Reading Club and Programming Manual* by Lisa Youngblood (Texas State Library and Archives Commission, 2002), available online at www.tsl.state.tx.us/ld/pubs/yareadingclub/index.html.

Participation should be its own reward, but teens also like prizes and incentives. Select prizes and incentives that are in line with goals of the program and appeal to teens. If you cannot get a prize for every participating teen, provide tickets for a drawing for a few larger prizes.

Ask local businesses to donate gift certificates for books, music, or movies. Many small prizes are relatively inexpensive. For example, plastic CD holders, slim “bookmark” pens, and colorful squeeze light key chains can be imprinted with the library’s name and Web address. Ask your Friends of the Library to give coupons that allow the teen to select a “free” book from the book sale.

In Technicolor

Length of Program

Two hours.

Program Description

Movies and moviemaking can attract teens to the library. Show short films and host a discussion about movies and the film industry. If possible, develop a library film festival and host a series of films. Advertise the program on an invitation to the “Library Oscars™”. Teens might even present their own “Oscars™” at the end of the festival, giving out awards for “best picture,” “best comedy,” “dumbest performance,” etc. Offer popcorn and other “movie treats” as refreshments.

Preparation

Involve teens in the selection of several short films. Give them guidelines regarding length and rating code. Read the section below on copyright to determine if it is legal for your library to show the films the teens select. If you cannot show films, as an alternative you could have the teens see movies at local theaters or at home and participate in “Siskel and Ebert” critiques of the films at the library.

Copyright

Follow copyright law for all films shown at the library. Use videos with public performance rights, films that are in the public domain, or purchase a site license that allows the library to show “home use” videos.

Annual movie license pricing is based on registered patrons and is often less expensive than it would be to rent just a few movies. For example, an annual license for a library with 5,000 registered patrons costs \$250 and covers most movie studios, including Buena Vista Films and Dreamworks. The average cost for a year of movies is about five cents per

patron. Contact Movie Licensing USA at www.movlic.com or call 1-888-267-2658 for details.

Early comedies like The Three Stooges, Laurel and Hardy, and Our Gang are in the public domain. Several businesses that sell films that are in the public domain also provide lists of films that, to the best of their knowledge, are in the public domain. Try Desert Island Films at www.desertislandfilms.com. Although they do not sell videos to individuals, you may use their list to determine if a film is free of copyright restrictions.

You may not have access to videos with public performance rights and may not be able to afford to buy a license. However, your library may have a 16mm film projector and classic films that are in the public domain, or your library may own films with public performance rights that can be shown without violation of copyright. For today's very technologically savvy teens, 16mm is a lot of fun. Show some of the scenes in reverse!

Decorations

Decorate the bulletin board and teen area with movie posters, lobby cards, photographs of stars, and other movie memorabilia. Ask local theaters and video stores for extras or purchase items from Suncoast's Texas stores or online at www.suncoast.com or through Take 1 at www.take1.com.

Variation

Host a film club in which the teens make their own movie over several weeks. At the first meeting, talk about what is involved in making a movie. Invite a local filmmaker, teacher, or writer to discuss scriptwriting. Display books on scriptwriting and making movies. The teens would make simple sets, costumes, and props, or you could provide them. One teen could direct, one could select the cast, one could help with costumes, and of course, some could be actors. After videotaping the film, get help editing it, adding music and screen credits. Check with the school district, cable company, or a local photography shop for help. You do not need to be an expert at this—the teens will figure it out. When the video is finished, have a premier showing for friends and family to view the final product. *Making Digital Videos* by Ben Long is an ideal guide for learning to make video movies.

Books to Display

Break a Leg! The Kids' Guide to Acting and Stagecraft by Lise Friedman.
Movie Science: 40 Mind-Expanding, Reality-Bending, Starstruck Activities
 for Kids by Jim Wiese.

Special Effects by Jake Hamilton.

Steven Spielberg: Crazy for Movies by Susan Goldman Rubin.

The Young Producer's Video Book by Nancy Bentley and Donna W.

Guthrie.

Books to Booktalk

Miranda Goes to Hollywood by Jane Kendall.

Monster by Walter Dean Myers.

My Life, Take Two by Paul Many.

Sammy Keyes and the Hollywood Mummy by Wendelin Van Draanen.

Violet and Claire by Francesa Lia Block.

Group Activities

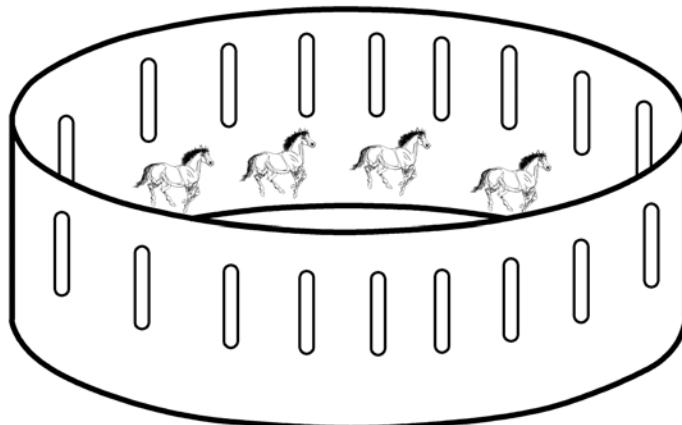
Encourage teens to write reviews of movies that are currently showing in the theater or that are available on video or DVD at the library or local video store. Post the reviews on a bulletin board or the library's Web site. Teen Ink, a print magazine, hosts a Web site at www.teenink.com and accepts submissions of reviews written by teens. Encourage teens in your community to submit reviews.

Distribute the Movie Match Up game sheet at the end of this program to challenge teens to test their knowledge of movie jargon.

Movie Match Up Answer Key:

1. (k) 2. (n) 3. (l) 4. (a) 5. (m) 6. (j) 7. (i) 8. (c) 9. (b) 10. (g) 11. (o) 12. (d)
13. (h) 14. (3) 15. (f)

Early movie making was based on zoetrope technology. A zoetrope is a drum containing still images. As the drum moves, the picture appears to be moving because our eyes retain the image for ten seconds. Making a zoetrope is easier than it sounds and instructions are included in several books or on the Internet at www.groeg.de/puzzles/zoetrope.html or <http://pbskids.org/zoom/do/zoetrope.txt.html>.



Web-Based Activities

Attack of the 50-foot Chicken

www.pbs.org/wgbh/nova/specialfx2/green.html

You are the visual effects supervisor for the movie “Attack of the 50-foot Chicken” and you have to mastermind the effects to get the perfect shot. Play online or download to your computer.

Movie Mistakes

www.movie-mistakes.com

Did you catch the person wearing a digital watch as he boarded a lifeboat in *Titanic*? Or did you catch the area code change when Alexa gave Justin Kelly’s phone number in *From Justin to Kelly*? These are just a few of the continuity, audio or script problems, equipment errors, or other problems that can be seen in movies. Teens love reading to find the mistakes in their favorite films.

Titanic: What’s Real?

www.pbs.org/wgbh/nova/specialfx2/real.html

Test your ability to figure out what is real and what effects are computer generated from the movie, *Titanic*.

Web Sites

American Alien Entertainment

www.americanalien.net/index.html

NOVA Online Special Effects

www.pbs.org/wgbh/nova/specialfx

Reel Time Timeline

www.pbs.org/wgbh/nova/specialfx2/timeline.html

Screenwriting.Info

www.screenwriting.info/

Youth Learn

www.youthlearn.org/learning/activities/multimedia.index.asp

Refreshments

Serve movie foods like popcorn and nachos. Buy small packages of candies from warehouse stores like Sam’s.

Audio Recordings

The Best of Movie Music, Vol. 1 by the London Pops Orchestra.

Movie Magic by Elaine Scott.

Videos to Display

Behind the Scenes with King Kong in Special Effects. (33 minutes)

The Flintstones: Hooray for Hollyrock. (50 minutes)

CD-ROM

KidPix Deluxe 3.

Magazines

Entertainment Weekly.

Movie Maker Magazine.

Professional Resources

Making Digital Videos by Ben Long.

M VIE M A T C H - U P

Match the movie jargon to the definition. See if you have the know-how to direct a movie!

- | | |
|-----------------|--|
| 1. Audition | a. The fee paid to performers each time a film or television program is shown. |
| 2. Principal | b. The exact position on a set where the actor stands to ensure that the camera and lighting is correct. |
| 3. Slate | c. The end of production. |
| 4. Residual | d. The chief electrician. |
| 5. Dolly | e. The announcement to take a short break. |
| 6. Props | f. Props that look solid but shatter easily. |
| 7. Ad Lib | g. Laying one soundtrack over another. |
| 8. Wrap | h. Substitute who helps set lighting or holds a place for a scene. |
| 9. Mark | i. A presentation made without a prepared script. |
| 10. Overdubbing | j. Objects used by actors in a scene. |
| 11. Cattle Call | k. A tryout for a role. |
| 12. Gaffer | l. A small chalkboard and clapper device, used to mark and identify shots on film for editing. |
| 13. Stand-In | m. The piece of equipment that the camera sits on so that it can be moved around. |
| 14. "Take 5" | n. A performer who has a speaking part. |
| 15. Breakaway | o. A call for large groups of actors. |

Colorful Cartoons

Length of Program

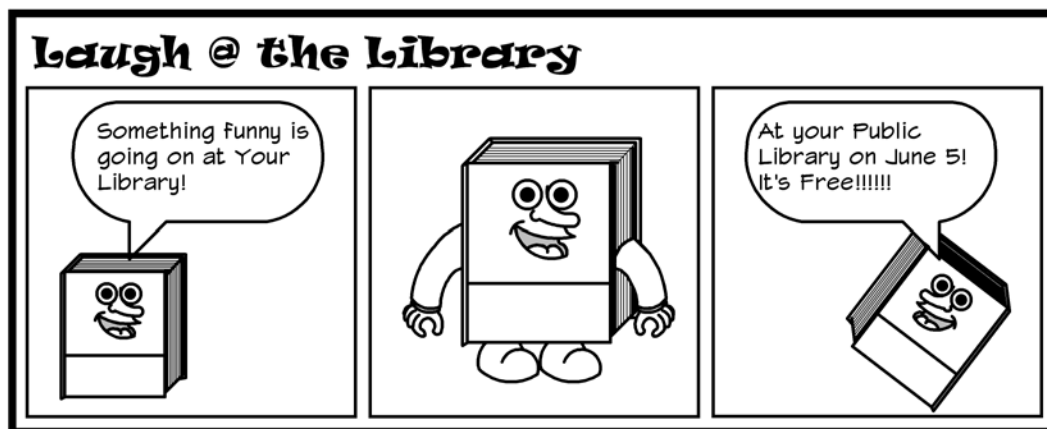
90 minutes.

Program Description

Cartooning offers a way for teens to express themselves and can combine traditional art and the computer. In this program, teens will learn about the history and art of cartooning from guest speakers and will have opportunities to experiment with their own creativity using a variety of cartooning techniques.

Preparation

Contact the art department at a local community college or newspaper graphics department to find an artist who can demonstrate cartooning techniques. Ask the person to talk about the history of comics in America. Cut out political cartoons from old newspapers so that teens can see examples of cartooning used to relay messages and opinion, as well as examples of comics used strictly for entertainment. Encourage teens to try their hand at cartooning. Artistic talent is not important—humor is! Advertise the program in a comic strip panel as shown in the illustration. Display books about cartooning and comics, ranging from *Garfield* to graphic novels.



Decorations

Decorate the room with ALA posters that feature comic book characters or check with a local comic book store for posters and decorations.

Variation

If your town does not have an artist who can work with the teens, invite a comic storeowner or collector to talk about collecting comics. Provide space for a comic book swap in the meeting room. Each teen is responsible for negotiating swaps but no money may change hands. Have some extra comics on hand to add to the swap.

Books to Display

Cartoonists by Bradley Steffens.

Cartoons and Animation by Ivan Bulloch.

Draw 50 Famous Cartoons by Lee J. Ames.

How to Draw Action: Dragon Ball Z by Michael Teitelbaum.

How to Draw Comics the Marvel Way by Stan Lee.

Mecha Mania: How to Draw the Battling Robots, Cool Spaceships, and Military Vehicles of Japanese Anime by Christopher Hart.

Books to Booktalk

The Cartoonist by Betsy Byars.

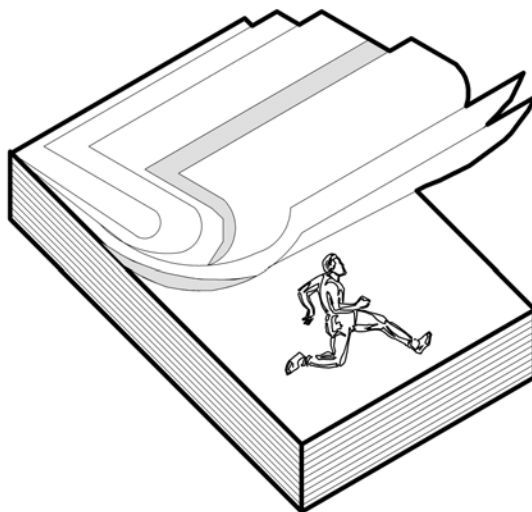
Dreamwalker by Isobelle Carmody.

The Ink-Keeper's Apprentice by Allen Say.

Craft

Flip Books

Animation is based on the concepts that can be demonstrated through flipbooks. The illusion of motion is created by small changes that occur from frame to frame.



Materials

- 10-15 sheets of heavy paper
- Binder clips
- Colored pencils or pens
- Scrap paper

Directions

Ask the teens to think about a simple picture, such as a piece of fruit, a stick figure, or a vehicle. Let them practice drawing the figure and then think about the action the figure will perform: a car moving, a piece of fruit being eaten, or a stick figure walking. They should sketch out the first action and the last action so that they know where they want the animation to begin and end. Then fill in the pictures in between. Each picture will be a little different from the previous one. Once the teen is satisfied, the pictures should be copied in sequence onto the stiff paper and colored with pencils or pens. Use the binder clip to hold all of the sheets together. Flip the sheets with your thumb to watch the action.

Group Activity***Laugh @ the Library***

Provide sheets of poster size paper (27"x 34"), colored pencils, markers, stickers, etc. and encourage teens to design cartoons that provide a look at the humor of libraries, reading, or books. Display drawing books like *How to Draw Comics the Marvel Way* by Stan Lee, *Mecha Mania: How to Draw the Battling Robots, Cool Spaceships, and Military Vehicles of Japanese Anime* by Christopher Hart and *Draw 50 Famous Cartoons* by Lee J. Ames. Post the funniest ones for everyone to enjoy. Let teens work together, if desired. Emphasize that artistic ability is not as important as a good sense of humor.

Bookmark library comics on the Internet or print them to display. Try *Unshelved* at www.overduemedia.com. These library humor strips can even be used on the library's Web site if desired. *Alex, the Librarian* at www.geocities.com/SoHo/Study/7588 is a librarian/cartoonist. Check out other library humor and help dispel the myth of Marian the Librarian at *Lighter Side: Bibliozone*, online at www.bibliozone.com/lighterside/lighterside2.shtml.

Web Sites

Comics on the Web
www.comics.com

Comics Price Guide
www.ComicsPriceGuide.com

Imax Cyberworld 3-D Animation

www.imax.com/cyberworld/cyberworld_education.html

United Media Comics

www.unitedmedia.com/comics

Audio Recording

Funny Papers by Elaine Scott.

CD-ROM

Disney's Magic Artist Studio.

Video to View

Animation for Kids. (12 minutes)

Videos to Display

Bambi Meets Godzilla and Other Weird Cartoons. (30 minutes)

Spider-Man. (121 minutes)

Who Framed Roger Rabbit? (104 minutes)

Magazines

Comic Book Artist.

Comic Buyers Guide.

Professional Resources

Comics and Sequential Art by Will Eisner.

Getting Graphic!: Using Graphic Novels to Promote Literacy with Preteens and Teens by Michele Gorman.

Colorful Comedy

Length of Program

One hour.

Program Description

Nothing brings people together like comedy! Comedy offers humor, color, and creativity for teens. This program provides opportunities for teens to test their comedic talents or simply to enjoy the talents of others. Invite comedy performers to help teens focus on jokes, riddles, and comedy routines.

Preparation

Contact local theater, community colleges, or clubs for recommendations for comedians, mimes, improvisation artists, and other humorous performers who would be willing to discuss humor and performance with teens. Ask the guest to discuss their talent and how it works for them as a hobby or career. Alternatively, library staff can explore classic comedians, like W. C. Fields, Lucille Ball, and The Three Stooges, and discuss why they are funny and why their humor has lasted over decades. Display books about comedy performance and, if desired, hold a “Comedy Club” performance at the library after the teens have time to prepare routines.

Books to Display

Be a Mime by Mark Stolzenberg.

The Play of Words by Richard Lederer.

The Three Stooges by Mark Scordato.

The Ultimate Improv Book: A Complete Guide to Comedy Improvisation by Edward Nevrumont.

Books to Booktalk

Blood on the Microphone by Ian Bone.

Maxx Comedy, The Funniest Kid in America by Gordon Korman.

The Secret Life of Adrian Mole by Sue Townsend.

Skin and Other Stories by Roald Dahl.

Virtually Perfect by Dan Gutman.

Group Activities

Comedy Film Fest

Hold a comedy film fest by showing films featuring The Three Stooges, Laurel and Hardy, The Keystone Cops, and other classic comedians. All of these films are in the public domain so can be shown in the library without violating copyright.

Joke Book

Encourage the teens to write some of their own jokes or find jokes in books and create a comedy act. Have the kids use a computer word processing program or pencil and paper to write out their jokes. Let them add drawings if they would like to. Hole-punch the sheets of paper or insert them into sheet protectors and put in a 3-ring notebook. Display in the library for all to enjoy.

Who’s on First?

Distribute copies of “Who’s on First?,” the comedy routine made famous by Bud Abbott and Lou Costello. It’s available in *From Sea to Shining Sea* compiled by Amy L. Cohn. Let the teens practice in pairs and then

present the sketch. Ask library staff or other teens to judge the funniest presentation.

Storytelling

Tell the scary, but humorous, story, "Ruby Red Lips." There are several versions of this story about a mysterious stranger who keeps asking "Do you want to see what I do with my long red fingernails and my ruby red lips?" Tell it with props, such as fake nails and red candy lips, and use a witchy voice. Practice so that you can tell this story with a straight face. One version is available in *Crazy Gibberish and Other Story Hour Stretches* by Naomi Baltuck.

Web Sites

Daily Humor
www.dailyhumor.net

Owl Kids Online Last Laugh
www.owlkids.com/owl/owl_last_laugh.html

So You Wanna Do Stand-Up Comedy?
www.soyouwanna.com/site/syws/standup/standup.html

Refreshments

Serve "coffee house" foods, such as cold coffee drinks, pretzels, popcorn, and soft drinks.

Video to View

Legends of Comedy: The Golden Age of Comedy. (60 minutes)

Magazine

Mad Magazine

Professional Resources

Funny Bones: Comedy Games and Activities by Lisa Bany-Winters.
Sensational Scenes for Teens: The Scene Studyguide for Teen Actors! by Chambers Stevens.

Artist's Harvest

Length of Program

90 minutes.

Program Description

Everyone has artistic talent! This program provides teens an opportunity to explore a variety of visual art forms through watching demonstrations, participating in hands-on creative activities, and learning about the work and lives of artists.

Preparation

Contact local high schools, art associations, or museums for recommendations of local artists who will share their talents and encourage teens to experiment with their art forms. Demonstrations might include papermaking, watercolor, decoupage, clay sculpting, etc. Invite the artists to participate and ask for suggestions for activities that the teens might perform in conjunction with their demonstrations. Prepare a bibliography and display of related books and videos from your library's collection.

Alternatively, library staff and volunteers may perform the demonstrations. Ask for donations of needed supplies from local art, craft, and hobby stores, or purchase them. Set up hands-on stations in the library meeting room for each of the mediums that will be demonstrated. Many books published by Klutz, www.klutz.com, include simple instructions and materials for art projects. While these books will not be appropriate for the library collection, if possible, purchase them as program supplies. Crayola Model Magic and other art supplies are almost foolproof even for those who are not very skilled.

Books to Display

The Complete Colored Pencil Book by Bernard Poulin.
Creating with Fimo Acrylic Clay by Libby Nicholson
Denise Fleming's Painting With Paper: Easy Papermaking Fun for the Entire Family by Denise Fleming.
Eyewitness: Watercolor by Michael Clarke.
How to Draw Animals by Jack Hamm.
Learn Calligraphy: The Complete Book of Lettering and Design by Margaret Shepherd.
Pastel Workbook: A Complete Course in Ten Lessons by Jackie Simmonds.

Books to Booktalk

Tell Me A Picture by Quentin Blake.
Paint by Magic by Kathryn Reiss.
A Single Shard by Linda Sue Park.
Stink Alley by Jamie Gilson.
Uncle Andy's: A Faabulous Visit with Andy Warhol by James Warhola.

Crafts

Marbleized Paper

Materials

- Acrylic paints
- Small disposable bowls
- White paper
- Liquid laundry starch
- Shallow pan (like a baking pan)
- Water
- Newspaper or waxed paper (for drying)
- Eyedroppers or straws
- Plastic forks
- Tub of clean water

Directions

Pour paint into the small bowls and dilute it with water. Pour enough laundry starch into the shallow pan to fill about 1/4 inch deep. Use an eyedropper or a straw to drop small amounts of paint onto the top of the laundry starch. Use a plastic fork to gently swirl the paint around. Carefully place a piece of paper on top of the starch. Leave in place 15-20 seconds and then rinse the paper in the tub of water. Allow it to dry face up on the newspaper or waxed paper. When the starch becomes "muddy" with too many colors or the mixture of colors becomes unpleasant, discard the starch and refill the pan with new starch if desired. Wrap the finished paper with a bow to give as a gift or use it to send a letter to someone special.

Painters Hats

Materials

- Paper or cloth painter hats
- Fabric paints or permanent markers
- Fabric glue
- Large sequins, self-adhesive patches, and other craft materials
- Stencils (optional)

Directions

Purchase inexpensive painter hats or request a donation from a paint supply business. Cover the craft tables with newspaper or plastic. Let each teen have a hat, markers or fabric paint, glue, and other supplies. Decorate with geometric shapes, stenciled designs, self-adhesive patches, sequins, etc.

Web-based Activities

Sanford Art Adventures

www.sanford-artedventures.com

Play art games online, including “The Art of Crime Detection” that allows players to solve crimes by drawing composite sketches, or follow along for step-by-step instructions on art techniques. Playing games requires a free Flash plug-in and games can be played online or downloaded to local computers.

Hirshhorn Art Interactive

<http://hirshhorn.si.edu/education/interactive.html>

Create sculpture online and see how it would look in the Smithsonian’s Hirshhorn museum. Requires free Flash plug-in.

It’s About Art: Art Appreciation

http://arthistory.about.com/library/blcourse_artapp.htm

A free online art appreciation course teaches about art forms, media, and terminology. The self-paced course has four lessons and can be experienced in any order.

The Color Pencil Challenge

<http://cpchallenge.com>

Step-by-step lessons in various art techniques. From basic to advanced, library staff and students will learn how to use colored pencils to create art.

Web Sites

Dallas Museum of Art

www.dm-art.org

Metropolitan Museum of Art, New York

www.metmuseum.org

Smithsonian American Art Museum

www.nmaa.si.edu

Video to View

Travels Through Time and Space: Robert Sabuda Retrospective. (75 minutes)

CD-ROM

Painters Painting.

Magazine

American Artist.

Muse.

Professional Resource

Doing Art Together: Discovering the Joys of Appreciating and Creating Art As Taught at the Metropolitan Museum of Art's Famous Parent-Child Workshop by Muriel Silbertstein-Storfer.

Pixel Art

Length of Program

2 hours.

Program Description

Computer art has various forms, including 3-D rendered art, fractals, enhanced photography, animation, mixed media, computer-painted and computer-drawn art, etc. The program provides opportunities for teens to explore computer-developed and computer manipulated art.

Preparation

This high technology art form sounds more complicated than it is. In some cases, Photoshop or similar graphics programs are needed, so be sure to check out the software before deciding how to present this program. Low-tech and freeware alternatives are available in most cases. If you do not have technology support in the library, check with a local computer store, community college, or graphics business.

Invite a photographer to demonstrate how to use a digital camera and get the best results. Have the teens take photographs or scan them onto a diskette. Then allow the teens to manipulate their images either on the library's computers or on their own computers. Print out the art to display in the library. Schedule the library's computers for a contest for the teens. Host an art show and award ribbons and prizes for creativity, humor, originality, etc.

Ask for recommendations at local colleges, high schools, and computer businesses and photography stores presenters who can demonstrate other computer art techniques to the teens. Display books and create a list of links to Web sites that encourage computer creativity.

Variations

Legos Architecture

Legos™ is a three-dimensional form of pixel art. Purchase or borrow sets of Legos and hold a design contest. Invite local architects or engineers to judge the best designs.

Web Work

Let the teens explore available freeware and graphic art Web sites. Reserve your library's computer lab or a bank of computers for this program. In advance, explore Web sites with tutorials such as Pixelfreak at www.pixelfreak.com and Pixel.Nascimpact at <http://pixel.nascimpact.com/home.php>. Select one for your teens to use as an introduction to the program. Bookmark these Web sites on each of the computers that will be used during the program. Also bookmark other sites that teens will view during this program, such as Pixelfest at www.pixelfest.com that has many excellent examples of pixel art. Let the teens complete the tutorials and begin to create original pixel art.

Limitation: The number of computers available for use will limit attendance but the program can also be repeated as long as the links are bookmarked on the computers.

Books to Display

Careers in Computer Graphics and Animation by Garth Gardner.
Digital Fantasy Painting: A Step-by-Step Guide to Creating Visionary Art on Your Computer by Michael Burns.
Mind-Sharpening Pixel Puzzles: Visual Challenges for the Logical Mind by Conceptis Staff.
Painting with Pixels: How to Draw With Your Computer by Alister Dabbs.
Perplexing Pixel Puzzles: Visual Challenges for the Logical Mind by Conceptis Staff.

Books to Booktalk

The Art of Star Wars: Attack of the Clones by Mark Cotta Vaz.
Christmas Adventure of Space Elf Sam by Audrey Wood and Bruce Robert Wood.
Dinosaur Hunt: Texas-115 Million Years Ago by Karen Carr.
Let There Be Life! Animating with the Computer by Christopher Baker.
Making Up Megaboy by Virginia Walter.

Web-based Activities

Pixeltees

www.pixeltees.com

This free software allows kids to create their own t-shirt designs and open their own online store. Created by Austin computer guru, Alan Watts, the program is simple to use and does not require downloading onto the library computer.

Pixelhugger

www.pixelhugger.com

A self described "pixelated playground," this Web site has pixelated video games, pixelated desktops, icons, and fonts that are downloadable, and

beta test pixel video games created by the Pixelhugger webmaster and friends.

Draw A NIMAL

<http://entries.the5k.org/22/5k.html>

Players use 15" by 15" black and white squares to create an animated online animal. Requires no special software or downloading.

Web Sites

Museum of Computer Art

www.museumofcomputerart.com

So You Want to Be in Pixels

www.pbs.org/wgbh/nova/specialfx2/pixels.html

Video to Display

A Bug's Life. (95 minutes)

Software

16color is a free-ware computer program available at www.16color.com. It is simple to use and was developed by Austinite Alan Watts. It allows users to create animated film clips on the Internet.

CD-ROM

Tesselmania Deluxe.

Magazine

Digit.

Professional Resources

Kids' Computer Creations: Using Your Computer for Art and Craft Fun by Carol Sabbeth.

Color Me Cool!

Length of Program

60-90 minutes.

Program Description

Tattoos and body art are becoming mainstream and teenagers often see body decoration as a rite of passage. During this program, teens can

explore body art, including mendhi, henna, and temporary tattoos. Invite local body artists and fashion experts to discuss style and personal image and demonstrate body art.

Preparation

Teens are very interested in fashion and body image. Look around your community for appropriate presenters. Ask at beauty supply stores, nail salons, and community colleges for people who will work with teens. As a program supply, purchase *The Body Crayon Book* published by Klutz. The book contains non-toxic cosmetic crayons and instructions for designing body jewelry and other designs. Limitation: If you hold a henna program, you will need parent-signed permission slips for any “demonstrations” since the art lasts for up to three weeks.

Variations

Temporary Tattoos

Paper Mate™ sells “tattoo stick” pens, with ink that is safe for skin and washes off easily. These are available at Target stores, many office and art supply stores, or by mail from Art Supplies Online, www.artsuppliesonline.com. Teens love to outline their own tattoos and color them in. Several companies sell special paper to create temporary tattoos on the computer. Try Avery’s Body Art Stickers, available at most office supply stores or online at www.avery.com. Let the teens select art from copyright free clip art or create their own online. Most word processing programs, including Microsoft Word, allow users to select pictures from a clip art file or import a piece of clip art into Word by cutting and pasting or by saving the picture file to a diskette. Once the teen is happy with the art, it can be printed on the special 8 1/2” by 11” paper, which runs through most computer printers. Provide books with examples of simple patterns, such as *The Tattoo Encyclopedia* by Terisa Green. Dover Publishing also offers a series of inexpensive books that provide temporary tattoos.

Nail Art

Invite a local nail care shop to demonstrate nail art. Provide nail polish, remover, stick-on art, and jewelry so that the teenagers can experiment.

Books to Display

Body Marks: Tattooing, Piercing, and Scarification by Kathlyn Gay and Christine Whittington.

Decorate Yourself: Cool Designs for Temporary Tattoos, Face Painting, Henna and More by Tom Andrich.

Everything You Need to Know About Mendhi, Temporary Tattoos, and Other Temporary Body Art by Stefanie Iris Weiss.

Temporary Tattoos by Erick Aveline.

Books to Booktalk

The Color of My Words by Lynn Joseph.

Crystal by Walter Dean Myers.

Paint Me Like I Am: Teen Poems from WritersCorps by Bill Aguado.

Sisterhood of the Traveling Pants by Ann Brashares.

Craft

Beaded Bracelets

Materials

- Assorted beads
- Stretchable cord, jewelry cord, or hemp
- Scissors

Directions

Provide the teens with an assortment of beads so that they can make bracelets or ankle bracelets. The supplies are available at many craft supply stores, such as Michaels, or by mail order from Guildcraft Arts and Crafts, 1-800-345-5563. Select plastic, wooden, or ceramic alphabet beads, fancy shaped beads, glass trade beads, love beads, and tri-beads. Tri-beads are three-sided and interlock when they are strung together. Purchase stretchable cord, jewelry cord, or hemp on which to string the beads. Teens can tie the cord to the appropriate size for their wrists or ankles.

Group Activity

Read "Pink: A Haiku" by Jane Yolen in *Color Me A Rhyme* and "Tattooin' Ruth" in *Falling Up* by Shel Silverstein. Ask the teens to write their own poems or rhymes about fashion and color.

Web-based Activities

What's Her Face

www.whatsherface.com

Girls will enjoy putting together fashion ensembles and seeing the results online, plus trying out the make-it-yourself accessories.

Web Sites

Henna Hante

www.hennahante.com

Make Your Own Cosmetics

www.makeyourowncosmetics.com

Seventeen

www.seventeen.com

Team Colors

Length of Program

60 – 90 minutes.

Program Description

Use local team spirit and teen's interest in sports to attract them to library programs. Teens are attracted to extreme sports or unusual activities. Invite local athletes and coaches to talk about their sports or ask staff at a local sporting goods store to show equipment and clothing needed for specific sports. As part of the program, teens can create sports related crafts.

Preparation

Invite a local coach or sports stars, such as tennis, football, basketball, or soccer players, to talk to the teens about their training, the games, and their teams. Ask if they can provide trading cards or photographs and sign autographs. Ahead of time, find pictures of pennants and mascots from various sports teams to use as models for the teens to make their own pennants or window signs for their favorite team. Order sports related items, such as kick bags and themed pencils from Smilemakers to use as program incentives. Decorate the bulletin board with sports equipment and pennants cut with Ellison or other die cuts. Put book titles on the baseballs, basketballs, footballs, and such.

Decorations

Purchase the "Exercise Your Mind" poster set from Upstart. The posters feature sports stars reading books.

Variation

Invite a presenter to talk about an exciting sport or activity, such as sky diving, surfing, hang-gliding, racecar driving, or mountain climbing. Alternatively, invite a local martial arts school to bring their teen students to the library for a demonstration and to teach some simple skills. The library might even sponsor a 3 on 3-basketball tournament at a local recreation center or gym.

Books to Display

Going for the Gold: Apolo Anton Ohno by Thomas Lang.

How Angel Peterson Got His Name and Other Outrageous Tales About Extreme Sports by Gary Paulsen.

Play Like a Girl: A Celebration of Women in Sports by Sue Macy.

Uncommon Champions: Fifteen Athletes Who Battled Back by Marty

Kaminutesky.

Books to Booktalk

Catch Shorty by Maureen Holohan.

Honus and Me: a Baseball Card Adventure by Dan Gutman.

Hoops by Walter Dean Myers.

Hoop Girlz by Lucy Jane Bledsoe.

Craft

Team Window Sign

Materials

- Poster board cut to 8" x 8" square
- Paints, markers, crayons, pencils
- Suction cups (preferably without hooks)
- Hole punch
- Lamination film
- Scissors

Directions

Let each teen cut the poster board to size and punch a hole 1/4" from one corner. Color the team mascot onto the poster board and add a team message. Make up a library team or let the kids use their school's mascot. If the library has a laminator, library staff can laminate the finished product, or let the teens cover it with self-laminating film. Push a plain suction cup through the hole and the window sign is ready for hanging.

Suction cups without hooks are available from many craft supply sources. The knob of the suction cup should fit through a quarter inch diameter hole since that is the common size for a hole punch. If you cannot locate suction cups with one-quarter inch diameter knobs, purchase suction cups with hooks.

Activities

Climbing Wall

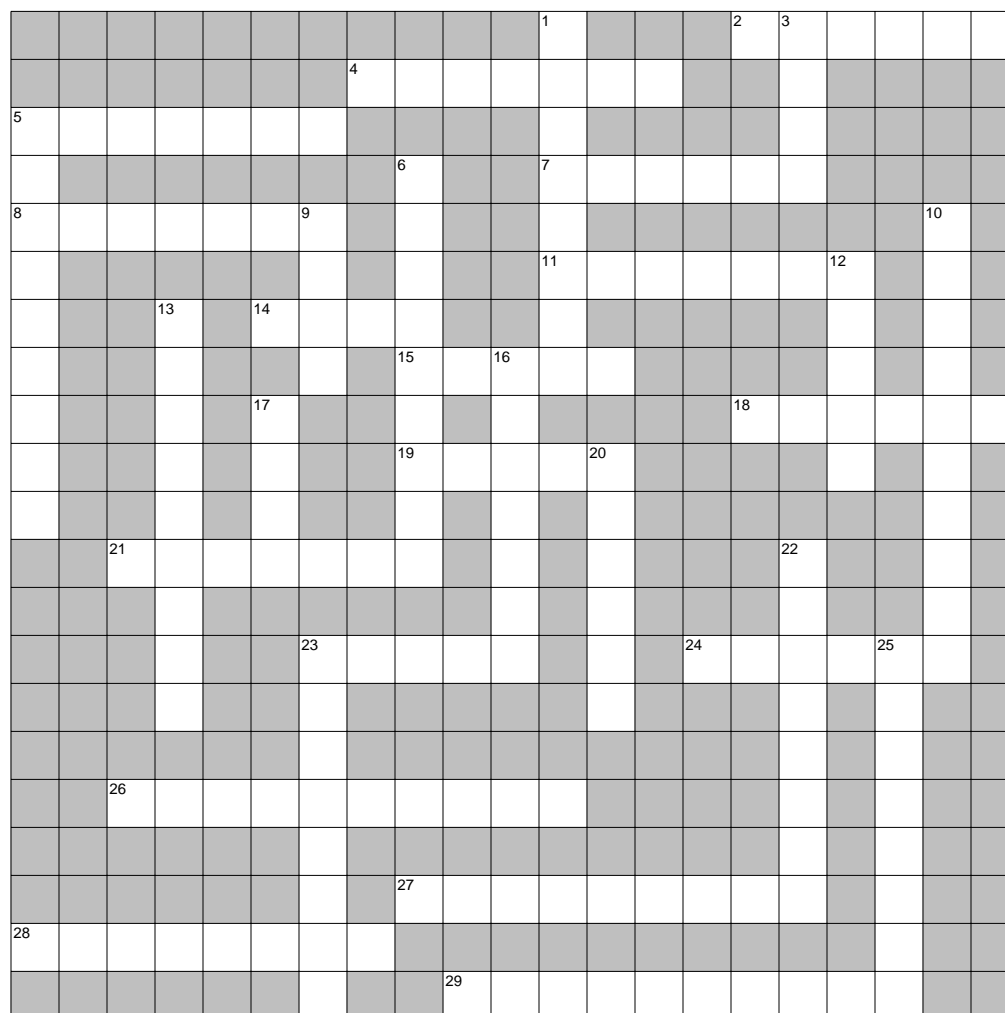
Work with the parks and recreation department, school district, or sporting supply store to set up a portable climbing wall at the library. Skilled staff from these organizations could then show teens how to climb. There are generally different levels of difficulty.

Trading Card Swap

Host a sports trading card swap. Ahead of time, let teens know that they can bring cards to swap. Invite a collector to talk to the teens about collection cards and then let the swapping begin. If you can afford them, or can get a donation, it would be nice to have some extra cards for those who are new to collecting.

Crossword Puzzle

Copy and distribute the Sports Cross Crossword puzzle. It will test each teen's knowledge of Texas college, semi-professional, and professional teams and sports figures and paraphernalia in general.



Created with EclipseCrossword — www.eclipsecrossword.com

Across

2. King in Lubbock
4. Lance's sport
5. By any name, it's still running
7. Court game
8. America's team
11. Austin's frozen mammals (two words)
14. Beaumont's lady golf legend
15. Cowboy games
18. Uses a board
19. Yells at the players
21. High flying Houstonians
23. Paddington and Pooh, in Waco
24. El Paso's underground residents
26. Beach game?
27. Tiger's woods? (2 words)
28. National Sport of Texas
29. Midland's geologists

Down

1. Off road vehicle, for kids (2 words)
3. Houston bird brains
5. Mythical creature in Odessa
6. Unbranded calves
9. Fly high, for fun
10. Valley birds
12. Big and bright, in Texas
13. Texas cattle
16. Devils, in El Paso
17. Hockey's "ball"
20. Ice or field?
22. Black cats
23. As American as...
25. Panhandle Snakes

Answer Key to Sports Crossword Puzzle

													1	D					2	C	3	O	T	T	O	N			
										4	C	Y	C	L	I	N	G				W								
5	J	O	G	G	I	N	G								R												L		
A										6	M					7	T	E	N	N	I	S							
8	C	O	W	B	O	Y	9	S					A				B									10	W		
K									O		V					11	I	C	E	B	A	T	12	S			H		
A				13	L		14	B	A	B	E				K												T	I	
L				O				R				15	R	O	D	E	O										A	T	
O				N		17	P						I		I							18	S	U	R	F	E	R	
P				G			U					19	C	O	A	C	H									S		W	
E				H			C						K		B		O											I	
			21	R	O	C	K	E	T	S											22	P						N	
				R												O	K									A		G	
				N			23	B	E	A	R	S					E				24	M	I	N	E	R	S	25	
				S				A									Y									T	A		
				S																						H	T		
			26	V	O	L	L	E	Y	B	A	L	L													E	T		
										B																	R	L	
								A									27	G	O	L	F	C	L	U	B	S		E	
28	F	O	O	T	B	A	L	L																				R	
								L									29	R	O	C	K	H	O	U	N	D	S		

Created with EclipseCrossword — www.eclipsecrossword.com

Art Car Exhibit

Host an art car exhibit if there are any art cars in your area. Ask around your community as these very personalized cars are becoming increasingly popular. Invite three or four art car owners to visit and talk about their cars. Some libraries have even sponsored programs to decorate a library art car!

Web-based Activities

Soccer Pong

www.playfreeonlinegames.co.uk/soccerpong.html

Stop the ball from going out of the circle.

Baseball Online

www.nabiscoworld.com/games/nw_shock_nwbb.htm

Play ball against the computer.

Web Sites

The Art Car Museum

www.artcarmuseum.com/

Extreme Sports

www.extremesports.com/

Topps

www.topps.com

Refreshments

Serve ballpark food such as popcorn, peanuts, hot dogs, and cotton candy. Check with local businesses and invite them to participate by donating food and setting up their food cart at the library during the program.

Magazines

Outside.

SG (Surfing Girl).

Skateboarder.

Sports Illustrated for Kids.

Thrasher.

Carnival Time

Length of Program

90 minutes.

Program Description

Teens love a party and Carnival, Mardi Gras, and other celebrations, as well as theme parks and carnivals. They offer colorful opportunities to explore masks, games, parades, and music. While Mardi Gras in New Orleans may be the most well known, Carnival is celebrated around the world. It doesn't matter when this program is scheduled. Every day can be a carnival! Teens will enjoy dressing up in colorful masks, eating New Orleans treats, playing carnival games, and listening to lively music.

Preparation

If your community celebrates Fiesta, Carnival, or another occasion, check to see if a representative from the organizing group is available to

bring costumes and photographs or replicas of floats to share with the teens. Sometimes local service clubs host carnivals and are willing to assist with planning games and activities. Prepare or buy food in advance. Purchase Mardi Gras beads and carnival prizes to give away from a company like Sherman Specialties or Oriental Trading Company.

Decoration

Upstart sells jazz-inspired items for their "Blow the Blues Away" teen reading campaign. Purchase posters and bookmarks to "jazz up your day." Decorate with gold, purple, and green streamers, Mardi Gras masks, beads and tokens.

Variation

Invite the teens to plan and host a carnival for the younger children. Let them decide on the games and activities that will be offered. Before the program, they will plan all of the events and prepare needed items, set up carnival booths with games (ring toss, bowling, Velcro darts, etc.), food, and crafts. Get a roll of tickets or make coupons. Give these to the children who attend the carnival "as admission" for participating in the games and activities. Provide prizes and supplies for face painting.

Books to Display

Inside the Live Reptile Tent: The Twilight World of Carnival Midway by Jeffrey T. Brouws.

Mardi Gras: A Cajun Country Celebration by Diane Hoyt-Goldsmith.

Roller Coasters: Or I Had So Much Fun, I Almost Puked by Nick Cook.

A World of Holidays: Carnival by Catherine Chambers.

Books to Booktalk

Dunk by David Lubar.

The Carnivorous Carnival by Lemony Snicket.

Full Tilt by Neal Schusterman.

Craft

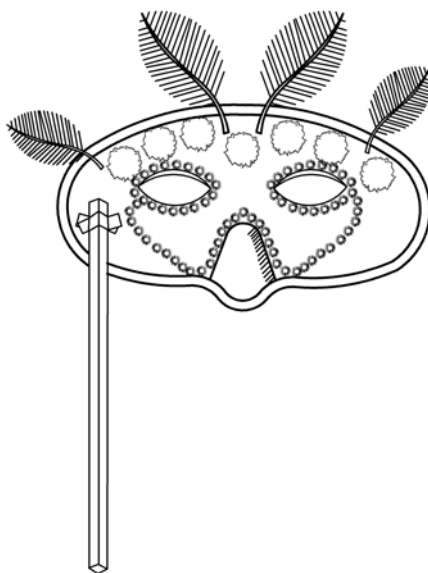
Mardi Gras Masks

Materials

- Tag board
- Elastic string
- Feathers, sequins, jewels, gold and silver rickrack, and metallic foil
- Craft glue
- Scissors
- Hole punch
- Mask pattern or store-bought masks

Directions

Trace the mask pattern provided at the end of this chapter onto tag board, or purchase plain paper or plastic masks at a party store. Punch a hole in each side and attach elastic string. Glue on feathers, rickrack, metallic foil, jewels, etc.

**Web Sites**

Mardi Gras Masks

www.theholidayspot.com/mardigras/mask.htm

Mardi Gras

www.mardigrasday.com

Refreshments

Serve King Cake. There are several recipes available or you can purchase one from many bakeries. According to www.holidays.net/mardigras/cake.htm, the traditional King Cakes were made from cinnamon dough topped with green, purple, and yellow sugar sprinkles. Also serve colorful fruit punch in plastic hurricane glasses that can be kept as New Orleans-style souvenirs. They are available from party stores.

Audio Recordings

"Buckwheat Zydeco" on *World Playground* by Various Artists.

Fair Weather by Richard Peck.

"Kee-Mo Ky-Mo" on *Fidgety Feet* by Steve Rashid.

"Mardi Gras Mambo" by Cubanismo on *Latin Playground*.

Patterns

Mardi Gras Masks

