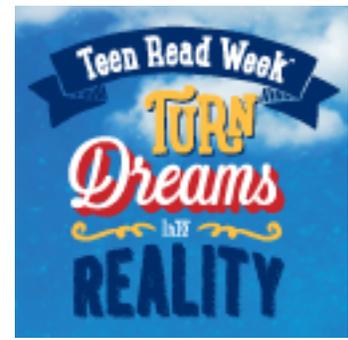


Teen Read Week 2014

Turn Dreams Into Real Books Challenge



What's It All About?

This year we have designed a fun and engaging opportunity for tweens and teens in your library. Encourage tweens and teens to explore their dreams through reading and build a better future! Libraries can choose from a variety of options to fulfill this year's challenge but we have a few ideas on the next page to get you started. Teens can participate using technology or stay low-tech – it's up to them.

The best part? While teens are exploring their dreams, they can help earn books from the 2014 Teens' Top Ten list. The books can be added to the library's collection or given out to participants.

Who Can Participate?

The challenge is open to the first 80 publicly funded public and school libraries to register, but any library can register only for Teen Read Week and get free posters and bookmarks even if they don't participate in the challenge.

The Details:

We are asking teens to explore their dreams through reading or research and then share them with others using almost any medium (like video, writing, or a Powtoon!!) they choose. The sky is the limit on this challenge. But we do want teens to demonstrate the connection between their reading and the final product. If a teen creates more than one project, please choose your favorite to submit as only one project per teen is allowed.

So what might this look like?

- A teen who dreams of traveling might research their dream destination and create an animoto which shares highlights of the location.
- A teen dreaming of becoming a veterinarian might read non-fiction about the type of animals they want to care for and write a short piece on what to expect.
- A teen who likes to dream of the future might read a novel set in space and create a collage of what a future city might look like.
- A teen interested in dreams researches the meaning of dreams and creates a *dreamcatcher*.
- A teen dreams of becoming a famous author and hones his/her skills using an interactive online creative writing tool like Twine (twinery.org) to tell a story inspired by a book he/she read.

The Reward:

Each project submitted earns you one hardcover book from the 2014 Teens' Top Ten list. (Maximum of ten (10) books may be earned.)

How Do I Get Started?

- Complete the TRW Registration with all required information by 5:00 p.m. Friday, September 26 at <https://www.surveymonkey.com/s/TRW2014Reg>.
- Register your TRW event nationally through YALSA at: <http://teenreadweek.ning.com/>.

How To Submit Projects:

Use the ICfL created TRW 2014 Template to submit your projects. Include all of your projects on one template. You will be asked to supply the following information for each project:

- Teen Name:
- What's Your Dream? Or what is your project focus?
- Title and author of the book you read for your project. (Or the written resource(s) you used to complete your project.)
- Proof of Project: Link, picture, or file to demonstrate completion

What Else Does My Library Receive for Participating?

- 2-3 ALA Teen Read Week Posters
- 50 ALA Teen Read Week Bookmarks
- Link to ALA 2014 TRW Digital Set (includes manual, poster, logos, and more)

What Is The Timeline?

- Program registration: Monday, August 25 - Friday, September 26
- Teen Read Week is Sunday, October 12 - Saturday, October 18

*****Your event can be held anytime during October.*****

- Project submissions due: Friday, November 7, 2014
- Final TRW Report due: Friday, November 7
- *Turn Dreams Into Real Books* winners announced: November 14

Special Drawings!!

One first time TRW participant will be randomly drawn from Final Reports submitted by deadline to receive a special prize.

AND

One library that has participated in TRW for 3 or more years will be randomly drawn from Final Reports submitted by deadline to receive a special prize.

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No Time for the Challenge?

Please consider hosting a Teen Read Week event this October and registering that event with the ICfL and with ALA. Your registration provides us with valuable data on teen services and programming in the state of Idaho.

We use this data to advocate for funding and resources to support tweens and teens.

You'll receive free posters and bookmarks to help promote Teen Read Week.

Your TRW event can take place anytime during the month of October!

Contact [Erica Compton](#) or [Sue Walker](#) at ICfL with questions.

Ideas You Might Use!

(Borrowed from ALA's Teen Read Week manual)

The Art & Science of Dreams

Time: 1 hour

Supplies: \$30

Desired outcome: teens were provided with an opportunity to creatively express themselves. This program is based on the actual discussion of dreams and why people dream certain things and what causes people to dream. This can be a do-it-yourself craft program where teens will learn how to make dream catchers, while talking about their own dreams and how to interpret them. Provide dream dictionaries for reference.

Submitted by Devi Shiwadhan, Gum Spring Library, Stone Ridge, VA

Dreaming on the Web

Time: 1 hour to multiple workshops

Supplies: computers for participants

Desired Outcome: teens gained hands-on knowledge of critical digital literacy skills. Using Mozilla Webmaker (<https://webmaker.org/en-US/teach>) library workers can design multiple sessions (or let more self-motivated students select their own) to teach patrons how to make their own memes, animated gifs or mashup videos using Mozillas easy-to-use instructions and tools. Showing some examples from Tumblr and Pinterest are a good way to get students motivated, and tentative audiences often do better working in pairs for moral support. Be sure to save what they make and post it to your library's Facebook page or tweet it with #TRW14! Have patrons sign up ahead of time and indicate if they are bringing a computer or would need one (so the librarian can insure access). Extra power strips for people bringing their own laptop or tablet are helpful.

Submitted by Courtney Lewis, Wyoming Seminary College Preparatory School, Kingston, PA

Follow your Dreams and Write

Time: 1 hour

Supplies: computers, internet connection, Twine account

Desired outcome: teens had an opportunity to practice writing skills in a nonjudgmental environment (i.e. no grading or tests) Think about hosting a writing program using Twine (<http://twinery.org/>), which is a free interactive tool that incorporates the elements of game design and creative writing. We want to encourage our teens to pursue their dreams of being authors by showing them that writing can be fun! Twine allows teens to create interactive stories similar to Choose Your Own Adventures. Teens will spend time crafting their story and at the end, they will see their story published on the website!

Submitted by Devi Shiwadhan, Gum Spring Library, Stone Ridge, VA