

Rock Around the World Summer Learning Project Plan

Chicago Public Library - Sulzer Regional Library

Crafted by Latrece Hunter-Singleton, Aimee Norris, Amanda Shively



zer Regional Library in the Lincoln Square/Ravenswood neighborhood.)

Geographic Community

Chicago Public Library - Sulzer Regional Library

The Sulzer Regional Library opened on September 14, 1985. The library was named for Conrad Sulzer (1807-1873), a pioneer settler of Ravenswood. Conrad Sulzer was a pioneer settler of Ravenswood. He also served as collector of Ridgeville Township and assessor of Lakeview Township, leaving a heritage of public service and commitment to the community, continued by his descendants through the Sulzer Family Foundation.

Sulzer Library is located at 4455 N. Lincoln Ave and it is one of three regional libraries located in Chicago, IL. The existing community that is located near the library is Lincoln Square and Ravenswood.

The population of children ages 0 to 9 who reside in Lincoln Square is 10,000, and the total demographics of the community consist of:

- Caucasians - 46,000
- Hispanics - 30,000
- Asians - 11,000
- African Americans - 3,600

It is best to assume that the majority of participants that will be attending the Summer Learning Program will come into the library to report what they have read between the hours of 6:00 p.m. to 8:30 p.m. on Monday through Thursday, Friday between 3:00 p.m. and 5:00 p.m., Saturday between 10:00 a.m. and 12:00 p.m. and 2:00 p.m. and 4:30 p.m., and Sunday between 2:00 p.m to 4:30 p.m.

Organizational Values

Mission: We welcome and support all [people](#) in their enjoyment of reading and pursuit of lifelong learning.

Working together, we strive to provide equal [access](#) to information, ideas and [knowledge](#) through books, [programs](#) and other [resources](#).

We believe in the freedom to read, to observe to design and to accomplish.

Strategic Plan: <https://www.chipublib.org/wp-content/uploads/sites/3/2014/06/CPL-strategic-plan-2015.pdf>

Community Assessment Design

In order to tailor our summer reading program to best fit our community, we need to look at its demographics, define its needs, and discover opportunities for collaboration.

Lincoln Square is a traditionally German ethnic neighborhood that has grown more diverse in recent years with an influx of Hispanic as well as Asian populations, such as Thai and Cambodian. The neighborhood houses the DANK Haus German American

Cultural Center, the Cambodian Association of Illinois, and the Old Town School of Folk Music, which hosts the annual Square Roots music festival on Lincoln Avenue. There are eight elementary schools in the area, as well as the North Shore Junior Academy, the Amundsen High School, and the DANK Haus German Language School for children and adults. Collaboration with these and organizations as well as information gathered from local youth centers would provide essential data for how we can focus our scope on helping the members of this community as well as creating and fostering beneficial relationships through our summer learning events and programs.

Project Goals and Objectives

World Music Theme

Goals: Teens to library; Reinvigorate programming through early learning; Provide family/intergenerational programs

Objectives: 1/wk Open SoundStudio (YouMedia Labs); Book club for Teens (Music theme); Intergenerational - ethnic instrument/dance workshops;

Outcomes: Enrich the community with exposure to diverse cultures through music, rhythm, dance, and performance. Encourage growth of 21st century skills such as creativity, critical thinking, and collaboration through invigorating and innovative programming not confined to traditional forms of reading and learning. Provide programming that is relevant and enticing to participants of all ages and generations.

Outputs: Teen-focused activities in order to increase teen participation, which will include a book club, a weekly Open Sound Studio, and music-themed programming as well as collaborative events with the Old Town School of Folk Music and the Square Roots music festival. Music-themed programs for children, better outreach, prize incentives and alterations to the challenge requirements to help raise enrollment of children in the summer reading program. Collaboration with local community centers and organizations to reach a wider audience and encourage more participation.

Program Outline

Join us this summer at the Sulzer Regional Library's Rock Around the World Summer Learning Program. From June 8 through August 31 we'll celebrate the rhythms and rhymes that connect members of our diverse community to one another and the outside world.

This free 12-week program has been designed for kids, teens, and their families to help foster lifelong learning, collaboration, and individual development through stimulating programs, activities, performances, community volunteer opportunities, and library materials about world cultures, music, and dance.

For children under 5, pick up a special early literacy piece at any CPL location. Families can complete this by keeping track of the way they talk, sing, read, write and play together. These are skills recommended through Every Child Ready to Read® @ your library®, a program of the Association for Library Service to Children and Public Library Association, divisions of the American Library Association.

For children 6 to 13, participants will be asked to:

- READ: Participants are asked to read 30 minutes a day, or the equivalent of 300 minutes read during the duration of the program.
- OBSERVE: In addition to reading, the participants will give a report about a song, performance, or dance they observed for the first time. They will be asked to give a description of what they saw or heard and what they thought about it and learned from it.
- DESIGN: Create a song, dance, poem, or musical instrument of your choice.
- ACCOMPLISH: Complete one Observe activity, one Design activity and Read for 30 minutes a day or more to earn a t-shirt you can wear that celebrates music! Then keep reading and learning to be entered into a raffle for an eReader or iPad.

14 and up:

- **READ:** Participants are asked to read 30 minutes a day, or the equivalent of 500 minutes read during the duration of the program.
- **OBSERVE:** Give a detailed report on an experience you had with a song, dance, poetry slam, audiobook, or performance. You need to give a short history or background on the source of the material. Participants are encouraged to visit the Old Town School of Folk Music located at 4544 N. Lincoln Ave.



(Old Town School of Folk Music in the Lincoln Square/Ravenswood neighborhood.)

- **DESIGN:** Create a piece of art; complete a Challenge Card with our Curiosity Kits; write a story or poem; design or build something. (Write, sing, or mix a song. Perform a song,

poetry slam, or lip sync in front of a live audience (can be family or friends!) Create your own instrument. Be creative!)

- ACCOMPLISH: Complete one Observe activity, one Create activity, and Read for 500 minutes to earn a book bag you can color yourself! Then keep reading and learning to be entered into a raffle for an iPad and speakers.

To join, visit the Sulzer Regional Library or register online. Participants will receive a Rock Around the World Summer Learning Program booklet with challenges designated for each age range from 0-18, as well as specific family-oriented activities. All participants are eligible to win prizes including free books, tickets for programs at Old Town School of Folk Music, credit for classes at School of Rock, and other music-related items. Families are eligible for larger prizes through demonstration of participation in family-oriented activities.

Featured programs for the Rock Around the World Summer Learning Program include:

- Lip Sync Contest
- Instrument “Petting Zoo” (Collaboration)
- Live Performances (Folk and World Music) (Collaboration)
- Little Bits Sound Studio (STEM, Tech)
- ACTION! Direct and Film Your Own Music Video (STEM, tech)
- Dance Contest
- Synesthesia: What color does a flute make? - Drawing and Music
- Music-themed Book Club
- Family Movie Nights: Showing of *Disney’s Fantasia* and other musicals
- GarageBand Remixing

Sulzer Regional Library’s Summer Learning Program is made possible through partnerships with the Chicago Park District, Chicago Public Schools, Old Town School of Folk Music, School of Rock, and DANK Haus German American Cultural Center.

Outcome-based evaluation logic model

Logic Model Worksheet

Name: Latrece Hunter-Singleton, Aimee Norris, Amanda Shively		Date: 22 April 2015
I. Situation: program partners and stakeholders		
What is the program's name?	Rock Around the World Summer Learning Program	
What partners are involved?	Little Fox Day School	
	Adler Schools	
	Rogers Park Montessori School	
	St. Matthias Elementary School	
	Queen of Angels	
	Amundsen High School Roald	
	Old Town School of Folk Music	
	DANK Haus German American Cultural Center	
Who are the program's stakeholders?	What does each stakeholder want to know? (Be sure to include yourself, your target audience, partners and any other stakeholders.)	
Librarians/library staff	Staffing, management of volunteers, responsibilities, outreach.	
Youth	Incentives (prizes), volunteer opportunities, activities.	
Parents	Education, family activities, time schedule.	
Teachers	Education, STEAM.	
Outreach agencies	Promotion, attendance, collaboration possibilities and outcomes.	
Parks	Collaboration possibilities, activities.	
Schools	Education, promotion, activities, STEAM.	
DANK Haus German American Cultural Center	Promotion, education, heritage, tradition, community outreach opportunities, activities.	
Old Town School of Folk Music	Promotion, education, outreach, local community events.	
II. Program planning: connecting needs, solutions, and results		
Who are the audiences?	Community of Lincoln Square/Ravenswood	
What are the needs of the audience?	Keep youth reading throughout the summer – ready for education next year in the fall, STEAM services and teen services.	

What are some audience considerations?	Provide more family and intergenerational programming, consider demographics and cultural diversity of the community, allow flexible hours and accommodations for patrons with special needs.
What solution fulfills the needs?	Flexible programming, assess the community through surveys, community meetings, advisory groups, and outreach.
What will be the desired results?	More middle-schoolers and teens at the library, as well as other patrons who do not normally frequent the library.

III. Logic model summary: program purpose statement	
We do what?	Provide music-themed programming, collaborative partnership events with local schools, community leaders, and businesses, and encourage children and teens to learn, grow, play, and participate in the summer learning program with incentives to complete the program.
For whom?	The Lincoln Square/Ravenswood neighborhood community.
For what outcome/benefit(s)?	In order to enhance, enlighten, and educate our community, our summer learning program, Rock Around the World, exposes our community to diverse cultures through music, rhythm, rhyme, and performances as well as celebrate what our own community has to offer.

IV. Program elements	
Inputs	Outputs (or counts)
Staff/Participants/Funding	Free program/Participation has increased/free t-shirts were awarded to middle-schoolers and teens who completed the program.
Teen-focused programs/incentives/goals	Higher teen attendance and interest in the library and what we have to offer.

STEAM and 21st Century Skills as a focus in program/activity creation	Patrons will leave the program with new skills and knowledge that is relevant and needful in todays workforce and education.
Activities	Outputs (or counts)
Square Roots Festival	Increased participation with middle-schoolers and teens, lasting connections with the community and local businesses and schools,
Library Programs/Old Town School of Folk Music	Participation increased with middle-schoolers and teens, collaboration with local post-secondary school.
Children’s Programming	STEAM and 21st Century Skills, increased participation, diversity education, help for listen-focused learners, better preparedness for school in the fall.
Teen Programming	STEAM and 21st Century Skills, increased participation, college and career readiness.
Family-Intergenerational Programming	Increased family attendance at library; Creating lifelong library learners/users
Services	Outputs (or counts)
Normal Library Services	Higher circulation, patron count, program attendance; foster lifelong connections with the community, advocacy through patrons.
Volunteer Opportunities	More teen volunteers, lasting connections with community and local businesses and schools; College and career readiness

Input → Output → Outcomes

Inputs	Music-themed, STEAM, and 21st Century skill-focused programming, supplies, resources, staff, collaboration and outreach with local businesses and schools.
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	Activities	Square Roots Festival; Library Programs; Old Town School of Folk Music; Children’s Programming; Teen Programming; Family/Intergenerational
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Outputs		Programming
	Participation	Librarians/Library Staff; Partners; Stakeholders; Parents; Youth; Teens; Teachers; Outreach Agencies; Parks; Schools

Outcomes	Short	Increased participation in Summer Learning Program; Increased youth and teen reading and learning habits (time AND page count;)
	Medium	Increased participation in other library ventures (Winter Learning Program, regular programming, volunteer programs;) Youth return to school with lesser effects from summer slide; Increase in teens and teen participation at the library; High interest in and visible impact from STEAM 21st Century skill-focused programs.
	Long	More invested/engaged lifelong library users; More invested/engaged participants in the Lincoln Square/Ravenswood neighborhood, college-ready teens, higher performing students, and visibly effective early literacy impact.

<p>Assumptions</p> <p>Participants will follow-through on program; Community organizations will report back on changes in community behavior (i.e. teachers will note students' readiness in fall)</p>

<p>External Factors</p> <p>Time ("competing" with other summer activities); Transportation; Financial capabilities to give out appealing incentives/become involved in interesting collaborations</p>
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