

Librarian's Shelf
Rachelle McPhillips

Libraries Rock On

Young adults entering 7th through 12th grades are encouraged to read, read, read for chances to win prizes in the Columbus Public Library's teen summer reading program that runs until August 3.

Registration is complete and the regular summer activities are over, but Monday, July 30 through Friday, August 3 teens who visit the library and read here for one hour can earn additional chances in our summer reading prize drawing. For those who read five hours on their own and up to two hours here at CPL, they can add five tickets to the prizes of their choice. Winners will be drawn and contacted the week of August 6.

Summer has rocked in the Teen Space with chances to participate in challenges, opportunities to craft, and visits from artists who express themselves in different ways.

This summer in the Teen Space, young adults spent an afternoon challenging themselves to various tasks in sixty seconds or less. They tried to move cookies from their foreheads to their mouths without using their hands, stack a number of sugar cubes on craft sticks they had to hold with their mouths, and transport cotton balls across the room using their noses. They came back for another challenge, this one in the style of escape rooms. The day's snacks were locked in a room and participants had to work together to solve puzzles that led them to the key. Once inside, they were able to defuse the hunger bombs in their bellies.

We got crafty this summer using some unusual materials. In June we used Keri Smith's "Mess." This book instructs the reader to journal in interesting ways by saving strange things like pencil shavings or rubbing dirt right on the pages. Later we used old CDs to make sparkling scratch art and tin cans to make our own wind chimes.

Teen summer readers made music with special guest Michael Fitzsimmons. They played with rhythms using their names and worked in groups to compose music that told a story with drums. Later that week, patrons learned about graffiti as an art form and where and when it is appropriate. Participants created their own art using the concepts and techniques they'd been shown. Just this last week in the Teen Space, young adults met with two henna artists who created beautiful, personal designs for each visitor.

Summer fun doesn't end when the summer reading program concludes. Year-round the Teen Space is home to technology like Cubelets, littleBits, Makey Makey, Ozobots, Sphero SPRK+, and more. The space offers a variety of board games and crafts visitors can use while hanging out or socializing with friends. Eight computers and a number of iPads provide access to educational resources and popular games. The Oculus Rift virtual reality equipment has been another popular feature on the second floor of the library. Additionally, our makerspace has open hours now and can also be booked with our "Book a Librarian" program.

For more information about young adult services or the library's makerspace, please call Rachelle at 402-562-4201, email rmcphil@columbusne.us, or stop in and say hi. Information about all library programs and services is available at www.columbusne.us/library.