The Mission of the 21st Century Library Drafted by: School Library System, Onondaga-Cortland-Madison BOCES Syracuse, NY – Oct. 2008

The 21st century library is a learning commons – a shared learning space where learners come together in their pursuit of knowledge and understanding of themselves and their world. Their work in an information-rich environment requires curiosity, passion, tolerance, and persistence in order to navigate, organize and make sense of information so that learners can create knowledge that is of significance.

A "library" includes those physical and virtual spaces (including library classrooms, videoconferencing/production space, computer labs, outdoor courtyards, website, portals) that are designed by the school to promote information literacy and technology as well as appreciation of aesthetics.

Evidence that a learning hub exists includes (but is not limited to) the following characteristics:

- 1. The walls of the space
 - a. Evidence of student learning on tasks designed by the classroom staff as well as independent journeys crafted by the students
 - b. Clearly state the expectations and curricular goals (AASL, ISTE) for the shared space so that learning is possible for everyone within it and people operate in an ethical, responsible manner
 - c. Color of and text on the walls are conducive to learning calming, inviting, thoughtful affect on the learner
- 2. The organization of the furniture, equipment and technology
 - a. Comfortable chairs that invite learners to stay and read
 - b. Different organizational setups to promote different types of learning: collaborative space for dialogue and problem solving; solitary space for intense study, reflection, reading; conference space for mini-lessons, meetings, and forum; class space for when a whole class is working together on a given task
 - c. Tools that are designed for learners to use to facilitate their shared thinking and knowledge construction laptop/LCD to project their thinking; flip charts/markers, post-it notes and scrap paper; access to copier machine; access to wikis, blogs, shared electronic resources; ability to transport their work to and from school (portable media devices, email accounts for students, remote access to work from home); access to computers (lab, mobile laptops)
- 3. The organization of exhibits
 - a. Connections organized around themes and topics currently being explored in curricular and co-curricular areas
 - b. Exhibits (virtual or in the library space) that are highly responsive to what is going on in the world today (both in the school and literally in the world)
 - c. Exhibits designed around student interests, preferences, talents

- 4. The access to tools, resources, materials
 - a. Signage that clearly demarks sections of the space so that it sponsors independent navigation (this applies to the library website as well)
 - b. Prominent display/access to established procedures for: navigating nonfiction text, computer searches, research process (Big 6), citing sources, asking questions, ethical and responsible use of information
 - c. Consistent review of access policies to ensure that students are sufficiently trained in the use of current electronic resources that are prevalent in post-secondary life (education, workplace, and social interactions)
 - d. Consistent formal and informal learning opportunities to independently navigate electronic resources and data manipulation tools (both new ones and more established ones)
- 5. The communication of learning
 - a. Ability for students to communicate with one another directly either through the exchange of ideas and information in dialogue or through the posting of learning (creation of wikis, blogs, book reviews, podcasting)
 - b. Opportunities to showcase student learning through formal and informal demonstrations/performances
- 6. The policies
 - a. Clear policy for acceptable use of technology that is enforced and tended to by all users of the space
 - b. Restricted access to sites are based on a constant balance of the ability of learners to navigate space pursuing their curiosities/exploration with the responsibility to block them from places they should not be
 - c. Circulation policy (both how many and also access to sources not currently available on site) encourages every learner to check out those materials they want to explore
 - d. Implementation of cyber-safety curricula to protect students from bullying, scams, harassment, identity theft