

Coding Initiative in Wisconsin Public Libraries

Tech Days 2016

September 14--Franklin Public Library

September 22--Fond du Lac Public Library

Initiative Coordinators

Ryan Claringbole



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What IS Coding?



When we say "coding," we mean not only coding and computer programming, but also **coding as a literacy**, as the ability to apply **computational thinking for problem solving and stimulating creativity**. More than anything, we want to increase awareness that coding concepts are for anyone and everyone.



[Coding Video](#)

What does coding in public libraries look like?



Hour of Code

Two eager students puzzle over the solution to a Star Wars coding game in downtown Seattle's Central Public Library during last December's global Hour of Code event

Source:

<http://www.gamesandlearning.org/2016/01/11/hour-of-code-reflects-diverse-interest-in-learning-coding-skills/>

Library Staff



Attendees learn CAD modeling in the COLab at the 2016 Public Library Association Conference in Denver.

Source:

<https://americanlibrariesmagazine.org/blogs/the-scoop/pla2016-lessons-makerspaces-coding/>

Workforce Development

Louisville (KY) Free Library's Code Louisville, a 12-week program for adults using Treehouse learning.

Source:

<http://www.courier-journal.com/story/news/local/2014/10/30/federal-grant-will-help-louisville-age-ncy-promote-computer-coding-training/18188337/>



Geek Girl Camp

The Fayetteville Free Library's (NY) week-long Geek Girl Camp gives elementary-age girls the opportunity to learn and play in various STEAM fields all in one location – the library!

Source:

<http://publiclibrariesonline.org/tag/fayetteville-free-library/>



Teen-Led Coding

Two teens start “Coding for Kids” program at Silicon Valley libraries

Source:

<http://www.slj.com/2014/11/public-libraries/two-teens-start-coding-for-kids-program-and-teach-at-silicon-valley-libraries/>



Coding Self-Study

Berkeley Public Library hosts self-directed study sessions that generally have no scheduled itineraries and all programming languages and skill levels are welcome from complete beginners to experienced programmers.

Source:

<http://publiclibrariesonline.org/2016/03/breaking-barriers-how-one-library-is-making-coding-more-accessible/>

Code Self Study

Self-directed study sessions for all skill levels from complete beginners to experienced programmers. Just bring whatever tutorials, books, courses, or projects that you're working on & self-identified experts can help the beginners.

There are no limits on what languages or technologies group members can study but many focus on Python, JavaScript, HTML5, and data science.



Coder working on a laptop -
Image adapted from one by
flickr user hackNY.org

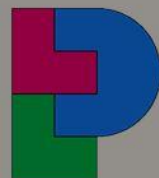
For more information visit

<http://codeselfstudy.com/> and http://codeselfstudy.com/wiki/Main_Page

Wednesdays, Jun 24 – Dec 30 @10AM-1PM – 1901 Russell St.

**What does coding in
WISCONSIN
public libraries look like?**

Ozobot Coding



Lester Public Library

1001 Adams Street Two Rivers, WI 54241 (920)793-8888 | Contact Us



Coding Wednesdays

Play easy and fun coding games to learn basic coding concepts. For 5th Grade and up.

Second Wednesday of each month.



Tween Scene Coding Classes

Special Tween Scene: Hour of Code classes will be held in the Digital Media Lab. Tweens will learn valuable skills while having fun coding with friends.



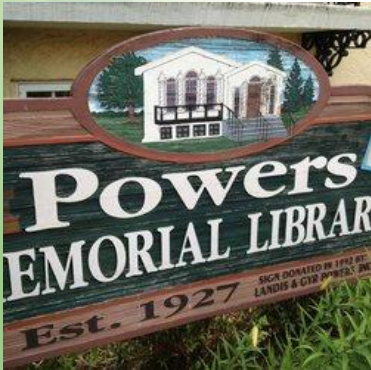
Scratch Drop-In Program

Drop in Scratch Programming Session Monday, August 15th 1-2pm. Geared to 16 years old and under. No previous programming skills are required! Come give it a try!



All Ages Drop-In Activity

The MakerSpace area is open every Thursday afternoon from 3:30 - 7:00 p.m. Everything from 3D Printing, Robotics, LEGOS, CNC Milling Machine, scrapbooking, Raspberry Pi, Snap Circuits, littleBits, and so much more can be found there. Let your imagination soar!



Palmyra, WI

Tenants with Skills

Proto, a non-profit makerspace organization, leases space in Brown County Central Library through an arrangement in which they teach library users programming skills with Arduino and Raspberry Pi.



Volunteers with Skills

Please fill out the following form in relation to your interest in helping with The Bubbler program at Madison Public library.

- Maker (3D printing, arduino, raspberry pi, etc.)
- Media Lab (animation, game design, music, etc.)



LEARN. SHARE. CREATE.
Madison Public Library's
The Bubbler



WiLS World: An Intro to Coding With the WorldCat Search API

Join Steve Meyer from the OCLC Developer Network for a beginner-level session that will take you from programming concepts to hackathon participant in a single day. We'll spend the first part of the day walking through the building blocks of coding a simple search interface for the WorldCat Search API. In the afternoon, we'll help you use that knowledge to add more functionality to that interface, creating your own working search application.



WisCODE Literati

WisCode Literati was started as a project of ILEAD USA- Wisconsin by a group of librarians interested in problem solving, technology, and learning.



<http://www.wiscode.org/>

Kits + Resources

Coding Basics for Adults

The basic knowledge of how lines of code create the digital worlds we explore every day is becoming a fundamental digital literacy. Get an introduction to the basics and learn how you can build your coding skillset. Registration is required.



Hour of Code for Kids

The Hour of Code is a global movement reaching tens of millions of students in 180+ countries. Spend an hour with us learning code and join the movement! Limit of 12 students per class - registration required. Grades 3-5.





Let's Move Beyond Silos of Success

Why?

Coding will likely
be a curriculum
requirement

Coding
benefits
the
work-
force

Coding
feeds
curiosity
and
empowers

Coding is a
form of literacy

Coding technology
isn't going away

Coding is
both
concrete
and
creative

Coding
is for
all ages

National Focus on Coding in Libraries

Libraries Ready to Code:

A new project of the American Library Association

- Focused more on K-12 partnerships and programming, less on awareness
- Talking with Wisconsin about the Coding Initiative

State Focus on Coding in Libraries



Wisconsin is leading the way with its statewide effort to assist public libraries with coding training, contacts, and tools.

Coding Initiative in Wisconsin Public Libraries

Through LSTA funding, the Division for Libraries & Technology is doing a multi-year coding initiative focusing on awareness of coding (computational thinking) for people of all ages, including library staff.

Coding Year 1

- 2016-2017
- Awareness campaign
- Needs assessment and resource development
- Establish partnerships
- Host public library screenings of the documentary CODE: Debugging the Gender Gap

CODE: Debugging the Gender Gap



Free public screenings of this documentary are scheduled at 20 Wisconsin libraries in the upcoming year

Coding Year 2

- 2017-2018
- Continue with awareness campaign and resource development
- Sandbox Projects
 - Integrated teams explore coding with library staff, patrons, and system members
 - CE opportunities
 - Technology purchases


Coding Year 3

- 2018-2019 (dependent on funding)
- LSTA competitive grant category for public libraries and systems
- Evaluate initiative
- Develop sustainability plan

Goal: Awareness

- What do we mean when we say “coding project”?
 - Computer science and computational thinking
 - Coding as a literacy
- For anyone and everyone
- Add Wisconsin dimension to national efforts

Goal: Partners

- Help libraries to identify local organizations and individuals
- Connect libraries with schools regarding computer science curriculum
- WisCode Literati  WisCode Literati
DREAM BIG. LEARN CODE.
- YOU!

Drop Us a Line...of Code

```
17 string sInput;  
18 int iLength, iN;  
19 double dblTemp;  
20 bool again = true;  
21  
22 while (again) {  
23     iN = -1;  
24     again = false;  
25     getline(cin, sInput);  
26     system("cls");  
27     stringstream(sInput) >> dblTemp;  
28     iLength = sInput.length();  
29     if (iLength < 4) {  
30         again = true;  
31         continue;  
32     } else if (sInput[iLength - 3] != '.') {  
33         again = true;  
34         continue;  
35     } while (++iN < iLength) {  
36         if (isdigit(sInput[iN])) {  
37             continue;  
38         } else if (iN == (iLength - 3)) {  
39             continue;  
40         }  
41     }  
42 }
```

Notify us about:

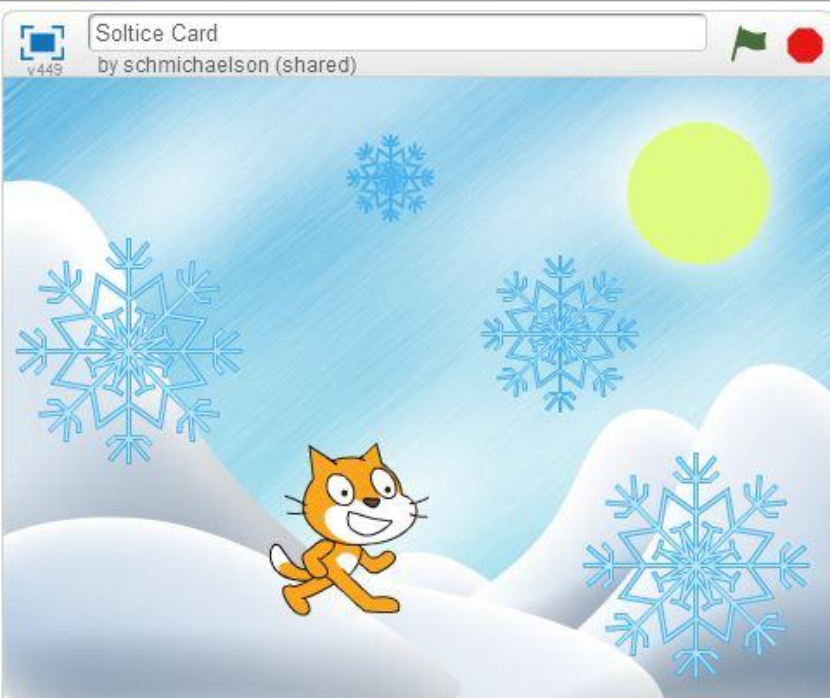
- Your programs
- Your partners
- Your resources
- Your needs
- Your wishes

Code Curious?



WANTED:
Libraries and
systems to play
in the coding
sandbox during
Year 2.

Hour of Code



X: -44 Y: -180

Sprites

New sprite:

Stage
3 backdrops

Sprite1 Snowflake Snowflake2 Snowflake3 Snowflake4

New backdrop:

Scripts Costumes Sounds

Motion Looks Sound Pen Data Events Control Sensing Operators More Blocks

when clicked

move 10 steps

turn 15 degrees

turn 15 degrees

point in direction 90

point towards mouse-pointer

go to x: -40 y: -81

go to mouse-pointer

glide 1 secs to x: -40 y: -81

change x by 10

set x to 0

change y by 10

set y to 0

when this sprite clicked

say Happy Soltice! for 2 secs

switch costume to hat3

switch costume to costume1

switch backdrop to gingerbread

wait 3 secs

switch backdrop to slopes

Questions?

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