

21st Century Learning Lab Locations

The following 12 locations have been selected as part of the first round of a national competition to plan and design 21st Century learning labs in libraries and museums around the country.

San Francisco Public Library

San Francisco, CA

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The San Francisco Public Library along with its partners, Bay Area Video Coalition, California Academy of Sciences, and KQED, will begin planning for a new Teen Center/Learning Lab, which will include both physical spaces as well as a shared virtual platform. The planning process will engage numerous organizations and youth leaders in a series of workshops and pilot activities, creating a vision for participatory learning, a citywide model for collaboration, a conceptual design for a Teen Center, and a sustainability plan. By leveraging the expertise and resources of four leading organizations in the city, the library's goal is to bridge the digital divide in San Francisco's youth community; promote digital media literacy; convert digital media consumers to producers and media makers and innovators; develop leaders in civic engagement, social change, and community; create a sustainable partnership model; and prepare youth for the technology job market of the future.

Rangeview Library District and Anythink Libraries

Thornton, CO

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Rangeview Library District and its Anythink Libraries will support a digital learning lab project at the Anythink Wright Farms branch in Thornton, Colorado. This location will become a model lab for a teen support center of digital creativity and communication. Anythink will partner with the University of Denver School of Library and Information Service to provide internships, and will extend existing partnerships with other community and business organizations to support this project. Anythink Wright Farms is close to two middle schools and one senior high school. Although 30 percent of the county's population is under 18, there are limited services and support for teens in the County and few places to engage in creative projects and learning. Throughout the assessment and planning stages, the team will spend considerable time researching the community, the Chicago YOUmedia project, and informal learning.

Howard County Public Library

Columbia, MD**Contact:** Christie Lassen

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Howard County Public Library, in Columbia, Maryland, along with partners The Institute of Learning Innovation and MindGrub Technologies, LLC, will develop a Learning Lab for youth ages 11-18 at the Savage Branch library. Staff at the branch and system levels have identified the need for a dedicated space and activities to meet the increased usage of the library by teen customers, and to deliver effective, informal, learning involving digital media. The project will engage youth in the design, planning, activity selection, ongoing evaluation of the lab.

Mentorship and expertise will be delivered by both youth and adults who will interact with teach and guide lab participants in using new and emerging media and technology, while emphasizing youth-directed interests. This youth-centered approach hopes to result in enhanced technical knowledge, strengthened independent learning skills, and foundations for the pursuit of higher education opportunities and jobs.

St. Paul Public Library**St. Paul, MN****Contact:** Sheree Savage

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The Saint Paul Learning Labs Project will enable Saint Paul Public Library and its partner, the Saint Paul Parks and Recreation Department, to create a comprehensive plan integrating best practices for digital engagement for youth. The project will include a shared facility, a mobile lab, and the online iRemix portal. The library will draw on the strengths of the extensive network of out-of-school-time organizations in Saint Paul to create learning objectives and measurement tools based on the “learner, contributor, navigator” framework for youth development currently in use across the city. In the city of Saint Paul, 25% of the population is under 18, 72% of this student population qualify for free or reduced lunches and 36% are English language learners. These new spaces will help provide safe, resource rich environments where youth, especially “at risk” urban youth, can “hang out, mess around, and geek out” on projects that help them gain 21st century skills.

Kansas City Public Library**Kansas City, MO****Contact:** Henry Fortunato

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The Kansas City Public Library, in Missouri, in partnership with Science City at Union Station, will plan and design the components for a Learning Lab to be housed at Union Station and a mobile outreach component that will serve teens throughout the metro area. Throughout the

process, the partners will establish a leadership planning team composed of key staff from the two institutions, a project coordinator, teen leaders, and advisory members from the community. Middle school and high school youth in urban areas of Kansas City face a drop-out rate of 48% and struggle with issues of poverty and violence. This program will assist teens to create positive personal stories and become leaders through the opportunity to serve as peer mentors, engage in the planning and implementation of the Learning Lab, and receive valuable learning experiences from adult mentors.

New York Hall of Science (NYSCI)

New York, NY

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The New York Hall of Science in Queens, New York, will plan and prototype a youth-centered, community-engaged Digital Making program within the museum's new Cognizant Maker Space. Digital Making is a program that will empower diverse groups of middle- and high-school youth to investigate and communicate science, technology, engineering, and math (STEM) topics through digital media including sound, video, and games. The programs will be generated by museum staff, Makers in the community, and community organizations. The target population for this project is the museum's local Queens neighborhood, which includes vibrant communities of first- and second-generation Americans. The Digital Making program hopes to ensure these students have the clearest possible pathway to futures in the sciences, technology, engineering and mathematics, and can participate as fully informed citizens.

Columbus Metropolitan Library

Columbus, OH

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The Columbus Metropolitan Library, in partnership with the Columbus Museum of Art, Franklin County Historical Society (Center of Science and Industry), WOSU Public Media, and Wexner Center for the Arts, will plan and develop a system of teen learning labs across the city of Columbus, Ohio. The labs will use 21st century digital media tools to enhance learning and create a collaborative community of teens. The partners will be guided in their efforts by a teen design group to create a connected system of opportunities for teens across the city, using existing or planned learning lab spaces at each of the partner organizations. The individual assets of each organization will be used to provide Columbus teens with a more coordinated system of lab space and programming that provides access to a wide variety of technological experiences and facilitate collaboration across programs and neighborhoods.

Oregon Museum of Science and Industry (OMSI)

Portland, OR

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The Oregon Museum of Science and Industry in Portland, OR, in partnership with the Multnomah County Library, will convene expert advisors, community advocates, and a teen advisory council in an in-depth planning and design process for the implementation of a hands-on Community Maker Center. Once completed, the space will be a resource youth to gain the 21st century skills needed to participate in a productive civic life. A Teen Advisory Council will inform and collaborate on plans for the design and operation of the Maker Center. In response to a near 20% drop-out rate in Portland Public Schools, the Maker Center will align with Ninth Grade Counts, an effort to connect youth entering grade nine with the support they need to begin high school on the right track. Local youth will have opportunities to engage in creative activities, be valued as resources, and work with adult role models. Project partners include Ninth Grade Counts, Multnomah Youth Commission, FIRST (mentor-based programs that build science, engineering and technology skills), TechShop and Oregon Mentors.

**Da Vinci Discovery Center of Science and Technology
Allentown, PA**

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The Da Vinci Discovery Center of Science and Technology in Allentown, Pennsylvania, will partner with the Allentown Public Library to create a virtual studio environment for youth engaged in digital media and science, technology, engineering, and mathematics (STEM) activities. Participation in the virtual environment will be supported by face-to-face outreach programs. Tools for the creation of digital content will be available on loan from the library. The Virtual Studio Project will be governed by youth and staff together and much of the Learning Lab infrastructure will be created by the participants. Participants will be drawn from grades 8-12 in Allentown City schools and rural schools of Lehigh and Carbon Counties. Students in this economically distressed area generally lack strong school media programs or other supports for media learning. The Virtual Studio will establish an ongoing opportunity for learning, creativity, and self-expression.

**Free Library of Philadelphia Foundation (Free Library of Philadelphia)
Philadelphia, PA**

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The Free Library of Philadelphia Foundation will work with a variety of local organizations to develop a comprehensive plan for a digital media Learning Lab in the new Parkway Central Library. The lab design will be based on current research, teen focus groups, input from local

partners, expert consultants, and staff experience. The collaborative planning process will emphasize the library's role as a community resource and support the library's many partnerships with local organizations that provide programming and services to teens. In Philadelphia, 33% of youth under the age of 18 live below the poverty level and 48% of city residents do not have access to the internet at home. The Learning Lab will directly address youth needs for free, convenient access to new technologies, supportive mentors, and engaging, interest-driven programming.

Nashville Public Library Foundation

Nashville, TN

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Nashville Public Library, in Tennessee, will begin planning a Learning Lab to support a city-wide focus on youth and move youth beyond exposure and initial engagement with media, information, and technologies to activities of production, learning, and expertise-building. The planning team will be joined by teen constituents and volunteers, teen T.O.T.A.L. (Totally Outstanding Teen Advocates For The Library) staff, and professionals from Nashville's vibrant creative community to ensure that both the environment and offerings of the learning lab align with current research on teen learning and engage middle- and high-school teens in meaningful, relevant ways. The library will use the Youth Speaks Nashville program as a model for effective engagement.

Museum of Fine Arts, Houston

Houston, TX

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The Museum of Fine Arts, Houston, will plan and design *hang@mfaah.org*: *Houston.Art.New.Generation*. *Hang@mfaah.org* will be a place where young people can learn about themselves, digital media, and art in an out-of-school museum setting, with a mentor and community of peers. The lab's primary audience will be from the Houston Independent School District—the largest public school district in Texas and the seventh-largest in the United States, serving more than 47,000 students, nearly 80% of who are considered economically disadvantaged and 63% considered “at-risk.” The project team will combine best practices in the field of museum and technology education to help bridge the digital divide. The museum will work with the Glassell Junior School (Part of the Glassell School of Art) in this endeavor.