



Guess who's back... back again!

Yes! Teen Librarian Monthly is back (tell your friends) from an unannounced and frankly unexpected two month break! I do apologise, I had my Library refurbished over the summer holidays and did not have the time to put TLM together. I do however now have a totally amazing library which is almost as good.

I hope that the Summer Reading Challenge was a success in public libraries and if you ran any teen specific events please do let me know! For the school librarians that had a summer break I hope that it was brilliant!

This month's edition of TLM carries a quick reminder about International talk like a Pirate Day, a day that I enjoy wearing my Piratical hand puppet and promising new students that they will walk the plank if they don't return their library books.

There is also the exciting news that Star Wars Reads Day is now officially celebrated in the UK courtesy of The Reading Agency.

School Librarian Melanie Chadwick has shared news about a Zombie Party that she ran for Halloween last year, and with that auspicious date fast approaching it sounds like an awesome activity that can be run in both school and public libraries.

I am showcasing a card game based around the Dewey Decimal System that I have been working on for a while, if you are a regular visit to my site you may have come across it already but if not, I have included the rules and a link to where you can download your own decks.

Staying with gaming, Wizards of the Coast have made the basic Dungeons & Dragons rules freely available to download.

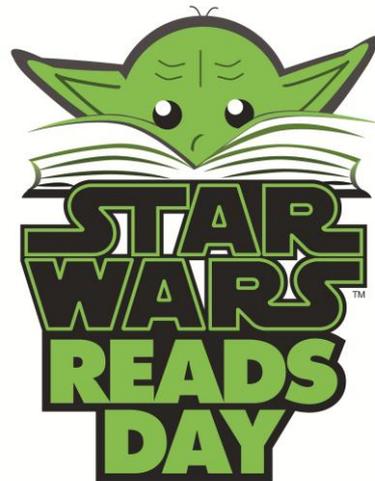
On the technology front, the Young Adult Library Services Association has unveiled a smartphone app for both the Android and iPhone platforms.

Finally this month, the Literacy trust and the ALCS have teamed up to offer a journalism competition for secondary schools.

Yarr!

A quick reminder that this Friday the 19th September is International Talk like a Pirate Day – that one day a year when we can gloss over the wanton brutality and cruelty on the Spanish Main and in the Caribbean and dress like Captain Jack Sparrow and affect a piratical accent for much of the day.

For more details please take a look at:
<http://www.talklikeapirate.com/>



I am pleased to announce that Star Wars Reads Day (now in its' third year) has officially hit the United Kingdom, by way of The Reading Agency and will be celebrated on the 11th October.

The Reading Agency is running a competition for the best display and a tie in activity for Chatterbooks groups.

Find out more information here:
<http://bit.ly/1m5vaEu>

You can also find a ton of free resources at the American site here: <http://bit.ly/1nNNjF8>

My library used to have a book about introverts

Unfortunately it was withdrawn

Zombie Party

We had a very successful zombie party to celebrate Halloween in the library last year with a bunch of year 9 and 10s. It was an old-fashioned party with games and Halloween themed music which the kids picked, but the kids loved it. I printed out a huge poster sized zombie using the multiple page feature in Paint which greeted people as they came through the door (I ran a speech bubble competition in the run up to Halloween). Our zombie then was used as one of our party games – pin the organs on the zombie, using brains, liver, heart etc.

Another popular and noisy game was a throw the body parts into the bucket relay race, using limbs bought from the £1 shop. We also had a zombie apocalypse challenge where teams had to select 5 items from a selection I had brought in which would help them survive – items included sleeping bag, boots, torch, matches, tinned food, seeds, cricket bat etc. It was great to see the arguments involved in deciding which would make the best choice. I had rated all the items myself beforehand and the team with the largest score won (in theory), however I added points where the team could make the case for an item being more important than my rating suggested. I had all the kids doing a zombie shuffle along the catwalk to the tune of thriller which was hilarious. Along with a big display of Horror books, this made an impact on our book lending. A few jelly eyeballs and chocolate skulls, some cakes and some drinks topped it off. The old ideas can sometimes be the best.

Melanie Chadwick

The Dewey Decimal Card Game

For the past few months I have been tinkering with ways of teaching the Dewey Decimal Classification System to my students in a manner that does not make their eyes glaze over.

I am a bit of a stereotype as a Librarian inasmuch I love Dewey and what it does, but will admit that to the casual user it can seem a bit complicated and confusing in places.

To that end I have designed a card game that can be used from Year 7 and up. It is currently called the Dewey Decimal Classification Card Game but that lacks a certain *je ne sans quoi*, so if anyone comes up with a blinder of a game name please let me know!

I made test prints to see what they would look like and decided that the cards were a bit too stubby, so I lengthened them slightly as can be seen in this comparison between a first

and second generation card.



These are the first eight cards I made, four from the Picture Deck and four from the Dewey Deck.



There are two decks, a Picture Deck and a Dewey Deck, with 32 cards in each.



Each card is unique and has been created with posed Lego minifigures. I am currently designing supplementary cards which I will make available as soon as I am able.

Contents:

Each game set should have two decks, a Dewey Deck and a Picture Deck consisting of 32 cards each.

There should also be game rules, please note that players are welcome to adapt the

game to the players.

Players encountering the Dewey Decimal Classification System for the first time can play the game using the main classes at the top of each card and at the end of the game get an extra point if they match up the Picture Card with the correct Dewey Card.

Advanced gamers and Librarians can play using the subject specific Dewey Numbers at the bottom of each card

Game Rules

Card Game:

- Shuffle the decks but keep them separate
- The aim of the game is to have no cards from either deck by the end of the game
- Deal out both decks to people playing the game
- The Picture Decks must remain face down in front of the players
- All players must hold their Dewey cards
- The person on the left of the dealer flips their first Picture Card (face up)
- If the player to the left of the player that flipped the Picture Card cannot match it with a corresponding Dewey Card they must pick up the card and place it in the middle of their Picture Cards
- If the player can match the Picture card with a Dewey Card then the two cards are placed face up next to each other in the middle of the player circle
- This continues until a player runs out of Picture Cards
- When this happens the Player with no Picture Cards must put down a Dewey Card and gameplay starts to go anti-clockwise
- At this point players must swap their Picture Decks for their Dewey Decks
- If the person to the right of that player cannot match a Picture Card to a Dewey Card then they must pick up the card
- If a player runs out of Dewey Cards then the game reverts to the clockwise direction using Picture Cards
- Gameplay can continue until all the cards are used or until a player runs out of both types of cards

Book Hunt:

- This uses only the picture cards
- Deal random cards from the Picture Deck to students and ask them to find a relevant book that will match up with the card
- The winner is the student that finds the most books

Memory Game:

- Place both decks of cards face down on a table
- Flip one Picture Card and one Dewey Card
- If you can match the Picture Card and the Dewey Card put them together, if not flip them face down again and try to match another two

You can download the beta deck and rules here: <http://bit.ly/1osm4x2>

Please note: the game is still in active development and as such the rules and cards may change with little to no warning. The game is stable enough to play.

The game is free to download, use and share but please credit Teen Librarian as the originating source if sharing with colleagues.

If you would like to offer comments, criticisms and suggestions on how the game can be improved, please let me know!

Basic Rules for Dungeons & Dragons

Are you considering starting a D&D Group in your Library but do not want to start buying the required gear until you are sure that you know what you are doing?

Well there is good news!

The Wizards who live on the Coast have made the Basic Rules for Dungeons & Dragons free to download as a PDF (over 100 pages, in fact) that covers the core of the game. It runs from levels 1 to 20 and covers the cleric, fighter, rogue, and wizard, presenting what we view as the essential subclass for each. It also provides the dwarf, elf, halfling, and human as race options; in addition, the rules contain 120 spells, 5 backgrounds, and character sheets.

The Basic Rules document is divided into three parts.

Part 1 is about creating a character, providing

the rules and guidance you need to make the character you'll play in the game. It includes information on the various races, classes, backgrounds, equipment, and other customization options that you can choose from. Many of the rules in part 1 rely on material in parts 2 and 3.

Part 2 details the rules of how to play the game, beyond the basics described in this introduction. That part covers the kinds of die rolls you make to determine success or failure at the tasks your character attempts, and describes the three broad categories of activity in the game: exploration, interaction, and combat.

Part 3 is all about magic. It covers the nature of magic in the worlds of D&D, the rules for spell casting, and a selection of typical spells available to magic-using characters (and monsters) in the game.

Grab them here: <http://bit.ly/1qYi3H5>

YALSA Teen Book App

Find the best books and media for teens, as selected by library staff and educators across the United States! The Teen Book Finder, generously funded by a grant from the Dollar General Literacy Foundation, offers easy access to the titles honored *sic* each year by the Young Adult Library Services Association, a division of the American Library Association.

The Teen Book Finder allows users to search for books by title, author, genre, award, or list; create a reading list with the favorites *sic* button; share what you're reading on Facebook and Twitter; and find a copy of the book in your local library, all from one screen! Not sure where to start? YALSA offers three different book titles as hot picks on the homepage each day.

For Android: <http://bit.ly/1r172A1>

For Apple: <http://bit.ly/1uzG5r8>

My Words, My World: a Journalistic Writing competition for Secondary Schools

The Literacy Trust has teamed up with the Authors' Licensing and Collecting Society (ALCS) to bring secondary school teachers and librarians a competition and resources that aim to engage young people with writing and provide interesting opportunities for teaching and learning around copyright law.

The challenge: students must put themselves in the shoes of a journalist and research and write a feature article for a newspaper or magazine on an issue that they're passionate about.

To ensure that the competition task is flexible and can be easily integrated into class time students can work individually or in a group of up to three, and we have not placed any restriction on the topics that students choose to write about (although you may wish to do so!).

Entries will be reviewed by a judging panel of journalists and teachers and the winning article will be featured in children's newspaper First News, providing a real purpose and (huge!) audience for the students' writing.

The winning entry will be chosen by a judging panel that includes journalist and blogger Maurice McLeod, First News Editor Nicky Cox journalist and editor of The Day Ian Irvine. The student(s) selected will win some fantastic prizes, including:

For themselves: Book vouchers and a tablet computer

For their school: A journalistic writing workshop from Bim Adewunmi, professional journalist and Guardian Masterclasses tutor.

The winning article will also be featured in children's newspaper First News, with an audience of over 1 million young people!

For full details and to register, follow this link: <http://bit.ly/1uMfo46>

Write for Teen Librarian!

All submissions of articles, reviews & ideas are welcome and can be sent to: teenlibraryservice@gmail.com

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