

Class visits P1 – P3 Sample Session

Arrange Session and set up space as per guidelines

Practice age appropriate stories / books/ rhymes / songs beforehand

Keep books and props / puppets in a story bag or story box

Use musical instruments if you are comfortable doing so

Be relaxed and friendly. Encourage questions throughout.

Start:

Open by welcoming all the children - you could use a welcome song if you choose. Introduce self – “Hello my name is (). Welcome to () library today”

Intro:

Lead a fun informal Question and Answer session:

Talk about joining the library

Has anyone here been to the library before?

Do any of you have a library card? (Show sample Library Card)

How old does someone have to be to get their own card?

How much does it cost to join the library?

Show the membership card

Show the registration form

Talk about lending materials

What is a library for?

Talk about borrowing (check they know what borrowing means)

Show different types books e.g. Books – Fiction and Non-Fiction,

Show other lending items e.g. Story Tapes, DVDs, Videos etc

Talk about finding what you're looking for

Library layout

Using the catalogue

Asking for help from staff

Requesting a book (If you can't find what you're looking for you can ask if the library can get it for you.)



Talk about services / activities

What do you think people can do in the library?

Talk about services

Using Computers:

E-mailing

Using the Internet

Typing documents

You could also include photocopying which will be familiar to them from school; faxing may be too much of a new concept for them

Talk about Activities

Rhymetimes

Storytimes

Book clubs

Writing Groups

Activity:

First visits should be used to explain the library using a chatty Q & A format and providing a tour where practical.

To introduce a tour show children actual items such as a carefully selected Adult fiction (open it up to show it doesn't have pictures) or non-fiction (e.g. a gardening book). The covers of the books should be appropriate to show children i.e. not scary.

Show children images of equipment your library may have e.g. a photocopier / fax machine / PCs etc

Let the children know you will all be walking round together to see if they can spot these items anywhere.

Ask the children to line up behind you in pairs and form a "train" to walk round the library looking at the different items and resources you can find in the library.

Before starting the tour it is good to ask the children what they think other customers are doing in the library (you should let the children know that people are reading or studying) so the children need to "ride the train quietly".

Middle:

When you return to the children's section (your starting point) you should invite everyone to sit down again. Ask them if they like books and stories. If they say yes – tell them you are going to read them one while they visit you, if they say no tell them you really like stories and are going to let them hear your favourite one and then maybe they'll love stories too.

Read a short book or an extract, e.g.

"Where the Wild things Are" Maurice Sendak

"The enormous crocodile" Roald Dahl

(Encourage children to participate by joining in repetitive parts of the story)

You could ask them if they know what fairy tales are; Do they know any?

You could then read a fairy tale to them.

For a Primary 3 class you may want to read one of Roald Dahls "Revolting Rhymes" these work best if the children are familiar with the traditional version.

Activity:

If children are restless they may benefit from the opportunity to move around.

e.g. Ask them to stand up and stretch out.

Play Simon Says **or** do a fast version of "Head, Shoulders Knees and Toes".

Hunt for items previously hidden around the library e.g. colouring-in sheets

Craft:

Activity/producing something for display could encourage return visits to show family members

Colouring-in

Word Search

End:

Close by encouraging the children to visit again.

Give out Library Cards

Give children time to choose a book to take home if this has been agreed

Allow children to stamp out/swipe out books

Play computer Yes/No game i.e. if the book goes through okay the computer beeps (computer says yes) if there is a problem the computer buzzes (computer says no).