

**YALSA Board of Directors Meeting**  
**Via Conference Call**  
**December 9, 2011**





3.11 Designed to be handicapped accessible and in compliance with the Americans with Disabilities Act (ADA).

**4.0 Provide and promote materials that support the educational and leisure needs of teens.**

According to Lee Raines, director of the Pew Internet and American Life Project, the mobile revolution has changed people's sense of time, place and presence and has led to a new media ecology. This information ecology sets a new standard for the expected immediacy and availability of desired information in all formats. Libraries have an important role in providing appropriate materials to help teens navigate, consume and create information for entertainment and lifelong skill development.

4.1 Ensure a teen collection development policy is in place that is aligned with the mission and goals of the library and the library's overall collection development policy.

4.2 House materials within the space that address the unique emotional, intellectual, and social maturity of middle and high-school age adolescents.

4.3 Maintain a teen collection that supports the library's mission by including materials that address the interests and needs of young adults aged 12 through 18 in the community.

4.4 Maintain materials that are evaluated and weeded on a timely basis for condition and relevance.

4.5 Maintain a teen collection that includes a wide variety of formats, including but not limited to:

- 4.5.a Print fiction and non-fiction
- 4.5.b. Music (CD, MP3 and other emergent technologies)
- 4.5.c. Video resources (DVD, Blu-Ray and other emergent technologies)
- 4.5.d. Audiobooks
- 4.5.e. Playaways (book, video)
- 4.5.f. Graphic novels
- 4.5.g. Manga
- 4.5.h. Comic books
- 4.5.i. Anime
- 4.5.j. Video games and gaming systems
- 4.5.k. Periodicals
- 4.5.l. Electronic databases
- 4.5.m. Print reference materials
- 4.5.n. Downloading stations for in-library use

**5.0 Ensure the teen space has appropriate acceptable use and age policies to make teens feel welcome and safe.**

The teen space is intended for use by customers age 12-18 years old, and its purpose is to centralize the information and recreation resources of this age group while offering teens a safe, supportive, and positive space that is uniquely their own.

5.1 Actively seek teen input in the creation of the teen space guidelines, empowering the teens to serve as valuable resources.

5.2 Clearly state and display guidelines once they have been discussed and determined.

5.3 Ensure both staff and the public are aware of the rules and expectations for using the space.

5.3 Address common points and behaviors within the guidelines, including but not limited to:

5.3.a Age requirement

5.3.b. Use of appropriate language and behavior, including no fighting, no public displays of affection, and cleaning up one's mess.

5.4 Expect teens to respect themselves and the space and convey this clearly in the guidelines.

5.5 Consider adopting a "teen-only" policy for use of the space to create a space that is uniquely their own.

5.6 Limit adult use of the teen space to browsing materials for a period of time not to exceed 15 minutes, adult tutors who are currently working with teen students, adults accompanied by a teen, and library staff.

## **6.0 Provide furniture and technology that is practical yet adaptive.**

The space is designed to accommodate a variety of activities and is flexibly arranged so these activities can take place easily. Furniture and technology should be flexible so that as needs and activities change the area can be adapted accordingly. The selected furniture markets library material though displays and arrangements that stimulate discovery and use. Browsing areas for magazines and materials encourage young adults to engage in the library at their own pace and comfort level.

6.1 Have shelving for materials in various formats.

6.2 Provide comfortable and durable seating and tables for young adults of all s9(h di)-2(s)-1(pl)-2(a)-16(y)2a.35



7.6 Be interactive.

7.7 Support and feature mechanisms for teens to connect in real time virtually with librarians who can assist them with research needs such as chat, text message, and Skype, among others.

7.8 Support and provide capabilities for taking part in programs virtually.

7.9 Offer classes, drop-in sessions and/or virtual instruction to educate and teach use of tools.

7.10 Provide positive online interactions modeled by librarian.

7.11 Include content, photos and videos produced by teens in respect to photo release

9.12 Respect the principles of intellectual freedom.

9.13 Use creative and artistic formats to express personal learning.

**10.0 Provide digital resources for teens that meet their unique and specific needs.**

According to Lee Raines, director of the Pew Internet and American Life Project, the mobile revolution has changed people's sense of time, place and presence and has led to a new media ecology. This information ecology sets a new standard for the expected immediacy and availability of desired information in all formats. Libraries have an important role in providing appropriate materials to help teens navigate, consume and create information for entertainment and lifelong skill development.

10.1 Provide general contact information for the library and specific contact information for the young adult librarian and teen content creators.

10.2 Feature informat





