

"Guide on the Side"
Strategies for Your
STEM Programs

13

In this brief video, we outline four strategies to help you guide library patrons in their own learning journeys as a "Guide on the Side."



STEM learning is much more than knowing and memorizing every fact, definition, or statistic about a topic.



STEM learning is a process of **exploration**...



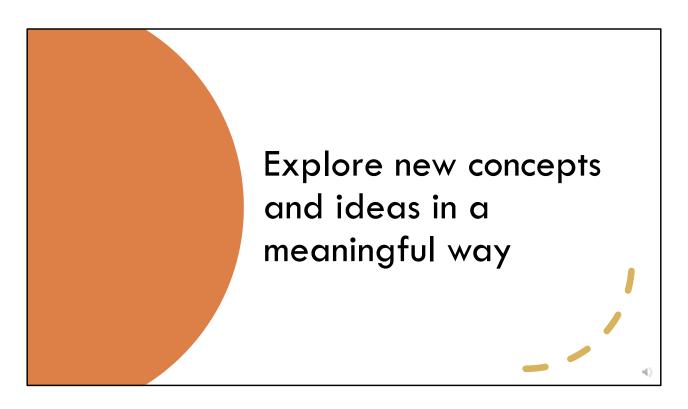
...inquiry...



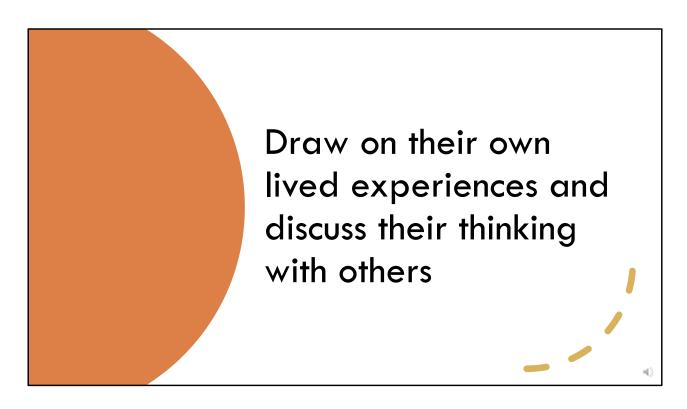
...and **creativity** 



Library staff have an important role to play in STEM learning by helping patrons:



- Explore new concepts and ideas in a meaningful way



- Draw on their own lived experiences and discuss their thinking with others



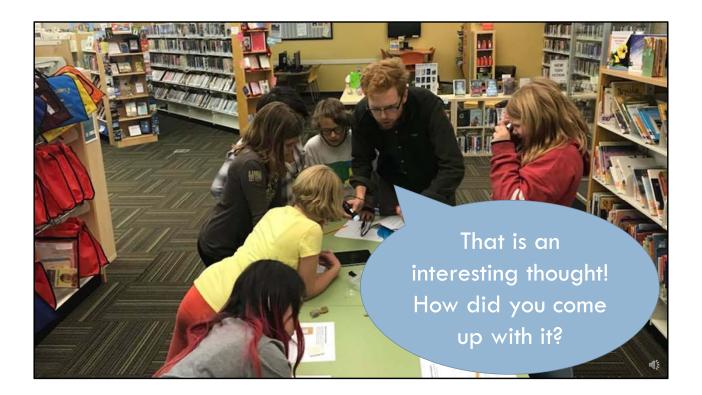
Strategy 1: Create an atmosphere that is safe for exploring – and where it's okay to fail. Let patrons know that being wrong is the first step in learning!

Encourage patrons to use their own knowledge and experiences to help answer each other's questions.

Show that you are not a "keeper of knowledge," but rather that you are there to learn with your patrons.

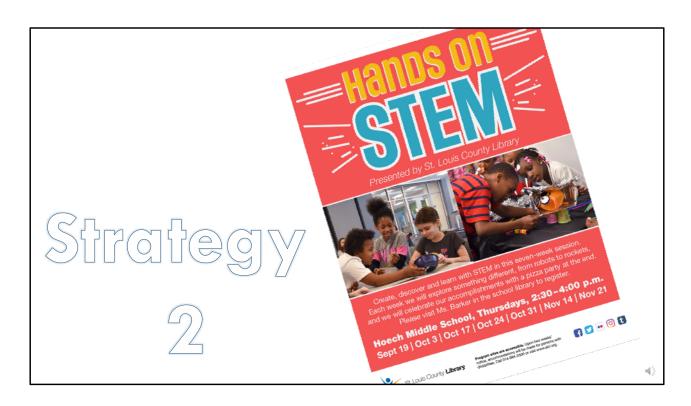


Try responding to challenging questions with phrases like: "I don't know...let's find out together!"



When responding to patron's answers, comment on the process of how they came to that answer, rather than on whether it is "right" or "wrong."

Try phrases like: "That is an interesting thought! How did you come up with it?"



Strategy 2: Design programs that are centered around fun, interactive STEM learning experiences. Choose activities that allow patrons to interact and engage with unfamiliar concepts, ideas, and physical objects or tools.



Looking for good STEM activities? Visit the STAR Library Network's STEM Activity Clearinghouse for activities that encourage exploration and discovery and work well in a library setting.



Strategy 3: Use open-ended questions to access patron's prior knowledge and experiences. Open-ended questions are prompt learners to reflect and lead to more than one right answer.



For example, encourage patrons to try new things with questions like:



"Help each other figure this out. Take your time. I will come back in a few minutes to see how you're doing."

Give patrons space and time to try things for themselves with prompts like:



Become a better listener with prompts like, "how did you come up with that design?" Some of the answers may surprise you!

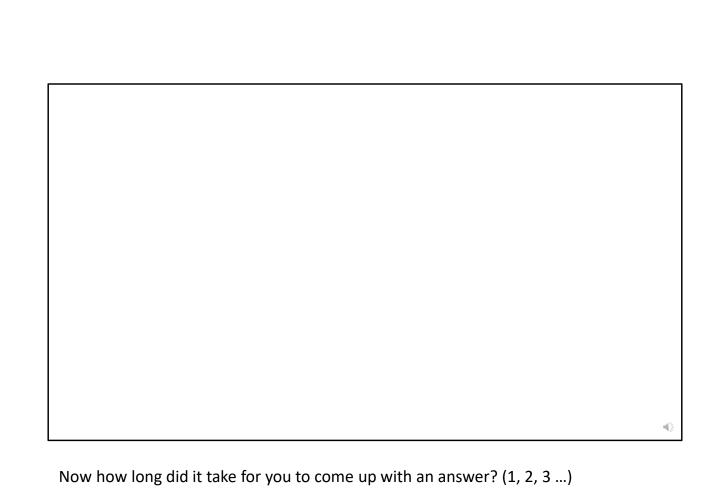


Tip 4: Use "wait time" of approximately 5 seconds after asking a question.

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Think about this question. Why might you wait 5 seconds after asking a question before calling on a patron? (1, 2, 3...)



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Waiting 5 seconds might feel a little uncomfortable at first, but it gives every patron a chance to stop and come up with a deeper thought, and not just share the first thing that comes to mind. Give it a try and see if quieter individuals start to join in.

After all, we could use more deep thinkers to help us tackle the challenges of the future!



Even the most experienced STEM facilitators are continually developing new strategies for supporting learning. Have fun, and good luck with your STEM programs!

## This video was developed by the National Center for Interactive Learning at the Space Science Institute.





The Urban Libraries Council and the Space Science Institute's National Center for Interactive Learning partnered on the Partners for Middle School STEM project. HG&Co provided evaluation. This initiative was made possible in part by an Institute of Museum and Library Services (IMLS) Leadership Grant (LG-95-18-0025-18). Any opinions, findings, and conclusions or recommendations expressed in this material are those of the author(s) and do not necessarily reflect the views of IMLS or the Space Science Institute.