Webinar Q & A

Programming That Inspires: Using Wonderosity Kits In and Out of the Library
Presented on October 15, 2019

Presenters:

Erin Hoag, Learning Content Manager, Demco
Mary Wagoner, Youth Services Advocate, Houston Public Library, TX
Claudia Haines, Youth Services Librarian, Homer Public Library, AK
Cassie Anderson, Tween & Tech Librarian, Milton Public Library, WI

Q: What's included in a Wonderosity Kit?
Erin: Each kit includes a program guide with 4 program plans, kid activity books, completion certificates, stickers, bookmarks and posters. Kits do not include supplies needed to complete the programs (ie: modeling clay, audio visual equipment, conductive tape, etc), however most programs only require basic art supplies (paper, glue, scissors, markers, etc) or recycled materials.

Q: What's covered in the programs in each Wonderosity Kit?
Erin: The programs are meant to be engaging and get at kids' interests. All programs include aspects of reading, creating, learning, and play.
Avatar Academy programs are called Build a 3D Model, Eco-Avatar Apparel Design, Electronic Accessory Design, and Train Like an Avatar.
Story Makers programs are called Globetrotter's Cryptozoology, Mythology: Not Just for the Greeks, Nautical Folklore and Superstition, and Real or Not Real? Legends and Tall Tales.
Production Studio programs are called Screenplay Writers' Workshop, Actor Academy, Set & Style Design, and Lights, Camera, Computer.
Spy School programs are called Code Breakers and Makers, Gadgets and Tools, How Do You Know, and The Art of Blending In.

Q: How are Wonderosity Kits different from other programs you've done?
Cassie: Wonderosity Kits are a full package deal. I like that you can use it as a walk-in passive program or something totally hands-on and immersive like a weeklong event.
Mary: We found the prompts in the "What To Do" section to be extremely helpful, and love that the program plans suggest ways to scale the programs for older or younger participants. We appreciated the techniques outlined in the program guide that get kids to really be creative and make something that's completely unique and their own.
Claudia: The design of these kits is thoughtfully oriented for flexibility to adapt in various size spaces.

Q: What would you do differently if you offered these programs again?
Cassie: I am already planning on using Avatar Academy again but I plan to tweak the curriculum a little bit here and there and rename the program to keep it fresh for the kids.

Q: What are the biggest benefits you see in using Wonderosity Kits?
Claudia: I emphasized the media literacy connection in my program, and I think it was a natural way to talk to kids ages 9-12 about media literacy without it being really didactic. The program also offered the conversation points around it.
Cassie: It brought the community together with that age group and allowed me to bond with the kids on a deeper level. I like to focus too on the different careers available to people with the skillsets they were developing during the program.
Mary: Having a consistent concept for the program was huge for us because we offer the same programs at multiple locations. So no matter which side of the city or location the programs were hosted we maintained that consistency, which is really important to us.

Q: How much space do you need to run a program?
Erin: It's pretty flexible and up to you. You could just use a single conference table, take over a whole room, use the lawn outside, or even move offsite into a community center, classroom, or workshop. The programs don't require any special room requirements like a sink or anything, so it's totally up to you and whatever will work best for your kids and your space!