

### Definition

The digitally reshifted school library draws upon ideas from Web 2.0 and Library 2.0 to create a vision for School Library 2.0. Based on a definition developed at the SLJ Library Leadership Summit in 2006, School Library 2.0 is about creating a participatory, social, user-centered environment rich with technology that is focused on interactivity and collaboration. This transformation must be based on one primary goal - student success.

### Elements

- 1) **The School Library as a Foundation:** School libraries need to become a foundation for learning by providing physical and electronic library resources that impact student achievement.
- 2) **Harnessing Collective Student and Teacher Intelligence:** Look to your users as a source for tag-based subject headings, book reviews, website suggestions and other shared knowledge. Provide users with tools, and you might be surprised at what they create. In the end, you have to trust your users, but don't forget to moderate for safety!
- 3) **School Libraries as the Next Intel Inside:** Whether literal or figurative, be sure to stick a "Library Powered" sticker on everything that you do for the school. We know what powers our computers, why not show off the brains of the school?
- 4) **End of the School Library Schedule: Fixed? Flex? Neither!** Scheduling should take into account both physical and virtual usage and accommodate multiple users from multiple locations accessing multiple library resources at the same time.



Christopher Harris is the Coordinator of the School Library System for Genesee Valley BOCES. He blogs for School Library Journal's Digital Reshift at [slj.com](http://slj.com) and at [schoolof.info/infomancy](http://schoolof.info/infomancy).

5) **Dynamic School Library Programming:** Teacher-librarians can use new communication technologies, especially Web 2.0 tools like blogs, wikis, podcasts, screencasts and social bookmarking, to provide customized support for anytime/anywhere use of the library.

6) **School Libraries Above the Level of a Single Classroom:** Sure, there are teachers and students with whom you work on a regular basis, but are there other populations you might be able to serve? Can the library be a destination in addition to a resource?

7) **Rich School Library 2.0 Experience:** Espresso machines are nice, but the library experience can go beyond offering coffee. Web 2.0 is about connecting with users as much as it is about connecting users with information. In other words, this is not about the technology, but rather about what the technology can allow us to do to enrich our traditional library services and re-connect with a new generation of users.

### SL2.0 Glossary

**Blog:** a website that allows an author to write a post and include reader comments

**Moderated Trust:** Library 2.0 calls for radical trust, but school libraries work under "*in loco parentis*" and so must moderate, or review items before publication

**Podcast:** an audio version of a blog, inexpensive and easy content creation

**Portal:** library websites must move beyond catalogs to become an "experience"

**Screencast:** a movie recording of what you are doing on your computer screen - can be published as a how-to for accessing resources, searching, or other library skills

**Social Bookmarking:** tap the collective intelligence of your library by allowing users to share bookmarks online using tag-based categorization

**Tags:** free word subject headings for the masses - also called folksonomies

**Wiki:** a community editable website (or easily updated closed site) that can be used for dynamic documents like collaborative lessons, curricula, or pathfinders.