

Introduction to the Seaview Elementary School Library Media Program

The Library Media Center at Seaview Elementary School is the hub of educational resources utilized by students and staff members. In a partnership between staff, administration, our Board of Education, and the community, we are creating an environment that fosters lifelong learning by stimulating a love of reading for recreational and informational literacy purposes. Our goal is to promote confidence, inquiry, and critical thinking while supporting ethical global citizens for the 21st Century.

The Library Media Program at Seaview Elementary School is offered to all students in grades K-4. Our program embodies the concept of preparing our students to become effective and efficient users and producers of ideas, information, and intellectual properties. With literacy as a core, our Library Media Program facilitates and extends overall literacy through interdisciplinary projects.

Methods of Instruction:

Students participate in a variety of literacy activities through cross curricular tasks. Student activities may be whole group, small group or individual, and are designed to explore and extend research and literacy skills/strategies that are taught in our students' classrooms and homes. Core Standards will be taught through the integration of technology, art, writing, and various other media formats.

Methods of Assessment:

Students are assessed through a variety of informal and formal activities.

- Exit Tickets
- Teacher Observation
- Performance (ability to use library resources to find information)
- Participation
- Projects
- Quizzes
- Tests

STUDENT OUTCOME OBJECTIVES
Grade 3

	C.C.C.S.	CCSS:ELA
I. Library Media Center (LMC) Orientation		
A. to know the purpose of the LMC	6.7	
B. to know the role of the Library Media Specialist	6.7	
C. to practice proper library behavior	6.1	
D. to demonstrate appropriate care of books and materials	6.7	
E. to sign out and check in books	6.7	
II. Parts of Book		
A. to locate title page and identify information there		RI.5
B. to locate and use table of contents, index, and glossary		RI.5
C. to locate copyright and publishing information		
III. Library Organization		
A. to use guide letters/numbers in picture book, fiction, and non-fiction sections	6.7	
B. to recognize call number as identifying subject and allow for grouping	4.6	
C. to identify purpose of Dewey Decimal System	6.7	
D. to use call numbers to locate books in picture book, fiction, and non-fiction sections	6.7	
E. to locate reference section	6.7	
F. to locate biographies	6.7	
IV. Technology		
A. to use catalog to access call number for locating books by title, author, illustrator, and subject	6.7	
B. to use catalog data (content note, copyright date) to determine appropriateness of book for purpose	6.7	
IV. Reference		
A. to use guide words in dictionary to locate entry		
B. to use dictionary for synonyms, parts of speech, etymology, alternate spellings, sample usage		
C. to use subject entry in catalog to locate books		
D. to identify types of resources on reference shelf	5.2	
E. to locate and use index in encyclopedia	5.2	
F. to use encyclopedia to research simple projects		
G. to locate and use a variety of atlases	5.2	
H. to interpret information in graphs, maps, and icons		
I. to understand purpose of and comply with copyright law		

VI. Literature Appreciation

- A. to continue to explore fiction and non-fiction to develop personal interests
- B. to identify various types of fiction: science fiction, historical fiction, mystery, adventure, fantasy, and realistic fiction
- C. to continue to develop cultural awareness through holiday stories, folk tales, and non-fiction reading 6.5
- D. to compare and contrast elements from past stories
- E. to recognize literature honored by various awards and their purpose, esp. Newbery Medal, Coretta Scott King Award 6.2
- F. to interpret and express understanding of written and spoken text RL
- G. to draw inferences and conclusions from text
- H. to express opinion and support it with fact gleaned from written and spoken text