

Enhancing Teaching and Learning

**A LEADERSHIP GUIDE FOR
SCHOOL LIBRARIANS**

FOURTH EDITION

Jean Donham and Chelsea Sims

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Preface

This book updates previous editions, but its overall purpose—to help school library professionals make a difference in the educational experience and academic attainment of students in their schools—remains unchanged. Leadership requires a delicate balance between being simultaneously proactive and responsive. On the one hand, the library professional has an agenda for leading inquiry-based learning, advocating for reading, supporting professional principles of intellectual freedom and equity of access, and facilitating effective uses of information technologies. Advancement of this agenda demands leadership. On the other hand, that agenda can be fully accomplished only when it is integrated into the school culture and curriculum, and such integration requires collaboration between the library professional, school administrators, and the teaching staff. The result of the interaction between the library program and the other components of the students' school experience is a synergy in which the effect is greater than the sum of the parts. These interactions serve to increase its impact on students. However, when the parts work in isolation, the potential for their effectiveness is diminished.

Rapid change calls for informed leadership. In this book, we aim to encourage school library professionals to engage in evidence-based practice. Sometimes, the evidence will call into question directions that may be trendy or popular but lack the evidence to support their implementation. Sharing evidence and encouraging careful consideration to make informed decisions requires strong leadership. In this text, we aim to provide evidence to help school librarians lead in sound directions. Research is, of course, iterative, and as more evidence emerges, new perspectives may be revealed; for sound leadership it is important to raise the question, "What does the evidence indicate?"

All professions are inclined to see their specialty as the center of the enterprise. In medicine, the primary care physician sees his role as central to patient care, whereas the surgeon sees herself taking the lead in case decisions. In education, a school administrator is often perceived as the pivotal instructional leader of the school. Language arts and reading teachers are often seen as the lynchpin of student success because reading and writing are foundational. The school librarian likes to perceive her program as central to education because it relates to all curricular areas and all grade levels in the school and therefore influences the school administration and the community. Yet it is important for school librarians to consider respectfully the expertise of classroom teachers, the position of school administrators, and the beliefs and values of the community at large. Striking the balance between collaboration and leadership is a key to successful implementation of an effective library program. My hope is that this book helps its readers find the appropriate balance. Finding this middle ground means that the library program is at once affected by and affects its surroundings.

One can find a variety of implementations of the fundamental principles of effective school librarianship. No two schools have identical library programs, yet each can be effective in meeting local needs. Certainly, the school library profession has nonnegotiable elements: an inquiry curriculum; teachers and school librarians who collaborate; an adequate

collection of resources to meet the needs of students and teachers; facilities that accommodate a variety of simultaneous activities; and students' access to resources at their point of need. The school librarian must advocate for all of these. Yet the implementation in any given school must be adapted to suit the local school culture: what works in a multi-age, continuous-progress setting may not fit a more traditional school. Where to draw the line of acceptability is the key decision for library professionals.

This edition is revised to reflect changes—professional, theoretical, legal, and political—in the library field and in education. As you read, you will encounter the role of standards; the influence of the media, including the web; the educational needs of the iGen (those born between 1995 and 2012); changing reading habits; and so on. At the end of each chapter, Scenarios for Discussion provide opportunities to apply the ideas presented to practical challenges and situations that call for leadership.

This book is divided into two parts. Part I, “The Context,” addresses the components of the school environment—the students, the content-area curricula, the principal, the school district, the local community, and the library’s virtual environment.

Part II, “The School Library Program,” provides specific tactics for establishing the library program as an active player in teaching and learning. This section examines strategies for collaborating with teachers; management practices, policies, and approaches to maximize students’ access to physical and virtual resources; the important contributions of the library to literacy efforts; the unique characteristics of inquiry-based learning; the school librarian’s responsibilities for leadership in technology planning and implementation; student assessments; strategies for continuous improvement of the library program; and finally, the importance of leadership. The overarching message of this book is that school librarians must overcome the lack of high expectations for them and their program through a proactive stance that is called *leadership*.

PART I

The Context

Students

THIS CHAPTER

- ▶ describes conditions of youth attending American schools and how school library programs can improve equity of opportunity;
- ▶ discusses the ever-growing demands for meeting the needs of exceptional students;
- ▶ describes the nature of motivation and its effect on learning;
- ▶ examines the importance of today's students becoming lifelong learners and the role of the library program to support them; and
- ▶ identifies leadership strategies for working with students.

Students mirror the diversity of our culture and are unique individuals. Denise is ambitious and hard-working, hopes to become an engineer, and is eager to please her teachers. Jana is popular and chatty and wants to be liked. Kate is angry, outspoken, and sometimes hostile. Michael is on the quiet side, shy, tense, and anxious. John is bright, inquisitive, and success-oriented. And so it goes, with each student as individual as his or her name.

A chapter about students is an appropriate beginning for a book about the school library program. Although the library has many constituencies—teachers, parents, and the community at large—its primary goal is to help students become effective users of information. To accomplish that goal, the library program must be sensitive to young people's cognitive and affective needs.

The relationship between adults and youth can be fragile. Power and authority, levels of self-confidence, and implied and explicit expectations complicate the relationship. An adult's unintended cue can direct a less-than-confident student away from the library. Young people's assumptions about authority figures or their desire for independence can prevent them from seeking help. Many students see the school librarian as different from the teacher—perhaps less threatening. However, some may find the librarian more intimidating because they shared relatively few interactions. Each interaction between the librarian and a student determines whether that student will want to return to the library. An adage in customer service says that dissatisfied customers often will not express their complaints—they will just never return. Effective customer relationships require

understanding and appreciating the nature as well as the needs and wants of the customer. This chapter focuses on the most important library program customers—students.

Students entering school libraries seek help and resources for a variety of reasons, and each student brings a different level of confidence. They hope to find what they need and have access to friendly, knowledgeable, and sincere help. The library staff is in a unique position for building special relationships with students. Teachers set expectations for student performance, and school librarians help students meet those expectations. Those students who feel disenfranchised from the school culture may benefit particularly from the special nature of that relationship. The librarian has a unique opportunity to facilitate learning.

CONDITIONS OF AMERICAN YOUTH

The conditions of young people in the United States vary dramatically. In each school, considering students' economic and family conditions is a first step toward being responsive to their needs. Often such data on economic and family conditions of students are available at the state department of education's website. It is also helpful to understand the conditions of the nation's young people; this knowledge helps educators appreciate the condition of local youth.

Poverty and Race

In 2016, 19 percent of American children were living in families with incomes below the federal poverty level of \$24,339 per year for a family of four, according to the National Center for Children in Poverty (Koball and Jiang 2018). In school year 2016–2017, the four-year graduation rate for public high school students was 85 percent, the highest it has been since it was first measured, but rates varied significantly by race. Asian/Pacific Islander students had the highest rate (91 percent), followed by White (89 percent), Hispanic (80 percent), Black (78 percent), and American Indian/Alaska Native (72 percent) students (NCES 2019b). The relationship between socioeconomic status (SES) and student achievement is well documented. Researchers have found that low SES negatively affects student achievement. For example, children's initial reading competence is correlated with their home literacy environment, including the number of books owned (Bergen et al. 2017). Children from low-SES families are less likely to experience activities that encourage the development of foundational reading skills, such as phonological awareness and language development (Buckingham, Wheldall, and Beaman-Wheldall 2013). As a measure of post-high school success, the National Center for Education Statistics (NCES) tracks students' completion of four-year college degrees within six years of graduation. The findings show a clear difference in six-year college completion rate between students from low-income/high-minority schools (25 percent) and a rate of 50 percent completion for those from affluent/low minority schools (National Student Clearinghouse Research Center 2018). These data reveal that significant poverty and racial factors align with differences in degrees of success among students.

Research also indicates a relationship between student academic success and quality of library staffing, access, and resources (Lance and Kachel 2018). Yet, Pribesh, Gavigan, and Dickinson (2011), in a study of access in school libraries in two states comparing

staffing, annual book purchases, and hours of operation in low-poverty and high-poverty schools, found by these measures significantly less access in high-poverty schools—the very schools where students are likely to have higher needs for access and assistance. When children come from homes less likely to have learning resources or high-speed internet access, the school library should be an opportunity for them to compensate. However, school librarians must advocate for these children. Certainly, librarians cannot solve these problems alone. Social policy decisions related to housing, school districting, and busing create inequities. Nevertheless, school librarians who are aware of the needs of students in their own schools can seek opportunities to provide access to learning resources and can advocate for them at the local level. Step One is to know their students and their needs.

Language

NCES data for 2016 revealed that 9.6 percent of students were classified as English Language Learners (NCES 2019c). Census data for 2017 show that 27 percent of children under age eighteen in the United States are immigrant children (including first- and second-generation), and that more than half of them are Hispanic (Child Trends 2018a). Children newly arriving in the United States do not all face the same issues. Some face language barriers, some face poverty, and others are affected emotionally or psychologically by their life experiences. For a large proportion of them, English language acquisition is an immediate challenge. Their potential to acquire English language skills depends on a variety of factors, such as age, length of time in this country, socioeconomic status, parental education, and residence location (Rong and Preissle 1998). Some of these students arrive having been firsthand witnesses to the horrors of war and other inhumanities. The learning challenges for these children are intensified by the emotional complications their experiences may have created. Some have left family behind and may no longer have an adequate social network to support them. These added emotional and social circumstances hinder their attempts to learn. The school librarian may be in a particularly strong position to offer consolation and support to these students. Adams (2010) suggests that school libraries can assist newly arrived children in a variety of ways, including providing resources in native languages, learning to welcome students in their native languages, and reaching out to students through ELL classes and teachers.

Exceptional Learners

NCES data for 2017–2018 indicated that 14 percent of public school students received services from federally funded special education programs (NCES 2019a). Under the landmark Individuals with Disabilities Education Act (IDEA) Amendments of 1997, differently abled students are entitled to participation and progress within the general education curriculum (Yell and Shriner 1997). Physical access for all students is an important consideration in the library, and implementation of Universal Design principles is key to such access. Examples of specific physical accommodations include adequate space between shelving ranges to accommodate wheelchairs or provision of assistive access software such as Bookshare (www.bookshare.org) or speech synthesizers like the ChromeVox Extension. Librarians can consult with specialists to identify and execute physical accommodations and ensure that all students have physical access to the library and its resources.

Another group of exceptional learners deserving special consideration in the library are those students identified as gifted and talented. The 2015 Every Student Succeeds Act renews support for gifted education, requiring schools to identify and serve gifted and talented students. Importantly, engaging gifted students in inquiry-based learning experiences fits the learning needs and interests of these students. For example, Goodhew (2009) asserts the importance of gifted students learning to cope with uncertainty—an indicator of authentic inquiry. It is inaccurate to assume that just because these students are gifted, they already know how and where to search for authoritative information; how to evaluate it critically for bias, scope, purpose, and accuracy; or how to persist with difficult questions. Repinc and Južnič (2013) report on an inquiry-based learning experience for gifted students where emphasis was placed on students monitoring their own performance, becoming more self-reliant learners, and coping with problems that may lack a clear solution. These are highly important abilities to develop in gifted learners. The library program can have an impact by advocating for authentic inquiry experiences for these students.

STUDENTS' NEED FOR ACCESS

The varied situations of students call for responsiveness to ensure adequate access to the library and its resources. For example, the gap between parents' work schedules and their children's school schedules can amount to as much as twenty to twenty-five hours per week. The AfterSchool Alliance (2014) reports that one in five school-age children is unsupervised from 3 to 6 p.m. (www.afterschoolalliance.org). Likewise, the needs of secondary school students call for careful policy-making for both school hours and after-school hours. In 2017, 20 percent of high school students were working outside of school hours (Child Trends 2018c). Open access to the library either before or during the school day may be the only opportunity for these students because their jobs may fill their after-school hours. After-school time is also heavily booked for students involved in extracurricular activities such as music, drama, and athletics. In fact, data from 2017 indicate that at least half of secondary school students are involved in school sports (Child Trends 2018b). All this means that high school librarians must assess the needs of their students and then propose hours of access that meet them.

Access to the library can help alleviate concerns about equity among students in terms of computer use. Although a 2017 report from The Joan Ganz Cooney Center at Sesame Workshop reports that 90 percent of households have internet access, the report emphasizes that in low-income families that access is primarily mobile access, often with limited data plans and often interrupted by failure to make bill payments (Rideout and Katz 2016). The surge in 1:1 digital device deployment in schools is alleviating inequity of access to hardware; the challenge of equitable high-speed internet access remains (Anderson and Kumar 2019). Still, access to the internet is not the only concern. Celano and Neuman (2008) reported seeing young children in low-income neighborhood libraries floundering in their attempts to use technology:

Left to their own devices, children from lower-income families will not use information sources in the same way as their middle class peers. Children in middle class neighborhoods are exposed to more print in books, use more educational applications on computers and get more support from adults. Low-income children, often left on their own, read less and spend more time playing games, activities that limit their knowledge growth. (262)

Such an assertion suggests that children in poverty need access not only to the resources but also to adults who can provide the guidance they may not receive in their families to take advantage of the resources provided. In an information-based environment, both access and skill in using technology for information-gathering and communication are essential. School libraries have the potential to bridge the digital divide by providing access to books and other resources, as well as high-speed access to online information. Chapter 7 addresses important considerations for providing equitable and adequate access to the school library and its resources.

THE IGEN

The students populating schools today are members of a generation born between 1997 and 2012 that has been dubbed Generation Z or the iGeneration (Dimoch 2019). While caution should be exercised when generalizing about generations of students, some generational attributes may be worthy of consideration in designing the school library program. This is a generation born as the graphical interface of the web arrived on computer screens. This is a generation growing up in a world of technology that is always “on” and within reach. They are adept with technology and accustomed to relying on it for social and informational purposes. This is also a generation that has been affected by issues of violence (particularly mass shootings), a volatile economy, and social justice movements (e.g., the Black Lives Matter and Me Too movements, and activism for LGBTQ rights). This is a generation that prefers hands-on learning opportunities in which they can immediately apply what they learn to real life (Seemiller and Grace 2017). They are also observers who like to watch others perform tasks in order to develop their own competence, which, according to findings reported by Seemiller and Grace, makes them YouTube enthusiasts.

If this characterization is accurate, the value of libraries and information literacy should not be a difficult sell. School librarians may find that this generation of students will, as they follow their passions, exhibit interest in developing lifelong learning skills that will help them succeed. It will be important to adopt positive assumptions about these students and create programming that feeds their intellectual appetites—increasingly sophisticated technologies, guest speakers, and opportunities for problem-solving and authentic inquiry come to mind as possibilities that may suit this age group.

Kruger-Ross and Holcomb (2011) remind us to be cautious about overgeneralizations concerning the technological adeptness of today’s students:

Although it may seem that students already “get it,” it is also possible that this apparent technical expertise is actually just eagerness and a willingness to give the technology a try. Still others assume that because students can use the Internet, YouTube, and a cellular telephone, that they will automatically know how to properly format a Word document or cite a picture on a blog. Students must learn how to appropriately and effectively use the technology that you use in the classroom. That learning can happen as a result of direct instruction, through group work, online tutorials and resources, or through any number of other avenues. (4)

Geck (2006) asserts the similar view that this generation expects to find acceptable information available freely on the internet. She alludes to their over-reliance on Google, which may be accompanied by their inability to construct an advanced Google search. They will

need direct instruction on how to search efficiently and effectively and to develop the critical skills of judging authority and verifying accuracy of information.

Accustomed to being engaged independently with technology, this generation seems comfortable learning independently, but this attribute suggests that educators may want to develop in them the skills to work with others (Igel and Urquhart 2012). It is essential to avoid overgeneralizing; as Kingston (2014) reminds us, “while the top third of young adults in North America may be seen as spectacular compared to previous generations—better educated, with SAT and GMAT scores at all-time highs—and [that] the middle third is likewise more capable and knowledgeable, the bottom third are dropping out of high school due to various forces: family breakdown, pernicious cultural influences” (44). The potential for a deepening digital divide between students immersed in technology and those who lack information literacy competence signals the need for watchfulness and attention.

MEDIA INFLUENCE

Unlike students before them, today’s young people live in a networked world. The *Common Sense Census* (Common Sense Media 2015) documented that, outside of school and homework, tweens spend almost six hours per day and teens spend almost nine hours per day using media. Although a portion of that time is spent listening to music, interacting in social media and viewing television or videos comprise much of their activity. Much of this screen time occurs on mobile platforms; although the same study revealed that 51 percent of low-income teens and 78 percent of middle- to high-income teens own their own smart phone, a 2018 study reported that 95 percent of teens have, at a minimum, access to a smartphone (Anderson and Jiang 2018). Further, reporting on the Pew Internet and American Life Project, Lenhart (2015) states that 24 percent of adolescents describe themselves as constantly connected and 50 percent report that they feel addicted to their phones.

The effect of this omnipresent media may lead to a more informed and more connected population. For example, a European study revealed that exposure to online news positively affected voter turnout among young people (Moeller, Kuhne, and De Vreese 2018). Similarly, studies have indicated the positive effects of playing some video games; for example, they have been shown to enhance capacity for visual attention, spatial skills, problem-solving, and inductive reasoning (see, e.g., Pillay 2003; Spence and Feng 2010). Clearly, the use of digital and social media has the benefits of exposure to new ideas.

Still, there are drawbacks that affect the physical, social, psychological, and academic well-being of students today. In her literature review, Domingues-Montanari (2017) cites extensive research reporting effects of screen time on sleep quality and duration. Whether related to interruptions caused by alerts from ubiquitous devices in the bedroom or extended television viewing, loss of sleep takes its toll on learners’ memory, attention, emotions, and cognition (Walker 2009). Similarly, Horowitz-Kraus and Hutton (2018) found that brain connectivity is decreased by the length of exposure to screen-based media.

Multitasking is yet another issue for this connected generation. Although young people contend that they are able to multitask, research contradicts that belief. A 2010 study found that young people were engaging in media multitasking for 29 percent of their overall media use time but were actually shifting or diverting attention from one task to another (Rideout, Foehr, and Roberts 2010). Such attention-switching makes it more

difficult to create memories that can be accurately retrieved later. When a student's attention is distracted—for example, by texting with friends while taking notes in class—the student may not accurately encode mentally what the teacher has said. Studying seventh- and eighth-graders Anderson and Fuller (2010) found that students listening to popular music with lyrics while taking a reading-comprehension test performed significantly worse than students who were not listening to any music. McDonald (2013) observed that when smart-phone use in classrooms is permissible, students' academic performance declined. Lawson and Henderson (2015) found a 20 percent decrease in reading comprehension scores in students who were sending and receiving text messages in class. Simply stated, working memory is a limited resource. Distraction, particularly from digital devices, poses substantial interference for learning, and consequently policies at school and guidance at home should take that important fact into account.

Media affects young people also through inappropriate role-modeling. Kalof (1999) reports on media depictions of the perfect male and female bodies in television as well as music videos. These images create unrealistic expectations and feelings of inadequacy among young people. In a similar way, media frequently generate misunderstandings about sexuality. In a 2005 analysis of sexual messages and content of ten major television channels, a report from the Kaiser Family Foundation revealed that seven out of every ten television shows contained sexual content, and one out of every nine included sexual intercourse (Kunkel et al. 2005). Strasburger (2005) concluded in his study that sex is often portrayed as having no consequences. Among students reporting high television viewing, Barr et al. (2014) reported that a higher percentage of middle school students who were frequent television users reported greater sexual activity than those watching less than three hours of television per day. Further, online predators gain access to young people through social networking and online games. Cases of child trafficking and sexual abuse have increased in the anonymous cyber world (Reid-Chassiokas et al. 2016). Young people must learn how to select their entertainment wisely and how to protect their privacy online.

Violence in media has been a subject of study for decades. Although no single risk factor causes a person to act aggressively, each factor increases the likelihood of violent or aggressive actions (Anderson et al. 2015). In a summary of research on media violence, they report that many studies reveal that playing violent video games or watching violence on screen reduces the brain's response to negative or violent stimuli. In other words, such experiences can have a desensitizing effect. Likewise, Fraser et al. (2012) found that exposure to media violence, including violent video games, can lower empathic concern for others. In fact, Boxer et al. (2009) found that even low-aggressive individuals are affected by media violence. Anderson and colleagues (2010, 151) conclude that “exposure to violent video games is a causal risk factor for increased aggressive behavior, aggressive cognition, and aggressive affect and for decreased empathy and prosocial behavior.” Yet, Rideout, Foehr, and Roberts (2010) found that only 30 percent of parents of eight- to eighteen-year-olds set rules about the video games their children were playing. The potential impact of this activity raises concern about students as they participate in their learning and living communities.

The ubiquity of media intensifies its effects on youth and raises the stakes for school librarians to use available evidence to take advantage of the best that media has to offer and to engage with other educators and parents to minimize its potential for negative effects. Steps may include integrating media literacy into the library's instructional program to raise students' awareness of the power of media for good and ill (see, e.g.,

Common Sense Media at <https://www.commonsense.org/>); providing research evidence to colleagues to expand their knowledge of issues related to learning and media; advocating for media-use policies supported by research evidence; sharing information with parents about media's impact and proposing guidelines for home use (see, e.g., guidance from the American Academy of Pediatrics at <https://www.aap.org>). Many factors have significant influence on students' disposition toward school and learning. These factors intensify the need for educators to focus attention on motivating students to want to be learners.

MOTIVATION FOR LEARNING

Motivation Theory

A classic work in motivation is Maslow's (1971) hierarchy of needs. He theorizes that human needs fall into a hierarchy and that the higher needs arise only after lower needs have been met. At the lowest level are physical and organizational needs, the basic needs for security and survival. Above these basic needs are social needs, the need for esteem and for a sense of belonging. As social needs are met, intellectual needs such as the need for knowledge and understanding emerge. Above these are the aesthetic needs met by the appreciation for life's order, beauty, and balance. At the top of Maslow's hierarchy is self-actualization. He describes the self-actualized person as one motivated by needs to be open, to love others and self, to act ethically, and to express autonomy and curiosity.

Students need approval, affiliation, and achievement. Some students are approval-dependent; they conform because they need the assurance from others that their performance is at an acceptable standard. Other students have less need for approval and are motivated by their own needs for achievement or affiliation. A corollary to the achievement need is the need to avoid failure. Motive will affect the risks one is willing to take; for example, often students who are driven by a fear of failure will be less willing to try new strategies or tasks. Similarly, students high in the need for affiliation perform in ways that they perceive to be respected by their peers.

Individuals who generally attribute their successes and failures to their own behavior are said to have an internal locus of control, whereas those who tend to attribute their success and failure to luck, task difficulty, or the actions of others are said to have an external locus of control. Self-concept as a learner also appears to affect a student's achievement motivation. The student with an internal locus of control for success and a positive self-concept as a learner ("I can succeed because I have the ability and I can exert the effort") has a better chance for high achievement than the student with an external locus of control ("I can't succeed because the teacher doesn't like me").

Extending beyond the concept of locus of control, self-determination theory contends that need for competence (to be effective), autonomy (to have choice and personal control), and relatedness (to feel connected) are essential to psychological growth and well-being (Tillery et al. 2013). These aspects provide a valuable set of directives for the school library program: to develop students' competence, to provide opportunity to pursue questions of personal interest, and to create an environment that affords students a feeling of belonging.

Another theoretical construct of motivation for learning is mindset. Duckworth (2007) describes two perspectives: a fixed mindset and a growth mindset. The fixed mindset assumes that intelligence and ability are static or inborn; either one can or one cannot

achieve academically. The growth mindset assumes that ability is not fixed, and that one can learn, but that learning may require what Duckworth labels *grit*, or persistence. The growth mindset is undermined when students are told they are smart or complimented for their effort, but it is implied that they need not persist and push forward toward higher achievement. A growth mindset calls for the learner to take feedback and apply it to improve performance, rather than to conclude that “This work is as good as I can do.” Librarians whose students grow frustrated in information seeking and in information work should provide them with constructive suggestions and strategies to help them to advance their work and encouragement to persist.

Motivation Strategies

A substantial body of research exists related to intrinsic and extrinsic motivation. Intrinsic motivation refers to the perception that one engages in an activity because it is rewarding or gratifying. Extrinsic motivation, on the other hand, is the perception that one engages in an activity for some external reward (e.g., students read a set number of books to win a special prize, such as a pizza). The research literature is replete with studies that conclude that extrinsic rewards are often ineffective, and in fact can be detrimental in the long run. In a classic experiment, Lepper, Greene, and Nisbett (1973) observed three- to five-year-old preschool children coloring with felt-tip markers. The researchers observed that the children enjoyed playing with the markers. Next, they asked the children to draw with the markers. The researchers promised some children a “Good Player Award” for drawing pictures. Other children drew pictures without the promise of a reward. Two weeks later, the researchers returned and observed the children’s inclination to draw with the markers. Those children who had been promised a reward spent only half as much time drawing as they had originally. Those who did not receive rewards showed no decline in interest. Many studies follow this pattern with similar outcomes—ultimately, a decline in motivation to do the task is associated with external rewards.

The literature identifies three types of reward contingencies (Dickinson 1989). Task-contingent rewards recognize participation; in the preschool coloring activity, for example, the children were rewarded just for participating in the task. Performance-contingent rewards are provided only when the student completes a task. In studies, rewarded students were less inclined to perform the task later than were the students who had not been paid (Deci 1971). Every parent who has paid a son or daughter for sidewalk shoveling knows how likely it is that they will shovel sidewalks voluntarily in the future. Success-contingent rewards are given for good performance. Dickinson (1989) maintains that extrinsic rewards can be effective when they are contingent upon successful performance and when the standard for success is attainable. Chance (1992) offers some suggestions for judicious use of rewards, and urges that educators remain aware that extrinsic rewards can have adverse effects on student motivation:

- When possible, avoid using rewards as incentives. For example, don’t say, “If you do X, I’ll give you Y.” Instead, ask the student to perform a task and then provide the reward for having completed it.
- Remember that what is an effective reward for one student may not work for another. Effective rewards are things that students seek—positive feedback, praise, approval, recognition; they relate to the needs of each student.

- Reward success and set standards so that success is within the student's reach. To accommodate differences among students, reward improvement or progress.

DeCharms (1968) designed a program to change motivation in children from external to internal with favorable results in their achievement. The students learned their own strengths and weaknesses, chose realistic goals, and assessed their own progress toward their goals. The program stressed personal responsibility. DeCharms reported that children in the study improved in both their achievement motivation and their actual achievement. In a follow-up study, DeCharms (1970) found that the improvements had persisted and indicated that the participants showed evidence of being likely to graduate from high school.

Educators want students to believe that they have some internal control over their own prospects for success. What teachers and other school staff say and do influences the attribution patterns that students develop, and ultimately influences their achievement (Bal-Tar, Raviv, and Bal-Tar 1982). One important aspect of DeCharms's work was the effort to help students assess their own strengths; within the body of research on intrinsic and extrinsic motivation, many studies emphasize the difference that self-concept makes in motivation. Children with a high self-concept tend to attribute their success to their own ability and are less dependent on extrinsic motivation—they are self-rewarding (Ames 1978).

Osborne and Jones (2011) have investigated the ways in which students identify—or fail to identify—with academics and how their identification pattern relates to their motivation. He suggests that as a student experiences disappointment in performance in a domain such as academics or sports, that student will withdraw from identifying with that domain and lose motivation to apply effort in that arena. They recommend specific steps to maintain identity with academics and hence increase motivation to persist and exert effort:

(1) empowering students in the academic domains, (2) demonstrating the usefulness of academic domains, (3) supporting students' success in academics, (4) triggering and supporting students' interests in academics, and (5) fostering a sense of caring and belongingness in academic domains. (Osborne and Jones 2011, 143)

Librarians can consider these actions and relate them to the experiences of students in the library.

Kohn (1993) has studied motivation extensively. He found that internalization of motivation is crucial to developing enduring habits and behaviors. To that end, he declares that extrinsic reward and punishment systems are counterproductive. In an interview, he states:

In general, the more kids are induced to do something for a reward, whether tangible or verbal, the more you see a diminution of interest the next time they do it. That can be explained partly by the fact that praise, like other rewards, is ultimately an instrument of control, but also by the fact that if I praise or reward a student for doing something, the message the child infers is, "This must be something I wouldn't want to do; otherwise, they wouldn't have to bribe me to do it." (Brandt 1995, 15)

Kohn recommends, instead, three ways to motivate students. First, he suggests that the work must interest students. He poses the question, "Has the child been given

something to do worth learning?” His second recommendation has to do with the school community. Do students feel they are in a safe environment in which they are comfortable asking for help? Finally, he raises the issue of choice. He urges teachers to give students opportunities to choose what they will do, how, and with whom. Many other studies have shown the effect of intrinsic versus extrinsic reward systems (see, e.g., Corpus and Wormington, 2014).

Curiosity

Libraries should stimulate, nourish, and satisfy students’ curiosities if they aim to develop behaviors of lifelong learning. For how can self-activated learning—learning that will occur beyond school—occur without the curiosity to initiate it? Carter (1999) recalls the curiosity that young children bring to school as kindergarteners. She challenges educators to reflect on these questions:

Do I teach children to read so that they can test well? Or do I teach them to read so that they can have direct lines to the thoughts, hopes, and dreams of thousands of writers? Do I teach children to write so that they can have a nice piece of writing in their portfolios for next year’s teacher? Or, do I teach them to write in order to help them sprout wings and access new avenues for self-expression? Question the reasons why you teach the things you teach. (61)

According to Reio (2009), cognitive curiosity stimulates new information seeking and exploratory behavior. This finding suggests that a key to engaging children with information-seeking in the library is to raise curiosity. One way to pique curiosity is to suggest topics for research that relate to students’ personal lives. Giving students choices about what they will investigate also supports curiosity. The need for self-expression calls for students to have a variety of media available for projects and activities in response to assignments. Developing multimedia, designing print publications, or producing dramatic productions are examples of ways to build creativity into students’ work that will increase motivation that appeals to their desire to be original. Another strategy to respond to the need for creativity is to expand the audience for student work—use local cable television to show student work to the local community, use the web as a publication forum, or identify interest groups or other classes within the school as audiences for student work.

In her study of intrinsic motivation in children, Crow (2009) identified factors that can support intrinsic motivation:

- **Anchor relationship:** Relationships with adults who show interest and provide support for information seeking. Such relationships can be with parents, teachers, or librarians. (Crow reminds us of authors who recall that it was a librarian who excited them about reading and exploring for information.)
- **Mentoring:** Connecting children with experts or other people interested in the same questions.
- **Point-of-passion experiences:** Seminal events that trigger a genuine focused interest.

Her work offers suggestions for school librarians to consider how they might manufacture opportunities for such experiences or relationships to create intrinsic interest.

Engagement

Debrowski and Marshall (2018) describe engaged students as being attentive to their tasks, putting forth positive effort, persisting through challenges, and advancing their ideas and understandings with a sense of intention. In their review of literature on engagement related to inquiry-based learning, Buchanan et al. (2016) emphasize features of inquiry-based learning that support student engagement. Their analysis of factors affecting motivation and engagement are mirrored in work by Kathleen Cushman, author of *The Motivation Equation* and *Fires in the Mind*, among many other titles. Along with educator Barbara Cervone, Cushman authors a website entitled What Kids Can Do (www.whatkidscando.org) that offers stories in the voices of learners about engaged learning. Cushman (2014) proposed eight conditions that increase the likelihood that student will be engaged in their learning. These conditions align well with characteristics of inquiry-based learning and library principles. Figure 1.1 lists the conditions Cushman identifies as necessary for students to be engaged—and thus motivated—learners. Aligned with each condition is a description of its intersection with the school library program.

Given the research on motivation, nurturing curiosity so that students seek information and ideas from self-generated interests and questions is at the heart of the work of school librarians. Today's environment, characterized by intense accountability, challenges educators to adhere to the basic understanding that learning for life begins with intrinsic interest and motivation to find out something, to solve a problem, or to make a decision. As librarians work with teachers to design library research projects and activities, creating a sense of purposefulness and wonder may result in a more intrinsically motivated student—and as a consequence, perhaps a more engaged and more successful student.

CONCLUSION

While collaboration with teachers, communication with parents, and support from administrators are all important for the library program, student learning is the bottom line. The fundamental principles of librarianship call for librarians to be advocates for the right of learners to have access to information resources and to attain skills to be efficient and effective users of those resources. Attention to all kinds of learners is a hallmark of a school library program. School libraries have a role to play in leveling the playing field and improving equity of opportunity for all students. Ultimately, school libraries can be places for information quests that nurture dispositions of curiosity and encourage self-directed inquiry and learning.



LEADERSHIP STRATEGIES

Teacher and Partner

- Enlist at-risk students with the aptitude for technology to be student aides.
- Partner with neighborhood centers to provide online—or physical—access to school library resources.
- Support teachers who engage their students in creative work—promote the centers as learning commons.

FIGURE 1.1 Student engagement

| CONDITION | SCHOOL LIBRARY CONNECTION |
|---|--|
| Students feel safe and respected. | The school library offers an environment that is welcoming and open-minded. |
| Students have choice within assignment parameters to do work that matters. | The school librarian collaborates with teachers to design inquiry-based projects that afford opportunities to investigate questions of interest to the student and relevant to the “real world.” |
| Students participate in active learning experiences that present them with key concepts in a learning domain. | The school librarian collaborates with teachers to design inquiry experiences that involve questions of why? why not? how? and what if? more than what? when? where? |
| Students participate in learning experiences that challenge them. | The school librarian collaborates with teachers to design inquiry experiences that go beyond fact-finding to require analysis and synthesis. |
| Students identify a coach who provides support and encouragement. | The school librarian guides students by asking questions and making recommendations as students work on inquiry tasks. |
| Students are expected to apply and share what they learn. | School librarians cooperate with teachers to design activities that give students an authentic audience for their work (e.g., peers, younger schoolmates, or community outlets). |
| Students reflect on their work. | School librarians work with teachers to design reflective activities that ask students to look back on their work and their inquiry processes to self-assess. |
| Students look ahead to their next steps. | School librarians encourage capstone projects, portfolios, or other culminating experiences that encourage students to situate their learning as steps toward their future. |

Information Specialist

- Provide materials at various levels of difficulty to meet assignment demands, especially in core courses.
- Share research evidence that supports inquiry-based learning as a strategy for student engagement.
- Provide leisure reading, especially magazines, on topics of high interest—if necessary, seek local business funding to support subscriptions.
- Provide access to digital resources or use LibGuides (www.springshare.com/libguides) for topics that match local students’ interests. This will help students to begin to explore how to locate and evaluate information about topics of personal interest.
- Invite a public librarian to introduce ELL students to public library services and facilitate their obtaining library cards.

- Market resources at various levels and in languages appropriate to the student population to teachers so that students with special learning needs can access information with less frustration.

Program Administrator

- Emphasize the importance of relevance as a motivational consideration for instruction in the library. Encourage teachers and administrators to schedule instruction accordingly.
- Cooperate with agencies such as neighborhood centers to seek funding for online access to school and public library resources.
- Offer space to community groups that provide after-school tutoring.
- Advocate for and offer open hours in the library before and after school. This schedule may require adjusting work hours or seeking after-school volunteers.



SCENARIOS FOR DISCUSSION

Scenario 1

Some students who attend an elementary school are living at a neighborhood shelter until their families find housing. The shelter is crowded, and little space is allocated for families. It proves difficult for many students to take care of their books or return them on time. Books frequently are lost. Often students' families leave without notice, taking their books with them. Many overwhelming family issues present obstacles. The librarian wants to support students in developing an interest in reading, and he wants to help them develop responsibility for taking materials home, returning materials on time, and returning materials before moving. He is also committed to the value of helping them develop basic literacy skills through daily reading at home. He wants these children to have opportunities equal to those of the more privileged children in the school. How can he accomplish these goals?

Scenario 2

Jane is the school librarian in an elementary school where a behavior management system has been adopted so that students receive tickets when they are "caught behaving properly." The principal encourages Jane to use tickets to reward students for being quiet in the library. Jane has two thoughts about this:

1. She is trying to create a learning-commons environment in the library where students work collaboratively and wants to hear that productive buzz of activity that says minds are at work. Therefore, she is not seeking a "quiet" library.
2. She would rather have students experience the reward of seeing the outcome of their productive work than receiving tickets for their good work.

What does she do? What does she say?

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