YMA Library Newsletter – December 2022

We had 95 Primary, Intermediate and Middle School students return their Summer Reading Project and Reading Log. On November 30, 2022 we celebrated this achievement with their classmates and families. Each child received a Certificate of Recognition for their participation from the YPS Board of Education. Afterwards, they met in the Library Media Center to continue our celebration. They were joined by the Pre-Teaching Magnet students who joined Ms. Governali, Ms. Westphal, and Ms. Skipper, PTSA President. Students were treated to a snack, juice, a Dr. Seuss pencil and bookmark courtesy of the PTSA and received a sticker for their reading success courtesy of Ms. Governali. Students browsed a variety of books and were able to select one to take home and add to their home library, courtesy of Ms. Westphal and Ms. Wong, Director of Library Services. All students enjoyed this community event.

During November and December, our Primary students are continuing to read and fill out their Reading Log for our Reading Initiative "100 Books, 100 Days." I have introduced the students to our eBook resources. One eBook resource I continue to reinforce with the Primary classes is Bookflix. Students love going to the SmartBoard and selecting an eBook from one of the nine categories, which helps foster collaboration, independence and student choice. After reading the eBook students participate in completing the Puzzlers: Word Match, Fact or Fiction and Which Came First. These activities strengthen their vocabulary, help them distinguish between fact and fiction and sequencing.

I continue to reinforce with our Primary, Intermediate and Middle School students our newest reading app SORA. I encourage our 1st and 2nd graders to select eBooks on the Read-Along shelf on NY Reads, which supports fluent reading and vocabulary. Students have learned how to search the catalog for a specific title or author, how to borrow the title and how to read a sample page before deciding if this is the eBook they want to check-out. They regularly review their Reading Stats and Achievements.

Ms. Ryan's CFL High School class is job shadowing Ms. Westphal in the Library Media Center. They are learning the basics of displaying books and shelving books using the Dewey Decimal System.

Both Ms. Bernardone's and Ms. Governali's Pre-Teaching Magnet students continue to support our Intermediate and CFL Middle School students with various lessons in the Library Media Center.

The Hour of Code takes place each year during Computer Science Education Week. From December 5th – December 9th over 400 Primary, Intermediate, and Elementary and Middle School CFL students participated in The Hour of Code. Students were introduced to the basics of using blocks to code. Students were able to select the Hour of Code Activity of their choice. The most popular activities were Dance Party and Minecraft. Based on their choices and selecting the run program students were able to see their coding at work. This activity nurtures their problem-solving skills, critical thinking, and creativity. Students who finished all levels received a certificate to take home and a copy is displayed in the Library Media Center. Our future software developers had fun and were proud of their triumphs.

Middle and High School students continue to collaborate, create and build in our Makerspace. Students in Mr. Lotto's 9th grade Humanities classes are using the MakerBot 3D printer to print chess pieces and the YMA mascot the eagle. They are programming our Sphero to change colors and control its movement using an app and are using Little Bits to learn about circuitry and electronics. They have printed various objects using 3D pens. Valerie Cadiz drew the YMA crest and printed her design on the Glowforge 3D printer. Janice Darkwa provided a tutorial for Mr. DeGrazio's High School CFL students on how to design and print using the Glowforge 3D printer. After their lesson students printed and colored Christmas ornaments to hang on the Christmas tree in the Library Media Center. All of these STEAM activities promote hands-on learning, creativity, teamwork, sharing of ideas and student engagement.