

# The Pub Hub

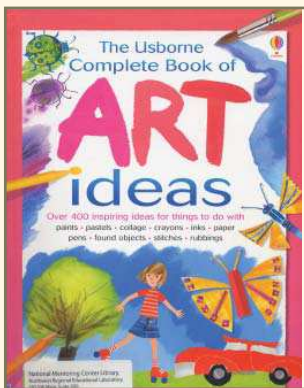
A Look at Publications and Tools You Can Use!

This month's PubHub focuses on the Arts, including both printed and online art activity guides. Also, a recording of an MRC Web seminar on the topic of infusing creativity into mentoring programs, presented April 7 by Sarah Kremer of Friends for Youth, will be available for viewing on our Web site later in April.

Please contact library coordinators Michael Garringer ([garringm@nwrel.org](mailto:garringm@nwrel.org)) or Kay Logan ([logank@nwrel.org](mailto:logank@nwrel.org)) if you have any questions about searching or using the collection.

## From the Lending Library

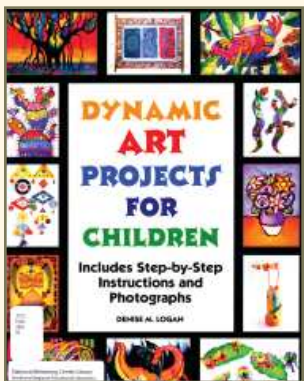
**The Usborne Complete Book of Art Ideas: Over 400 Inspiring Ideas for Things to Do**, by Fiona Watt, 2004, EDC Publishing



This beautifully illustrated book is full of fun, low-cost visual art activities that would be great for mentors and mentees to do together, or for group activities. It is a useful book to have on hand at sites where your matches are meeting. There are activities appropriate for a wide range of ages, many of which could be completed in a single session.

The step-by-step instructions are clear, and mentors and mentees without much experience with art projects will find them easy and fun.

Library link: <http://www.nwrel.org/resource/singlere-source.asp?id=17919&DB=res>



**Dynamic Art Projects for Children**, by Denise M. Logan, 2005, Crystal Productions

This visual art activity book is designed to be used with elementary-age children in both group and one-on-one settings. Again, the instructions will make it easy for your mentees and mentors to follow along. One great thing about this book is the inclusion of

useful templates of motifs from all over the world for mask making, making appliqués, and creating folk art.

Library link: <http://www.nwrel.org/resource/singlere-source.asp?id=17920&DB=res>

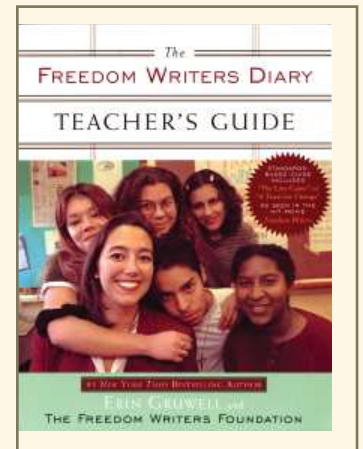
**The Freedom Writers Diary, Teacher's Guide**, by Erin Gruwell and the Freedom Writers Foundation, 2007, Broadway Books

This resource for activities to inspire youth to write comes from the teacher behind the bestselling book and hit

movie *Freedom Writers*, documenting the true story of her high school students who turned their lives around through journaling about their experiences with violence, gangs, poverty, drugs, and academic difficulties. It is a very rich resource, and even though it is aimed at high school students, some of the activities, and certainly most of the approaches, would be great

to use with younger students. Activities are designed to inspire journaling, prompt writing, and create a youth voice for positive community change.

Library link: <http://www.nwrel.org/resource/singlere-source.asp?id=17994&DB=res>



**Academic Activity Guide: A Learning Resource for Mentors and Mentees**, by Heather Laird, 2003, Friends for Youth Mentoring Institute

This is one of our favorite activity guides because it offers a wealth of constructive learning activities designed specifically for mentoring matches. Along with activities for science, math, and social studies, there is a section devoted to language arts activities. Activities are adaptable to a wide range of ages, and they are designed to stimulate interest in learning and discovery and to nurture the development of the mentoring relationship itself. This resource also includes a list of fiction for adolescents.

Library link: <http://www.nwrel.org/resource/singlere-source.asp?id=17517&DB=res>



## Online Resources

■ **YouthARTS, Arts Programs for Youth at Risk: the Handbook, by Marlene Farnum and Rebecca Schaffer, 1998, Americans for the Arts, (<http://www.americans-forthearts.org/youtharts/>)**

This comprehensive online toolkit describes the implementation of comprehensive arts-based prevention and diversion programs for youth involved in the juvenile justice system or struggling with school. It covers program planning, working with parole officers and case workers, recruiting and training artists, appealing to funders, and program evaluation. The toolkit also includes companion videos that can be viewed online, including one on the transformative power of arts programming to engage struggling youth, and another giving an in-depth look at how three demonstration sites implemented art programs for youth involved in the juvenile justice system.

■ **Afterschool Training Toolkit: Promising Practices in Afterschool, by the National Center for Quality Afterschool, SEDL, 2004–2009, WGBH Educational Foundation, (<http://www.sedl.org/afterschool/toolkits/>)**

This online resource for afterschool programs has activities and practices that could easily be modified for mentoring programs. There are activities to build art and writing skills, promote literacy, and help youth use technology for creativity and storytelling. Each module has an overview, a template for planning the lesson/activity, detailed instructions, and additional resources on the topic that can serve as a gateway to a wealth of online arts resources for your matches to explore.

■ **The Learning Center for the United States Library of Congress American Memory Project, (<http://memory.loc.gov/ammem/ndlpedu/>)**

For over 10 years, the Library of Congress has been digitizing its collection and making it available online. The collection now includes over seven million photos, historical documents, and music and film clips documenting all aspects of American life. As part of this massive project, they have created a learning center for educators and kids to serve as a portal for exploring the collection. The Learning Center offers a wealth of online activities and themed guidance on a broad range of fascinating topics such as the history of the civil rights movement, immigrant stories, women's stories, Hispanic American Heritage, and the invention of flying machines. Whether your matches are interested in exploring history and culture, or are interested in art, photography, writing, and music, this site is a rich resource.

■ **PBS Teachers, (<http://www.pbs.org/teachers/>)**

The Public Broadcasting System has created this rich site, which includes a search function to identify activities and lesson plans by grade range and topic. Topics run the gamut from art history, to dance, photography, filmmaking, and writing, so this is a great way to track down age-appropriate activities specific to a mentee's particular interest. The site also has a lot of content on creative and appropriate use of media that may spark some activity ideas. For example, a recent feature article described how to use Web 2.0 tools to explore Shakespeare.

■ **NGA Kids, (<http://www.nga.gov/kids/kids.htm>)**

Most major art museums now host Web sites for kids with all sorts of activities. This site, from the National Gallery of Art, focuses on interactive art kids can make online, including virtual painting and photography tools, and might be particularly useful for site-based programs that don't have art software. There are also wonderful exploratory activities hosted by the Metropolitan Museum of Art in New York: <http://www.metmuseum.org/explore/index.asp>; and the J. Paul Getty Museum in Los Angeles: [http://www.getty.edu/education/for\\_kids/](http://www.getty.edu/education/for_kids/), among others.

■ **The Comic Book Project, (<http://www.comicbook-project.org>)**

This fun nationwide project is aimed at promoting both visual and written literacy, and was originated by Dr. Michael Bitz at Columbia University. It engages middle school students in writing, sketching, designing, and publishing original comic books. At the beginning of each school year, a theme is announced. Past themes have included "Bullying Backfires," and "If I Ruled the World..." Every child who completes a comic book is featured on the Web site art gallery. Also, through a partnership with Dark-Horse Comics, winning comics are selected for printing and nationwide distribution.

■ **The Groovy Little Youth Media Sourcebook, by Jesikah Maria Ross & Listen Up!, 2001 Learning Matters, Inc. (<http://listenup.org/ymip/?p=curricula>)**

This online publication includes a section of group activities to get youth communicating, working in teams, and thinking of multimedia strategies to convey their messages. Many of the activities focus on video projects. The sourcebook also includes tips for working with groups of youth on projects and exhibiting and presenting projects to the community.

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