Light Painting

- LongExpo app (free) iOS
- Light Paint app ($.99) iOS
- Dr.Light Painting app (free) Nexus
- Glow sticks, flashlights, finger flashlights, or other light source & dark room
- Light Painting Tips: http://frecklephoto.com/week-4-challenge-light-painting-with-sparklers/
- Lightpainting videos:
  - https://www.youtube.com/watch?v=zM_c-BkJVOA
  - https://www.youtube.com/watch?v=qfFuP9sDQpk
- Light Painting with Sphero (check one out from NCKLS)
- SpriteBrush Pro app (free) Nexus
- Long Exposure 2 app (free) Nexus

Recording Community History

- StoryCorps app (free) iOS & Nexus
- Steller app (free) iOS & Nexus
- Quik – GoPro app (free) iOS & Nexus
- StoryWorth app (free) iOS
- Historypin: https://www.historypin.org/en/
- Twile app & website: https://twile.com/
- Family Search Memories app & website: https://www.familysearch.org/photos/
- **Timeline** game (~$14 on Amazon) there are multiple versions available
- Genealogy Resources for Kids from WebJunction: http://www.webjunction.org/documents/arizona/History_and_Geneology_045_Resources_for_Kids.html
- Genealogy Essentials: Helping Patrons Search for Family Roots webinar: http://www.webjunction.org/events/webjunction/genealogy-essentials.html
- NCompass Live: Collaborative Community Outreach for Local History and Genealogy - Recorded Online Session: http://nlc.nebraska.gov/scripts/calendar/eventshow.asp?ProgID=15227
- Beyond Database Instruction: Genealogy Programs for Patrons: http://www.programminglibrarian.org/blog/beyond-database-instruction-genealogy-programs-patrons

Trivia & Charades Game Event

- Kahoot app (free) iOS & Nexus
- Trivia Crack app (free) iOS & Nexus
- SceneItQuiz app (free) iOS
- PopcornTrivia app (free) Nexus
- Heads Up app ($.99) iOS & Nexus
- Charades FatChicken app (free) iOS & Nexus
- **Wits & Wagers** board game (~$30-35 on Amazon)
- **Wits & Wagers Family** board game (~$14-20 on Amazon)
- **Five Second Rule** board game ($13.99 on Amazon)

Zombie/Plague/Apocalypse

- Solve Outbreak app (free) iOS & Nexus
- Bio Inc. app (free) iOS & Nexus
- Plague Inc. app ($.99) iOS & Nexus
- Zombies Run! App (free) iOS & Nexus
- **Pandemic** collaborative board game (~ $30-40 on Amazon) available as an app for $4.99
- Zombie Preparedness from the Center for Disease Control & Prevention: https://www.cdc.gov/phpr/zombie/index.htm
- Pandemic Influenza from the Center for Disease Control & Prevention: https://www.cdc.gov/flu/pandemic-resources/index.htm
- Fake Wounds

Book Trailers

- iMovie app (free) iOS
- Movie Maker Filmmaker app (free) Nexus
- How to Make a Movie in 10 Easy Lessons by Robert Blofield
- Directions for Making Book Trailers: http://www.booktrailersforreaders.com/Prezi+On+How+To+Make+A+Book+Trailer
- Book Trailer Café: How to Make a Book Trailer: http://www.booktrailercafe.com/
- KidLitTV: 4 Essentials for Creating a Book Trailer: https://kidlit.tv/2015/06/what-youll-need-to-make-a-book-trailer/
- Video Editor software on computer (such as Camtasia or PowerDirector) or iPad (such as Video FX, iMovie, or Video Editor Movie Edit.ing)
- Free Book Trailer Templates: http://www.adazing.com/free-book-trailers/
- Book Trailers for Readers: http://www.booktrailersforreaders.com/How+to+make+a+book+trailer

Spy Program

- Spyfall app (free) iOS & Nexus
- Stealth Inc app ($4.99) iOS
- SpyHunt app (free) Nexus
- Third Eye Crime app ($1.99)
- Robbery Bob app (free) iOS & Nexus
- Stealth app (free) Nexus
- Beat Sneak Bandit app ($2.99) iOS
- Spyology by Spencer Blake (ISBN 9780763640484)
- **Codenames** game ($13-18 on Amazon)
- Bryce Don't Play: Spy School at the Library: http://brycedontplay.blogspot.com/2014/02/spy-school-at-library-program-do-over.html
- Spy Party ideas on Pinterest: https://www.pinterest.com/mamadsen/library-ideas-super-spies/
- The Show Me Librarian: Spy Club! A School-Age Program: http://showmelibrarian.blogspot.com/2012/11/spy-club-school-age-program.html

Movies & Interactive Movies

- Amazon Prime app (free) iOS & Nexus
- Netflix app (free) iOS & Nexus
- Movie License
- MuVChat app (free) iOS & computer
- Props to go along with movie (see Harry Potter or Princess Bride interactive movie information)

LIGHT PAINTING

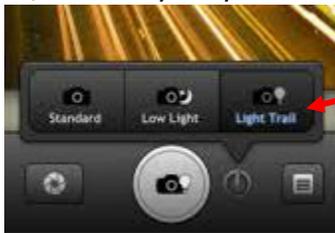Posted on August 21, 2013 by bltjones (https://bltjones.wordpress.com/2013/08/21/light-painting/)
(re-posted 4-9-17)

This was one of my favorite programs I got to do this summer–it was extremely easy in terms of set up, and it was amazingly awesome and fun. Besides being a perfect blend of physical and digital fun, it really hit the 21st century learning skills on all four Cs–more on that in a bit.
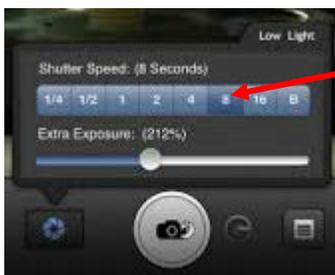
I learned how to do light painting from Mike Campagna of Barrington Area Library. More details on light painting can be found on the Exploratorium's blog. I gathered up devices and installed the "**LongExpo Free**" app. I bought out all the key-chain flash lights from the local dollar store. "Conventional" flashlights with the regular small bulbs seem to work better than LED flashlights–the ones I got used one AA battery each. We also gathered some colored cellophane and rubber bands to make the flashlights different colors. We had 20 kids in a darkened programming room. I gave them a quick how-to, and away they went!
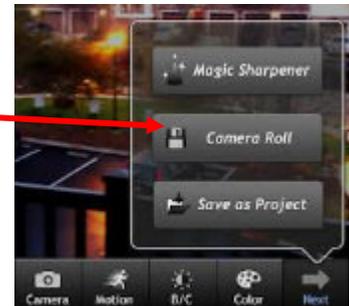
To set up the app, you want to be sure to select "Light Trail" on the far right of the settings options.

Set the "Shutter Speed" to 'B' on the far right, which makes the shutter manual–tap the "camera" icon once to start the exposure, have someone wave a flashlight around in front of you, then tap again to end the exposure.

To save an image you like, tap "Next", then "Save to Camera Roll". If you don't want to save that image, just click "Camera" on the left to go back and try again.

Then, after you have saved some awesome images, close the app and open the camera roll. Choose "Share" and "email", then enter the email address of someone you want to email the image to. I had created a generic gmail account and set it as the default email on each device, so all the emails were coming 'from' the same address. I could also open the sent mail folder of that email address and see the images that the kids had chosen to share. The 20 participants on this day shared 52 images via email.

I consider this program to be particularly successful because the kids were hitting all of the 21st century learning skills. They were creating digital images, but they also used creativity and critical thinking to innovate new techniques beyond the instructions they received. They collaborated in spontaneous groups–every image required at least 2 kids, and small groups of kids formed quickly and responsively to accomplish new techniques as they were discovered. And finally, they communicated, in person with one another and also by sharing their creations directly via email. The energy in the room was absolutely kinetic and everyone had a great time.

Light Painting

By: Sphero

Learn how to use long exposure photography to take pictures that capture an image over time. Then use Sphero to draw with light.
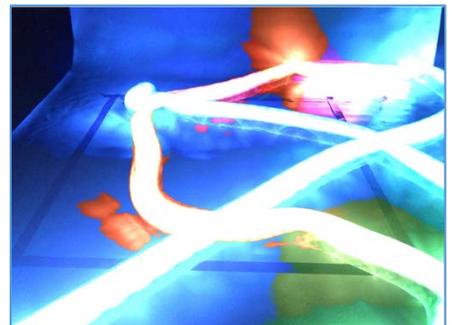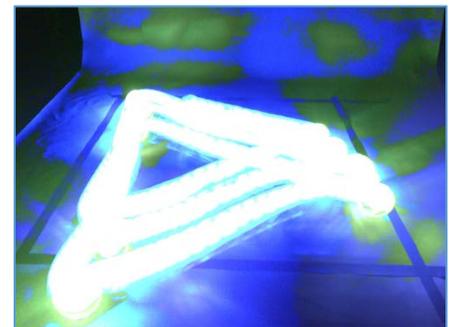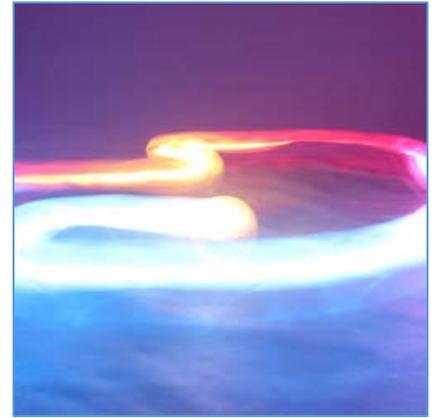

Supplies

Two smartphones or tablets; long exposure photography app (ie. LongExpo); Tripod that will hold a phone or tablet; Painters tape

Steps

1) Run the triangle program. Using the painters tape, place a marker each spot where Sphero turns. Then, using the painters tape, draw a square that encompasses the markers where Sphero turned.

2) Set up your camera so that it can see everything within the painters tape square. Removes the original marker tape.

3) Change the settings in your app so that it is in "light trail" mode with the highest sensitivity and longest shutter speed possible.

(Sensitivity relates to how much light is necessary to capture an image. A higher sensitivity is typically used when there is less light available for taking the image. For example, a low sensitivity might be used in bright sunlight, but a high sensitivity might be used indoors. *Shutter speed* is the length of time light is exposed to a camera's sensor. A fast shutter speed helps freeze action. A slow shutter speed can make moving objects blurry, often creating a sense of movement.)

4) Put Sphero in the left corner of your shot, turn off the lights, and take a long exposure photo as you run the sample Triangle program in the SPRK app. (The darker it is, the better your photograph will be.)

5) What does your picture look like? Did it capture Sphero's light trail? If not, keep playing with your camera app's settings until you get something that looks like this.

6) Test the Square or Figure 8 sample programs to see what happens.

7) Challenge time! What can you get Sphero to draw? Using the SPRK app, write your own program and then take a long exposure photo while you run it.

8) Did your photo turn out the way you thought it would? What could you do to make your light drawing even better? How do you think changing the sensitivity or shutter speed might affect your photo?

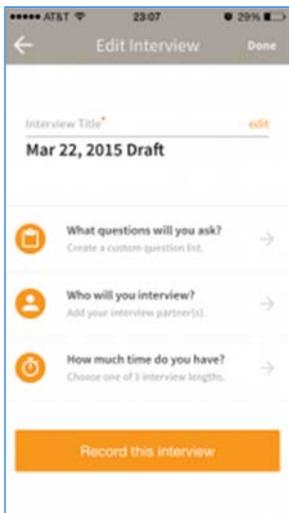9) Modify your program until you are happy with your design.

App of the Week: StoryCorps

BY CARLI SPINAAPRIL 1, 2015APP OF THE WEEK, PROGRAMMING

Name: StoryCorps.me   **Platform**: iOS and Android   **Cost**: Free

The app allows you to create an account, but you can also proceed without an account if you would prefer. Once you make that decision, you can get started with your first oral history right away.

When you get started with your first interview, you can opt to either start recording right away or prepare your interview questions in advance. If you pick the option to prepare your interview first, you are offered several tips on best practices for conducting this type of interview. These are very approachable for those who are new to interviewing and cover the basic protocols that should be followed in a way that lets novices feel like experts very quickly. You are then prompted with the three preparatory steps for the interview: customizing a question list, selecting who you will interview, and setting the length of your interview.

When you are setting up your list of questions, you can choose from suggested questions on a variety of topics ranging from family heritage to serious illness or you can write your own questions. Adding one of the suggested questions to your interview is as simple as clicking the plus icon, and once you have selected several questions, you can view your list and reorder the questions to suit your needs. You can also save your questions and then go back to editing them later.
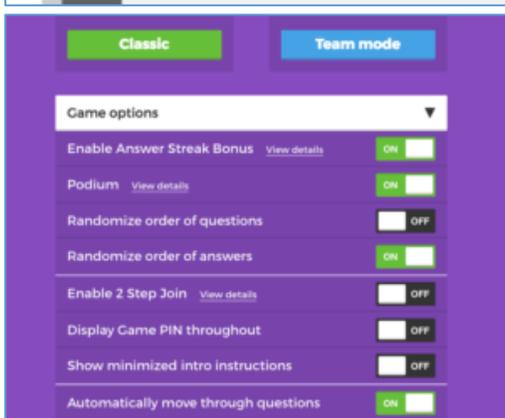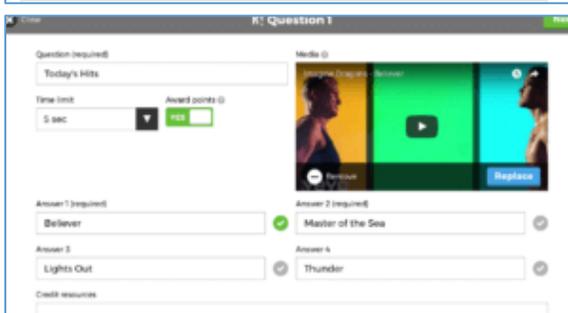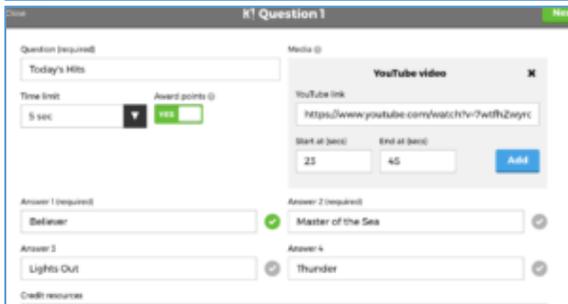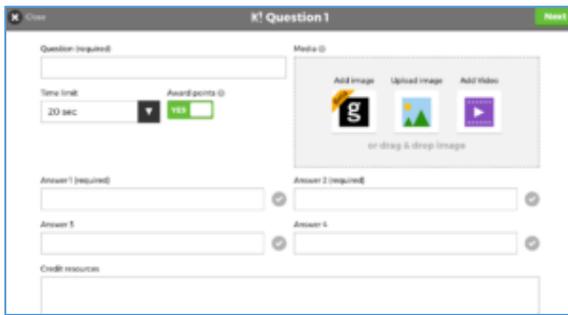
The next step on the app is setting who your interview subject will be, and this is the only one of the three steps that requires an account. Once you have done this, you can then set the length of your interview. The app allows for interviews of 15 minutes, 30 minutes, or 40 minutes in length, but you can also say that you don't know how long the interview will last if you would prefer, though it is worth noting that the app will stop recording after 45 minutes. Even if you select an interview length shorter than 45 minutes, you can continue recording for longer, so this step doesn't have to be too much cause for concern.

Using the app, you can set up multiple interviews before you record any of them, which can be useful if you are planning a single event where you will interview multiple people or if you are using a single (perhaps library-owned) device for multiple users. As you are conducting your interview, you will be presented with the questions one at a time and can swipe through them at your own pace. Once you have finished your interview, you will be prompted to take a photo with your interview subject. You will then be given the option to share it on the StoryCorps website and archive it with the Library of Congress for posterity. You can also delete your interviews after completing them if you would like.

This app has a lot of potential for use in library programming. From a Bring Your Own Device workshop to introduce teens to this app and the best practices for conducting oral history interviews or an on-site interviewing event. This app allows users to have so much autonomy in creating their interview questions and selecting who to interview, it is a great opportunity to bring in all types of teens with all sorts of interests and they can each make a contribution to local history while learning how to conduct interviews.

KAHOOT

Andrea Sowers | August 18, 2017

So, how does it work? It's honestly pretty simple. Once you start a new quiz & put in the basic information, you'll be prompted to add a question. Here you'll enter the following: your question, two – four possible answers, & how long the teens have to answer (5-120 seconds).

You can also add in media, which is really what won me over! For my Name That Tune game, I'm using YouTube videos & narrowing it down to a certain part of each video. Once you're done, just hit next.

Each question does go into its own little option. On the home screen, you can easily change the answer time, duplicate, & delete. You can also drag question into an earlier/later position in the list if you'd like. A feature, I've been very thankful for as I changed songs from one category to another. Just be sure to hit save on this screen or you'll lose all your unsaved work. (As someone who did that more than once, it's less than fun!)

Now, play is very simple as well, but I would like to point out some different options that you can do. The first decision is whether you want everyone to battle it out alone or if you want teams. If you choose teams, there will be a 5-second "team talk" added to each question. If you're playing a video, it will restart after the 5 seconds are up, so that can be annoying. The other options to highly consider are the streak bonus, randomizing questions and/or answers, autoplay, and showing the podium at the end of the game. I use the randomizing answers for sure as it made it easier for me when creating questions. I didn't have to move the answers around each time; I could make the correct answer the first option and know that it would be randomized for me during play.

The best thing about Kahoot is the likelihood your teens already know and love it are pretty high. Every teen I've mentioned it to got super excited because they use it in school and adore it. (I've even had a couple tell me they create their own quizzes to play with their friends for fun!) Now, teens do need a device to play. Whether it's a phone, tablet or computer. I plan to have some extra iPads and laptops available for those who don't have their phone or don't want to use it.

App of the Week: Trivia Crack

BY CARLI SPINAMARCH 11, 2015APP OF THE WEEK, GAMING

Name: Trivia Crack   **Platform**: iOS, Android, Windows phone, and Facebook
Cost: Free

As apps have proliferated, so have the games that are available for mobile devices. It can be hard to sift through all of the available game apps to find those that set themselves apart, but recently I found one that I think is among the best of the trivia games available for mobile devices. Called Trivia Crack, this app combines an ability to compete against both friends and strangers with crowdsourced questions and cute graphics. Taken together, this translates into a fun game that will keep you playing for hours.

Trivia Crack makes use of many features that will be familiar to players of other games. In some ways, it is like Trivial Pursuit since it involves building up a collection of characters that represent the six different topic areas: Entertainment, Art, Sports, History, Science, and Geography. Like many mobile games, it also includes the option to choose to either play a game against a randomly assigned stranger or to search for friends to play against. The option to chat (and trash talk) with your opponent via the messaging feature is built into each round. Also like many mobile games, Trivia Crack features achievements that can be shared on social media, a shop where players can purchase tools that give them various advantages (with prices that range from $0.99 to $99.99), and rankings for those playing with enough other players. As a nice added feature, Trivia Crack also includes a "Question Factory" that allows players to create, rate, and translate questions that make up the backbone of the game. If a player's question is ultimately approved and used, the player receives credit on the question screen, which can be a nice perk.

Game play itself is much like standard trivia games. Users tap on a spinner to randomize the topic that they are assigned and must then answer a question in that topic area. The spinner also includes a wild card slot with a crown on it. If a user hits that option, they are given a chance to either answer a question to win one of the topic area characters (which serve a purpose similar to the pie pieces in Trivial Pursuit) or to challenge their opponent in a bid to steal one of their characters. To win a challenge, players are asked to answer several questions and their opponent is then given a chance to answer the same questions. Whoever comes up with more correct answers wins.

Trivia Crack is a fun and slightly addictive mobile trivia game. Because it is available for so many different platforms, it is a great option for groups of friends who use different types of devices. If you are a fan of trivia, it is a great (and free!) option.

Special FX: Fake Wounds

by Teen Services Underground

Watch this video: (https://www.youtube.com/watch?time_continue=3&v=-mzd6Knxse8)

What You'll Need:
  Kleenex
  Foundation (I used Wet n Wild which was the cheapest)
  Halloween Makeup Kits (I used the palettes found in the Wal-Mart Halloween Aisle)
  Fake Blood
  Little Wooden sticks or something to make your scrapes/holes
  Wedge Sponges
  Eyeshadow applicators
  White Glue

Steps:
- Take your Kleenex and tear 3 medium size pieces
- Using the white glue, glue the layers down one by one. I let the glue dry a little between each layer so it's not too wet.
- Use your wooden stick and make little holes/scrapes in the Kleenex
- Wait for the gooey mess to dry and cover it with foundation
- Use the Halloween kit to start making your wound look nice and disgusting
- Add the fake blood to make it extra gooey

For about $20 this was a super fun class. I had 11 teens show up and they spent almost the full 90 minutes either perfecting their wounds or giving it another go/adding more wounds to their arm. I was highly impressed with all that attended, and they did a really good job. I think the only thing I really had to help them with was blending in the Halloween makeup to make it look more realistic & smoother. We found that the purple, red, and black really worked well for straight up wounds and yellow and green gave it that nice infected look. All the teen really liked it and asked to continue the special fx theme next year.

Here are some pictures of the wounds that the teens created:

From: **Teen Services Underground** | October 31, 2017 at 8:00 am | URL: https://www.teenservicesunderground.com/special-fx-fake-wounds/

Creating Book Trailers Using PowerPoint

Think: Get Your Idea
- Pick the right book.
- Watch other trailers and get ideas.
    - What do you like or not like?
    - Were the pictures fuzzy - narration too soft?
    - Was the image on too long? Story confusing?
    - Focus on just the main problem and characters.
- Write down your narration/script.
    - Short sentence - 1 image.
    - Long Sentence - 3 images.
    - 30, 60, or 90 second trailers are best - think of making a commercial for your book. This is not a book report.
    - Think about pacing and continuity. Book trailers average 20 photos, with most photo duration times between 2 to 5 second range.
- Get the basic book info for titles.
    - Author/ Title/ Reading Level

Select: Really Big Pictures
- Select Safe Search; Copyright Free; or Modifications Allowed.
- These image sites are recommended for reuse or public domain.
    - Flickr Creative Commons
    - CC Search more than one site
    - LibGuides with Joyce Valenza
- Note the photographer & the url for photo credit document.
    - Use ImageCodr.org to get correct image attribution
- Images should be 1280 by 720 or bigger; nothing smaller than 640 by 360.
- Search for image of characters: use the word portrait.
    - Think in terms of your main character and search teenage girl portrait, boy portrait or child portrait. Try to find more than one picture of your main character. Searching for your protagonist takes longer than object, landscape and even "feeling" photos.
- Save full size to your folder; Not the thumbnail.
- Import your pictures.
- Arrange the pictures.
- This part takes time.

Storyboard in PowerPoint
- Decide what images you're using.
- Use PowerPoint to create your book trailer.
    - Add each image to a different slide.
    - Move the slides around to fit your script.

Add Narration & Titles
- Match the script to the images.

- o You can type up your script in the notes field to help you plan.
- Double check that you have enough pictures?
- Select the Slide Show tab:
  - o Unselect Use Timings
  - o Click Record Slide Show
  - o Select Start Recording from the Beginning
- Try narrating in one setting.
- Use emotion.
- Is your voice loud enough?

Improve: Edit & Flow
- Under Slide Show, select the From Beginning to preview video.
- Does it flow?
- Does it have focus?
- Enhance your trailer with editing.
  - o Import/Arrange your photos.
  - o Crop pictures as needed.
  - o Modify image titles.
- Add an effect or transition.
  - o Keep transitions the same unless it is for a dramatic part of script.

Lay Down Your Soundtrack
- Add Background Music.
- Download music to your computer:
  - o Incompetech.com by Kevin MacLeod
  - o Free Audio Music Youtube
  - o List of free sound and music complied by Larry Ferlazzo
- Select the Insert tab in PowerPoint
  - o Select Audio
  - o Choose Audio on My PC
  - o Find the file you want and add it
  - o Move the speaker icon to the corner of the slide
  - o Turn the volume very low
  - o Select the Playback tab
  - o Choose Play Across Slides and Play in Background
- Make sure music is really low/soft.
- Does it match the mood?
- Does it e0nhance the story?

Take another Look: Evaluate and Redo
- Select the Slide Show tab and select the From Beginning to preview video.
- Check your narration.
- Customize your motion.
- Don't have any dead air.
- Create your title frames.

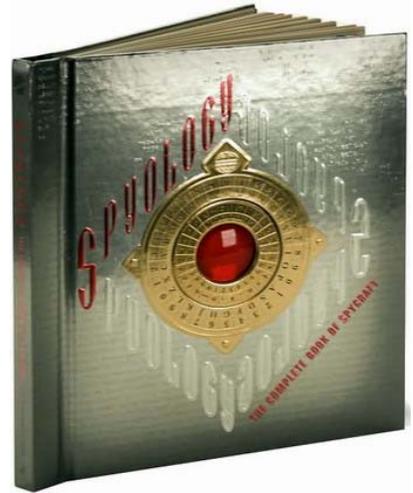- When you redo anything, you will have to narrate the whole thing again.

Create Your Video & Share!
- Select the File tab.
- Choose Export.
- Choose Create a Video.
- Use the default settings.
- Click Create Video and save the file to your desktop.
- Find out more about upload settings for video sites at Youtube encoding and formats.

Spy Program

At the beginning of the program, my coworkers Brooke and Linda were nice enough to write "Agent [first letter of kid's name]" on address labels so that the kids could get their code names.
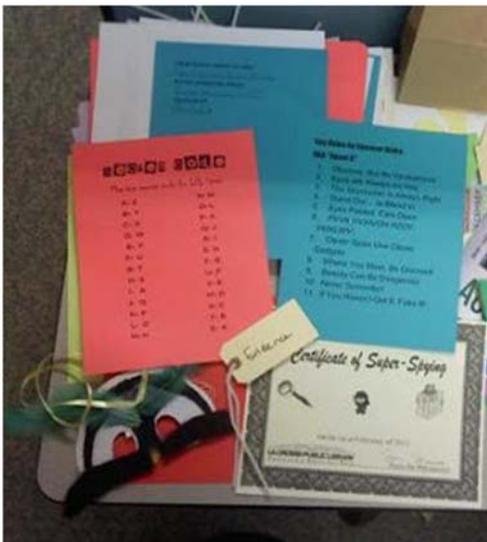
We focused on rules in *Spyology*. Each rule had a "mission" the kids had to complete. While explaining the missions, I gave some fun facts about espionage they could use. I had a "spy library" with books about spies as well as books about the people I mention. This list from Mental Floss (http://mentalfloss.com/article/12567/10-celebrities-who-spied-side) was helpful putting everything together.

When the kids arrived, I made nametags for them. "Agent" was written on about 20 to facilitate the process. I used their first name initial, and once there was already, for instance, an "Agent A", there couldn't be another one, so I asked for their favorite color (e.g. Agent Black).

Eyes are always on you: You never know when there's someone following you when you're a spy. That means that you need to be on your toes at all times. There's 2 ways spies can hide. They can "go grey" meaning that they become so plain that they blend into the crowd. That's what Sarah Edmonds did. During the Civil War, way back in the time when girls weren't allowed to do things like be in the army, she used her job as a nurse to spy for the other side. And no one suspected her, because she was a quiet person who didn't look like people thought a "spy" would. On the other hand, Julia Child and Roald Dahl were really famous (Julia was on TV and Roald wrote books) but they were ALSO spies! This is called "standing out to blend in". When you're really famous and even on TV, no one would think you're a spy! People think "why would someone choose to be famous if they're trying to hide?" It fools with people's brains and helps you stay hidden.

 Your mission is to make a disguise. We have a few options here for your disguise; choose wisely.

Keep Secrets safe: Encode! A very important part of spying is being able to communicate without getting caught. For this reason, we need to write in a code language. This code is an easy one to try, with each letter ACTUALLY meaning another letter. These slips of paper have codes on them. *(Post-program note: The codes I used for this program were left over from our Undercover Spy program. This code is called a REVERSE CIPHER. Make sure you know the name of the cipher you used. I was asked. Brooke looked it up, and I later shared my "report from intelligence").*

 Your mission here is to decipher the code and THEN do what the code says! After that, you can turn the paper over and try to write your own code.

Eyes peeled, ears open: As a spy, one of the things you'll need to know about is surveillance. Surveillance means that you are watching someone at all times or following them. This doesn't mean

that you are actually following them all the time, though; sometimes it means taking a small tracking device or "bug" and placing it on them. The tracking device will send information about what that person is saying or doing and send it back to you on your computer or phone. Today, around the children's room there are spies who are standing out to blend in. They normally look like this, but they all have disguises on.

    Your mission is to find all six of them and place your tracking device (star stickers) on them! (This is the same as Yoda's Bad Guy Find)

Clever Spies use clever gadgets: Spies use lots of crazy gadgets to track bad guys and communicate intelligence or what they find out.
    Your mission is to create a spy gadget out of computer parts. Tell me how you would use it!

If You Haven't Got It, Fake It!: I used this spy rule to create a station that had a large number of nonfiction and chapter books about spying and detective work (including *The Strange Case of Origami Yoda* and *The Fourth Stall*) for kids to check out. They also could take home from this station "evidence tags" [read: leftover laptop check out tags from 2000, and pipe cleaners] to use as bookmarks.

After they were finished with every station, the kids came up to me and I issued them a "certificate of super-spying" on which I wrote each agent's name.

13 Tips to Make Your Movie Night a Blockbuster

1) SHOW A MOVIE THE SAME DAY IT COMES OUT. If you can see holds on unreleased movies, you can use that to learn what movies your patrons are most interested in. I also like to check http://www.dvdsreleasedates.com/ where, on the right, they list the most requested release dates.

2) SHOW MOVIE AWARD WINNERS & NOMINEES. Nothing sparks adult patron interest more than showing the award winners and nominees. Bonus points when you do it close to the award announcements.

3) SHOW FAMILY MOVIES DURING SCHOOL BREAKS. What else are parents going to do with their kids? If you are concerned about content, check out Common Sense Media beforehand. They rate all of their movies on areas of concern (nudity, language, violence, etc.).

4) NO SHAME IN SELECTING A POPULAR TITLE. You're tired of hearing about it? That's the perfect movie to show. (Yes, *Frozen* will still draw large crowds without any other incentive.)

5) OFFER A FUN RAFFLE PRIZE. My best teen movie night was when we raffled a 5 lb. Gummy Bear. Teens I never saw before came out for this event! It was so easy, and you can order it from Amazon.

6) SHOW THE PREVIOUS MOVIE BEFORE THE NEXT MOVIE COMES TO THE THEATER. Who doesn't want a refresher of the first movie before the next one comes out? Bonus points if it is a popular first movie.

7) PAIR THE MOVIE WITH TRIVIA AND GAMES OR A CRAFT. If you want them to leave the comfort of their home, perhaps they need more than a larger screen to come to the library.

8) TRY A FILM SERIES. Showing multiple films in a series (rather than just randomly) will allow you to build an audience that you can count on.

9) SHOW A CULT CLASSIC. What's more fun than watching your favorite movie with other fans?

10) SHOW DOCUMENTARIES. If documentaries circulate well at your library, select an interesting subject and plan a discussion afterwards.

11) SHOW MOVIES THAT WERE INSPIRED FROM BOOKS. Being a library, is there a better place to meet other readers, watch the movie, and then discuss the differences between the two?

12) CREATE AN INTERACTIVE MOVIE. Have the audience do certain actions that happen within the movie. For example, viewers can throw glitter whenever Elsa uses magic, boo when Hans is on-screen, and eat carrot noses whenever Sven is around. For a "Jaws, the Experience!" participants can be given bags of props to use and instructed to yell "Ah! Shark!" whenever the fish swam on screen. If you want help planning, teens are really good at coming up with ideas.

And there you have it, some successful ideas for when you plan your movie night. Posted by Jess at 11:31 PM

YES, YOU CAN: INTERACTIVE HARRY POTTER MOVIE
Elizabeth Norton | February 7, 2017 | Book Related, Programming

Interactive movies are one of those topics that routinely get discussed on listservs. I knew my teens would love an interactive movie program, but never felt like I had time to prepare for it. *How many times would I have to watch the movie in advance to get it right?* I wondered. Every time the idea came up, I would get excited for a day, then decide it was impossible and shelve the idea for later.

That all changed when I attended Teen Think Tank in February 2016, where Rikki Unterbrink discussed her interactive screening of *Harry Potter and the Sorcerer's Stone.* Rikki was kind enough to share her script with all of us, and she made it seem much more doable than I originally thought. Armed with Rikki's script, I made a few tweaks to her original plan and was well on my way.

How It Worked:
Apart from the time that I put into creating chocolate Golden Snitches, I was really surprised how low-maintenance this program turned out to be. The most time-consuming part was stuffing the bags. Upon arrival, each participant was given a bag of props and a script. I used white paper bags with handles from our craft stash, and prettied them up with a label that I printed on a standard Avery shipping label. After a little explanation about what was expected of the participants, we started the movie. Everyone was eager to participate and we had a great time!

So What's In the Bags?
Each bag contained:
- A copy of the script
- A party horn (kazoos will also work)
- A Kleenex
- A plastic spoon
- An Oreo cookie (use Birthday Cake-flavored Oreos if you can find them)
- A chocolate Golden Snitch (see instructions below for how to make these)
- A ticket for Platform 9 ¾ (there are lots of designs online for this; I included the one I used in my https://goo.gl/PfB3bA for this event.)
- A paper wad
- A paper airplane (I used the pattern found at http://www.foldnfly.com/1.html and made these out of origami paper.)
- A peppermint candy
- A small bag of chips
- A small bag of animal crackers
- A gummy worm

In addition to the bags, I needed:
- A beach ball
- A squirt gun filled with water
- A bag of individually-wrapped candy
- An individually-wrapped Twizzler for each participant
- A troll costume (I appropriated a wig from our storytime props–you can make this as elaborate as you want)
- Some chocolate gold coins
- A can of silly string

The Piece de Resistance: Chocolate Golden Snitches

This was the most time-consuming part of putting together this program, and you don't have to do it this elaborately. Any gold-wrapped candy could serve as a Golden Snitch, but I used a low-temperature hot glue gun to glue feathers to the sides of Ferrero-Rocher candies. They were the talk of my office for days. They do contain nuts, however, so warn your teens in case of food allergies.

All in all, what started as a program I thought I would never be able to pull off became one of my best-attended events last summer. The teens had a blast and the interactive experience let them see an old favorite movie in a whole new way. I can't wait to try another interactive movie, perhaps at my National Teen Lock-In event this summer!

Want to try this at your library? My scripts, tickets, stickers, and a detailed how-to are available at https://goo.gl/PfB3bA.

Princess Bride Interactive Movie

How can you participate in *The Princess Bride* interactive movie night?

Whenever…

- A character says "True Love"—say "awwwwww" and/or blow bubbles
- Characters kiss—Make kissy noises and ring your bell
- The film returns to the grandson in the bedroom—Say "Hold it!"
- Trumpets play in the movie—Make a trumpet noise on your kazoo
- Vizzini says "Inconceivable"—Slap your forehead with your palm (Fair warning to PB newbies—he says this A LOT, so be gentle)
- A sword is drawn—Shout "Ta Da" and pretend you have a sword to swing
- Characters are fencing—Show off your moves with your imaginary sword
- Westley is getting electrocuted—Pretend your seat is hooked up to the machine and writhe along
- Characters wave—Wave back. It's only polite.
- And of course say the immortal lines "as you wish" and "Hello. My name is Inigo Montoya. You killed my father. Prepare to die." Along with the characters.

Bonus: For true fans—these scenes only happen once, so if you know the movie go ahead and…

- When the grandson is playing the baseball game—Sing the first two lines of "Take Me Out to the Ballgame"
- When Vizzini says "No more rhymes now, I mean it!"—Yell "Anybody want a peanut?"
- Boo Buttercup (aka the Queen of Refuse) along with the scary witch
- When Valerie yells "Liar! Liar!" at Miracle Max—Say "Get back witch!"
- When the Impressive Clergyman turns around—Say "Mawage…Mawage is wot bwings us todeger today."