



## Fact Sheet: Libraries, Literacy, and Gaming

Libraries of all types have a long history of providing collections, programs and services that support traditional literacy skills. Today, literacy is more than reading and writing. 21<sup>st</sup> century literacy is digital, information and communication technology (ICT), as well as media, programming, and visual. According to ALA's American Association of School Librarians' *Standards for the 21st Century Learner* (AASL, 2008), these 21<sup>st</sup> century skills require reading, understanding and evaluating information in order to think critically, draw conclusions, and make informed decisions.

For the purpose of this grant, it's up to you to describe and demonstrate how your library's gaming experiences builds 21<sup>st</sup> century literacy skills in youth 10-18.

- \* Will playing console games develop collaborative problem solving skills?
- \* Will board game events help young players to develop higher order thinking?
- \* Will encouraging youth to run gaming tournaments build leadership skills?
- \* Will playing *Pictureka*® or *I Spy*® develop visual literacy?
- \* Will game creation classes build technical literacy?
- \* Will game activities contribute to media literacy development?

Listed below are a few literacy definitions. A full list of resources is online at [www.librarygamingtoolkit.org/literacy.html](http://www.librarygamingtoolkit.org/literacy.html).

- **21st Century Literacy** is the ability to use a range of tools and skills to communicate and participate in today's society.
- **Print Literacy** is the ability to read and write proficiently.
- **Visual Literacy** is the ability to interpret, assess, process and make meaning from visual images.
- **Media Literacy** is the ability to critically assess messages presented by media outlets such as newspapers, blogs, television shows, and movies.
- **Programming Literacy** is the ability to understand and applying programming principles to create change in technology.
- **Information, Communication and Technology (ICT) Literacy** is the ability to learn and use software and hardware to communicate knowledge and ideas.
- **Technology Literacy** is the ability to use the tools of creation and communication, such as computers, cell phones, MP3 players and more.