

ELLYSSA KROSKI

300+
Resources,
Ideas, and
Tools

BIG THE BIG

**SOURCE
BOOK**

**OF FREE AND LOW-COST
LIBRARY PROGRAMMING**

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PREFACE

EVERY ORGANIZATION HAS budget limitations, but that doesn't mean that library programming needs to be anything other than spectacular. There are hundreds of exciting low/no-cost library programs that can be implemented using only free resources. *The Big Sourcebook of Free and Low-Cost Library Programming: 300+ Resources, Ideas, and Tools* aims to help librarians engage patrons while saving their budget lines with inspiration for showstopping library programs for all audiences from seniors to children along with makerspace and passive programming resources.

The Big Sourcebook of Free and Low-Cost Library Programming: 300+ Resources, Ideas, and Tools is a directory of quality educational, promotional, analytical, creative, and fun resources for libraries of all types. Tools and materials range from free resources that help teach financial responsibility to children to STEM lesson plans from NASA to resources that share how to host an Earth Day event incorporating a “free trees for kids” program. Librarians will discover resources to host an amateur radio program at the library to contact the crew of the International Space Station, to host a free retro game night, or to host a financial protection workshop for senior patrons. Jam-packed with lesson plans, printables, downloadables, online learning resources, collaborative library programs, program grants, and donation resources, this giant collection of resources serves as an A–Z guide to low-cost and costless library programming, including resources for program planning, marketing, assessment, and even professional development.

In 2022, I put out a call to the library community asking librarians to share their favorite free resources and how they use the tool in their library. Several of the survey respondent's recommendations are included in this guide.

Each chapter offers a collection of curated resources in different topic areas. Chapter 1 explores free program planning resources in the areas

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of ideas and inspiration, planning templates, brainstorming tools, and productivity and planning tools. Chapter 2, “Senior and Older Adult Programming Resources,” provides resources that could be used in senior programming including engaging seniors, computer-related resources, genealogy resources, financial literacy and protection resources, life-long learning and entertainment resources, gardening resources, health and wellness resources, and podcasts. Chapter 3, “Adult Programming Resources,” covers topics such as book clubs, financial planning, careers, health and wellness, ESL/literacy, lifelong learning, and just-for-fun resources. Chapter 4 discusses young adult programming resources on topics such as literacy, computers and coding, gaming resources, live action roleplaying games (LARPs), escape rooms, and financial literacy. Chapter 5, “Children’s Programming Resources,” dicusses storytime resources, sustainability, literacy, educational resources and lesson plans, financial literacy, health and wellness, and story walks. Chapter 6, “Makerspace and STEM Programming Resources,” is a collection of STEM resources, space STEAM resources, and art resources. Chapter 7, “Passive Programming Resources,” includes resources such as Pinterest boards and idea lists, printables, free books, writing prompts, and coloring pages. Chapter 8 provides a large collection of programming grant opportunities for libraries. Chapter 9, “Program Marketing Resources,” lists free infographics and graphic design tools; free-to-use image collections; interactive polls, quizzes, and games; mailing applications; and social media tools. Chapter 10 provides program assessment resources such as analytics tools, surveys, tracking tools, LibGuides, logic models, and data visualizations. And finally, Chapter 11 features professional development resources such as professional development networks and websites, webinar and course directories, and library conference and event directories.

This book strives to be a one-stop shop for discovering inspiring free resources that can be used in library programming efforts.