Regarding Goal 2

Successful learners:

- develop their capacity to learn and play an active role in their own learning;
- have the essential skills in literacy and numeracy and are creative and productive users of technology, especially ICT, as a foundation for success in all learning areas.

Experienced TLs are familiar with the sentiments of these goals. In 2002 ALIA in partnership with the Australian School Library Association (ASLA) published the joint statement: *Standards of professional excellence for teacher librarians (Standards)*. It outlines the professional knowledge, practice, and commitment expected of TLs working at a level of excellence. In a similar manner the joint policy statements of ALIA and ASLA highlight the professional commitment of TLs to providing equitable access to excellent information services. These statements can be accessed from the ALIA and ASLA websites.

These *Standards* and policy statements also make clear the importance of student skill acquisition to the concept of equitable access. Equitable access has two dimensions: physical access and intellectual access. The latter is the focus of programs developed by TLs country-wide. Students must have the opportunity to gain a range of sophisticated information literacy skills otherwise they will be unable to make full use the services offered. The acquisition of these skills will ensure students have the ability to be lifelong learners in an ever changing technological landscape.

The following excerpt from the *Statement on information literacy* of ALIA and ASLA, Adopted: November 1994 – Amended: February 2009, clearly demonstrates the important role of the TL to the stated national literacy strategies and goals.

Principle

The ability to process and use information effectively is a basic survival skill for those who wish to be successful learners in the 21st century. Learners, who are able to find, analyse, evaluate, and ethically use information for a given purpose in a variety of formats are considered information literate.

Statement

Information literate learners are able to access, process, organise, create, and present information in a range of ways that make meaning for them and allow the construction of personal knowledge. Information skills must be embedded across the school curriculum and explicitly taught in the context of teaching and learning programs. Effective teacher librarians are expert in collaboratively developing and implementing such an approach.

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TLs consider the future at UQ

TLs from more than 80 secondary schools visited The University of Queensland on 7 August to look at engaging students with digital technologies and online information. At the 2009 UQL Cyberschool seminar *Schools, scholars and libraries, a decade of databases: where to from here*, TLs discussed students' information needs and applying new technologies in teaching and learning.

The program featured topics ranging from information literacy to social networking. In closing, Tanya Ziebell (The University of Queensland Library) summed up the day which began by posing the question 'where to from here' and finished with more challenges around how we use new media to connect, collaborate, engage, and learn.

Seminar sponsors included Britannica Online, Oxford University Press, Speakers Ink, Macquarie online, Gale Cengage, ProQuest, WebLinks, RMIT Publishing and Library Webs. Delegates had the chance to meet with representatives from AustLit, Britannica Online, Library Webs, Oxford University Press, and ProQuest and to discuss online resources and their potential use in schools.

UQL Cyberschool is an outreach program of The University of Queensland Library which aims to facilitate access for secondary school communities to affordable, scholarly online resources. UQL Cyberschool was awarded the 2009 Library Board of Queensland

Award for its sustained impact and collaborative approach. To discuss how the UQL Cyberschool may be able to assist your school, please contact cyberschool@library. uq.edu.au.

Presentations from the seminar as well as more information about the UQL Cyberschool are available at 'Cyberschool presentations & papers' at **http://www. library.uq.edu.au/schools/**.

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Back from the future or how to create a 21ˢᵗ century library

Mr David McFadden, former principal, wanted CBC Fremantle to be a place of futuristic innovation. In May 2003, he asked the College Librarian to visit the new libraries in London called 'Idea Stores', which are re-inventing traditional libraries into dynamic, exciting places of inspiration and vision to make them relevant to 21ˢᵗ century clientele. In today's electronic environment where people can live their fantasies via computer games and simulated worlds, it is vital that the library become a place to stimulate curiosity and empowerment. The focus is on lifelong, ongoing learning by encouraging ideas, researching them, and making them more possible to achieve.

These exciting innovations in library thinking were developed by the Tower Hamlets Borough Council for their municipal libraries and the four reinvented so far have been hugely successful. Convinced that libraries should be a means of encouraging lifelong learning, the Borough came up with a concept of "Idea Stores" as places where people could find inspiration and the means to make their ideas reality. They created a stimulating environment by using bright colours, unusual combinations of materials and design, and innovative light features, and rethought the comfort aspect of the space which resulted in more lenient rules, air conditioning, relaxed seating, and a cafe. They provided a wide range of software and the programs needed to skill people to use it, incorporating all the latest technological ideas. An extensive range of useful courses were offered: in a high Middle Eastern migrant area, mother and daughter courses in English, western household skills, and internet were offered. Today Tower Hamlet's Idea Stores offers about 900 courses.

Library staff were encouraged to promote the philosophy, collection, and activities in creative and unusual ways.

The College Librarian returned to Australia inspired and armed with lots of photographs and ideas. Aware that no finance for buildings or furnishings was yet available, she considered how we could at least change the philosophy of service in our small, two-staff school library and keep in mind the demands of an educational institution. It was important to be seen by our young clients as trendy, offering the latest and best in software, DVDs, journals, and books but we also needed to provide a good research collection.

Where to Start

We evaluated our two-person staff, looking at our strengths and weaknesses. Pooling our mutual talents, we realised that between us we could cover several computer program bases. The librarian was better at Publisher and Photoshop, and was prepared to learn more of Cuebase, the professional sound recording program, and Flash and BTV Pro animation. The library assistant's forte was Word and Final Cut Pro, the professional film-making program. He was also a keen movie buff, wanting to develop an up-to-the-minute DVD collection, and as a professional musician, was keen to run song-writing workshops. At least this gave us some exciting starting points.

Next we empowered the clients by introducing a system where they could choose fiction books, DVDs, popular journals, and workshops, and tell us about their exciting ideas which we could then research and help implement. We run unusual challenges like the Codebreaker which someone suggested after reading *The Da Vinci Code,* now a popular yearly event.

We use anything to lure our clients – latest movie trailers, unpublished Matthew Reilly and J.K. Rowling stories, latest Horowitz and Paolino news, posters of items in our secret book box, living books, stuffed animals, working models of the universe, a Tardis complete with light and sound, etc, so that they realise our library is an exciting place and keep coming back. When they make film clips or animations we play them on the library large screen television so all can watch. When asked how to write their own murder mystery game we work it out publically so everyone can see how it's done. Every idea is valued and considered.

The Idea Shop

The computer area has a spacecraft feel with backlit acrylic walls and a star constellation on the ceiling that changes with the season. Cube seating gives a funky touch.