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Advancing Digital Empowerment
of Libraries in Europe

Case studies template

ICCU – December 2022





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Introduction

This document provides the template for the development of the Case Studies on digital transformation in libraries.

The ADELE project aims to contribute to the internationalisation of organisations that choose a path of digital transformation. Through the network they can connect, collaborate, compare, and exchange ideas with organisations across Europe and beyond.

The 100 case studies are aimed at initiating the digital transformation of libraries and inspiring libraries that want to improve their performance on certain areas of the tool.

The areas of the ADELE tool cover the use of digital technologies in libraries from different perspectives: management, infrastructure and equipment but also lifelong learning, users training opportunities and community and stakeholders involvement.

The case studies may be linked to an activity, a service, a new professional profile, an initiative, a place or a library infrastructure in line with the areas and the statements of the ADELE tool. We aim to create a database of good practices to foster innovation and the adoption of digital practices in the library.

Library presenting the case study
(Name, city, website and contact
details)

Carrick on Suir Library
Carick on Suir, Co Tipperary, Ireland
Website: [www.http://tipperaryllibraries.ie](http://www.tipperaryllibraries.ie)
General email: carricklibrary@tipperarycoco.ie
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Title of the case study	Children's Lego Club: Lego Boost
Area of ADELE tool illustrated by the case study <i>Please underline the selected area</i>	<ul style="list-style-type: none"> <input type="checkbox"/> <i>Management</i> <input type="checkbox"/> <i>Infrastructure, Equipment and Support</i> <input type="checkbox"/> <i>Continuing Professional Development</i> <input type="checkbox"/> <i>Self-reflection on digital competences</i> <input checked="" type="checkbox"/> <i>Learning opportunities on digital competences for users</i> <input type="checkbox"/> <i>Collaboration, Networking, and Community</i>
Description of the experience: aim, methods and outcomes	<p>Lego Boost is a Lego kit from which 6 different creations can be built e.g. a robot, cat, a musical instrument etc, and controlled using an app.</p> <p>The aim of the Lego boost workshops is to provide a fun workshop for children while introducing them to basic STEM activities. The step-by-step challenges are suitable for starting levels and help progress and increase coding skills.</p> <p>The method : 8 children came to the library for 6 weekly 1 hour sessions. They were introduced to the Lego Boost project and paired in twos to work on one kit each with one ipad (with the app installed). A library staff member was on hand to advise or help when a problem arose. Due to the app based instructions the children became comfortable using a tablet, improving their IT skills.</p> <p>At varying stages of the build the creations can be connected by bluetooth to the ipad giving the children the opportunity to create simple coding instructions to control their creation.</p> <p>Outcomes the children enjoyed the project, improved their engineering, coding and robotic skills and also learned to work as a team.</p>
Resources needed to implement the idea <i>Please, provide any link and/or send them in attachment</i>	<p>Lego Boost sets – 1 per 2 children Ipad – 1 per 2 children Library staff member familiar with the Lego Boost set https://www.lego.com/en-ie/product/boost-creative-toolbox-17101</p>
Target groups	The target group are local children ages 9 to 12 years old
Elements of innovation	<p>The Lego Boost project emerged as a result of Carrick on Suir Library's commitment to enhance our STEM engagement with local children aged 9 to 12 years old. We already had two lego clubs in the library, one for 6 to 8 year olds and one for 9 to 12 years old. It was decided to add an extra, more challenging dimension to the older Lego club.</p> <p>Lego Boost enables the participants to learn the basics of coding, engineering and robotics in a fun and engaging way. This makes it very relevant to our objective of enhancing STEM engagement.</p>
Tips to other library staff using	Have a member of staff build a Lego Boost creation to become



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this idea	familiar with the process in advance of workshops. Download the Lego Boost app before workshopss commence. Ensure ipads are connected to the library wifi Ensure ipads are fully charged before each workshop
Keywords	#STEM #roboticskills #codingskills #app #digitalskills #userskills
References	https://www.facebook.com/watch/?v=3118279785099332 uir https://www.facebook.com/tipperarylibraries/photos/a.10150103296949781/10159989415719781/?type=3&eid=ARB2xaFUv6X0JkDqQ7LPxmS-cBO62nm_Bwlv5nBb_UoFL81H15IFg-9_uFBexPb4ALogJLFqP1Z3Q9oU&locale=ms_MY&paipv=0&eav=AffaupoRtcPobQXO3nbDsInIoVxGnbpUJzTh0GvOayD1e__N7vkj1D8HosTDmpkyYv1U&_rdr https://www.lego.com/en-ie/product/boost-creative-toolbox-17101



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