

UHLS I Youth Services Advisory Council Meeting

November 6, 2018

Book Review	9:00 am - 10:00 am
Meeting	10:00 am - 12:00 pm
Book Review	12:00 am - 1:00 pm
Teen Discussion Group	12:00 am - 1:00 pm

Attendance:

Mary Fellows (UHLS), Diane Custard (UHLS), Amy Relyea (TROY), Lisa Neuman (APLM), Joelle Adler (CAST/EGRN), Lee Ackerman-Sawyer (WSTR/RVLL), Amy McCarthy (GUIL), Debbie Sternklar (VOOR), Barbara Goetschius (RCSC), Gordon Noble (BETH), Jen Lubbers (EGRN)

Updates:

- New Kit: [The Brain Architecture Game](#). Usable for up to 20 people at tables of 3-5. It's a It is a good kit to use to collaborate with schools and other community organizations or with your board! Description: The Brain Architecture Game is a tabletop game experience that builds understanding of the powerful role of experiences on early brain development – what promotes it, what derails it, with what consequences for society. The game is a 45-60 minute experience optimized for groups of 4-6 people per table.
- Space theme dies. The group was asked to suggest Ellison/Accucut dies for purchase to support next year's Summer Reading Program. Suggestions are: circles, Build a Robot-Jumbo, 3D Star-jumbo and Astronaut #2 a possibility.
- Costumes: The group was asked to suggest costume rental times, as we have a bit of money left for costumes. Spring break week (April 22-26, 2019) was suggested. Suggestions for costumes are Bruce the Bear, Splat the Cat, Bad Kitty, Llama Llama, How Do Dinosaurs...?
- Free continuing Education at Your Desk: ALSC Webinars: Please contact Mary through email, she will send you the Access code to get into the Webinar. This will run to the end of June. [Handout: ALSC Webinars](#)

Highlights of the Juvenile reviews lists:

Mary discussed the highlights of the Juvenile Review Lists. Possible difficult book read: Buried Beneath the Baobab Tree by Adaobi Tricia Nwaubani. ISBN: 9780062696724

Thinking and exploring- focus on collaborative work ([Handout: Focus on Collaborative Work Worksheet](#)):

A discussion was held with attendees. [Document attached](#). Some major points were:

Advantages:

- A different set of eyes on the project, a different perspective.
- Spreading the work load.

- Bounce ideas off people and get them engaged.
- People have different strengths to add.
- Keep you and everyone accountable.
- Keeping energy up

Some disadvantages are:

- People who do not work well in a group.
- Someone wants to do everything their way.
- Two totally different thought process.
- You can lose focus.
- Difficulties in communications.
- You lose the details: who is doing what.

To attain good collaborative work:

- Have a clear goal in mind.
- Be a Good listener.
- Manage expectations.
- Be accountable.
- Know the details of the project before you start.
- Admit there is one thing you are not very good at.
- Find out which form of communications is best with the people you are working with. (face to face, email, text?)
- Check on staffing and with staff about the project.
- You can say no to somethings.
- Make sure it fits with your libraries policies.

Roundup of Random Good Ideas (Handout: Roundup of Random Good Ideas):

- www.nyschildcare.org
- Welcome to the Felt farm.
- Grandparent play group
- Meet the library
- www.holotats.com
- www.quiervision.com
- Upstitch
- Band instrument petting zoo

Best Reads:

Dread Nation By Justina Ireland

ISBN: 9780062570604 Ages 14-17

School Library Journal

Slavery comes to a halt when the dead on Civil War battlefields begin to rise and eat their compatriots. The north and south put aside their philosophical differences and join forces against the undead. They are aided in their efforts by the passage of the Native and Negro Reeducation Act which forces African American boys and girls into combat schools. Graduates from these schools are a buffer between the living and the undead. Jane McKeen is a biracial girl sent to Ms. Preston's school of combat to obtain an attendant certificate. Jane is about to graduate when her friend, Red Jack, asks for help locating his sister Lily. Jane's attempts to discover Lily's whereabouts land her in a survivalist colony. Survivalists advocate a disordered view of natural selection that places Jane firmly under the thumb of a vicious sheriff and his psychopathic family. Jane is tasked with finding a way out of Summerland not only for herself, but also for those she loves. She must make some unlikely alliances of her own if she is to survive long enough to find her own path to freedom. This is a fictional exploration of the chattel slavery and American Indian boarding school systems. Ireland skillfully works in the different forms of enslavement, mental and physical, into a complex and engaging story. VERDICT A perfect blend of horrors real and imagined, perfect for public and school libraries and fans of *The Walking Dead*.—

A World Without You by Beth Revis

ISBN: 9781595147165 Ages: 12+

Publishers Weekly

Through two gripping and very different narrative voices, Revis (the *Across the Universe* trilogy) examines a family struggling with a child's severe mental illness. Bo, whose omnipresent visual delusions have left him believing that he can manipulate time, attends a boarding school for children with "exceptional needs" while his sister, Phoebe, excels socially and academically back at home. "I don't have the luxury of allowing myself to break," she reflects, thinking of her parents. "Because if I break, they'll break too." Unable to accept that his girlfriend, Sofía, committed suicide, Bo blames himself for trapping her in 1692 Puritan Massachusetts, and focuses relentlessly on saving her. Though striking imagery, Revis conveys the vitality and terror of Bo's reality: "I stare down at the chaotic, beautiful timestream spreading out in front of me.... Any chance I had of pulling the end of Sofía's string from the vortex disappears before my eyes." The siblings' perspectives capture the family's daunting emotional, financial, and clinical challenges, conflicted feelings, and growing mutual compassion, creating a story that's both heartbreaking and hopeful. Agent: Merrilee Heifetz, Writers House. (July)

I, Claudia by Mary MCoy

ISBN: 9781512448467 Ages 13-18

Kirkus

The last thing Claudia McCarthy wanted was power—that is, until she had some. After years of being teased for her limp and her speech impediment, Claudia enters her new high school, Imperial Day Academy, with only one goal in mind: to be as invisible as possible. That is, until her mortal enemy, the powerful Honor Council member Livia Drusus, orders her to run for Student Senate, thereby thrusting Claudia into the spotlight. Against all odds, Claudia wins her election and, after uncovering a financial scandal within the current Senate, becomes vice

president. As Claudia becomes more and more powerful, she begins to question the motivations of everyone around her—including her own. This retelling of the novel *I, Claudius* (1934) is a gripping political thriller told through a complex narrator whose facility for coldhearted political calculation is exceeded only by her capacity for self-doubt. Claudia is white, and the story features a diverse set of characters who are neither immune to the impact of nor entirely defined by their race, queerness, or physical ability. This narratorial approach is particularly refreshing when it comes to Claudia: Most notably, unlike the majority of disabled characters in young adult fiction, Claudia falls in (reciprocated) love with a popular, nondisabled student. A disturbing, suspenseful coming-of-age story about power, corruption, and the choices we make both for ourselves and the ones we love. (Thriller).

Reminder: request Advance Rader Copies from UHLS (to keep!) at
<http://reports.uhls.org/cgi-bin/staff/arc.pl>

**Next meetings: December 14, January 11, 2019, Summer Reading Program
Workshop February 7 SRP (snow date February 8) March 8, April 11 (Thursday)
G.O.A.T Teen Meetup2, May 10, June 14.**

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