south dakota STATE LIBRARY
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The School Library
Monthly Update

CELEBRATE DIGITAL CITIZENSHIP WEEK IN YOUR LIBRARY

The third week of October is Digital Citizenship Week. In today's interconnected world, the school library plays an important role in helping students learn not just how to access information, but how to do so safely, ethically, and responsibly. This aligns directly with the 3rd strand of our SD School Library Standards: Civic and Ethical Literacy. Through digital citizenship, we guide students to make thoughtful choices, respect intellectual property, cultivate a positive digital footprint, and use technology to collaborate respectfully. In short, the library provides both the resources and the modeling to help students become responsible participants in a digital society.

See more on page 2.

TO-DO

✅ **Share a story!** Scottie is seeking heartwarming school library stories for upcoming episodes of **The School Library Pulse** mini-cast.

✅ Consider applying for the **2026 School Achievement Through Libraries (SATL) Award**! It's open year-round.

REMINDERS

🔔 Check out **SDSL's CE Catalog** for all continuing education opportunities.

🔔 You can also view **SDSL's Training Calendar** for CE/PD opportunities from our database vendors, etc.

EVERY MONTH, WE WILL HIGHLIGHT A SATL AWARD RECIPIENT! SEE P.3!

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Scottie Bruch
SDSL Training Coordinator
scottie.bruch@state.sd.us

DIGITAL CITIZENSHIP AND THE SCHOOL LIBRARY

A Natural Connection

The school library is a launchpad for learning how to engage in our digital world. Librarians teach and reinforce the rights, responsibilities, and opportunities of being an ethical digital citizen. This includes safe online practices, respecting copyright, and cultivating healthy online interactions.

Link to the Standards

The Civic & Ethical Literacy strand calls for students to:

- Engage in positive, safe, ethical, and legal digital responsibilities.
- Explore and manage their digital footprint.
- Respect intellectual property through proper citation and attribution.
- Collaborate respectfully in digital learning communities

Practical Ideas for the Library

Elementary Level (K–5):
 · Introduce lessons on personal information safety (what to share/not to share).
 · Read-alouds that highlight kindness and respect online and offline.
 · Simple activities on giving credit when using images or words.

Middle Level (6–8):
 · Host discussions about digital footprints.
 · Teach students how to find and cite images, videos, and music ethically.
 · Model positive online collaboration with shared documents or class projects.

High School (9–12):
 · Empower students to lead by modeling ethical digital behavior for younger peers.
 · Offer mini-lessons on copyright, Creative Commons, and fair use.
 · Create activities around building a positive digital presence for the future.

Quick Wins for Your Library

Post a "Tip of the Day" during Digital Citizenship Week (short reminders on passwords, respect, copyright, etc.).

Create a student challenge to spot and fix plagiarism in a sample project.

Display student-made posters or digital slides about "What it means to be a good digital citizen."

Highlight library databases and tools that encourage safe and ethical research practices.

Find more ideas HERE!

Madison Middle/High School Library

Librarian: Amanda Hall

At Madison Middle/High School, librarian Amanda Hall leads a library program that is both dynamic and student-centered. With a mission to foster a love of reading and ensure that students and staff are effective users of information, Amanda has created a space that blends tradition with innovation. From library orientations and digital escape rooms to hands-on STEAM projects and Makerspace activities, the library buzzes with creativity and learning. Supported by multiple grants and strong community partnerships, Amanda continues to grow opportunities for students to explore, collaborate, and develop the skills they need to become lifelong learners.

Mission in Action

The Madison MS/HS Library is committed to fostering a love of reading while equipping students and staff to find, use, and share information effectively. Amanda works closely with teachers, students, parents, and administrators to empower learners and strengthen the school community.

Hands-On Learning

Through STEAM Club, daily Makerspace activities, and collaborations with the Governors Cyber Academy, students have explored soldering, AI Legos, password security, and coding with Micro:bits. More than 40 students participated in STEAM Club, meeting twice a week from October to March.

Learning Highlights

This year, students engaged in a variety of library experiences: 6th grade orientation and scavenger hunt, 8th grade digital escape room, Research support for projects like People of the Past, and World Literature visits for project-based learning.

Impact by the #s

- 10,000 books/resources checked out
- 600+ new books added
- 1,500+ items weeded
- 3D printers running for over 1,000 hours
- $15,000+ in grants awarded