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Autore	Willey Paula
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Nota di contenuto	Acknowledgments Introduction PART I: RULES, EQUIPMENT, AND KEEPING SCORE Chapter 1-Step Up Your Game: Why You Need Passive Programming in Your Library Chapter 2-The Gear You Need = The Gear You Have Chapter 3-Bring Your A Game: Best Practices Chapter 4-Covering All the Bases: Passive Program Templates Chapter 5-Run Up the Score and Win Fans: Stats and Sharing PART II: LET THE GAMES BEGIN: 101+ PASSIVE PROGRAMMING IDEAS Chapter 6-Game Plans: A Week of Wonder Chapter 7-You Make the Call: Themes and Ideas to Try Any Time of Year Chapter 8-If You Build It, They Will Come: Special Spaces for Passive Programs Chapter 9-The Whole Nine Yards: A Year of Inspiration Chapter 10-Outside the Lines: The World Beyond Your Library Chapter 11-Passive Programming for Panicky Times Appendix: Resources Bibliography Index
Sommario/riassunto	This book offers 101 passive programming ideas that are extendable, adaptable, customizable, and above all, stealable-so your passive programming never runs dry. Passive programming is a cheap, quick, fun way to make all library customers feel like part of the community. It can support reading initiatives, foster family engagement, encourage visit frequency, and coax interaction out of library lurkers-while barely

making a dent in your programming budget. Passive programming can be targeted at children, teens, adults, or seniors; used to augment existing programs; and executed in places where staff-led programming can't reach. It can be light-footed, spontaneous, and easily deployed to reflect and respond to current news, media, library events, and even the weather. But even passive programming pros run out of ideas sometimes, and when that happens, they want a fresh, funny source of inspiration.
