

LULA ELEMENTARY LIBRARY MEDIA CENTER

Mrs. Williams and Ms. Norah

2017-2018

I am retiring at the end of school. I am thankful for all of the staff and students who have flowed through my time at Lula!



<https://lula.hallco.org/web/library-media-center/>

FOSTERS A STUDENT-CENTERED ENVIRONMENT THAT PROVIDES LEARNING EXPERIENCES FOR STUDENTS TO BECOME LIFELONG LEARNERS AND READERS THROUGH TECHNOLOGY AND COLLABORATION

Fundraising

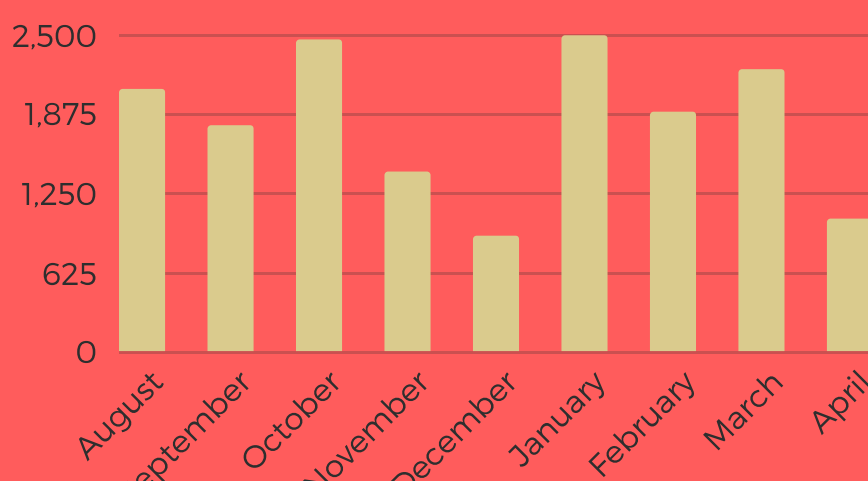
Great American Opportunities end of Jan. \$1757.00 profit to date
<http://gafundraising.com>



Celebrating Dr. Seuss week and bookfair

Scholastic Book Fairs: one in fall, one in spring, and one BOGO in end of April.
Profit and rewards to date: \$2869.00

Circulation by Month



Total Inventory: Books-12901
Ebooks-5

Total Books Purchased this year: 298
includes books purchased with County, Book Fair money and donations.
Books include fiction, easy, and nonfiction only for students.



Purchased additional resources for teachers, books for Kindergarten registration and summer school, technology, and LFL.

Purchased subscriptions to Facts4me

Kindergarten Registration: Handed out 25 brochures informing parents about library for next year.

Additional Duties:

Leadership
Webmaster
Safari Hall displays
Asset Mgmt
Title I processing
BLast team member
Media/technology
Committee

Continuing Education:
County Media/Tech training
Internet Safety Training
RESA media/tech meetings
GA Children's Lit Conference

Library Activities:

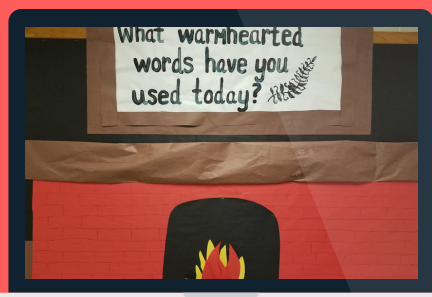
Bookfairs
Internet Safety 2nd, 4th
BNN morning news
Library Assistants



Enrichment clusters- fall and spring



Next Year Continue:
TOME Club
Technology Fair Club



As part of Media PLC, I read "What does it mean to be Kind?" Students were asked to find a similar word to display on hallway board.

Information Literacy Instruction

Internet Search Strategies
Evaluating websites
Kids Search Engines
text Features including book parts
Reference
Research
Databases
Destiny catalog
Follettshelf
read-a-louds

Teachers having fun learning about VR headsets

