



General Things to Know



- You can use more than one kit for a program.
 - Examples:
 - You could check-out the Modern- and Classic-Board Games kits to use simultaneously in a long passive program where you provide them to the teens to play in-house.
 - You could check out the Karaoke and Acoustic Instruments kits to use together so that teens could record their own music using the karaoke machine.
- On our website (SAMMIE Home > Teen Resources > Teen Programming Kits) we've placed promotion material, permission slips, press releases, etc. for your use although by no means are you required to utilize these items. Examples of these have been provided within this binder. There are also digital copies of all user manuals in case those that travel with the kits are damaged or lost along the way.
- We require you fill out the evaluation form online (SAMMIE Home > Teen Resources > Teen Programming Kits). This gives us a chance to see how the kits are being used and what we might do to improve upon these offerings in the future.
- The programming journal is there for you to share your ideas, thoughts, critiques, etc. Your feedback helps your fellow librarians in the execution of their own programs.
- These kits are to be checked out only to SAMMIE member institutions. They are NOT to be checked out to the general public.