AASL Standards Framework Applied to Developing Engaged Learners Activity Guide

Developing Responsibly Engaged Learners in an Interconnected World, an activity guide developed by the 2025 ALA Emerging Leaders, uses the *National School Library Standards* and the Shared Foundation of Engage as a lens to support professional development and instruction as school librarians guide learners' working in an ever-growing information landscape. Use this framework application as a secondary table of contents to navigate to relevant scenarios, activities, and resources. To access the complete resource guide, visit **standards.aasl.org/project/engaged**.

NATIONAL SCHOOL LIBRARY STANDARDS

Domain	LEARNER SCENARIOS AND ACTIVITIES	SCHOOL LIBRARIAN SCENARIOS AND ACTIVITIES	SCHOOL LIBRARY SCENARIOS AND ACTIVITIES	Domain
THINK	**Scenario:** Misinformation Detected During a Lively Discussion Among Teens **ACTIVITIES** **1. Headline Hunting:** Learners evaluate social and cultural context around word choice in newspaper headlines. **2. How to Google Like a Pro and Cite Your Source:** Learners can properly search, find, evaluate, and cite online sources. **3. Attribution and Citations for All:** Learners understand the concepts of attribution, copyright, and fair use and be able to identify the components and proper format for citations.	**Scenario:** Recognizing Misinformation and Malinformation **ACTIVITIES** **1. Recognizing Reliable Sources:** Utilize satire news sites to help learners practice evaluating sources on reliability, bias, and validity. **2. Think Before You Type: The Butt or Face Challenge:** Learners use a digital whiteboard platform to share information with classmates in a responsible way. **3. Ethics and Artificial Intelligence:** Teaching learners how AI tools can generate incorrect, fabricated, and biased information.	**Scenario:** Sharing Information, Strategies, and Resources **ACTIVITIES** **1. You Have Everything You Need:** Provide resources for educators and learners via the school library website to help them find appropriate materials and correctly cite them. **2. Libraries Are for Everyone:** Introduce learners to the concepts that support equitable access through Banned Books Week activities. **3. Help Them Copy Right:** Educate the school community on ethical use of information and intellectual property with copyright flyers.	**THINK**
CREATE	**Scenario:** Citing Material in a Visual Work Product **ACTIVITIES** **1. Give Credit Where It's Due!:** Learners understand the importance of giving credit to authors and creators when using their work. **2. Appropriate Use of Artificial Intelligence (AI):** Learners ethically acknowledge the use of AI in the production of their work. **3. Exploring Creative Commons Licenses:** Learners respect the intellectual property of others and learn how to license their own work.	**Scenario:** Teaching Responsible and Ethical Use of AI Tools **ACTIVITIES** **1. How to Cite Generative AI:** Provide resources for learners to ethically cite AI-generated text, data, and images. **2. What Even IS Plagiarism:** Develop learners' understanding of plagiarism using their own intellectual property as a building block for later lessons. **3. Using Photos Appropriately:** Provide resources for learners and educators to ensure ethical and legal use of photographs in vision boards.	**Scenario:** Collaborative Policy Creation **ACTIVITIES** **1. Policy Pointers:** Champion the evaluation, design, and promotion of school library policies that guide ethical information seeking. **2. School-wide Reads and Movie:** Develop and implement a school-wide reading program that culminates in an all-day school community event. **3. Let's Take a Storywalk®:** Explore responsible, ethical, and fair use of technology, media, and information and collaboratively create tech-use expectations for the library.	**CREATE**
SHARE	**Scenario:** Creating a Lawful Engaging Fundraiser Video **ACTIVITIES** **1. National History Day:** Learners curate primary and secondary sources around a historical theme and present their learning to local and possibly national-level audiences. **2. Inspiring Changemakers:** Learners identify a problem in their community and collaborate to take action using a creative solution. **3. Promoting Student Choice:** Learners will choose the appropriate technology tool to present their findings.	**Scenario:** Coaching Beginning Educators **ACTIVITIES** **1. Food Truck Fair:** Support learners' investigation of food trucks, appropriate citation of resources used, and customization of presentations for various audiences. **2. Getting Creative in Sharing Resources with Faculty:** Choose from a variety of creative methods to disseminate knowledge and inform faculty. **3. Just Right Books:** Guiding the dissemination of new knowledge through means appropriate for the intended audience.	**Scenario:** Guiding Versus Doing **ACTIVITIES** **1. The Library is for Competitions:** Provide opportunities to showcase original work while discouraging plagiarism. **2. Media Copyright and Education:** Ensure that all educators in the school community understand how public performance copyright laws work and provide services to facilitate compliance. **3. Motivating Reading Through Competition:** Encourage reading while creating opportunities for learners to share ideas and recommendations in both physical and digital learning environments.	**SHARE**
GROW	**Scenario:** Schoolwide PSA Contest for AI Ethics **ACTIVITIES** **1. Personalized Settings in Online Database Research:** Learners will learn tools and note-taking strategies to personalize their use of databases. **2. Journals and Jigsaw:** Learners will reflect on information use through journaling and then jigsaw share their observations. **3. Collecting and Remembering Resources:** Learners will find, evaluate, and curate resources on a topic.	**Scenario:** Back to the Basics **ACTIVITIES** **1. Becoming a Google Expert:** Provide learners with hands-on experience in using technology more effectively to facilitate research projects. **2. Using Padlet for Online Discussions:** Provide an online platform for learners to discuss, post responses, and share videos. **3. Podcast Possibilities:** Apply podcasting as a platform for learners and educators to ethically use and share information.	**Scenario:** Expanding Civic Engagement **ACTIVITIES** **1. Makerspace Modifications:** Utilize the makerspace to showcase learners' innovation and ethical information use. **2. Library Zones:** Provide an engaging learning environment that supports a variety of learning activities simultaneously through careful placement of furniture and respectful and clear signage. **3. Foster a Collaborative Relationship with Staff:** Foster community and encourage collaboration through an engaging environment to promote resources.	**GROW**