Missouri School Library

K-2: Instructional Guidance for School Librarians

Reading Engagement: Maximizing reading choices for personal enjoyment, continual learning, and community connection. K-2.RE

1 Facilitate the Identification of Student Reading Choices K-2.RE.1

1. Guide students in selecting books that match their personal interests and reading levels. K-2.RE.1.1
2. Introduce students to a variety of different genres (fiction, nonfiction, poetry, etc.) and formats (print, digital, graphic novels, etc.). K-2.RE.1.2
3. Instruct students in the organization of the school library (e.g., sections, categories, call numbers, labels and signage, etc.) so students can navigate independently. K-2.RE.1.3

2 Foster Connections Through Reading K-2.RE.2

1. Seek opportunities for students to share what they are reading with their class or with peers. K-2.RE.2.1
2. Guide discussion to reflect varied experiences and cultures. K-2.RE.2.2
3. Provide opportunities during instruction for students to share personal connections and how they relate to what is being read. K-2.RE.2.3

Information Literacy: Identifying information needs, accessing information using various methods, utilizing information in multiple formats, and synthesizing information effectively. K-2.IL

1 Teach Students to Identify Information Needs K-2.IL.1

1. Model forming questions about topics of interest or study. K-2.IL.1.1
2. Support student recognition of what they already know and what they still need to learn. K-2.IL.1.2
3. Model determining what type of information will help answer their questions. K-2.IL.1.3

2 Instruct Students in Understanding Different Types of Information K-2.IL.2

1. Instruct students in recognizing the difference between facts and opinions. K-2.IL.2.1
2. Teach students the difference between fiction and nonfiction. K-2.IL.2.2
3. Facilitate the location of appropriate sources for their questions or information needs. K-2.IL.2.3

Guide Students in Using Information Sources K-2.IL.3

1. Teach students to access and use print and digital information sources. K-2.IL.3.1

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2 Teach students how to find and name bibliographic details (author, title, source) with support. K-2.IL.3.2

3 Guide students in recognizing where reliable, accurate information comes from. K-2.IL.3.3

4 Help Students Understand and Share Information K-2.IL.4

1 Guide students in connecting new knowledge with what they already know. K-2.IL.4.1

2 Guide student understanding as they explore guided research topics. K-2.IL.4.2

3 Facilitate the organization and presentation of their findings in developmentally appropriate ways (drawing, speaking, digital creation, etc.). K-2.IL.4.3

Media Literacy: The ability to analyze and evaluate media effectively in its various forms and respond to and create media responsibly. K-2.ML

1 Identify Media Creators K-2.ML.1

1 Teach students to identify the author/source of a piece of media. K-2.ML.1.1

2 Lead discussions comparing media intended for children versus media intended for adults. K-2.ML.1.2

2 Teach Students to Determine What Media Is Right for Them K-2.ML.2

1 Teach students how to identify different types of media (videos, games, websites, etc.). K-2.ML.2.1

2 Lead discussions with students on how to determine whether media are appropriate or safe for them. K-2.ML.2.2

3 Teach Safe and Respectful Media Use K-2.ML.3

1 Introduce the concept of digital footprints and teach students the importance of protecting private information online. K-2.ML.3.1

2 Instruct students to tell a trusted adult if they encounter something uncomfortable or unsafe online. K-2.ML.3.2

3 Teach students how to be kind and respectful when using digital communication tools. K-2.ML.3.3

4 Create Media Responsibly K-2.ML.4

1 Provide opportunities for students to use creative tools and make media projects during instruction or collaboration. K-2.ML.4.1

2 Teach students when and how to appropriately share what they create. K-2.ML.4.2

3 Teach students the importance of giving credit when using others' work. K-2.ML.4.3

Innovation: Empathetic, divergent thinking that res sol de

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1 Guide Students Through a Design Process K-2.I.1

1 Teach students a simple problem-solving process (plan, test, improve). K-2.I.1.1

Support creative thinking and idea generation. K-2.I.1.2

3 Model predicting outcomes and reflecting on results. K-2.I.1.3

oriented solutions. Innovative students persist through an iterative design process, collaborate with others, and communicate clearly and effectively. K-2.I

4 Provide tools and time for students to create products that reflect their thinking. K-2.I.1.4

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2 Introduce a Variety of Platforms and Tools K-2.I.2

1 Facilitate the exploration of digital tools and platforms for creating and sharing ideas. K-2.I.2.1

2 Guide discussion on the similarities and differences among tools. K-2.I.2.2

3 Facilitate the use of platforms to communicate and share thoughts in creative ways. K-2.I.2.3

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3 Facilitate Collaboration and Community Interaction K-2.I.3

1 Teach students to share ideas and work respectfully in a group. K-2.I.3.1

2 Guide students in recognizing and appreciating different viewpoints. K-2.I.3.2

3 Collaborate with community members to create opportunities for student engagement. K-2.I.3.3

4 Help students understand and fulfill their roles in group settings. K-2.I.3.4