

# Teen Talk: Real Issues

**Presented by Emily Pepe**

# Today's Topics

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# Teen Talk:

- Important Numbers
- 21st Century Teen & the Library
- Communication
- Volunteering & Teen Groups
- Book Clubs
- Social Media
- Wrap-up & Questions



# Background

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## Emily's Background

- In library setting since 2011
- Children's department, as well as the Teen department
- Run multiple programs, in both departments
- Currently enrolled in an MLIS program at San Jose University.



# **A Look at the Numbers**

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# **21st Century Teen & the Library**

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## What do “we” see?

- Rude
- Disrespectful
- Always break rules
- Cause problems
- No decision-making skills
- Not to be taken seriously

# Teenagers



What society thinks I do



What I actually do



What old people think I do



What my parents think I do



What I think I do



What my friends think I do

## How can “we” fix this?

- Not all teens are the same.
  - Not all are trouble-makers
  - Not all smoke, drink and engage in risky behaviors.
  - Not all drop-out of school and “party”
- What we perceive to be “the 21st Century Teenager” is NOT always our reality.

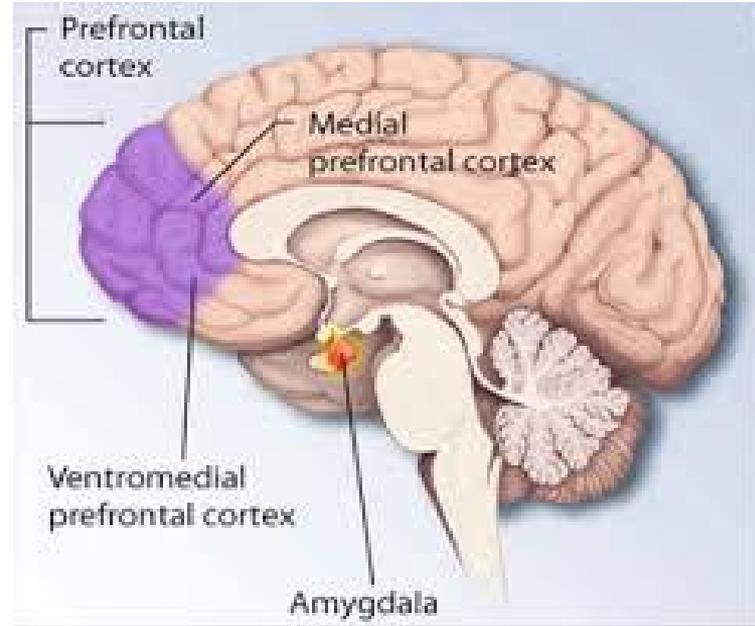
# Young Adult

The image is a 2x3 grid of photographs on a black background. The top row shows: 1) A group of people in a dark room forming a large, complex shape on the floor, captioned 'What my friends think I do.' 2) A family of four (two adults and two children) hugging each other in a grassy field, captioned 'What my parents think I do.' 3) A woman with six arms sitting at a desk with a laptop, holding a microphone, a tablet, and a pen, captioned 'What my boss thinks I do.' The bottom row shows: 1) A classroom scene with a teacher at the front and a student at a desk with a laptop, captioned 'What my teachers think I do.' 2) A group of young adults sitting around a table drinking and socializing, captioned 'What I think I do.' 3) A young woman with long hair leaning over a desk, focused on writing in a notebook, captioned 'What I actually do.'



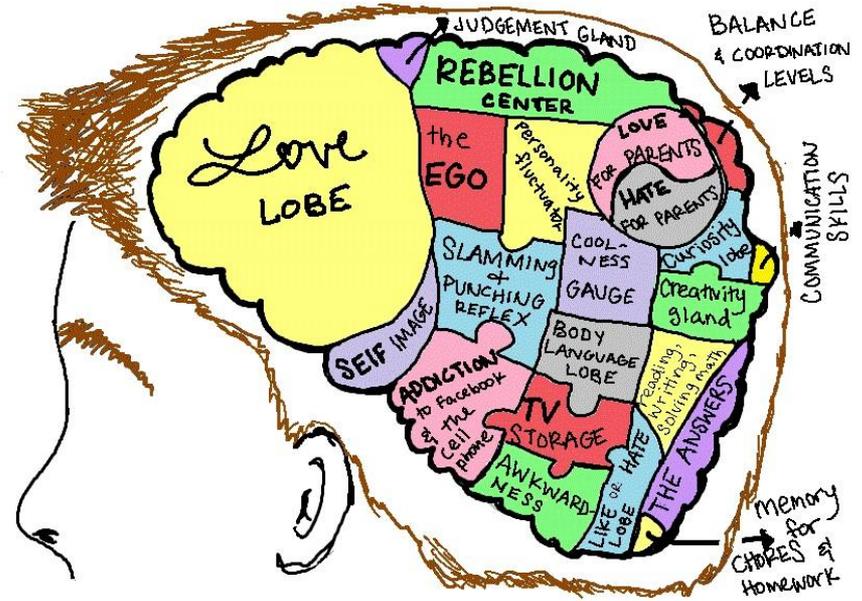
# Prefrontal Cortex

- decision-making, problem solving, think about consequences of certain actions, and impulses.
- Examples:
  - Teen Pregnancy
  - Smoking
  - Drinking
  - Taking Drugs
  - Sending suggestive photos through texting, email or social media



# Amygdala

- Also involved with decision-making and problem solving; however, it also involves, one's emotions, aggression, and impulses.
- Examples:
  - Extreme hate for parents
  - Extreme love for another
  - Sending “suggestive” photos.
  - Risky “challenges”



# The Library within a Teen's Mind

- Too quiet
- Mean librarians
- Only has books
- Won't have fun
- Not a great hangout
- Can't use our phone

**Sound Familiar?**

**How do we fix it?**



# Communication

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# Changing the Perspective

- Ask questions...
- Become the influence
- Incorporate technology
- Keep them busy during the hours of 3-7 PM
- Understand their development

<http://www.usnews.com/education/blogs/high-school-notes/2014/11/03/after-school-programs-can-help-teens-at-risk-of-dropping-out>



# Teen in the Library

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## Tips & Tricks

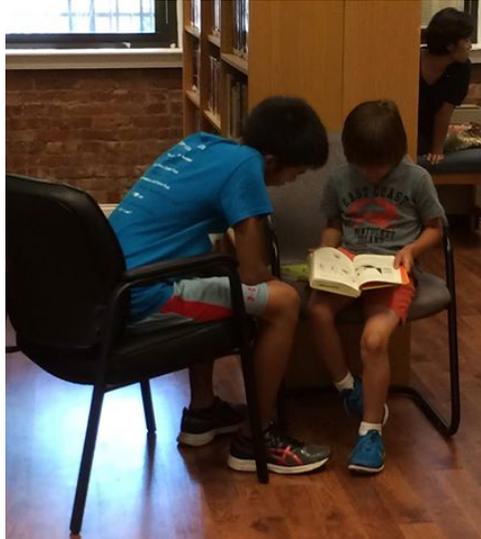
Gaining volunteers for your library can be tough, however, there are certain channels we can enter to gain that access.

- NJHS or NHS
- Confirmation
- School Clubs/Activities
- Local Homeschool Associations/Clubs



## Groups & Clubs

- Reading Buddies
- TAB or TAG
- Video Gaming
- Community Service
- Book Clubs
- Maker Space





# Teens & Technology

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# Who has what?

- According to PEW Research Center (2015)
  - 73% of teens (13-17) have/have access to a **smartphone**
  - 15% of teens have/have access to a **basic phone**
  - 12% of teens have/have access to **no phone** (see graph)
- PEW Research Center (2008)
  - Their survey showed that the age gap in cell phone ownership began to close very rapidly, beginning in 2004. (see graph)



<http://www.pewinternet.org/2009/08/19/teens-and-mobile-phones-over-the-past-five-years-pew-internet-looks-back/>

[http://www.pewinternet.org/2015/04/09/teens-social-media-technology-2015/pi\\_2015-04-09\\_teensandtech\\_06/](http://www.pewinternet.org/2015/04/09/teens-social-media-technology-2015/pi_2015-04-09_teensandtech_06/)

# PEW Research Center: Graphs

## 73% of Teens Have Access to a Smartphone; 15% Have Only a Basic Phone

% of all teens who have or have access to the following types of cell phones

	Smartphone	Basic phone only	No cell phone
All teens	73%	15%	12%
<b>Sex</b>			
a Boys	71	16	13
b Girls	74	14	12
<b>Race / ethnicity</b>			
c White, non-Hispanic	71	17 <sup>d</sup>	12
d Black, non-Hispanic	85 <sup>o,e</sup>	7	8
e Hispanic	71	15	14
<b>Age</b>			
f 13-14	68	14	18 <sup>f</sup>
g 15-17	76 <sup>f</sup>	16	8
<b>Sex by age</b>			
h Boys 13-14	64	16	19 <sup>k</sup>
i Boys 15-17	75 <sup>h</sup>	16	8
j Girls 13-14	72	11	17 <sup>k</sup>
k Girls 15-17	76 <sup>h</sup>	16	8
<b>Household income</b>			
l <\$30K	61	22 <sup>h,o</sup>	17 <sup>o</sup>
m \$30K-\$49,999	67	16	18 <sup>o</sup>
n \$50K-\$74,999	76 <sup>l</sup>	12	12
o \$75K+	78 <sup>m</sup>	13	9
<b>Parent educational attainment</b>			
p Less than high school	60	21	19 <sup>c</sup>
q High school	72	15	13
r Some college	76 <sup>p</sup>	12	12
s College+	75 <sup>p</sup>	16	9
<b>Urbanity</b>			
t Urban	73	16	11
u Suburban	74	14	12
v Rural	68	16	15

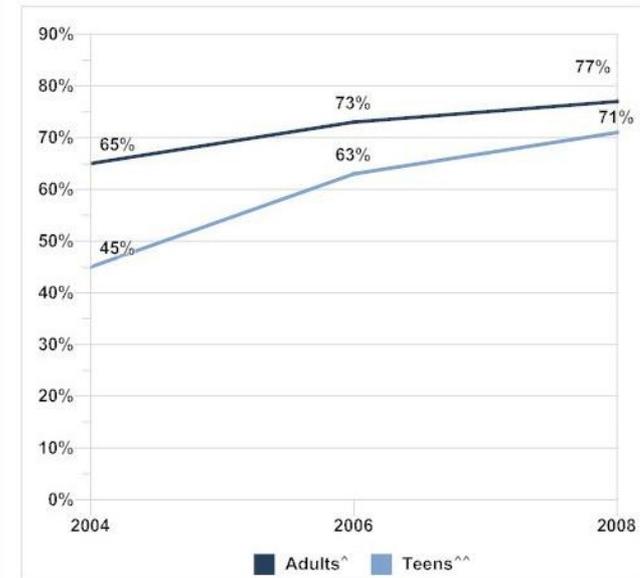
Source: Pew Research Center's Teens Relationships Survey, Sept. 25–Oct. 9, 2014 and Feb. 10–Mar. 16, 2015 (N=1,060 teens ages 13 to 17).

Note: Percentages marked with a superscript letter (e.g., \*) indicate a statistically significant difference between that row and the row designated by that superscript letter, among categories of each demographic characteristic (e.g. age).

PEW RESEARCH CENTER

## Teens' cell phone use catching up to adults'

The percentage of teens and adults who own cell phones, 2004-2008



^ All data based on all adults. Source: Pew Internet & American Life Project, April 2008 Networked Workers survey, N=2,134 and margin of error is ±3%. Margin of error for the Nov. 23-30 2004 survey is ±4% (n=914), and margin of error for the April 2006 survey is ±2% (n=4,001).

^^ All data based on teens ages 12-17. Source: Pew Internet & American Life Project, Gaming and Civic Engagement Survey of Teens/Parents, Nov. 2007-Feb. 2008, N=1,102 and margin of error is ±3%. Margin of error for teens in the Oct.-Nov. 2004 survey is ±3% (n=1,100), and margin of error for the Oct.-Nov. 2006 survey is ±4% (n=935).

# Social Media

- Facebook
- Twitter
- Instagram
- Pinterest
- Youtube



# Wrap-up

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thank  
you