Final Report Fairmont City Library Center Jan Stauber Grant - Sherlockian Adventure / Teen Read Week

Description of the completed project:

Teen Read Week was kicked off at the Fairmont City Library Center by hosting "An Evening with Sherlock Holmes." There was a table that displayed the books purchased using Jan Stauber Grant Program of the Beacon Society money as well as a Sherlock poster, and a cardboard cutout of Benedict Cumberbatch as Sherlock Holmes.

The evening was started off with a reading of an excerpt from "The Speckled Band." Teens were then encouraged to enjoy different Sherlockian activities including coloring steampunk art coloring pages, creating construction paper deerstalker hats, and taking pictures using different Sherlock inspired photo props including hats, magnifying glasses, pipes, and moustaches. All of the teens enjoyed themselves and had fun with the activities, especially the photo props.

Our second half of our Sherlock program was hosted during our (Sher)lock-in event. During our annual teen lock-in, we ran a marathon of Benedict Cumberbatch's Sherlock T.V. show. We also played a game of "Sherlock Holmes the Card Game" and tested our skills at cracking the codes at a game of "Escape the Room the Card Game." The "Escape the Room the Card Game" was challenging, but the teens were able to solve all of the clues and escape.

One of the kids referred to "Sherlock Holmes the Card Game" as being like "Law and Order" which we all got a laugh out of.

The Library and our young adults had fun with all of the activities on both nights. They were not only entertaining, but they were also educational. Though most had already known who Sherlock Holmes was, some were introduced to him for the very first time thanks to the opportunities awarded to us with the grant. Teens were also forced to use their critical thinking skills to "arrest" a villain in the "Sherlock Holmes the Card Game," use quick thinking to escape in "Escape The Room the Game," put their artistic abilities to the test with coloring steampunk art coloring pages and making construction paper deerstalker hats, and were amused by taking pictures using photo props inspired by Sherlock Holmes.

Goals that were achieved:

We were able to meet our goal of introducing Sherlock to our young adults. Most were familiar with him, but a few were introduced for the very first time and did not know who the character was. We had 12 attend the Evening with Sherlock Holmes and 27 attended the (Sher)lock-in event.

The project's impact:

With your grant, we were able to purchase many great Sherlock books that will be added to the library collection with book plates. We also added different Sherlock activities like "Sherlock Holmes the Card Game" and "Escape the Room the Game" that not only benefited this

generation that attended this year's programs, but will be able to be enjoyed for generations of young adults or families who visit the library in the future. Several of the props will be kept for future Sherlockian activities.













