Enhancing Library Instruction with Crossword Puzzles in Kinesiology Classes



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Introduction

The goal was to determine if using crossword puzzles increases students' engagement in learning information literacy concepts.

Literature review



References

Bicknell-Holmes, T., & Seth Hoffman, P. (2000). Elicit, engage, experience, explore: Discovery learning in library instruction. Reference Services Review, 28(4), 313–322.

Leach, G. J., & Sugarman, T. S. (2005). Play to win! Using games in library instruction to enhance student learning. Research Strategies, 20(3), 191–203.

Kipnis, D. G., & Childs, G. M. (2004). Educating Generation X and Generation Y: Teaching tips for librarians. Medical Reference Services Quarterly, 23(4), 25–33.

Manuel, K. (2002). Teaching information literacy to generation Y. *Journal of Library* Administration, 36(1-2), 195–217.

Snell, J. C. (2000). Teaching gen X & Y: An essay part 2: teaching strategies. College Student Journal, 34(4), 482–482.

Smith, F. A. (2007). Games for teaching information literacy skills. Library Philosophy and Practice, 9(2), 12.

It wasn't too difficult but required me to look up info in the handouts. It would be fun to do these kinds of activities in other classes.

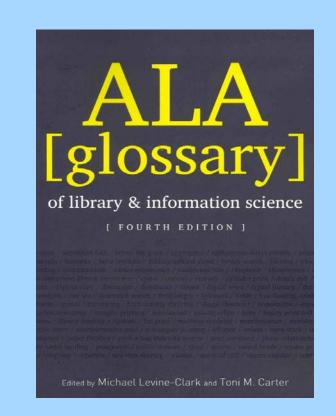
> I liked it. **Haven't done a** crossword since 10th grade. I'd love to do more of them.

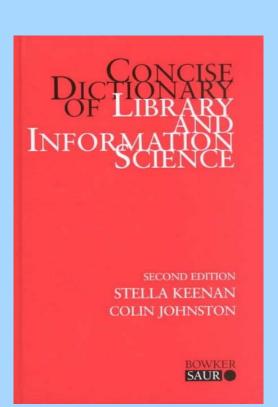
Crossword puzzles were designed with a free online tool:

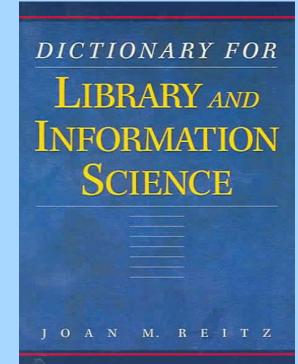
http://puzzlemaker.discoveryeducation.com/CrissCrossSetupForm.asp



Terms were adapted from library sciences dictionaries.







Crossword puzzles were distributed during library instruction sessions in five kinesiology classes with a total of 101 students.

Print handouts were provided to students as a supplemental material not covered during the 15-minutes lecture. Handouts' content included suggested library resources for students to complete their research papers ranging from searching tips, discovery tools, criteria for evaluating articles, list of health related databases, to writing effectively, citing other's ideas, and formatting citations in APA citation style.

Completed crossword puzzles were collected either in class and if not completed in class, instructor received them at the next class session.

Feedback from students was solicited in writing on the back side of the completed crossword puzzles.

Results

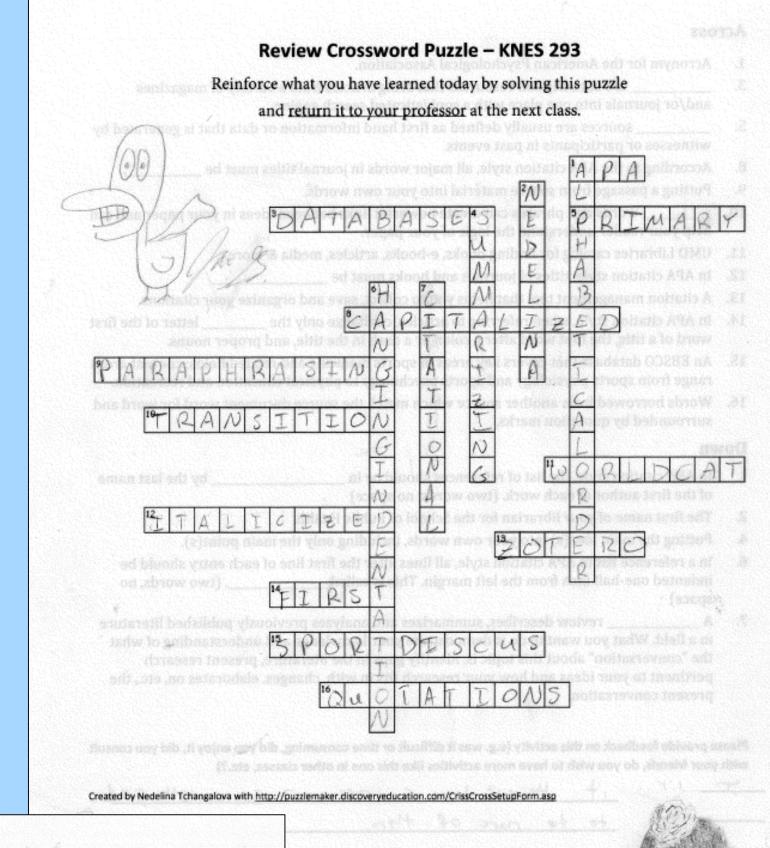
The crossword puzzles were completed by a total of 64 students, which yielded a response rate of 63% of the total of 101 students enrolled in all five classes.

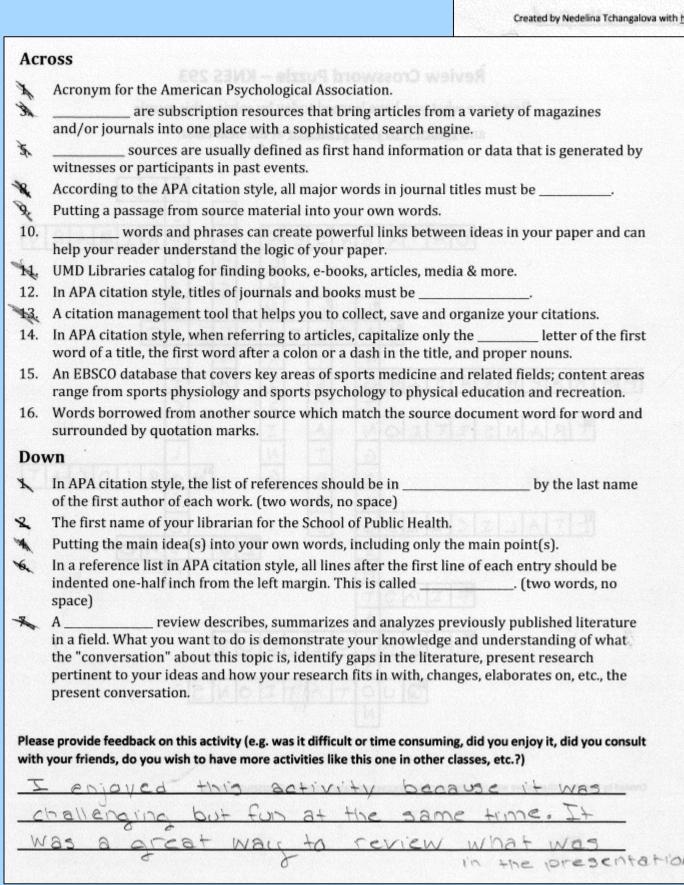
Nearly one third of students submitted written feedback on this activity:

- They indicated that crossword puzzles were a fun way to review resources available through the libraries and wished to have more of them in other classes.
- Only a few students found the crossword puzzles challenging and time consuming but a few others liked the challenge and worked with a friend.

Some were difficult, so I had to ask some of my peers. However, I did find it helpful.

I really enjoyed this activity because it was informative and opened me up to a broader selection of search engines for use for my research paper.





Conclusion

classes.

When hunting for the answers, students perceived that this assignment prompted them to consult the handouts distributed in class in addition to exploring the library's web site. Using crossword puzzles is a creative way to reinforce material covered in library instruction

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