

YOUNG ADULT ACTIVITY PROPOSAL:

LIBRARY LOCK-IN: ZOMBIE SURVIVAL SCAVENGER HUNT, JANUARY 23-24

Goal: To teach, promote, and encourage the use of library facilities by teens via critical thinking exercises and creative, collaborative effort to overcome themed obstacles in a theoretical zombie future.

Event: Older teens, ages 15+, will join library staff and chaperones for a night at the Stephens Central Library (First and Second floors only) to participate in a zombie survival-themed scavenger hunt, with a zombie video game marathon at its conclusion in order to test the skills they have learned. Teens will be split into pairs and teams of three in order to use library facilities to solve four key problems associated with zombie survival, as well as make tribute to classic zombie literature, outlined as follows:

- **What will you eat?** Teens must find books that will help them feed themselves in the event of a zombie apocalypse (examples: cookbooks, field guides for Texas plants, guides for fishing/hunting in Texas, grow your own garden books, how to start a fire, etc.)
- **Where will you sleep?** Teens must find books that will help them camp out in the wilderness, as well as urban alternatives should they find themselves in a city (examples: books on camping, books on making and setting up your own tent, books about Texas hotels or resorts that could conceivably serve as a home base, etc.).
- **How will you travel?** Teens must find books that will help them move in a new, more dangerous world (examples: car repair, building and maintaining bicycles, raising and riding horses, maps of Texas, etc.)
- **What will you do if you are injured?** Teens must find books that will help them provide medical aid to themselves and others (examples: first aid

books, treatments for common injuries and illnesses, natural medicine and medicine in previous centuries, etc.)

- **How will you learn from past zombie apocalypses?** Teens must locate at least ONE prime example of zombie literature, either from decades past or the modern bestseller list, fiction or non-fiction (examples: World War Z, ZOM-B, American Zombie Gothic, Pride and Prejudice and Zombies, etc.)

Once all teams have obtained their materials (at least one book to answer each question) teams will gather in the Teen Republic for the crucial moment: explaining their game plan for survival to their peers and a panel of staff judges. Teams will be judged based on speed, variety and creativity of materials, and the applicability of their game plan. The winner will be the team that not only was able to fully utilize the library and its resources, but also apply those resources to a viable survival plan utilizing their imaginations and critical thinking skills.

Game Marathon: The winning team, in addition to have photo recognition in the library and on the library website and Facebook, will also be the starting team in the celebratory MAKE IT TO MIDNIGHT game marathon afterward. The game to be played will be Zombie U, for the Wii U, which involves ordinary people trying to survive in a zombie-infested London. The beginning team will be the first to take a crack at surviving as long as they can, with the game going to the next team if or when the first team dies.

This will serve as the final activity and a reward for a job well done. At midnight, the game will be ended (with a record of progress to display in the Teen Republic) and teens will turn in for the night.

Qualification Requirements: In order to participate in this event, Teens must have either 1.) participated in at least 3 other YA events during October-December. 2.) Volunteered in the YA department October-December.

Participation Requirements: All teens involved in the Lock-In must have the following information or materials provided to library staff at least one day in advance of the event:

- All teens must be 15 and up. Age cap is 18.
- Express parent or legal guardian permission via a signed form provided by library staff.
- The contact information for their parent or legal guardian.
- Any health needs or related concerns expressed to library staff.
- Acknowledgement that they must bring with them a sleeping bag and at least one pillow, toiletries, appropriate sleepwear, and a change of clothes.

Venue and Operation Details: Dinner will be provided before the scavenger hunt begins (pizza and other) while teams form and the rules of the event are explained. Dinner will be eaten in the Teen Republic. Personal belongings will be kept in the Teen Republic as well and locked in provided lockers if the item is valuable (medication, etc.).

The public restrooms on the second floor will be open to participating teens; the restrooms available in the staff areas will be available to library staff and chaperones. Restroom use will be monitored after lights-out. Once the event has concluded, teen activity will be restricted to the Teen Republic, to better enable library staff and chaperones to monitor the participants. Sleeping bags will be set out in the Teen Republic, and picked up before opening on Saturday (Oct. 25th).