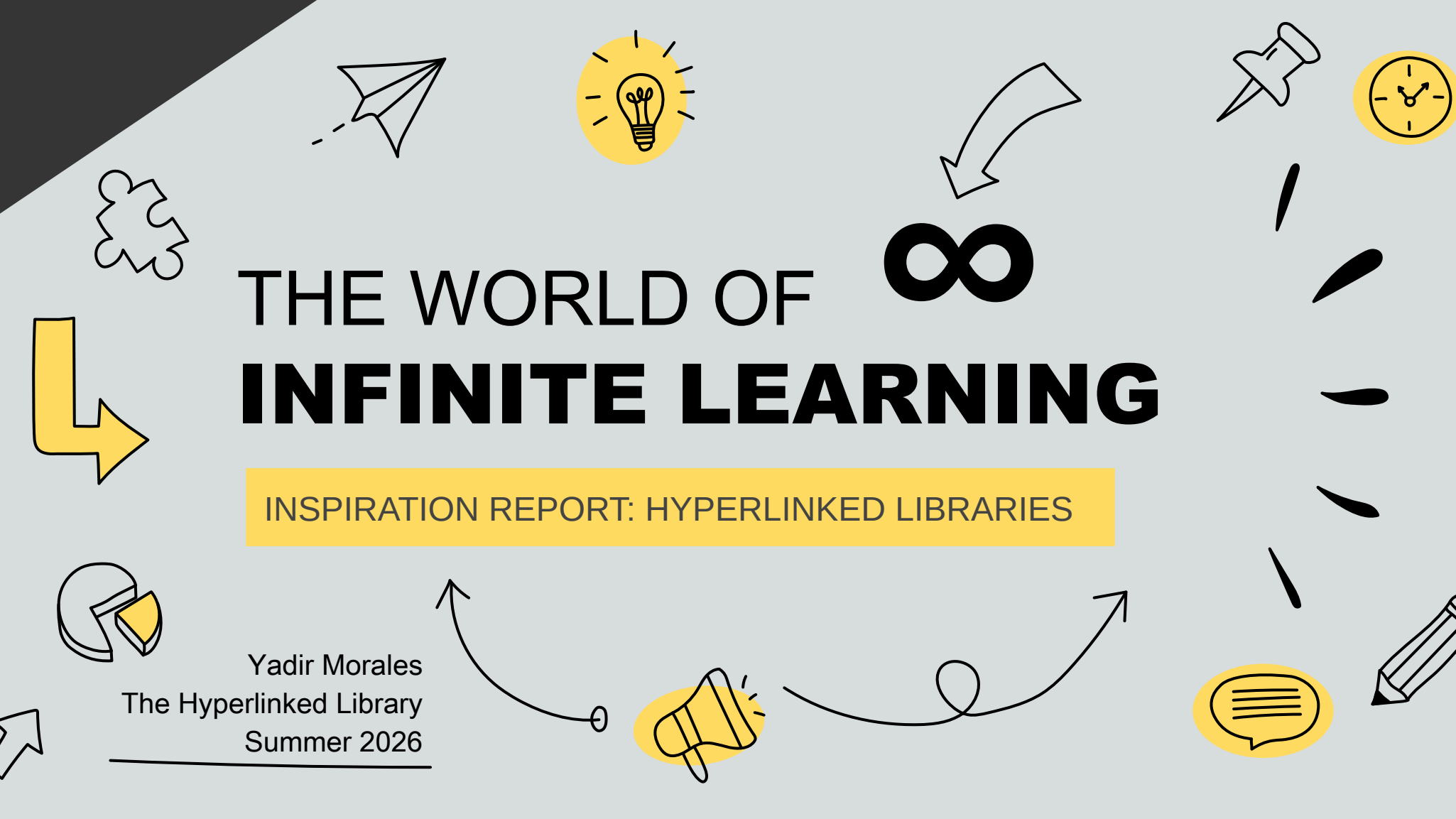
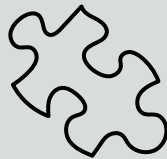
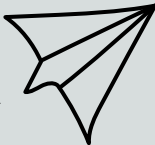
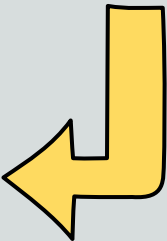




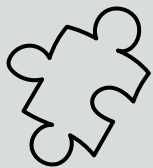
THE WORLD OF ∞ INFINITE LEARNING

INSPIRATION REPORT: HYPERLINKED LIBRARIES

Yadir Morales
The Hyperlinked Library
Summer 2026

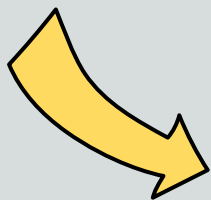


A Framework for INFINITE LEARNING at the Sacramento Public Library

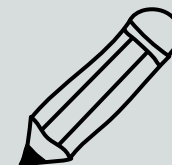
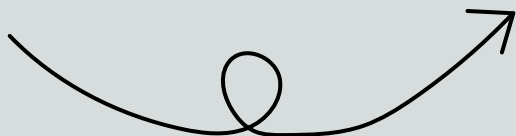


THE LEARNING HUB

Driving Infinite Learning Through Curiosity and Variety



The Learning Hub is a framework for thinking about how the library can support learning for users of all ages. It identifies **four** learning approaches that the library can directly offer or facilitate to empower library users to expand their knowledge and skills no matter what their goals or what stage they are at in their learning journeys. It also includes a method to nurture a self-propelled love of learning.





CONTEXT



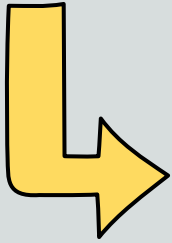
Libraries as places of learning.

From [STEAM](#) for Kids activities at the Sacramento Public Library, to [Wash & Learn](#) in the Bronx, libraries are places of learning for people of all ages, within the walls of the library and beyond. Libraries not only house knowledge in books and media, they also are ready to respond to any learning needs the community has. Our [2024 – 2027 Strategic Plan](#) includes a goal around encouraging interest-based learning for all ages because we know this is vital for our community.

The role of libraries in workforce development.

Public libraries have long been considered key providers of adult and continuing education. As COVID-19 lockdowns ended, increased effort has gone into developing our workforce. In 2021 the Public Libraries Association and Libsworld partnered to create a [webinar series](#) on workforce development (ALA, n.d.) . Urban Institute describes in their presentation that libraries often provide access to employment services through partnerships with organizations like the American Job Center, they may directly provide literacy skills training and other education, and they facilitate connection with services, resources, employers, and other organizations (Urban Institute, 2021).





4 LEARNING APPROACHES

INFORMATION

Traditional learning materials including books and reading lists, articles, tutorials, videos, online courses, and other information sources.

EXPERIENCES

Learning through show and tell, interactive workshops, volunteering opportunities, or a chance to shadow a professional in the field.

PRACTICE

These include standalone projects or assignments meant to challenge users and test their acquired knowledge. Includes instructions and a grading rubric. May also include kits with instructions, tools, and supplies.

MENTORSHIP

These opportunities involve working directly with experts and professionals learning and applying skills to real work. This may include internships, apprenticeships, and collaborations.





User Journey

Curiosity

A user seeks out information on marine biology in the region through our catalog or by interacting with library staff.

Options

They are presented with media items, suggested projects, upcoming events, and information about local experts in the field.

Engagement

The user checks out a book on the history of the oceans and also checks out a pass to visit the Seymour Marine Discovery Center.

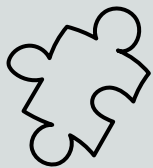
Fork

The Marine Discovery Center is interesting and they realize that they're interested in learning more about river life. They go back to the library.

Continued Exploration

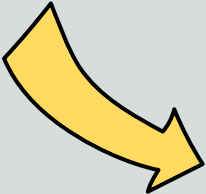
The library provides additional information and connects them with local teachers and organizations that work in protecting our local rivers and wildlife.



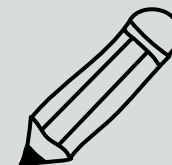
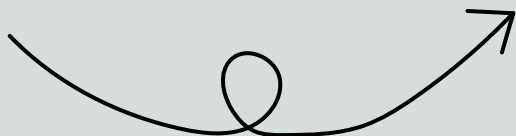


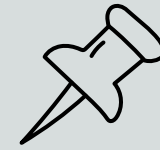
THE LAUNCHPAD

A strength-based approach

A thick yellow arrow pointing downwards and to the right, located on the left side of the slide.

We are never starting from scratch. All of these approaches are already available at our library to some degree. This framework helps us identify opportunities to **expand** our offerings in ways that support learners of all ages and help grow a love of learning.





What Our Library **ALREADY DOES**

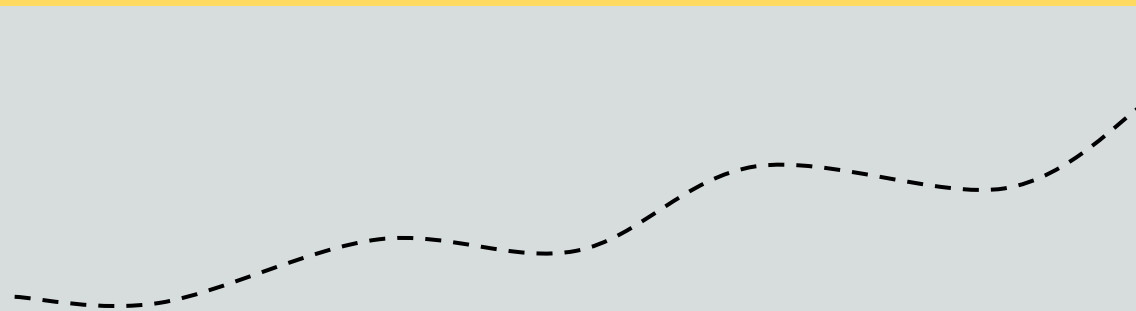
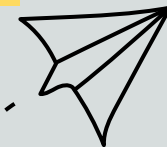
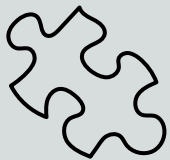
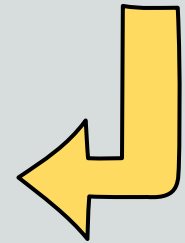
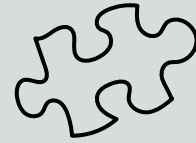


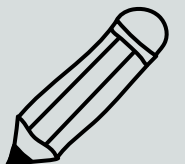


Photo by [Zaini Izzuddin](#) on [Unsplash](#)



WE KNOW INFO.

Of the four learning approaches, Information is a familiar area of expertise. The reference desk knows how to get users the information they need to answer their questions and expand their knowledge.





Examples of INFORMATION RESOURCES

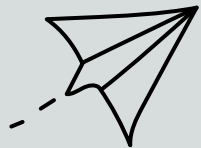


These are our collections, from the most traditional to some of the most innovative. Libraries like ours **excel** at providing information in a variety of languages and formats. This area also includes our ability to connect users to information beyond the library collection.

- Books, audiobooks, digital media
- Access to a variety of informational databases, journals, and historical information
- Recorded language and music lessons
- Recorded tutorials on computer skills, crafting, and other hobbies
- Driving test prep materials

Sacramento Public Library Browse & Borrow

<https://www.saclibrary.org/browse-borrow>



EXPERIENTIAL LEARNING



This is our library programming. We already serve our various age groups with things like STEAM for Kids, Cooking for adults, and English Conversation Group, and more.



Photo by [Jessica Tan](#) on [Unsplash](#)



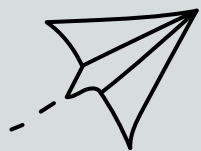
Examples of EXPERIENTIAL LEARNING

Programming and workshops are what shine here. These are opportunities for library users to learn and try things in natural environments and with some guidance. Our museum and park passes are also a key part of this area.

- Book and conversation groups
- English Learning groups
- STEAM for Kids
- Bilingual Storytime
- Tech Help
- Teen Art Lab
- Learning Kits
- Museum and Park passes
- Board games and video games

Sacramento Public Library Events

<https://www.saclibrary.org/events>



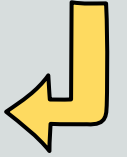
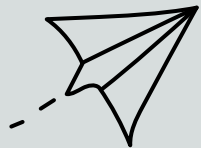


Examples of **PRACTICE**

- Library of Things (instruments, garden tools, crafting tools, and more)
- Seed Library
- Makerspaces (including staff that can help you learn how to use the tools and create what you want to create)

Sacramento Public Library Special Collections

<https://www.saclibrary.org/browse-borrow/special-collections>



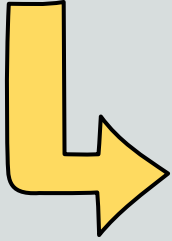
Examples of **MENTORSHIP**

- Job Coaching
- Adult Literacy Tutoring (with local volunteers)
- Student Tutoring (with professional tutors available online)

Sacramento Public Library Services

<https://www.saclibrary.org/explore-services>





WHAT ARE WE MISSING?

Projects

Projects, guides, and instructions to go along with our library of things. Project ideas to encourage independent learning.

Bite-Sized

People are squeezed for time. Having bite-sized resources and opportunities across different platforms may increase the likelihood of people engaging.

Partnerships

Community partners that can take learning experiences outside the library, offering learning tours in businesses, clinics, and more.

Intergenerational

Activities and programming that involves people of different age groups collaborating and learning together, or sharing knowledge with each other.



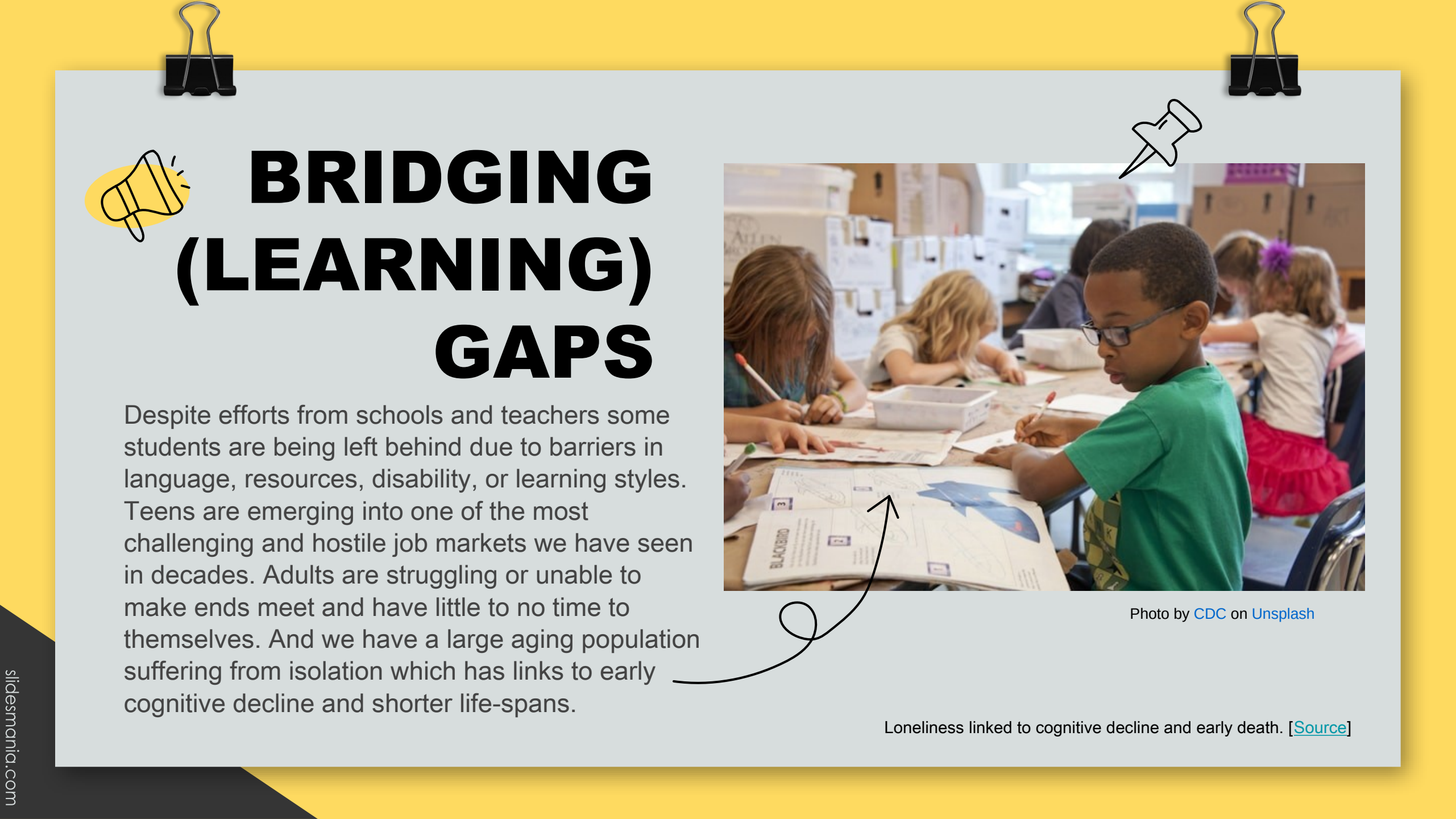
Vocational Pathways

Clear pathways from curiosity to practical skills building and opportunities to try out different volunteer and paid jobs.

Learning Journeys

Ways to track interests and learning pathways for a sense of accomplishment, and a reminder of moments of enjoyment and lessons learned.





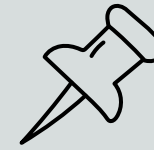
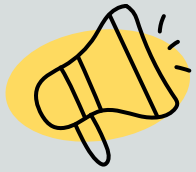
BRIDGING (LEARNING) GAPS

Despite efforts from schools and teachers some students are being left behind due to barriers in language, resources, disability, or learning styles. Teens are emerging into one of the most challenging and hostile job markets we have seen in decades. Adults are struggling or unable to make ends meet and have little to no time to themselves. And we have a large aging population suffering from isolation which has links to early cognitive decline and shorter life-spans.



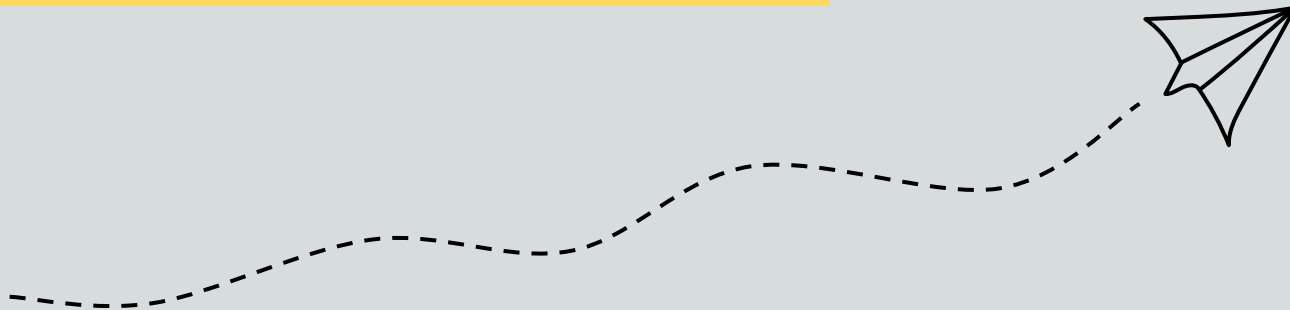
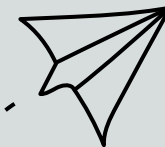
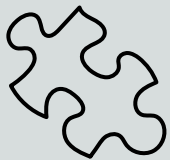
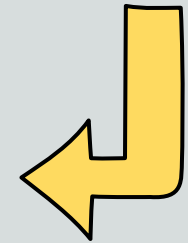
Photo by [CDC](#) on [Unsplash](#)

Loneliness linked to cognitive decline and early death. [[Source](#)]



What Our Library

CAN ADD





PRACTICE what you know

Build a collection of projects.

Build a collection of projects – instructions for testing knowledge and skills through direct application. Many of these can be stored as digital artifacts like PDFs. Some may be packaged along with tools available through the LoT or new learning kits that challenge users to learn and build at the same time. These should be available to any users and suggested when users are exploring relevant topics. This collection can be built gradually based on user interest. We can start by finding exiting project guides online.

Get help from schools, organizations, and community members.

The collection can be built in collaboration with the community and users. Schools may contribute existing projects that are part of their curricula. Organizations can contribute projects that relate to their work, including projects that can be submitted to them as contributions to their mission. Community members can even create and submit projects as a kind of project!

Expand into Collaboration.

In the future, this area can be further expanded through the creation of clubs and mixed-age user groups that share their finished projects or collaborate on projects for themselves or for their communities. Imagine a project like “Build a raised garden bed” being chosen and built for a neighbor.

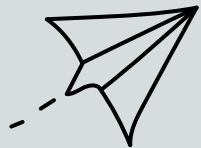


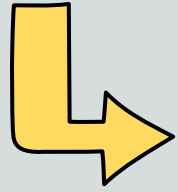
PRACTICE PROJECT EXAMPLES

These projects can be created around current trending skills for different age groups, as well as necessary skills that community members report struggling with. Topics may include:

- social media and multimedia tools (create a social media profile, design a flyer for a club, etc.)
- collecting favorite photos into a digital album and/or printing and creating a physical album out of those photos

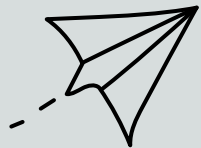
- making a big purchase, including basic budgeting skills, product research and comparison, and confirming seller legitimacy before purchase
- growing food in a container garden with seeds from the Seed Library and sharing the seeds with a neighbor





EXPERIENCE & MENTORSHIP

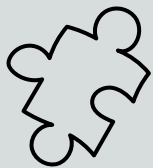
When it comes to workforce and professional development little is more powerful than direct mentorship. But this does not have to be limited to adults. There is a lot of value in giving young learners opportunities to see first hand or try their hand at practical skills alongside professionals. In addition to dedicated tutoring, we can partner with local businesses and industries to provide pathways to employment through direct mentorship and [apprenticeships](#).



Our Sacramento region is home to agriculture and healthcare industries, is home to several institutions of higher education, and is our state's capital and therefore a political hub. Through partnerships with local agencies, organizations, and businesses, we could provide library users opportunities to...

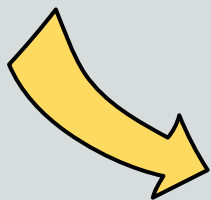
- volunteer and learn about growing food
- tour local manufacturing facilities
- shadow shipping and logistics workers
- become an apprentice tradesman





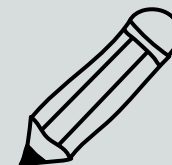
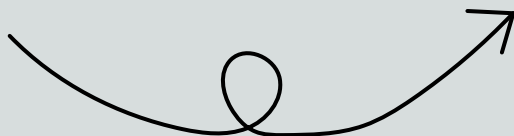
MODULARITY

We can serve best when we stay flexible.

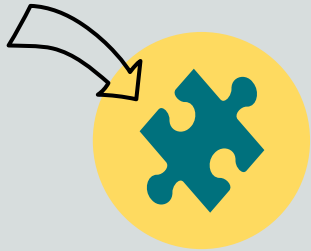


All features of this program will be available to all users, but it is through understanding what different user groups need most that we can develop features that best serve our community.

This program is best thought of as modular and evolving.



Serving Different Ages



Children

- Exploratory
- Partnering with schools to connect with curriculum and to share project prompts
- Partnerships with licensed after-school programs to provide experiential opportunities



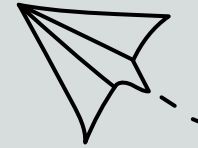
Teens

- Emphasis on practical and self-guided projects to support growing autonomy.
- Many mentorship opportunities including internships and paid work in areas of their interest.



Adults

- Bite-sized lessons and learning materials
- 1-on-1 help while gaining skills for greater independence.
- Partnerships with workforce development organizations, business centers, job placement agencies, etc. to develop mentorship programs and apprenticeships.



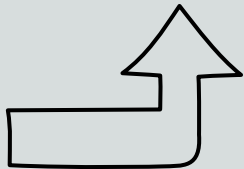
Seniors

- Focus on community and **connection** to fight isolation. Clubs, workshops, group activities and programming.
- For projects and creative activities, include a way for them to share what they've accomplished with their community.



HOW DO WE ENCOURAGE EXPLORATION?

In the age of Generative “AI” tools which discourage exploration, how can we encourage our users to look beyond the first result? Why not give them tools to track their interests and curiosities?



My Journey Map

Currently curious about...

Life in the Sacramento River

1) Info / Project / Event / Opportunity

Guided Tour of the riverbank

2) Info / Project / Event / Opportunity

3) Info / Project / Event / Opportunity

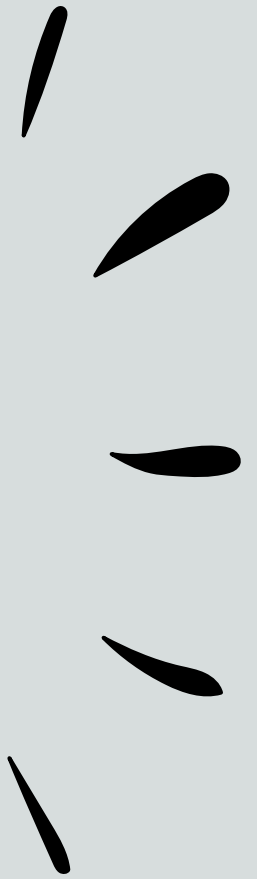
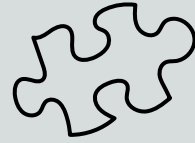




Photo by [Gaurav Dhvaj Khadka](#) on [Unsplash](#)



THE ROLE OF LIBRARIANS AND STAFF

- Finding resources, particularly for the “Information” category. This might include book or other media recommendations, finding useful articles or publications, and information found online about other resources to explore.
- Building partnerships with local businesses, schools, and other organizations that can provide mentorship, learning experiences, and even “Practice” projects and materials.
- Building connections with local professionals and hobbyists who can lend their expertise through mentorship, learning experiences, and designing “Practice” projects.
- Coordinating pathways to executing “Experiences” and “Mentorships”.

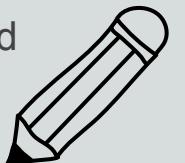
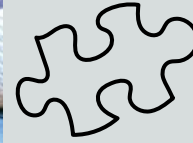




Photo by [Hillary Ungson](#) on [Unsplash](#)



THE ROLE OF COMMUNITY MEMBERS

- Contribute expertise in the creation of guides, practice projects, providing presentations or workshops, or offering shadowing and even mentorship opportunities for their work or for hobbies.
- Help spread the word of this program to local businesses and organizations to provide more opportunities for students of all ages.
- Participate in events and group project efforts.

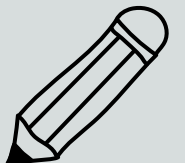
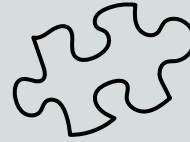


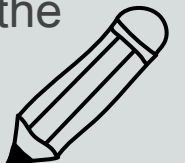


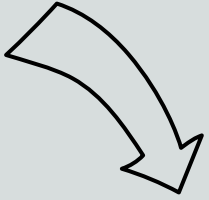
Photo by [Claudia Raya](#) on [Unsplash](#)



THE ROLE OF GOVERNMENT, BUSINESSES. AND ORGANIZATIONS

- Contribute expertise in the creation of guides, practice projects, providing presentations or workshops, or offering shadowing and apprenticeship opportunities to youth and adults.
- Help spread the word of this program by sharing with employees or posting in busy spaces.
- Contribute resources, materials, tools, or volunteers.
- Help secure funding for new initiatives or for the purchase of new materials for collections.

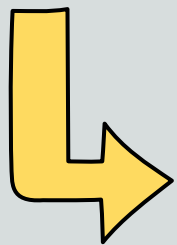




It is important to stress that the library is not meant to be the answer for everything. The library exists to **connect students to the next step in their learning journey, whether or not that next step lives within the walls of the library.**

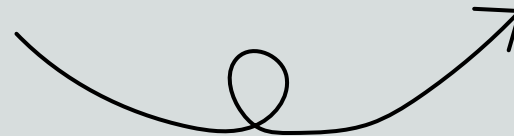
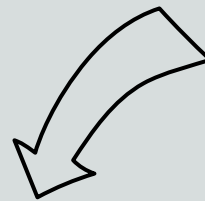
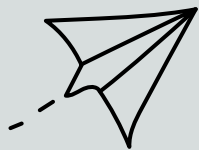
It is also the role of the library to help create a sense of ownership over a student's personal learning journey through the use of Journey Mapping and this framework for exploratory learning.

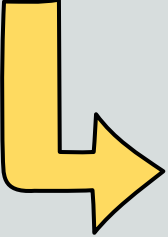




WE ARE NOT IN THIS ALONE.

When we focus on partnerships, everyone wins.





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