Ricker LIBRARY ACTIVITY WORKSHEET	Name:
discovering new ideas. Learning how to navigate an	re Building, room 208) is a playground for exploring and dutilize the library is a foundational skill that prepares reate more meaningful designs. Use the Ricker Library to taff for assistance.
1. Getting Started: Browse the collections on the table a	and find any book/magazine that inspires you:
1A. What interested you:	
1B. Why did it interest you:	
1C. What is the author and title:	
1D. What is the <u>call number</u> of the book from question # (Ex. Call #: 720.453 S37dn). Call Number:	·
2. Sketching an example: Look through the book and fin design, pattern, etc. and create a rough sketch on the op-	
3. Finding more resources : using the call number above of books shows the call numbers on the end of the range number somewhere in between.	, find the same section in the book stacks. Hint: each range e, such as 720-729. Look for the range that has your call
3A . Find one book in the same or close proximity to you	r original book's call number.
Title:	
Call Number:	
• • •	r call number. Find one book that is related in some way to e of your original book. Bring them back to the table and ot down some notes here:
4. Sketching an example : Look through each book and f design, pattern, etc. and create a rough sketch on the op	ind a design or product image. Take a photo of the image, posite side of this page.
4A. Moving Forward: What more would you like to know	w? What other materials would you like to see?

Sketch	1:

Sketch 2: