

LIVE LIBRARY ADVENTURE @ SK SAGENG, SIMUNJAN

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Creating the Live Library Adventure Program (LLA) at Sekolah Kebangsaan Sageng was a journey of excitement and transformation, divided into two main phases: preparing and carrying out the program. The first phase was excitedly awaited as our team discussed potential solutions for the problems at SK Sageng, where a fire had destroyed the school's library. A shortage of reading resources and books made involvement necessary, particularly for the 270 students. Establishing a thriving resource center for the future was our clear objective.

Reflecting on the program's outcomes, it's clear our efforts went beyond just building a mini library. We planned on doing three activities, which are storytelling, a treasure hunt, and a charity, to bond with the school teachers and the students. It became a tale of strength, neighbourhood cooperation, and determination to improve the educational setting. The Live Library Adventure Programme leaves a lasting impression and symbolizes a good transformation inside the school.

During the program, we faced challenges, but overcoming them became part of the transformative process. Imagine a wonderful day: playing an information hunt and discovering a small library full of exciting books. The sixth-year students were curious and excited by their look into the field of information science. The day created the seeds of exploration as the school changed with passion and a love of learning.

It was like entering a new story when the Live Library Adventure Programme occurred on that memorable day at Sekolah Kebangsaan Sageng. The morning was exciting as students gathered for an opening ceremony packed with warm welcomes and sincere prayers. During an icebreaker, people connected in groups, and the day began to feel like an adventure with new friends. Afterward, the cataloging session took place, led by the lively guides of our MCs, Nurhakimi, Azhaari, and Jonis, who shared our goals for the school.



One of the activities conducted during the Tectome Explorer program



The fifth semester students from School of Information Science together with participants from SK Sageng Simunjan

Next was Storytelling, where students took the front stage. The room had an air of imagination as they brought characters from their writings to life. It was essential to understand how information functions in the real world in addition to fiction. You could sense the energy as they threw themselves into their roles, which encouraged creativity and curiosity. In perspective, these activities seem like more than just games—they were the secret flavor contributing to Live Library Adventure's outstanding reputation. The joy in the kids' eyes told it all – learning can be an adventure, and that day, it was.

Exciting storytelling captivated the audience and set the mood for an exciting treasure hunt throughout the day. During tea breaks and the dedication of a makeshift library, the school became a center for discovery. With speeches, prayers, and the opening of the reading corner, the closing ceremony felt like



a fantastic conclusion, marking a day full of joy and knowledge. Students parted with more than just memories as gifts of gratitude and shining medals were passed around; they also took a fresh appreciation for libraries and an experience that would live on in their educational journeys. The Live Library Adventure wasn't just a program; it was a magical chapter in the student's educational journey at Sekolah Kebangsaan Sageng.

Then, Treasure Hunt began, and it was a great way to expose the kids to cataloging and the wonders of information science. The cataloging of knowledge that Nurhakimi and Jonis exchanged earlier in the hunt was made even more enjoyable. The teams showed great teamwork and creative thinking as they raced through tasks. It was more than just a hunt; it was an exciting moment spent with the students.

Our journey to build a mini library for Sekolah Kebangsaan Sageng was like crafting a masterpiece, turning challenges into opportunities. Over months, we worked tirelessly to create a physical library and plant the seeds of knowledge for the students. The follow-up visit was like being a part of a dream come true, seeing the library become a learning oasis. In the meantime, the program's commitment to storytelling revealed its power—tales weren't only stories but instruments for developing an understanding of how information works. The treasure hunt wasn't just a game but an interaction connecting unique minds. As the Live Library Adventure Program concluded, it wasn't just about a library; it was about sparking curiosity, encouraging openness, and planting the love for knowledge in young hearts.



Students from SK Sageng participated in activities throughout the Techtome Explorer program