

Learn to Fish - Library Events

These details are to assist with planning programs. All items are flexible and adjustable to the different libraries needs, goals and location.

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Objective of Program:

Introduce fishing as an outdoor recreational activity for youth and families. Provide the space and resources for beginner and novice anglers to learn the basics of fishing in a way that will leave them comfortable trying it on their own! Fishing has a multitude of benefits from learning new life skills, to increased interest and connection with local outdoor areas, and even has social and emotional benefits.

Most libraries hosting these programs are participants in the Maryland Department of Natural Resources (DNR) Tackle Loaner Program in which the library has fishing gear available for the public to check out like they can a book! These programs are great ways to advertise and increase use of these resources.

See example photos at the bottom of the page.

Space requirements:

- Space for at least 3 learning stations that can be comfortably walked through by small family groups.
- No water access required! This is all done on land. IF your library does have access to a fishing area, incorporation of that may be discussed.
- Need a larger area for casting practice. There are no hooks involved but the fishing lines can still get tangled in trees, shrubs, benches, etc.. Recommend a safe distance from cars as well. Please reach out if you think a site visit would be necessary.
- This can be done on pavement, sidewalk or grass.

Target Audience: Ideal for ages 8-15 years old.

- Open to families to learn about fishing together.
- Younger siblings are welcome to rotate through the stations with help and guidance from guardians.
- Parents/guardians are welcomed to participate in each station, ask questions and take resources.

Duration: 1 - 2 hours

- Dependent on participation expectations.
- Can do pre-registration in hour 'blocks'. For crowd control and staff limitations.

Topics/Learning Stations:

1. Knot tying & Introduction to tackle box - knot tying kits, written and picture instructions, sample tackle box.
2. Casting Practice - rods, casting plugs, targets.
3. Angler Craft - blank bandanas, fabric markers, fish stencils.
4. Additional Station (optional): can provide or request ideas.

Additional Activities/Self Guided Activities:

1. Magnetic fishing game (must have completed casting practice first!!)
2. Baby pool magnetic fishing game - need to be able to fill the pool with water.
3. Cornhole
4. Additional Game or Activity (optional): such as pulled library books specific to aquatics and fishing for patrons to read and possibly check out, fish/aquatic themed coloring pages, simple self guided games or puzzles.

Itinerary:

- Staff arrive no later than 45 minutes prior to the start time for set up.
- Start: participants arrive and must check-in.
- Rotation: I recommend this be a flexible rotation to avoid overcrowding of any one station.
- Finish: Participants finish once all learning stations have been visited. Additional activities are optional.
- Prizes (optional/upon request and availability): mini-tackle boxes, tackle, stickers, educational materials and other small giveaways may be available.

Supplies:

DNR -

- All materials and gear needed for #1-3 learning stations and #1-3 self guided activities are provided by DNR.
- MD Fishing Guides and Kids Go Fishing educational booklets.
- Flyers with information from the Aquatic Resource Education program.

Library -

- Additional games or activities outside of what is offered.
- Signage for the event & stations
- Registration table



Example Photos:





Example of a Program “Passport” from Edgewater Library in Anne Arundel County:

HOOKED ON FISHING PASSPORT



Welcome to Hooked on Fishing at Edgewater Library! Please use this passport to track your progress through today's program stations. Ask a staff member for a stamp after you have completed each activity. If a station is full, please visit one of our games or enjoy the shade with your family. Don't forget to collect your prize before you leave!



	Catch a Craft
	Knots and Tackle
	Casting Practice



	Catfish Cornhole
	Fish Bowl Toss
	Catch and Release

DID YOU KNOW?

Edgewater Library has fishing rods that you can borrow!
Ask a staff member for more information.