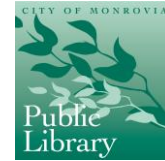




**CITY OF MONROVIA  
LIBRARY BOARD  
AGENDA REPORT**



DEPARTMENT: **Public Services, Library Division**

**MEETING DATE:** January 24, 2018

PREPARED BY: Rebecca Elder,  
Adult and Literacy Services Supervisor  
Elizabeth Schneider,  
Youth Services Supervisor

**AGENDA LOCATION:** CC-2

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**ADULT SERVICES REPORT**

Literacy Staff attended the California Library Association's annual pre-conference for California Library Literacy Services on Thursday, November 2. Staff was invited to serve as a Literacy Coordinator panel member as part of orientation for new coordinators. The panel shared their experiences, tutoring strategies, and held Q&A. A goal of the library's strategic plan is providing staff development opportunities. Attendance at conferences expands staff skills and provides connections to literacy best practices.

On Saturday, November 11, veteran's resource center staff and volunteers attended the annual Veterans Day remembrance in Library Park. The event is hosted by the Allied Veterans Council. Staff and volunteers hosted a table with veterans benefit information from the library's Veteran's Resource Center. Library staff attends this annual program to provide outreach and support to local veterans and veteran's organizations.

On Wednesday, November 15, fifteen attendees participated in an *Animation workshop*, hosted by a professional animator who demonstrated the basics of hand drawing and animating. This program is a part of broadening patron experiences for emerging adults in their 20's and 30's.

On Saturday, November 18, Veterans staff presented *Veterans Connect @ the Library* program information to seventeen members of the Monrovia Providers Group. Outreach to area organizations help promote library services and create connections within the community. Focusing on community partnerships is a strategic direction for the library.

Veterans Services staff completed an interview of local WW II veteran, Jerome Guardino, for the *Veterans History Project* on December 1. Staff worked in partnership with KGEM staff and library volunteers to complete the video interview. The interview and accompanying photographs were submitted to the Library of Congress as a living document for viewing. The *Veterans History Project* is an ongoing program through the Library's Veterans Resource Center and meets a requirement of the *Veterans Connect @ the Library* grant funded project.

On Saturday, December 2, staff hosted a *Fall Color Hike* in Canyon Park in partnership with Canyon Park staff. Ten attendees hiked to the waterfall and enjoyed a picnic lunch sponsored by the Friends of the Library after the hike. Creating learning opportunities for community members is part of the strategic plan.

**CC-2**

Over 75 people enjoyed the performances of the annual *Holiday Sounds* event held in the Library Lobby. Music was provided by Sterling Flute Choir, San Gabriel Valley Clarinet Ensemble and Kelly Tamayo, a local harpist. Enhancing experiences is a goal of the library's strategic plan.

## **YOUTH SERVICES REPORT**

The Monrovia Public Library was proud to partner with Erika Luu to create a designated location in the Monrovia Public Library to support early literacy for young families with preschoolers or kindergarteners. Erika created an alphabet display on the upper wall in the Cozy Book Area and a sensory wall for children to touch and explore. Additionally, Erika developed two early literacy workshops to enhance the Play with Me storytime, and made an activities cart to include different sight word games for parents and children to practice their skills together located in the Cozy Book Area. Instruction booklets were expertly designed to explain the activities and encourage parent engagement. Families can practice school readiness skills with these resources at all times when the Library is open.

An Open House was held on Wednesday, October 18 to promote the new early literacy corner to storytime families and the community. We are grateful for Erika's commitment to early education and dedication to helping her community, and highly impressed with her organizational skills to get this project completed quickly with quality work. Children, parents and caregivers will benefit from access to these early literacy activities, which help small ones gain the skills to be ready for Kindergarten. The community will greatly benefit from her leadership and passion for preschool education.

Great Adventures' Hollywood theme was titled ***Lights! Camera! Read!*** Children in Kindergarten through 5<sup>th</sup> grade were given V.I.P access to walk the red carpet into a five week program filled with library games, art projects, and book talks. The educational activities taught participants about the difference between fiction and non-fiction, the Dewey Decimal System, the parts of a book, and how to find a book in the Library. Award winning books and the life and works of well-known author Roald Dahl were highlighted throughout the series. After learning about the many books that have been made into movies, the children made their own movie buttons to wear. Like famous movie stars through the years, participants immortalized their handprints in clay and also created star bookmarks to take home. The activities in this program are deliberately planned to educate children on how to use the Library and the resources available for no cost, with the outcome of developing lifelong library users and advocates for Library services. A grand total of 229 were in attendance during the weeks of September 13 through October 11.

In an effort to support the strategic direction of offering enriching experiences for community members, Library staff has focused on developing programs or services emphasizing 21<sup>st</sup> Century skills for youth. The library 3D printer has been available for public access so that children and parents can participate firsthand in designing and printing their own 3D objects. Maker Day was created as a two-hour workshop, and offered monthly, to familiarize children with the design software TinkerCad. Ten children between the ages of 5 and 13 attended the most recent event, and learned to design their own name on keychains. Parents and children worked together on laptops to practice moving objects in a three-dimensional field, creating complex designs from simple shapes, and getting objects ready to be printed. After learning the basics, students were offered the opportunity to work independently on more complex projects and troubleshoot as a group on difficult problems they encountered. None of the attendees had worked with TinkerCad or a 3D Printer before making this a meaningful experience to encourage curiosity and introduce technical skills that are becoming more important in the workplace.

Encouraging and supporting the love of reading is an important focus of creating developmentally appropriate programming for school-aged children. Book parties are one way to celebrate and validate a

child's passion for a particular author or series, and this Fall the Library celebrated a particularly favorite graphic novel author – Raina Telgemeier. The program took place on October 25, and was enjoyed by 39 attendees. The program used guidelines developed for educators on how to effectively use graphic novels in the classroom for learning. Graphic novels are a powerful tool to teach new vocabulary, visual literacy and reading skills, and can be a doorway to encouraging reluctant readers to read. Participants of the program engaged in a scavenger hunt, as well as drawing and writing activities designed to help them develop their storytelling skills and understand how text and images are used to tell a story. Children who attended the program were able to gain literacy skills while learning about the graphic novel format for storytelling.

For four weeks every Thursday, the Library held Chopped Art. Modeled after the television show, *Chopped*, participants made works of art using 'mystery ingredients', along with materials from our "pantry" of art supplies. The first week children were required to use paper plates, pom poms, and cupcake liners; second week included paper bags, Post-its, and cotton balls; third week magazines, butcher paper, and tissue paper were available; and the last week participants used yarn, salt, and tissues. Teen volunteers voted on their favorite piece and the winner left the program with a prize. This program series facilitated 21st century skills such as self-expression, innovation, and problem-solving, skills important for jobs in the future.

On Tuesday, December 5 at 10:30 a.m. and on Wednesday, December 6 at 6:00 p.m. the Library hosted a very special storytime with a much anticipated Special Guest. A grand total of 335 patrons came to visit the library in hopes of seeing Santa Claus. Participants enjoyed a short film based on a well-loved holiday book, staff read stories, and songs were sung to welcome the Jolly Friend into the Library's Community Room. Each child had the opportunity to take a photo with Santa. Refreshments were served, holiday ornaments were decorated and every child in attendance received a free book to take home. Increasing the amount of books in homes is important to helping children succeed in school. Experiencing books in school, libraries and at home gives children opportunities to learn how to handle a book and flip the pages, access and stimulate their imagination and curiosity, and bond with their caregiver.

On December 27, the library held Family Weaving Night. Families were invited to collaborate on a woven piece to take home. Families were given garden fencing, yarn and ribbon, and given the open-ended directions of weaving through the slots of the fence however they chose. Some families wove on their piece of fence to spell out their names, others wove through the fence more randomly, and one family even made a rug out of it. In addition to creative development skills, children also had an opportunity to practice cooperation skills and fine motor skills.

To further help Library staff in developing more STEM based programming for youth, the Monrovia Public Library was awarded a \$10,000 Innovation Station grant in December 2017. The funds will be used to purchase materials for science and technology programming, including microscopes, circuit kits, early science kits, and geocaching GPS navigators. Beginning in April 2018, the library will be partnering with the Oak Crest Science Institute to create a series of all-ages science programs led by student interns called SciLab. The partnership with Oak Crest Institute will also provide library partners with access to their facilities, which include professional and scientific technologies that children and teens usually do not have the opportunity to explore. This partnership will help to reach the strategic goal of enhancing experiences for the public by offering enhanced programming by science experts.

## **TEEN SERVICES**

The Teen Advisory Board hosted Cartoons and Cereal on November 17. Teens mixed and matched cereals to create crunchy concoctions and paired it with hot chocolate. They chose new cartoons and more vintage shows including Phineas and Ferb, Foster's Home for Imaginary Friends and Gargoyles. Teens were able to use their decision-making skills, which is an essential life skill to be successful. Fostering responsibility comes out of allowing teens to make independent decisions and live with the outcome. In a library program setting, teens have the opportunity to come up with ideas and experiment, discovering their cereal taste palette and new cartoons they may not have known about before.

TAB voted to merge two programs into one and titled it the Winter Scavenger Hunt Movie Mania. Teens watched Home Alone while cycling through three stations – Hot Chocolate Concoctions, Cookie Creations and Operation Ornament. Participants used flavored marshmallows, sprinkles and whipped cream to make different types of chocolate drinks. They decorated cookies with different types of frosting and sprinkles, and designed cards and ornaments to give away as gifts. After the movie, teens broke into four teams and participated in a scavenger hunt throughout the Library. The hunt was designed to teach teens about different collections in the Library and the resources that are available to them.

*Tween Art Lab* was held on December 16, an art program for tweens in 5<sup>th</sup> grade and up. Ani Hambarzumian, a Teen Advisory Board officer and one of the library's most dedicated volunteers, designed the art project and volunteered to lead the program, providing instruction and assistance for the participants. The program provided an excellent leadership opportunity for Ani and was a chance for her to have a real voice in library programming, which is one of the key missions for TAB. Meanwhile, participants explored their creativity through the highly customizable and accessible art project that Ani designed. The implementation of this program will encourage other TAB members to adopt active roles in library program planning and presentation, continuing to build their investment in the library as members of the community that the Library serves.