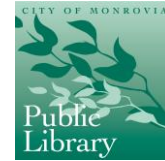




**CITY OF MONROVIA
LIBRARY BOARD
AGENDA REPORT**



DEPARTMENT: Public Services, Library Division

MEETING DATE: January 24, 2019

PREPARED BY: Rebecca Elder,
Adult and Literacy Services Supervisor
Linda Rivas,
Youth Services Supervisor

AGENDA LOCATION: CC-2

ADULT SERVICES REPORT

On Thursday, November 1, in honor of the National Veterans Month, the Veteran's Resource Center staff hosted *Paint and Sip* for military service members. Eleven attendees enjoyed an evening creating an original piece of art and enjoying a glass of wine. Supporting local veterans is a part of the ongoing *Veterans Connect @ the Library* project.

On Monday, November 12, 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 Saturday, November 10, staff hosted the movie, *The Big Country* as part of *Silver Screen*, the Cinematic Heritage Series for adults. Thirty attendees stepped back in time for a bit of nostalgia. This program is a part of the library's strategic goal of broadening patron experiences and came about in response to feedback from patron surveys.

Game Night was on held on Wednesday, November 14 and over 10 participants played a variety of different board games. This fun-filled evening is a great opportunity to socialize with fellow gamers. Snacks and beverages were included. This program is a part of broadening patron experiences for emerging adults in their 20's and 30's.

On November 9 and November 14, staff facilitated an activity to celebrate Thanksgiving at local senior residences, Heritage Park and Regency Court. Staff instructed over 15 attendees in a leaf wreath making project. Supporting lifelong learning and *Active Mind, Active Life* programming for seniors is a goal of the library's strategic plan.

Over 80 people enjoyed the performances of the annual *Holiday Sounds* event held in the Library Lobby on December 1. Music was provided by Pacific Tones Flute Choir Ensemble led by Cheryl Lopez and Harpist & Flute Duo, Jessica Brizuela Betancourt and Clivia Ngan. Enhancing experiences is a goal of the library's strategic plan.

The Literacy Center Staff hosted an end of the year holiday potluck for tutors and learners on Friday, December 7. Over 25 attendees gathered to celebrate the many accomplishments that were made in the

literacy program during 2018. Celebrating the contributions of library volunteers is a goal of the library's strategic plan.

On December 7 and December 12, staff facilitated an activity to celebrate the holiday season at local senior residences, Heritage Park and Regency Court. Staff instructed over 20 attendees in a *yarn tree* art project. Supporting lifelong learning and *Active Mind, Active Life* programming for seniors is a goal of the library's strategic plan.

YOUTH SERVICES REPORT

November 2018

From November 5 through December 8, the Library provided a station for children to write letters to Santa, book characters, or serving Military. Staff submitted the Santa letters to the post office, who made sure that a letter from Santa was mailed to their home. Letters to those in the Armed Forces were given to a Library volunteer who included them in holiday gift boxes. Letters written to book characters were answered and sent by staff members. A total of 238 letters was written. This activity supported early literacy skills by providing an opportunity for children to practice writing.

On Saturday, November 17 in partnership with Home Depot, Library staff provided a program which allowed children to create shapes like hearts, trees and dinosaurs with nails on wooden boards. Participants then took the yarn and weaved it into the design to create a colorful take-home craft. In alignment with our strategic plan, this program provided an introduction to the 21st century learning skills of engineering and creativity. A total of 78 people attended.

On Wednesday, November 28 the Library partnered with *Sidewalk Astronomers* and local science teachers to celebrate NASA's landing of the Mars Insight. There were 15 table top stations taught children about the science behind space exploration and the physics involved to send a lander to Mars. The Monrovia High School Robotics Team gave demonstrations and taught young patrons how to control a rover the team designed. A total of 102 patrons of all ages participated. This program was able to leverage public interest in the Insight landing to create an educational and engaging science-based experience, supporting our strategic goal of emphasizing *STEAM* programming.

December 2018

On Monday, December 3, and Tuesday, December 4, 529 patrons came to the library to see Santa Claus. Staff read stories, led songs, and then welcomed our jolly friend. Children listened while he read to them and each child took a photo with Santa. Refreshments were served, paper Christmas trees were decorated, and every child in attendance received a free book to take home. Santa story time supports our goal of establishing a welcoming space where the community enjoys enriched experiences, while also contributing to our goal of supporting lifelong literacy with the book giveaway!

On Friday, December 7, families were encouraged to find five hidden rocks on the east grounds of Library Park as part of their *Friday Night Fair* activities. Each rock had a glow-in-the-dark letter painted on it, which spelled S-T-O-R-Y when combined. Once all letters were collected and the secret word revealed, participants received warm hot chocolate and candy canes. This outdoor activity engaged 28 people of all ages, and supported our goals of supporting early literacy skills through letter recognition as well as the 21st century learning skills of problem solving and critical thinking.

On Saturday, December 8, we had a *Lego Club* program. Six Teen Advisory Board (TAB) members helped the 32 people attending the event. Children between the ages of 1 and 12, along with their parents and caregivers, built various designs, including a hippopotamus, a dragon, a space station, and lots of different types of vehicles. *Lego Club* supports our strategic goal of proving *STEAM* programming, as children have to creatively solve design challenges using only square and rectangle building materials.

On Saturday, December 15 the tradition continued as children and their families came to the Library to create their very own *Gingerbread House*. Supplied with candy, cookies, and frosting, young patrons skillfully built their own masterpieces to proudly take home. This interactive program served 285 and provided an opportunity for kids to be creative. The creativity is a key component of the 21st Century Learning Skills, this program supports our strategic goal of providing programming that reinforces such skills.

On Wednesday, December 19, 12 teens joined us to decorate holiday desserts. Using various supplies, teens worked hard to realize their vision, and made friends in the process. This fun and engaging light activity was also a learning opportunity, as teens learned how to manipulate and work frosting from different angles and varying degrees of pressure to achieve their desired look. "This is harder than it looks!" one teen boy remarked. While providing a creative, edible outlet, this program also supports *STEM* learning as teens learned how to work with materials of differing viscosity.

In December, the library offered a more in-depth 3D design experience to a group of 12 youth ranging in ages 6-18. There were three one-hour sessions ranging from beginning to advanced were offered to attendees over a three week period. The participants learned the basics of TinkerCad, then learned advanced skills through project-based learning. In addition to learning problem solving and creativity skills, TinkerCad also develops mathematical thinking and measuring skills, as most computer aided drafting software use exact measurements to design detailed projects. Most participants in the program were new to 3D printing, however, came into the program with ideas for designs they wanted to make. One of the participants used TinkerCad to create a doll, then built a dollhouse complete with furniture and accessories for her doll. Two teen siblings participated in all three sessions of the class, and created designs that got more and more advanced throughout each session. After the last session, they were interested in joining the TAB and helping with future 3D printing programs.