

## CITY OF MONROVIA LIBRARY BOARD AGENDA REPORT



DEPARTMENT: Community Services, Library Division MEETING DATE: February, 27, 2020

PREPARED BY: Rebecca Elder, AGENDA LOCATION: CC-2

Adult and Literacy Services Supervisor

Linda Vera,

Youth Services Supervisor

## **ADULT SERVICES REPORT**

On Friday, January 10, Literacy Center staff introduced *Watch and Talk*, a new weekly session that focuses on American culture using television as a medium. Each week, participants watch clips from a popular television series and discuss themes, such as family life, jobs, careers, and other topics.

Literacy Center staff held a beginning of the year potluck on Saturday, January 11 to celebrate learner accomplishments. Tutors and learners brought their favorite dishes and enjoyed socializing together. Supporting lifelong learning is a goal of the library's strategic plan.

On Saturday, January 18, Adult Services staff presented *Gather & Make: Bullet Journaling Workshop.* Participants learned about the art of bullet journaling and setting up their own custom planner. *Gather & Make* is a series of creative programs with the goal of fostering community while providing a creative experience at the Library. The program is a part of broadening patron experiences, a goal of the library's strategic plan.

On January 9 and 23, Adult Service staff held *Stop, Drop, & Make,* a two hour drop-in creative program for adults from 2:30-4:30 the second and fourth Thursday of each month. Activities include coloring, stamping, card-making, and other quick and easy fun activities. Attendees can create something new each week or work on their own project.

*DC Comics Trivia Night* was held on at the Copper Still Grill in Monrovia on Tuesday, January 21. Participants played on teams and enjoyed an exciting evening of trivia. Trivia night participation is enthusiastic and many participants wear themed clothing for the events.

On January 24, Veterans Resource Center staff and volunteers received the 2019 Military Service and Stewardship Award at the Monrovia Chamber Awards and Installation Dinner. In addition, the Veterans Resource Center was honored with awards from the City of Monrovia, Monrovia Unified School District, and California State Legislature at the event held at the Double Tree Hotel in Monrovia.

On January 29, Adult and Circulation Services staff met with members of Gadabouts, a local older adult group that meets monthly at the Community Center. Staff provided the group with a preview of the new Alzheimer and Dementia activity kits (part of a Statewide Mental Health Initiative) and provided library card registration to attendees.

## YOUTH SERVICES REPORT

Teen Video Game Lounge took place immediately after the January 6 Teen Advisory Board (TAB) meeting, and 23 teens attended the program. Some teens played Minecraft and Fortnite on library laptops, while others learned to play the board game Dixit. Teens enjoyed socializing and playing games, as well as a safe environment where they could spend time with their peers after school. Social programs such as this give teens an opportunity to enjoy favorite activities such as video games while interacting with their peers face to face. It also establishes a welcoming and safe space for teens to spend time after school.

January 8, was the first *SciLab Exploration Station* for the year. Over 20 children and six TAB volunteers participated in the program. The kids had lots of fun experimenting with *Little Bits* to learn about electricity, current, and conductivity and building robots and coding their movements using our *LEGO Boost* kits. These activities support the library's strategic plan of providing programming which emphasizes 21<sup>st</sup> century learning skills.

Escape the Library took place on January 10 and attracted 18 teens. This was a puzzle-solving program where teens formed groups and solved puzzles to complete a "Mission." The team who finished solving puzzles fastest would win the game. This was a hybrid tabletop and tablet game. Teens had to work together and use their problem-solving skills to complete the various challenges. Teen Advisory Board (TAB) members brought friends to the program, while others made new friends in the process of playing the game. This program supports 21<sup>st</sup> century learning skills, while creating an inviting atmosphere that encourages teens to be active and engaged.

Imagination Station was for children between the ages of 4 years and 2<sup>nd</sup> grade gathered together on Thursdays in January and engaged in a new experience such as Store/Restaurant, Playdoh Bakery, Talent Show, and Emergency. After listening to a story on a particular topic, children engaged in unstructured play with props representing the experience they read about. This program supported 21<sup>st</sup> century learning skills in accordance with our strategic plan, such as language skills and social and emotional skills. A total of 180 children participated during the four week series.

On Saturday, January 11, we had our first *Storytime Time* of the year. *Storytime Time* provides an opportunity for patrons who work during the week to participate in library programs with their children. We had 21 people of all ages attend the program. We sang songs, recited rhymes, read books, about feelings and emotions, and used scarves to hone our senses, improve directional tracking and develop the burgeoning hand-eye coordination of the toddlers in attendance. These activities support the library's goal of supporting lifelong learning.

Book Swap Saturday continued on January 11. Teens were invited to swap their unwanted books for new books. TAB supervised the program, and the craft this month was making unicorn headbands. After learning how to make the headbands, teens invited children to participate. Both children and teens benefited from the interaction, as many teens enjoy helping children with crafts and children appreciated the opportunity to participate in a teen activity. Not only does this program contribute to a sense of literacy centered community amongst the teens, it encourages teamwork between teens and children.