

CITY OF MONROVIA LIBRARY BOARD AGENDA REPORT



DEPARTMENT: Public Services, Library Division **MEETING DATE:** January 26, 2017

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

Adult and Literacy Services Supervisor Elizabeth Schneider, Youth Services Supervisor

ADULT SERVICES REPORT

On January 6, Librarian Norma Durian visited Brookdale Senior Living in Monrovia and offered technology assistance to residents. While there, Norma assisted a 93 year old woman who follows Facebook and shops online. Norma also visited Heritage Senior Living on January 11 and offered information about the Library's programs and services while Nicole Fabry, Administrative Assistant issued library cards to residents.

Librarian Stefa Witt hosted *Friend Speed Dating* for adults 40+ on January 10 which included ice breakers, snacks, and socializing.

Rebecca Elder, Library Supervisor demonstrated the benefits of cooking with an electric pressure cooker on January 10. The program was part of the *Adulting 101* series for adults, 20's – 30's and included tasty food samples.

On January 17, Master Financial Coach Dana Sacdalan and Financial Coach Miriam Villanueva-Childers presented *Educacion Financiera*, a financial education program for Spanish speakers. Topics included how to manage money, saving for retirement, buying a home and sending kids to college.

YOUTH SERVICES REPORT

Twenty Friday Mystery Bags were available in the Youth area of the Library every other Friday during the months of October and November. Each week had a specific theme that was explored. For instance, rocks and minerals were the subjects discussed when creating geodes by soaking egg shells in Borax, food coloring and hot water overnight; cooking and gardening were explored through the planting of edible plants like swiss chard and baby spinach in recycled containers; and nature walks were encouraged to create natural sun catchers. Each week's project was accompanied by a book list tailored to the featured topic and a list of family friendly spaces to encourage self-directed learning outside of the library. The demand for the Mystery Bags was high and every week all 20 bags were gone within the first two hours of the library opening. Long term outcomes for the program included improving decision making and following instruction skills, and encouraging family time through active exploration of *STEAM* concepts.

November

On Saturday, November 12 at 2:00 p.m., to celebrate *Origami Day*, 49 people learned how to make origami creations. Using video tutorials, participants followed step-by-step instructions to make four designs. The special origami paper was provided along with take-home instructions so that they could continue to fold at home. The Library provided many books for checkout which highlighted additional origami techniques and designs.

Harry Potter Party was a family program held on November 16. The program included art, science, and game components that connected to scenes in the books. The participants competed in a trivia challenge and a scavenger hunt with their friends, completed a potions science experiment with baking soda and vinegar, and created Golden Snitch tree ornaments. There were 65 people in attendance. The program attracted children of all ages, from preschoolers to teenagers, and parents who shared the same enthusiasm for Harry Potter fandom. One of the outcomes of the Harry Potter program was for children to work together and make new friendships. Children were observed collaborating on the scavenger hunt and older children helping younger ones make a bubbling potion. Another outcome of the program was for children to learn science concepts by connecting it to something they read about in a book to real life. One family was inspired by the decorations to work together and decorate their Christmas tree with all Harry Potter-themed ornaments.

The Purpose of Book Parties is to provide a fun and inclusive environment for children to come together and celebrate their love of reading – and their love of a particular book or series. Children are given the opportunity to socialize with peers over creative activities such as writing and creating art. The goal of the *Dork Diaries Party* was to give the participants as much creative control of the program as possible. Upper elementary and middle school age youth could decide what order to do activities in, what to make, and how to play the game. They also had opportunities to work together, develop friendships, and learn from each other. One very young attendee invented the marshmallow cupcake – decorating a cup of marshmallows with frosting and sprinkles, and soon other kids jumped on the idea to make their own. The program was held on November 30 and had about 60 attendees of all ages.

Staff developed introductory coding programs for two age groups – ages 4-6 and 7-10. The program for younger children was held on September 21 and the upper elementary program was available on November 23. Participants had to register online due to limited technology. Ten youth participated in each session. Through games and mazes, children learned the basic concepts of coding. At the end, they put their skills to use through guided play on specific apps on the iPads. At the older class, a parent shared her son was struggling with learning coding at his school. He came home crying every day. But she could see his confidence had already grown while participating in the Library program, he was able to take on complicated coding problems in the iPad app Light Bot.

December

The Monrovia Public Library partnered with local business *Art Time* for an introductory art class made available to elementary age participants on Thursday, December 1. The teacher taught children to draw a snowman using the Gluck Method, building upon simple shapes to create life-like 3-dimensional effects. Sixteen participants ranging in age from 5 to 12 learned how to use charcoal pencils and pastels.

Two Santa Storytimes were organized on Tuesday, December 6, occurring at 10:30 AM and 6 PM. A total of 380 people attended these special holiday programs. Stories, a short film, and songs were shared. Santa arrived and read a book to all of the families. Children were able to take a photo with Santa and tell him what they wanted for Christmas. Participants were also able to complete an art project, enjoy a snack, and choose a free book to take home.

The *Crafty Holiday* programs provided an opportunity for children and their parents to work together to make gift items. On Wednesday afternoons of December 7 and 14, participants made hair accessories, Perler bead ornaments and magnets, and sugar hand scrubs. There were about 50 attendees ranging from preschool to middle school age. Whole families worked together to make their own Perler bead designs, and learned how to make sugar scrubs. This program had two goals – learn a new skill and be creative, as well as to make things they can give to others. One young attendee made a flower barrette for his sister, making sure he made it in the color she liked.

On Saturday, December 17 at 2:00 p.m., 170 people came to create their very own Gingerbread House. Participants each received a tray filled with items like graham crackers, frosting, candy, marshmallows, fruit loop cereal, candy canes, M&Ms, cookies and more. Many delicious designs were made during this two hour program. Before leaving, they could take a photo with their creation in front of the Library's holiday decorations.

The *Kid's Kitchen program* on December 19 was an overwhelming success. Five teen volunteers assisted with 40 parents and children who attended the program. Children were introduced to kitchen safety, knife handling and were given the ability to mix and match ingredients to their taste. Children made chickpea and cucumber salad with a lemony tahini dressing and no bake cookie dough with chocolate chips. Long term outcomes include sharpening of decision making skills, sharing of tools/ingredients and a willingness to try unfamiliar foods.

January

Doodle 'n' Paint is a process art program for all ages. Each Friday in January, children can use paint and a variety of other materials to explore art. Each week, there is a new technique or material introduced, such as magnetic marbles, glue paint, or watercolor resist. The program is meant to appeal to both young and older children. During the first program, a group of teenagers chose to paint realistic paintings, while another group of younger children decided to experiment with painting with their hands. The program encourages creativity and curiosity. Since the program focused more on the process rather than the product, most children created more than one painting using different techniques, and built their creative confidence. In addition to fostering creativity, using art materials helps younger children with small motor skills. This is a skill that is very important in preparing them to enter school, as they will use it when they are learning to write.

TEEN SERVICES REPORT

The most popular TAB created program, *Movie Mania*, was held on November 18 and December 16, with a future showing of *The Ring* on Friday, January 13. Each title is voted on at the TAB meeting each month. In November, TAB voted to watch *Willy Wonka* and the *Chocolate Factory*. They ate licorice, chocolate, cookies, and candy in honor of Charlie Bucket. In December, TAB watched *Nightmare* Before Christmas. When attending these movie nights, teens gain social skills and form relationships with other teenagers while creating social commentary for the movies and enjoying snacks. *Movie Mania* is a great introduction for teens interested in joining TAB, and a safe place to hang out on a Friday night.

TAB represented at the *Monrovia Holiday Parade* with 17 teens. They walked along with Library staff and Adult volunteers. Before the parade, everyone enjoyed pizza and soda in the Library while making posters, perfecting their ugly sweater outfit, and decorating a reindeer book cart. Teens even made up a new cheer while walking the parade route. *When I say Read – you say Books*.

Winter Relay Fest took place on December 28. A total of ten teens participated, seven of whom are active TAB members. The group-based program had teens participating in challenges such as Cookie



Face, Winter Word Scrabble, Pin the Nose on the Rudolph, Cookie Decorating and more. Long term outcomes for the teens included the ability to convey ideas to teammates, work in a group setting to accomplish goals and engage in developing meaningful relationships with other community members.