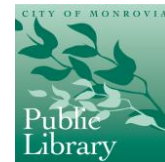




**CITY OF MONROVIA
LIBRARY BOARD
AGENDA REPORT**



DEPARTMENT: Community Services, Library Division

MEETING DATE: May 25, 2023

PREPARED BY: Carey Vance,
Library Manager
Ginger Antunez,
Youth Services Supervisor

AGENDA LOCATION: CC-2

ADULT SERVICES REPORT

Adult Programs

Novel T's Book Club met on April 25 to discuss *Slouching Towards Bethlehem* by Joan Didion. A total of 14 participated, 11 in-person and three via Zoom, in this monthly program. Next month's title is *Being Mortal: Medicine and What Matters in the End*.

On April 7, staff hosted the second session of the monthly Dungeons & Dragons programs for adults. Eight players enjoyed an evening of learning the basics of the popular, fantasy role-playing game; doubling the participants from the previous month. The participants got to enjoy a self-contained adventure to learn and experience the game over a two-hour program.

On April 28, the library hosted its monthly Video Game Club, with three adults in attendance. They played Mario Kart and Kirby's Dream Buffet on the Nintendo Switch while socializing and learning more about the library's game collection. This program is one of many the library has created in response to feedback from patrons asking for programs that allow them to meet others in a relaxing environment.

Literacy Services

In April a total of 63 Learners and Tutors participated in 10 programs, with an additional 23 library patrons participating in a Family Literacy event. Culture & Conversation continues with weekly hybrid (Zoom and In-Person) meetings. Book Club and Write Club continue as an in-person, biweekly program. Staff provided a Learner Game Night to support conversation, vocabulary, and a sense of community. Staff provided a Family Literacy Take Home kit in which free books and literacy-based scavenger hunt were provided to families. Staff attended the Southern California Library Literacy Network (SCLLN) General Meeting, as well as Volunteer match's webinar, *Creative & Innovative Recognition Strategies for Today's Volunteers*.

Veterans Services

During the month of April, the Veterans Resource Center had a total of 100 interactions with veterans and their family members. County Veterans Service Officer (CVSO) 10; Veteran Peer Access Network (VPAN) 29; and VRC staff 61. This month, staff attended a veteran outreach event for the American Legion Post 280 & Veterans Peer Access Network's Veteran and Family Wellness Day in Pasadena on April 29.

YOUTH SERVICES REPORT

Storytimes

Staff hosted Storytime on Wednesdays for the month of April. Families gathered to hear stories, sing, and dance, practice movement, enjoy sensory activities, and make a craft. Some themes highlighted were Eggs and Transportation. A total of 145 children and their caregivers attended.

Baby Storytime

This early literacy program, *Baby Storytime*, for families with young children aged 0-2 continues to grow in popularity. Staff hold the program indoors as they share songs, rhymes, stories and activities together to assist in the development of language and literacy in the youngest members of the community. Staff are as resolute as ever in their endless devotion to the benefits of talking, reading, singing, writing and playing for young developing minds. They consciously tout these advantages while offering a plenitude of options for little ones to talk, read, sing, write and play at storytime. A total of 294 children and their caregivers attended.

Storytime with the Park Naturalists

On Saturday, April 15, the library collaborated with Recreation Staff to present another special storytime at the library. Staff shared stories, songs and rhymes with program attendees, along with an entertaining and informative presentation by Park Naturalists and library staff about animal senses and hiking safety. To cap off the event, participants made crafts and were able to socialize with other attendees. The library continues to take advantage of this opportunity to enhance experiences, access and partnerships within the community. A total of 46 children and their caregivers attended.

Sensory Playtime

April saw the continuation of the Sensory Playtime program, designed specifically for children with sensory processing disorders and Autism Spectrum Disorder, offering them the space and tools to explore, play, and make new friends in a welcoming, accepting, and celebratory atmosphere. Based on participant need and research-based strategies, specialized verbal and pictorial signage directed attendees to different play zones, each featuring different sensory toys and books with a focus on engineering and physics concepts. Children practiced their experimentation and collaboration skills as they chose what and how they wanted to play with the toys. Parents and guardians expressed their gratitude at having a specialized time just for their children, as well as the opportunity to connect with each other. Pre-registration for the event was encouraged, as attendance was limited for comfort and safety, though walk-ups were welcomed as space allowed. A total of 12 children and caregivers participated.

Bunny Photo Storytime

The library participated in the City's Spring Bunny Photo event on April 1, by conducting on the hour storytimes during the event. Hosted in Library Park, 1-2 spring stories were read by library staff at each storytime. A total of 155 children and caregivers participated.

Spring Egg Hunt & Healthy Kids Day

The library participated in the City's Spring Egg Hunt event held at Recreation Park on April 8. Library staff managed a booth promoting library services. At this table, staff answered questions, provided monthly programming calendars, and registered library cards for attendees. The Monrovia Reads Van was also on location. Library staff oversaw the craft booth and teen volunteers. Three types of crafts were available for children: tissue paper eggs, giant eggs to color, and scratch art eggs and bunnies. Over 200 families, children and adults, visited the craft booth and library table combined.

Craft-tastic

This creative program gives school-aged children a chance to make and take home projects they create from their imaginations. As families gather, they have access to an array of materials. The library collaborated with Food Ed who shared about planting a garden, offered seeds and free compost. Those in attendance made nature critters from leaves, pinecones, and sticks all found from the outdoors. They also painted flowerpots. A total of 70 were in attendance.

Barks and Books

Collaborating with *Love on a Leash* and *Therapy Dogs International*, this literacy program offers young students a chance to practice their skills by reading aloud to a loving and attentive therapy dog. One pre-registered student sits for ten minutes while a furry friend lays next to them and listens. During the hour, at least six children have an opportunity to participate. This program is every other week on Tuesdays, in the Library's Story Room. A total of 12 children participated in April.

Innovation Lab: Spring Break

The Innovation Lab programs have continued into April. Staff held five different programs last month, including four over Monrovia Unified School District's (MUSD) Spring Break week, which drew children between the ages of 6 and 11, and their families. The program attendees learned about a variety of STEAM-related subject matter, including circuits, classical mechanics, robotics, coding and engineering. A total of 130 children and caregivers participated

Mad Hatter Tea Party

On Thursday, April 8, children were treated to a magical Mad Hatter Tea party with a STEAM twist. Kids made a house out of cards, painted the roses red and made pocket watches like the white rabbit. A total of 30 children and caregivers participated.

LEGO Free Play

On Saturday, March 29, the library hosted a Lego Free Play event. As with previous LEGO programs, there was a relatively large turnout for this event, 50+ people during the two hours. There were children between the ages of one and 13 who attended the program, along with a number of parents and caregivers. The children built all sorts of different things at the program. Importantly, the library is providing the children, and families, of Monrovia with an opportunity to develop fine motor skills, critically and creatively think, and improve concentration and focus, problem solve, develop spatial skills and boost self-confidence. The program offers an opportunity for attendees to engage and bond with their families and other members of the community. The community continues to have a very positive response to the program.

Tzu Chi Preschool Visit

Students from the Tzu Chi Preschool visited the Monrovia Public Library for an Earth Day themed storytime. Students, teachers, and chaperones heard stories, sang songs, and danced. There were approximately 85 attendees.

Mayflower Class Visit

A group of first graders from Mayflower Elementary arrived at the library before opening hours for a class visit. Staff showed the children and their caregivers around the Youth Services area of the library, giving a brief tour and overview of library services. Staff also conducted a storytime in the Community Room for the group of children. The group enjoyed books and songs. Approximately 85 children and adults visited the library during this time.

TEEN ADVISORY BOARD (TAB)

The TAB meeting took place on April 3 in the Library Community Room and was led by the TAB officer board. During the meeting, members received updates on volunteering in April and prepared activities for

the Spring Egg Hunt event on Saturday April 8. The teens signed up to help at the library's Saturday Craft Program, Innovation Lab, and Lego Free Play. A total of 31 TAB members attended the meeting.

In April, staff held a Teen Game Night, after hours on Friday, April 14. Throughout the course of the event, teens made use of a wide range of Nintendo Switch games and board games. The program provided a safe space where teens could interact with each other in meaningful ways while developing important skills such as problem solving, critical thinking, communication, and teamwork. There were activities for all skill levels so anyone could join and feel included. Several teens have become regular attendees and have participated in all of the teen gaming events. A total of nine teens attended the program.