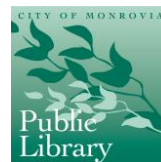




**CITY OF MONROVIA
LIBRARY BOARD
AGENDA REPORT**



DEPARTMENT: Community Services, Library Division

MEETING DATE: September 28, 2023

PREPARED BY: Ginger Antunez,
Youth Services Supervisor
Kurt Gally,
Adult Services Supervisor

AGENDA LOCATION: CC-2

ADULT SERVICES

Adult Programs

On August 8, staff hosted *Bilingual Tech Help* for adults. Three participants were able to receive one-on-one assistance with their devices and phones during the session. This program was in response to the increasing requests for technology assistance from patrons, including those who require bilingual support.

On August 18, the library hosted its monthly *Adult Game Night* with six adults in attendance. Staff introduced Switch Sports to new players with active, hands-on tutorials. After a few light rounds of Chambara, patrons then moved on to a board game where the group was divided into two teams and tried to use cards to guess the other team's mystery word.

On August 25, staff hosted the monthly *Dungeons & Dragons* programs for adults. Five players enjoyed an evening of learning the basics of the popular, fantasy role-playing game; with the guidance of a new Dungeon Master. The participants got to enjoy a self-contained adventure to learn and experience the game over a two-hour period. Programs like these allow adults the chance to socialize in a fun, engaging setting.

On August 25, Adult Services staff visited Brookdale Senior Living to facilitate a book club. The book club members read *The Quiche of Death* by M.C. Beaton and discussed the entire book at the meeting. Staff and the members had a good discussion about the book's humor and focus on food. A total of two people participated in this monthly program.

Novel T's Book Club met on August 23 to discuss *The Mirror Crack'd From Side to Side* by Agatha Christie. A total of 13 participated, 11 in-person and two via Zoom, in this monthly program. Next month's title is *The House of Mirth* by Edith Wharton.

Literacy Services

In August, a total of 52 Learners and Tutors participated in nine programs. *Culture & Conversation* continues with weekly hybrid (Zoom and In-Person) meetings, *Book Club* is a biweekly hybrid program, and *Write Club* is a biweekly on-site program. Staff created an Adult Literacy Padlet site, an online one-stop-shop containing resources for Tutors and Learners to access 24/7. This user-friendly resource

enhances opportunities for the community to access the library and its resources, and enhances public access to state of the art technology tools and services.

Veterans Services

During the month of August, the Veterans Resource Center had a total of 102 interactions with veterans and their family members. County Veterans Service Officer (CVSO) 10; Veteran Peer Access Network (VPAN) one; and VRC staff 91. Library staff attended an outreach event at the 8th Annual Veteran's Forum in Azusa with Congresswomen Grace Napolitano and Judy Chu on August 5. This forum offered sessions to assist veterans and their family members with mental health, education, housing & more. Library staff had over 400 interactions with veterans and service providers throughout the course of the event.

YOUTH SERVICES

Barks & Books

In partnership with *Love on a Leash* and *Therapy Dogs International*, the library encourages literacy and strengthens reading confidence with the Barks and Books program. Young children find it much easier to read aloud to a dog than to other people. With no judgement, no stress, and a positive experience, reading to a very special service animal helps young children interact and read while creating positive memories. Each participant receives 10 minutes with the dog, which allows for six participants during the program hour. A total of 12 children participated in this biweekly program in August.

Sensory Playtime

The Sensory Playtime program continued in August. Children of all ages with sensory processing disorders and Autism Spectrum Disorder were invited to explore, play, and make new friends in a welcoming, accepting, and celebratory atmosphere designed specifically for this demographics' needs. Children practiced their experimentation and collaboration skills as they chose what and how they wanted to play with sensory toys and books, with a focus on sharing, friendly conversation, and fine and gross motor skills. 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 21 children and their caregivers attended.

LEGO Free Play

On Saturday, August 26, the library hosted a *Lego Free Play* event. There were children between the ages of 1 and 13 who attended the program, along with a number of parents and caregivers. The children were able to flex their creativity at the program building a number of different inventive and imaginative builds. The program offers an opportunity for attendees to engage and bond with their families and other members of the community. A total of 60 children and their caregivers attended.

Video Game Free Play

The library held a *Video Game Free Play program* on August 3. This program is for children between the ages of 6 and 11. The kids enjoyed playing some of their favorite video games, like *Mario Kart*, and trying some new ones, like *Switch Sports*, with their friends. Parents were happy to see their children get a chance to socialize and interact with other kids their own age in a secure environment. A total of 47 children and their caregivers attended.

Baby Storytime

Baby Storytime is an early literacy program for ages 0-2. Storytime demonstrates practices that parents and caregivers can continue at home to promote the skills needed for early literacy. Through talking, singing, reading, writing, and playing, children are exposed to the complexity of sounds that build words. During storytime, staff leads families in songs, rhymes, and movements with egg shakers and scarves,

accompanied by books focusing on important concepts, such as colors, numbers, and rhymes. Storytime concludes with free play, allowing caregivers a time to play with their little ones and socialize with other families. A total of 297 children and their caregivers attended.

Storytime

Library staff hosted storytime on the following Wednesdays in August. Families gathered to hear stories, sing, and dance, practice movement, enjoy sensory activities, and make a craft. Some themes highlighted were cars, dinosaurs, birds, and summer. A total of 415 children and their caregivers attended.

TEEN PROGRAMS

Teen Advisory Board (TAB) Meetings

The August TAB meeting took place on August 7 in the Library Community Room and was led by the TAB Council. During the meeting, members received updates on volunteering in August. The teens signed up to help with Storytime craft preparation on Tuesday afternoons, Innovation Lab, Video Game Free Play, and Lego Free Play. The teens prepared for the new program year starting in September and took a poll to see when everyone is available for events this year. Members also took home renewal applications, which are due by the end of September. A total of 24 TAB members attended the meeting.

Laser Tag

The Teen Laser Tag event was held on Friday, August 11 after the library closed. Teens came and played laser tag games throughout the library. They also enjoyed snacks and a Smash Ultimate tournament in between games. Playing both Laser Tag and video games gives teens the chance to practice communication and critical thinking in a fun way. Laser Tag is always a hit and will come back for Spring Break. A total of 18 teens attended this event.