



**CITY OF MONROVIA
LIBRARY BOARD
AGENDA REPORT**



DEPARTMENT: Community Services,
Library Division

MEETING DATE: November 7, 2024

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AGENDA LOCATION: CC-2

ADULT SERVICES REPORT

Adult Programs

On September 3, staff held the monthly *Fall Craft-tabulous* program with 14 participants. This month's activity was making custom-sculpted pens using Worbla thermoplastic. Participants created original designs while experimenting with this new material.

On September 6, staff held its *Gameshow Extravaganza* program. This month's event had attendees participating in rounds of Jeopardy. The program had 27 attendees. Participants had fun using the library's new buzzers to showcase their knowledge. Attendees enjoyed their experience and are looking forward to next month's *Halloween Family Feud* on October 4.

On September 7, the Heritage Room hosted five adventurers for part one of the two-part *Dungeons & Dragons (D&D)* campaign special. This special campaign was designed for more experienced players, with longer time to flesh out a story and have much more at stake. Attendees enjoyed their time and are looking forward for the 2nd session on September 28 to complete their journey.

On September 13, staff visited *Brookdale Senior Living* to facilitate a tech help session. The community members took turns asking for help with individual problems on their cell phones. Three seniors participated in this monthly program.

On September 16, the Story Room hosted four travelers for this monthly beginners *Dungeons & Dragons (D&D)* program. Each attendee was a brand new participant and enjoyed learning the mechanics and strategies of this classic role playing game led by the library's amazing resident Dungeon Master.

On September 21, staff partnered with Max Lee Music to offer a *Beginner Electronic Guitar Class* for adults and teens using the libraries new collection of guitars. This session had 10 participants. The program discussed guitar and amp basics, simple common chords, and culminated in playing the song, *Buffalo Girls*. Four participants borrowed a new guitar kit after the class.

On September 24, the *Novel T's Book Club* met to discuss *A Punishing Breed* by D.C. Frost. The club also had the pleasure of having the author D.C. Frost present at the meeting to answer questions regarding the thriller and her writing process. A total of 23 participated, 20 in-person and three via Zoom, in this monthly program. Next month's title is *West with Giraffes* by Lynda Rutledge.

On September 25, the *Game Night for Adults* brought 10 patrons together to enjoy the library's expansive gaming collection. Attendees enjoyed the option of competitive rounds on *Mario Kart Racing* or *Smash Bros* on the Nintendo Switch. Attendees also had their choice from a plethora of board games and puzzles to enjoy. One patron even brought in their own board game called *Sushi Bar* to share with the group.

On September 28, five adventurers returned for part two of the *Dungeons & Dragons* Campaign Special. The group fought their way through battles and solved mysteries to reach a satisfying conclusion. The campaign was very comprehensive and detailed, needing an extra hour (on top of the scheduled 4-hour session) to complete the journey.

Literacy Services

In September, a total of 71 Learners and Tutors participated in eight programs, including: *Culture & Conversation*, *Book Club*, and *Speak Easy*. Staff provided a family literacy event with a focus on social-emotional learning. These family literacy events empower parents as their child's first teacher, where 37 family members learned how to express emotions and choose the right vocabulary to communicate how they feel. Families engaged in song and storytime, and received free books for the home library.

Veterans Services

During the month of September, the Veterans Resource Center (VRC) had a total of 214 interactions with veterans. County Veterans Service Officer (CVSO) 76; Veteran Peer Access Network (VPAN) 28; and VRC staff 110.

On September 13, 18 veterans & family members enjoyed a relaxing evening during the *Paint & Sip* program hosted by the organization *Paint for Fun*. The participants let their guard down, sipped on a tasty beer or wine and socialized with others as they created their own painting masterpiece. The stress-free program fostered creativity and camaraderie among veterans.

On September 17, five veterans & friends joined library VRC staff for an afternoon iced coffee at the monthly *Veterans Meetup* at Starbucks (239 W. Huntington Drive). The group of regulars were joined by a city council member and a veteran outreach representative from the organization *People Assisting the Homeless* (PATH). The PATH organization provides the support that homeless individuals and families need in order to successfully transition from living on the street to thriving in homes of their own. The group discussed networking options to better serve the veteran population and raise awareness of resources available.

YOUTH SERVICES REPORT

STORYTIME

Staff hosted storytime for 2-5 year olds on Wednesdays in September. Families gathered to enjoy stories, sing, dance, engage in hands-on activities, and create crafts together. Storytelling plays a vital role in children's development, supporting their cognitive, emotional, and social growth. As children dive into characters and narratives, they expand their vocabulary, comprehension, and critical thinking skills. The program also included activities that stimulated multiple senses, enhancing both cognitive and physical development. Themes highlighted this month were grandparents, school, pirates, and elephants. A total of 279 children and their caregivers attended.

Baby Storytime

The early literacy program, *Baby Storytime*, for families with young children aged 0-2, continues to be very popular. Attendees share songs, rhymes, stories and activities together to assist in the development of language and literacy in the youngest members of the community. The library champions the benefits of talking, reading, singing, writing and playing for young developing minds. These advantages are enthusiastically encouraged, while offering a superabundance of situations for little ones to talk, read, sing, write and play at baby storytime. This program was offered every Tuesday in September. A total of 288 children and their caregivers attended.

Storytime at the Farmers Market

On Saturday, September 7, library staff traveled to Station Square Park to host storytime during the farmers market. Children and caregivers were engaged throughout the program with stories and music. At the end everyone formed a circle to use the giant parachute! A total of 10 children and caregivers attended.

Storytime with the Park Naturalists

On Saturday, September 14, the library staff partnered with the Recreation Division of Community Services to present a Storytime with the Park Naturalists, located at Station Square Park. Staff shared animal diet-themed stories, songs, and dances, then learned about local wildlife and practiced using different tools to hunt for worms like a bird did in the presentation. To wrap up the event, participants got up close with animal pelts and enjoyed the Saturday morning farmers market. Staff are utilizing this opportunity to enhance the community's experiences, access, and partnerships. The event had 30 children and caregivers in attendance.

PROGRAMS

Barks & Books

Staff partnered with *Love on a Leash and Therapy Dogs International* to host the Barks and Books program, which aimed to promote literacy and increase reading confidence in young children. Reading to a dog provides a calm and non-judgmental environment, which assists children in feeling more comfortable and engaged with books. The special experience not only encourages a love for reading but also promotes social and emotional development. Children develop empathy, patience, and a stronger connection to books through interactions with a gentle therapy dog. During the hour-long session, every child has an opportunity to read with a dog for 10 minutes, creating positive memories and instilling a lifelong passion for reading. This program was available on Tuesdays, September 3 and 17. The attendance included 13 children and their caregivers.

Sensory Friendly Morning

In September, the library hosted a Sensory Friendly Morning for children with neurodivergences. Children with sensory processing disorders, including Autism Spectrum Disorder, were able to explore, play, and make new friends in a welcoming, accepting, and celebratory environment designed specifically for their needs. The library had everything available, including book check-outs, accessible crafts, and sensory play. As attendance is limited for comfort and safety reasons, walk-ups are still accepted when space is available. A total of 15 children and caregivers attended.

Music Makers

This library program for youth ages 4 to 8 years, offers a joyful and enriching experience that brings children and music together through fun, interactive activities. There is no downside to introducing children to music early on - children benefit from it from the moment they are born. Whether it is the pure pleasure of listening to soothing sounds and rhythmic harmonies or the developmental advantages of gaining new language and social skills, music enlivens and enriches their lives and the lives of those who care for them. Musical experiences have the potential to speed up brain development, particularly in areas such as language acquisition and reading skills. Beyond academics, music stimulates key areas of development: intellectual, social-emotional, motor, language, and overall literacy skills. It also strengthens memory. Dancing to music develops motor skills and enables self-expression. Through the magic of music, this program fosters connections among families and helps children grow. A total of 65 children and their caregivers attended.

Craftastic

The staff hosted its monthly arts and crafts program for families in September with the theme centered on Back to School. Staff and Teen Advisory Board (TAB) volunteers welcomed families to the Saturday craft program where they decorated canvas pencil pouches with colorful markers and pencil toppers. Children used their imagination in creating one-of-a-kind art pieces that they can use to carry school supplies or use to complete homework assignments. A total of 100 children and their caregivers attended.

Pop-Up Makerspace for Kids

September saw the introduction of the new biweekly *Pop-Up Makerspace for Kids*, where children ages 6-12 can drop in, experiment, create, and learn using the library's new makerspace cart. The cart features building sets, such as Magna-Tiles and KEVA Planks, general craft supplies, and specialized STEAM kits to create different contraptions or art pieces. Additional supplies were available upon the creator's request. This open-ended invitation to freely explore allows children the uniquely personal understanding that comes from hands-on learning, as well as the opportunity to practice sharing and social cooperation in a safe and welcoming environment. A total of 93 children and caregivers attended.

Innovation Lab

The *Innovation Lab program*, for school-aged children, has continued into the fall. The program attendees learned about STEAM-related subject matter, including, engineering, design, circuitry, and motion. The adaptability, creativity, and decision making prowess of the children attending the program was challenged with thoughtful experiments. This program continues to provide opportunities to enhance access, technology and experiences for school-aged children in Monrovia. A total of 37 children and their caregivers attended.

Mini-Vation Lab: Toddler STEAM Activities

Mini-Vation Lab for Toddlers was held on September 13th. The program drew large groups of curious and excited children between the ages of 2 and 5, and their families. This month, attendees learned about engineering and design. Children and their caregivers are encouraged to experiment and take a hands-on approach. This program assists in the development of critical thinking, reasoning, and problem solving while nurturing their curiosity and imagination. A total of 35 children and their caregivers attended.

LEGO Science

The *LEGO STEAM* program drew in children between the ages of 6 and 11. Staff presented the attendees with three different STEAM-related challenges to assist in the development of their critical thinking, problem solving, and ability to concentrate. The challenges included, building a LEGO marble maze, designing a zip line apparatus, and to complete a random challenge after spinning a wheel. The children were all urged to think outside of the box and to enjoy themselves, which allows them to unconsciously develop the aforementioned soft skills. There was a deluge of dynamic designs. A total of 25 children and their caregivers attended.

Back-to-School Visits

Staff attended the *Back-to-School* nights of Monrovia Unified School District (MUSD) schools during the month of September, including Monrovia High School, Canyon Early Learning Center, and Wild Rose Elementary. Information about library programming and Monrovia Reads Mobile Van visits was shared with families and staff. There were a total of 50 attendees across all schools.

TEEN PROGRAMMING

Teen Advisory Board (TAB) Meeting

The September *Teen Advisory Board (TAB) meeting* took place on September 9 in the Library Community Room and was led by the TAB Council. During the meeting, TAB members received updates on volunteering in September. The teens signed up to help with the storytime craft preparation on Tuesday afternoons, the Hispanic Heritage Month celebration, and Craft-tastic. The teen members were introduced to their new leadership council members and then after the meeting socialized by making magnets from Perler/melty beads. A total of 28 TAB members attended the meeting.

Teen Game Hangout

The *Teen Game Hangout* event was held on Friday, September 20. Teens came, enjoyed snacks, played Nintendo Switch Games, and board games. The most popular games were *Boomerang Fu* and *Smash Ultimate*. *Beyblades* were also a hit with all teens. This was a TAB-led program, so volunteers welcomed their peers and showed them what was going on while having fun themselves. The ongoing teen game hangouts provide teens a safe and supervised environment to learn healthy competition and practice their critical thinking and social skills. A total of 14 teens attended this program.

Pop-up Makerspace for Teens

The *Pop-up Makerspace for Teens* was held on Wednesday, September 25 in the Teen Area. Teens were invited to use the portable makerspace cart. This cart has many tools and supplies for making different crafts and art pieces. Some teens used the art supplies for school projects, and several others learned to crochet or make felt stuffies. Maker events provide teens a space to socialize with like-minded peers and express themselves creatively. A total of eight teens attended this program.