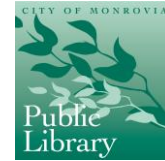




**CITY OF MONROVIA
LIBRARY BOARD
AGENDA REPORT**



DEPARTMENT: Public Services, Library Division

MEETING DATE: April 27, 2017

PREPARED BY: Rebecca Elder,
Adult and Literacy Services Supervisor
Elizabeth Schneider,
Youth Services Supervisor

AGENDA LOCATION: CC-2

ADULT SERVICES REPORT

A series of three *Lazy Knitting* workshops were held on Saturday, March 11, 18, and 25 for teens and adults. The goal of the workshops was to provide a space for teens and adults to learn the latest trend in fiber art, finger and arm knitting, without the pressure of learning to knit on traditional knitting needles. In this cross-generational series, 23 teens and adults had the opportunity to design and knit their own statement necklace, pom-pom garland, and tote bag.

On Monday, March 13, Veterans Resource Center staff and four volunteer benefit coaches attended a *Veterans Connect @ the Library* workshop at the Los Angeles County Library in Reseda, CA. Training included presentations by CALVet and County Veterans Services Officers and information included trends in State and Federal Veterans Services, and local veteran's issues.

On Tuesday, March 14, local Finance Coaches Dana Saccalan and Miriam Villanueva-Childers discussed debt reduction, buying a home, and savings for fourteen adults in their 20's and 30's in the fourth workshop of the *Financial Literacy* series.

On Thursday, March 23, the library celebrated *National Craft Month* by hosting *Bad Art Night*. A total 16 participants were provided craft and art material and encouraged to create silly and wacky art. The goal of the program was to provide a silly, surprising, and no pressure atmosphere to give participants a chance to explore their creativity. The worst piece of art won a tacky trophy and participants were invited to display their favorite bad artworks in an exhibit at the library. This program is a part of the *Adulthood 101* series for emerging adults in their 20's and 30's.

On Tuesday, March 27, the *Board Game Night at the Library* was held in the Story Room. Participants played the featured game, *Temple of the Elemental Evil* and enjoyed coffee, snacks and socialization. The monthly board games are a part of the *Adulthood 101* series that focus on emerging adults in their 20's and 30's.

On Thursday, March 23, the Literacy staff began offering a new conversation group for adult learners, *Speak Easy*. The group meets weekly on Thursdays from 12-1:30 pm in the Heritage Room and is facilitated by tutors and a former adult learner who serves as a mentor. The group discusses new topics each week to build, strengthen and practice English language skills.

CC-2

On Thursday, March 30, Literacy Center staff presented a tour of the library for a class of ten students from the Monrovia Adult School. The students received library cards and were introduced to materials and digital resources at the library and the Adult Literacy Program.

Literacy and Veterans Center staff and had an information booth in the *Public Health Wellness Event* held in Library Park on April 6 from 11 am – 2 pm. The Los Angeles County Department of Public Health sponsored the event which included representatives from area medical centers, Workforce Development, Aging, and Community Services, Department of Public Social Services, and Emergency Preparedness and Response.

YOUTH SERVICES REPORT

The Library partnered with Benihana of Arcadia and provided the *Kabuki* for Kids program where children could learn how to make a California Roll and Candy Sushi. Each participant was given a Benihana red apron and a chef's hat. They were also provided all the supplies need to create two delicious meals. This experience exposed children to learning opportunities such as: stimulating their senses (touching, tasting, seeing, feeling, and listening), nutrition awareness, food safety, food history, Japanese etiquette, Japanese vocabulary, strengthening and developing fine and gross motor skills, following directions. At the end of the program, each child received a Sushi Chef Certificate along with a Free Meal Coupon and \$10 gift card to spend at Benihana. There were 55 people in attendance.

The *Drive-In* Movie program aimed to encourage creativity among preschool-age children and their caregivers by creating their own cardboard box cars. About 56 people attended this event. After decorating their cars, children got to watch Pixar shorts while enjoying popcorn and fruit juice. In addition to building their creative skills, this project also helped with sensory and motor development. Creating a cardboard car helps develop children's fine motor skills by exposing them to a wide range of materials and tools. Eye-hand coordination was also used during this project, which helps them prepare for tasks at school and home. When a child creates their own car, their self-esteem is likely be enhanced by virtue of assembling and using their own product.

The *Coding Fashion & Design series* is halfway complete and coders are continuing to build upon their coding skills to create fun and interesting projects using Scratch. This program encourages children to engage with one another, expand their technology, media and digital skills while engaging in the Maker mindset – problem solving and collaborating together.

Night Owl Storytime continues on Wednesday evenings. The challenge on April 5 was to design something that moves things. Patrons designed scoops, shovels, grapes and things to dip and hold items. They were then provided different materials such as tissue paper, beans and string to test out their design. Parents and children worked together to create such designs as the 'Mover', when a person pulls on the string of the mover, the egg carton in the front acts as a shovel to move things in front of it. Washi tape was used as the 'driver'. The *Think > Make > Try* process is alternated each week with a process art activity. Many of the children who attend Night Owl Storytime are experiencing storytime for the first time and getting used to being around other children and adults in a creative, open-ended setting. The process art segments help them explore the different materials they can use in future designs. Children and adults have been observed becoming more comfortable with others and developing meaningful community connections.

For the Monrovia Unified School District Spring Break on April 3-8, the Youth Services librarians hosted a STEAM Camp. All programs were focused on encouraging curiosity and learning around science, technology, engineering, art and math.

On Monday, April 3, the *Unicorn Poop* program had over 60 children and their families in attendance. The program's purpose was to engage children of various age groups in core STEAM concepts such as math (fractions and measurements), science (chemical changes), and art (creativity and color experimentation) through tactile play, as well as collaboration through working together in teams to make each of the 3 colors that make up the slime. Every participant got to see the product of their collaboration and take home their very own piece of unicorn poop.

On Tuesday, April 4, patrons were given a choice of three activities in the *Epic Yarn* program and the opportunity to weave unique creations. They could weave an artistic wall hanging on a loom made of recycled cardboard, create a bracelet or make a bookmark using disposable plastic straws as looms. Participants practiced their fine motor skills, engaged in purposeful decision making, and practiced collaborating with others when they needed help.

On Wednesday, April 5, more than 50 kids of different ages worked together in teams to design and implement a structure made of 15 marshmallows and 10 raw spaghetti noodles at the *Marshmallow and Spaghetti Tower Challenge*. The teams of mini-engineers were challenged to design the tallest, widest, or strongest structures. This activity gave children the opportunity to self-direct and create their own free-form designs, as they navigated material strengths and weaknesses and practiced 21st Century skills of communication and collaboration. A majority of the attendees took home challenge kits to continue their exploration of design and structural engineering.

The *Rad Robots* was designed to introduce children to robotics through simple vibration motor robots and offered Thursday, April 6. During the program, children made two kinds of battery-powered robots. They used a recycled toothbrush motor, cut-up pool noodle, and markers to make Doodle Bots, which use the vibrating motion of the toothbrush motor to doodle and draw circles. The second robot they made were bristle bots, which used coin cell batteries and small vibrating motors to make a robot that moves in different directions. There were around 50 children and adults who attended the program, and each went home with their new robots and extension activities for further learning at home. Children from ages 3 to teen were introduced to electricity and circuits in a way that would be accessible to their developmental level. Participation helped children to feel comfortable using the engineering thinking process of Think->Build->Test->Do it again, which is a skill that will help children succeed in science classes at school and in 21st century jobs.

Coding Unplugged aimed to introduce coding skills and concepts to children without the use of technology on Friday, April 7. The first activity was an "If/then" command game. One person (a programmer) created if-then statements that the other participants (computers) had to follow. The second activity was to create music with code. Participants were given 5 cotton balls and instructed to tear one cotton ball in half to have 4 big and 2 small cotton balls. The size of the cotton ball determines the sound they make, so as they arrange the cotton balls, they are creating code for their music. The third activity was storybook coding. Groups of children used grids and commands to move characters around through their own grid stories.

STEAM camp culminated on Saturday, April 8 with the *Minecraft Takeover*. Staff used popular culture to devise a program at the Library, where enthusiasts of Minecraft could play the game in-person together, showing to fans the Library cares about their passion and creating a social atmosphere for a normally solitary game. Around 25 kids signed up to play each other in half an hour increments on the Library computers. Other purposeful activities were developed to make the program available for all levels of abilities to enjoy. Participants could design and construct Minecraft creatures using cardboard boxes, construction paper and markers. They could also make swords and pickaxes with the goal of engineering stronger equipment with the supplies provided.

TEEN SERVICES REPORT

During their monthly meeting, TAB decided to watch a movie based on a book for their monthly Movie Mania program. On April 14, they watched the Maze Runner and enjoyed snacks. This program gives teens an opportunity to socialize in a safe environment as well as a chance to have control over their own programming. Each month, they vote on which movie they'd like to see, what snacks they want to have, and are in charge of setting up and breaking down the event.

The Project Designation Club at Arcadia High School hosted a Graphic Design Workshop at the end of March for teens and adults. The club is run by a group of teens interested in teaching graphic design. They led a group of 17 people in learning how to use tools to design their own business card. Each participant was given specialized attention while working on a web based program using laptops provided by the Monrovia Public Library Foundation. They were able to print out their creations to take home. Through this partnership, the Library was able to offer a free class featuring the learning of 21st century job skills. Teens were able to learn from their peers about graphic design skills that they could apply to future jobs and projects.