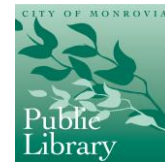




**CITY OF MONROVIA  
LIBRARY BOARD  
AGENDA REPORT**



**DEPARTMENT:** Public Services, Library Division

**MEETING DATE:** July 27, 2017

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

**AGENDA LOCATION:** CC-2

---

**ADULT SERVICES REPORT**

On Monday, June 5, adult services staff presented an overview of Adult Services to the Coordinating Council of Monrovia. Twenty-five members attended the presentation and learned about the libraries programs and services including: adult literacy, Veterans Resource Center; senior outreach; technology assistance; heritage room; and the events and programs for summer. Outreach to area organizations assists with community connections and promotes library events and services.

On Saturday, June 10, literacy services staff and 5 tutors attended the READ/San Diego's 27<sup>th</sup> annual Tutor Conference held at the Joan B. Kroc Institute for Peace and Justice at the University of San Diego. The keynote address was *Literacy Development: The Easy Way is the Only Way* by Dr. Stephen D. Krashen, professor emeritus at the University of Southern California and linguistics expert specializing in the theories of language acquisition and development. Staff and tutors attended a variety of literacy based workshops including, *Strategies for Success: Supporting our English Learners' 21st Century Readiness*; *Knowing a Word v. Owning a Word: Best Practices for Deeper Vocabulary*; and *Smartphones Meet Literacy: Engage Your Learners with an App! Adult Learners Love their Smartphones!* Attendance at conferences expands the skill set of staff and tutors and provides them with connections to best practices in the field of literacy.

On Saturday, June 17, Veteran's Resource Center staff provided a *Veterans Family and Friends Hike* in Canyon Park. Ranger Bob Dollins, who is also a veteran, led the hike. There were twenty-five participants along with two deer, a rattlesnake, and a bear. Attendees hiked to the waterfall and enjoyed a picnic lunch sponsored by the Friends of the Library after the hike. Ranger Dollins gave a private tour of the nature center after lunch. Providing opportunities for veterans to connect to the community is one of the goals of the *Veterans Connect @ the Library* grant. One of the attendees was so impressed with the Veterans Connect program; he has submitted his application to become a volunteer Benefit Coach at the VRC.

**YOUTH SERVICES REPORT**

*Create Crew* was a design and engineering series with the goal of facilitating design thinking and problem solving in children. The *Monster Mission* was held on June 20 with an attendance of 55 family members. The challenge was posed – There is a monster under your bed. What do you do? Participants used recycled materials to build monster friends, create a monster catcher and make toys for the monster to play with under the bed. Other programs included building Marble Mazes and painting using letter

sponges. All programs promoted the process of ‘making’ as opposed to focusing on the product. Parents and caregivers worked with children to make creations, offering the opportunity for adults to teach new concepts as well as explore their creative interests.

Based on community feedback from parents and caregivers, the *Imagination Station* program was repeated in the summer. Geared for ages 4-8 year olds, children were given the opportunity to be transported to another world through imaginative play using toys, props and creative arts. The program was every Wednesday for five weeks (June 21-July 19) and each day had a new theme: Post Office, Emergency, Store/Restaurant, Mask Play, and City. Staff read a book related to the theme, discussed vocabulary words, and encouraged discussion among the participants about the topic. Pretending builds skills in many essential developmental areas: social and emotional skills, language skills, and cognitive skills. Participants are exposed to other learning opportunities such as sharing, problem-solving, empathy, cooperation, and storytelling.

Librarians brought activities to Station Square Park in the morning on June 22 and 29 at the *Station Square Takeover*. They encouraged outdoor play by organizing hide-and-seek games, water balloon fights, parachute play, bubble blowing, and chalk art drawing and painting. Playing outdoors is a form of exercise that promotes healthiness and physical development. The planned games and activities helped children to develop muscle strength and coordination, and gain self-confidence, as well as socially interact with peers. By holding the program in the southern part of Monrovia, library staff is working to develop trusted relationships with residents who may not reach the Library building.

Over 100 people enjoyed STEAM Works! – *The Puppet Musical* on July 18. Two bright puppets embarked on a fun and charming S.T.E.A.M. adventure as they worked to take the top prize in the Build a Better World Science Fair. A 3D printed character was revealed at the end of the show. Working families were able to attend this evening event, and danced and sang along to the music. The play promoted the scientific method and the importance of perseverance to reach innovation. Further excitement was generated around the use of the 3D printer, for which kids will have access to create their own object at the Maker Day program on July 22.

## **TEEN SERVICES REPORT**

Teen Advisory Board members voted to watch *Moana* at the Disney Sing Along night for teens on June 29. Teens decorated the room with an island theme, complete with rainbows and tiki lanterns. They feasted on dinosaur nuggets and hot pockets, while mixing tropical mocktails. Movie nights are created solely by Teen Advisory Board members, which give teens the opportunity for leadership – making decisions about the movie, food choices, and decorations – as well as creativity. It also creates a safe place for teens to hang out on a Friday night.

The *Mythology Escape Room* was designed and built with input from young adults who have graduated out of the TAB program and are home from college on summer vacation. The importance of teen services is confirmed by the sense of ownership and loyalty past TAB members exhibit for continuing great programming at the Library for teenagers. They helped to practice the riddles and work out the kinks of the game using the Breakout game box and locks. A group of 27 teens arrived at the Library on July 13 to discover they were locked in by Loki and his buddy Coyote. The group split in half, one going to the storytime room to solve the puzzles and open the locked box, and the other group playing board games until it was time to switch. Teens solved riddles by using maps and calendars, and had access to the Internet. Escape Rooms are an innovative way to bring technology and critical thinking skills together into a fun interactive program. The game promoted engagement and collaboration in a social environment. Both teams were successful in escaping the room.