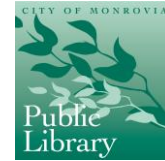




**CITY OF MONROVIA  
LIBRARY BOARD  
AGENDA REPORT**



**DEPARTMENT:** Public Services, Library Division

**MEETING DATE:** May 25, 2017

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

**AGENDA LOCATION:** CC-2

---

**ADULT SERVICES REPORT**

On Monday, April 17, the *Board Game Night at the Library* was held in the Storytime Room. Participants played the featured game, *Catan* and enjoyed coffee, snacks and socialization. The monthly board games are a part of the *Adulting 101* series that focus on emerging adults in their 20's and 30's.

On Tuesday, April 18, local Finance Coaches Dana Sacdalan and Miriam Villanueva-Childers discussed financial responsibility and how to prepare for college and student loans with teens and their parents in the final workshop of the *Financial Literacy* series.

On Tuesday, April 25, a panel of representatives from the Ryan Law Firm and the Law Offices of Sam Chandra answered questions about employment, real estate, personal injuries, estate planning and tenant/landlord disputes.

On Friday, April 21, Literacy & Veterans Center staff and volunteers participated in the *California Library Association's Day* in the District and met with California State Senator Anthony Portantino, representing the Senate District 25. Staff provided Senator Portantino with information about the library's Literacy and Veterans Programs to showcase the benefit of the programs and advocate their benefit in the library. Senator Portantino shared that his wife was a patron at their local public library and he appreciated the library's efforts on behalf of literacy and veterans. Earlier in the month, Faith Lee from Representative Chris Holden's office toured the Veterans and Literacy Centers and met with volunteers.

Literacy and Veterans Center staffed information booths in Library Park at the MAP Conference on April 22. Staff and volunteers provided program information for literacy and veterans' services, answered questions about the programs, scheduled appointments, and discussed volunteer opportunities.

**YOUTH SERVICES REPORT**

In the Spring, the Library offered four early literacy storytimes a week focused on different developmental levels – babies, toddlers, and preschoolers. In March, an additional storytime was added in the evening, *Night Owl Storytime*, which allowed working families an opportunity to participate in stories and songs with their children. From January to April, staff provided 75 storytimes with 3,055 participants. All storytimes encouraged early literacy and school readiness skills with songs, interactive stories, and activities afterwards such as open ended art projects and engineering challenges. Parents and

caregivers formed trusted relationships with librarians and staff, as well as support groups with each other. Storytime programming cultivates early literacy communities within the Library and encourages parents and caregivers to engage with their children in literacy-rich activities preparing them for success in school and adulthood.

On April 15, a family folk band called the *Hollow Trees* played at Library Park, and attracted 70-80 patrons of all ages to dance in the park. They played a variety of instruments, invited audience participation, and shared fun stories and jokes. This program allowed family engagement through exploring music. Many families danced for the entire hour of their performance. Children also colored pictures or played in the park as they enjoyed the lively music. One of the highlights of the event was the band staying a half an hour after the show to let the kids play their instruments. Everyone from tweens to toddlers got to try their hand at playing the upright bass, the violin, or strumming the strings of a guitar. The children enjoyed this hands-on experience with music. The Monrovia community is especially proud of its beautiful parks, and it is very important for Library staff to extend programming to the outdoors and reach people who may not enter the walls of the Library. Being in nature and engaging in physical activity are crucial to the physical and emotional well-being of children. Children were given access to adequate space to dance and play in the grassy area in front of the stage, and many of the songs invited movement. Another outcome of the event was giving children the opportunity to interact with musical instruments they might not have seen before. This encourages curiosity and aids in developing thinking skills in young children, like the cause-and-effect relationship between pulling strings and hearing sounds.

*Paint Out Loud* was an all-ages painting program that took place in Library Park on a Friday night after hours and during the Friday Night Fair. During the 2-hour event, about 80 patrons, both regulars and passersby, dropped in to paint pictures, decorate tree branches, or draw on the sidewalk with chalk. The library provided all materials to encourage creativity, and patrons used their imaginations to create beautiful and unique works of art. They experimented with glitter paints, painted branches, made yarn and branch sculptures, and other one-of-a-kind creations. The purpose of this program was to provide patrons with materials to engage in process art, which is an artistic movement where it is more about the process and not the end product. The creation of this program was based on community feedback for more opportunities for children to create based on their developmental level. Because not every family can afford a variety of art materials, so they can rely on the library as a resource. Most experts agree on the importance of process art in the development of fine motor skills, problem solving, and language skills. Playing with natural sensory materials like tree branches, rocks, and plants also aids in sensory awareness and creativity. Many older children enjoyed the challenge of creating art with different kinds of tree branches, and used critical thinking and decision-making skills to balance their sculptures and find new uses for different materials

Staff developed *Maker Space programming* for upper elementary and middle school children in March and April. The Coding with Google CS Club series lasted 4 weeks and utilized laptops made available by the Monrovia Public Library Foundation. Participants learned to code using Scratch, a free coding language created and hosted by MIT at [Scratch.mit.edu](http://Scratch.mit.edu). Google provided a template for the coding course and tasks to complete for each unit. This Coding Club used the Fashion Story course. There are 8 units in each course. Students progressed from simple coding tasks such as learning how different blocks of code work together to create an effect in the program, to how to make a sprite (a computer graphic that can be manipulated on screen) and respond to more complicated programming commands. Staff provided a supportive environment that encouraged positive communication when problem solving. Fellow coders felt empowered to serve as resources of information and knowledge during the series helping each other reach tangible results for their coding efforts. A total of 13 youth participated in the program. The male to female ratio was mostly even with 7 girls and 6 boys.

## **TEEN SERVICES REPORT**

On May 1, TAB held its monthly meeting with 36 teens in attendance. These monthly meetings are necessary in creating successful teen programming. Each TAB meeting includes a discussion about potential programs. During this meeting, they were interested in having an end of the year celebration, a water fight, and a hide and seek tournament. They also signed up for volunteer opportunities which included the Historic Homes Tour. At the end of the meeting, they voted for the new TAB officers. Our new TAB officers are Frances Jimenez as High School President, Kate Samaniego as Vice President, Ani Hambarzumian as Middle School President, Sabrina Zamora as Director of Programs and Justine Reyes as Director of Volunteers. Attending these monthly TAB meeting ensures that teens become stakeholders in their library and gives them the opportunity to learn essential life skills such as team work and speaking in front of a group.

The seven teens attended the afternoon cooking program *Teen Chef - Chopped* to learning easy afterschool snacks to make at home. They paired up to make hummus, cream cheese vegetable dip and chocolate covered bananas. Teens felt a sense of accomplishment and pride when all three dishes turned out delicious. An element of experimentation was used to create the hummus and vegetable, determining how much garlic would make the dish taste better and the ratio of vegetables to cream cheese to get the correct consistency. Teens also practiced their cutting and blending skills using household kitchen tools, and teamwork to work together to make each recipe.

Teens planned and developed their own *Mystery Night program* held on Friday, May 12. The theme was masquerade party. Every participant wore a mask in a specific color designating their clue teams. Board members acted as clue characters and hosted different rooms throughout the Library. Once a person died, they turned into the 'ghost host' and relayed instructions through the Library intercom. Teams rotated through the clue rooms, entering each room at least once, to gather clues. The creation of this program was solely done by the teens on the Teen Advisory Board. Teens collaborated and negotiated with each other to plan an intricate script where participants could discern the mystery. It was also an opportunity for teens to take a leadership role in creating programming for themselves and the community to keep teens engaged on a Friday night.