CALIFORNIA STATE LIBRARY
LIBRARY SERVICES AND TECHNOLOGY ACT (LSTA)
FISCAL YEAR 2017/2018
PITCH-AN-IDEA GRANT APPLICATION

ELEMENT 1: BASIC INFORMATION (please see application instructions for additional information)

Applicant Information

1. Library/Organization

Sierra Madre Public Library

2. Library's DUNS Number

004947388

3. Legal Business Name *(must match name registered with Federal Employer Identification Number (FEIN))*

Sierra Madre Public Library

4. Project Coordinator Name

Jill Schofield and Meegan Tosh

5. Project Coordinator Title

Associate Librarian

6. Email Address
jschofield@cityofsierramadre.com,
mtosh@cityofsierramadre.com

7. Business Phone Number

626-355-7186

8. Mailing Address

440 W. Sierra Madre Blvd.

City

Sierra Madre

State

CA

Zip

91024

Project Information

9. Project Title   STEAM for Adults: Why Should Kids Have All the Fun?

10. LSTA Funds Requested $23,286

11. Cash Match & In-Kind $19,129

12. Total Project Cost $42,415

13. California's LSTA Goals *(Check one goal that best describes the project)*

- [ ] **Literate California**
- [x] **21st Century Skills**
- [ ] **22nd Century Tools**
- [ ] **Content Creation/Preservation**
- [ ] **Bridging the Digital Divide**
- [ ] **Information Connections**
- [ ] **Community Connections**
- [ ] **Ensuring Library Access for All**

14. Primary Audience for project *(Select all that apply.)*

- [x] **Adults**
- [ ] **Families**
- [ ] **Immigrants/Refugees**
- [ ] **Intergenerational Groups (Excluding Families)**
- [x] **Library Staff , Volunteers and/or Trustees**
- [ ] **Low Income**
- [ ] **Non/Limited English Speaking Persons**
- [ ] **People with Disabilities**
- [ ] **People with Limited Functional Literacy**
- [ ] **Pre-School Children**
- [ ] **Rural Populations**
- [ ] **School Age Children**
- [x] **Senior Citizens**
- [ ] **Statewide Public**
- [ ] **Suburban Populations**
- [ ] **Unemployed**
- [ ] **Urban Populations**
- [ ] **Young Adults and Teens**

ELEMENT 2: PROJECT BACKGROUND AND SUMMARY

Describe how this project was identified as a need, how it relates to your library's strategic plan, what will be accomplished if this project is implemented, and how you will know whether your project is successful. Summary should relate to activities in the timeline (Element 4) and include statistical information to support the project.

The proposed project, "STEAM for Adults", is comprised of a 5-month series of science & technology programming events. Each month the focus will be on one component of STEAM and will include one lecture/presentation given by an expert in the field of science & technology and two sessions of hands-on workshops. The workshops will include: S - Science – researching DNA with DNA separation kits, T - Technology - coding introduction using Raspberry pi kits, E - Engineering – introduction to Robotics including robot kits, A - Art – introduction to 3D printing by creating art projects, and M - Math – exploration of Fibonacci, fractals, and tessellations with math kits. Each monthly lecture/presentation will be held at the Library, and, of the two monthly workshops, one workshop will be held at the Library and the other at the Senior Center. However, both 3D printer workshops will be on site at the Library to avoid difficulties in transporting the 3D printer. (See Attachment #1 for a sample curriculum.) We will complement and build on the successful first year of our children's STEAM programming.

We will update our science, technology, engineering, art, and math materials (books, DVDs, audiobook CDs, magazines, and journals). We plan to create a flexible-use STEAM Center in the Library's 200 square foot currently single-use computer room.

Sierra Madre is an intellectually curious, highly educated, and literate community. There is a great interest in STEAM subjects, and we need to provide adults, especially senior citizens, with intellectually challenging programs. Compared to California as a whole, Sierra Madre has a high percentage of adults over 18 (80.8%) and older adults over 65 (17.4%). The community is well educated with 98.4% of the over 25 group having graduated high school, and 63.7% earning a bachelor's degree. However, many, especially senior citizens, do not have the opportunity to participate hands-on in the new technologies. This program will support a community interest and provide needed services to a population under-served by the Library.

We identified this project as a need by looking at our Strategic Plan and seeing a gap in service, and by looking at our demographics and realizing that we had an under-served population of adults. Our Library Strategic Plan, Goal 3, is "Expand and improve the use of new technologies to provide access to Library materials, information about Library services, and help customers connect to the digital world." This program will fulfill the Library's strategic plan goal to expand and improve the use of new technologies. The Core Values of the Sierra Madre Public Library require that we provide collections of contemporary interest and permanent value reflecting residents' current and ongoing interests and popular culture, in the formats and qualities that meet their needs. (See Attachment #6) In addition, the 2016 Sierra Madre Senior Master Plan includes as one of its six goals - Goal 5. Seniors in Sierra Madre Have Access to Quality Physical, Social, and Educational Activities. The Sierra Madre Community Services Department provides a variety of recreation programs. Survey and Community Forum results indicate the community would like additional physical, educational and leisure recreational opportunities. The 2016 Senior Master Plan Recommends that Community Services Collaborate more with the Library for additional Educational programs for Seniors.

This is a unique opportunity to expand outreach and collaboration with the Community Service Department, since the recent merger of Community Services and the Library.

Staff training is another need. This year we are participating in the State Library's subscription to the Edge Assessment. One of our goals will be to increase staff technology competencies. Staff will have the opportunity (paid) to participate in at least two of the talks and will be trained in workshop materials.

If the project is implemented, we will have accomplished providing new programs for adults, providing 21st century skills to an intellectually curious population, and creating new and expanded partnerships with local groups and institutions. We look forward to offering the community opportunities to explore STEAM, learn together, and share new experiences to support lifelong learners.

In addition to our regular means of outreach through Facebook, the City E-newsletter, website calendar and announcements at City Council we will reach our underserved senior population by in-person announcements at the two main senior living facilities and at the Senior Center programs, and by advertising through the monthly "Senior Moments" newsletter. To reach those adults who are not regular library users we will ask the leaders of the service clubs (such as Kiwanis, Rotary, Civic Club Women's Club, Priscillas) to announce the new programming series to their membership, and we will insert flyers into the water bills, and create a slide for the local TV channel.

ELEMENT 3: PARTNERSHIPS

Please list all formal partners for your project here. Please attach (under Element 7) a copy of your signed agreement with each partner, which outlines the role the partner will play and the resources the partner will contribute.

Partner Name	Organization Type (see instructions for valid entries)	Legal Type (see instructions for valid entries)	Role on Project	Resources That Partner Will Contribute (materials/funds/staff)
Friends of the Sierra Madre Library	Other (Library support group)	Non-profit	Funder	Funds

ELEMENT 4: PLANNING AND EVALUATION

Please answer each area concisely and completely. <u>For section A-F limit responses to four pages.</u>

A. **Project Intent** *(Check only one that best describes the project)*

   Lifelong Learning
   - ☐ Improve users' formal education
   - ☒ Improve users' general knowledge and skills

   Information Access
   - ☐ Improve users' ability to discover information
   - ☐ Improve users' ability to obtain information resources

   Institutional Capacity
   - ☐ Improve the library workforce
   - ☐ Improve the library's physical and technology infrastructure
   - ☐ Improve library's operations

   Economic & Employment Development
   - ☐ Improve users' ability to use resources and apply information for employment support
   - ☐ Improve users' ability to use and apply business resources

   Human Services
   - ☐ Improve users' ability to apply information that furthers their personal, family, or household finances
   - ☐ Improve users' ability to apply information that furthers their personal or family health & wellness
   - ☐ Improve users' ability to apply information that furthers their parenting and family skills

   Civic engagement
   - ☐ Improve users' ability to participate in their community
   - ☐ Improve users' ability to participate in community conversation around topics of concern

B. **Project Purpose – Short statement which answers the questions: we will do what, for whom, for what expected benefit(s).**

   The Sierra Madre Public Library's "STEAM for Adults" program will provide adults, especially our senior citizens, intellectually stimulating STEAM programs. Beginning in January and running through May of 2018, participants including staff will hear presentations from industry experts and engage in hands-on STEAM activities. Topics will focus on a different aspect of STEAM each month. This programming will both engage an underserved population in current technologies and acquaint them with the other programming, services, and materials that the library offers adult patrons.

C. **Anticipated Project Outputs – Measures of services and/or products to be created/provided.**

   1. Five lectures/presentations offered at the Library
   2. Ten hands-on workshops, six at the Library, 4 at the Senior Center
   3. 40 attendees at each lecture/presentation for a total of 200 attendees
   4. 20 participants at each of the ten workshops for a total of 200 participants
   5. 80 items will be added to the library's circulating STEAM collection
   6. 14 library staff will be trained on STEAM technologies in order to assist library users
   7. Four sets of STEAM kits will be added to the library's collection as well as one 3-D printer
   8. Four pieces of furniture will be added to the library's new STEAM area
   9. Circulation of STEAM materials will increase by 10%

D. **Anticipated Project Outcome(s) – What change is expected in the target audience's skills, knowledge, behavior, attitude, and/or status/life condition? How will you measure these outcomes? (for examples see attachment B of the application instructions)**

   1. 80% of the presentation and workshop attendees will indicate through pre and post surveys that they have learned more about STEAM and feel empowered to pursue STEAM on their own.

   2. 80% of the participants will indicate through pre and post surveys that they now see the library as a place to learn about new technologies.

   3. 85% of the staff will indicate through surveys and informal interviews that their knowledge of STEAM has

increased making them feel more confident in their role as facilitators for STEAM activities.

E. **Briefly describe how this project will be financially supported in the future.**

The Library will incorporate STEAM for Adults into ongoing programming.The equipment, furniture, and durable supplies purchased with this grant will be available for future programs and individual use. The Friends of the Sierra Madre Library have committed in writing to contribute funding to support the ongoing STEAM for Adults program and will replace consumable materials.

F. **Activity Information. Activities are action(s) through which the intent or objective of a project are accomplished. Four activity types have been identified, each with select methods to help you describe how you will carry out this project. Indicate activity types that require a significant commitment of resources to the project (representing 10% or more of total project resources).**

1. ☒ **Instruction** - Involves an interaction for knowledge or skill transfer and how learning is delivered or experienced. *(Check all that apply and provide a description including whether the format will be in-person, virtual, or both)*

   ☒ Program - Formal interaction and active user engagement (e.g., a class on computer skills).

   ☒ Presentation - Formal interaction and passive user engagement (e.g., an author's talk),

   ☐ Consultation - Informal interaction with an individual or group of individuals (library staff or other professional) who provide expert advice or reference services to individuals, units, or organizations.

   ☐ Other

Description: 5 lectures/presentations in-person by individuals expert in the science/technology field will be held. (Formal interaction and passive user engagement)

10 hands-on workshops will be offered. (Formal interaction and active user engagement)

2. ☒ **Content** - Involves the acquisition, development, or transfer of information and how information is made accessible. *(Check all that apply and provide a description including whether the format will be physical, digital, or both)*

   ☒ Acquisition - Selecting, ordering, and receiving materials for library or archival collections by purchase, exchange, or gift, which may include budgeting and negotiating with outside agencies (i.e. publishers, vendors) to obtain resources. May also include procuring software or hardware for the purposes of storing and/or retrieving information or enabling the act of experiencing, manipulating, or otherwise interacting with an information resource.

   ☒ Creation - Design or production of an information tool or resource (e.g., digital objects, curricula, manuals). Includes digitization or the process of converting data to digital format for processing by a computer.

   ☐ Description - Apply standardized descriptive information and/or apply such information in a standardized format to items or groups of items in a collection for purposes of intellectual control, organization, and retrieval.

   ☒ Lending - Provision of a library's resources and collections through the circulation of materials (general circulation, reserves). May also refer to the physical or electronic delivery of documents from a library collection to the residence or place of business of a library user, upon request.

☐ Preservation - Effort that extends the life or use life of a living or non-living collection, the individual items or entities included in a collection, or a structure, building or site by reducing the likelihood or speed of deterioration.

☐ Other

Description:

All content will be available in physical format.

We will develop curriculum, handbooks, and other workshop materials for the public and staff. (Creation)

We will purchase DNA separation kits, coding kits, robotics kits, math kits, and a 3D printer. (Acquisition)

We will weed and order new STEAM materials for our circulating materials collection. (Lending)

(Attachment #4).

3. ☐ **Planning & Evaluation** - Involves design, development, or assessment of operations, services, or resources and when information is collected, analyzed, and/or disseminated. *(Check all that apply and provide a description including whether the format will be <u>in-house or third-party</u>)*

☐ Retrospective - Research effort that involves historical assessments of the condition of a project, program, service, operation, resource and/or user group.

☐ Prospective - Research effort that projects or forecasts a future condition of a project, program, service, operation, resource, and/or user group.

Description:

4. ☐ **Procurement** – May only be used for projects with an Institutional Capacity Intent. Acquiring or leasing facilities; purchasing equipment/supplies, hardware/software, or other materials (not content) that support general library infrastructure. *(Provide a description)*

Description: None

ELEMENT 5: GRANT TIMELINE/ACTIVITIES

Show each major project activity and when it will be started and/or completed throughout the project. The timeline should correspond to the activities described in Planning and Evaluation. Please put an X in each pertaining month.

Activity	July	Aug	Sept	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	June	July	Aug
Advertise and hire STEAM Program Manager	x	x	x											
Contact and schedule speakers			x	x										
Evaluate and weed STEAM collections		x	x	x										
Develop curriculum and workshop materials			x	x	x	x								
Plan workshops			x	x	x	x								
Plan promotion					x	x	x							
Begin training staff					x	x	x							
Outreach to community adult groups (Senior Centers)					x	x	x	x	x	x	x			
Publicize and make promotional materials available					x	x	x	x	x	x				
Develop new STEAM area in Library					x	x	x	x						
Research and purchase 3D printer and kits			x	x	x	x								
Create supporting training materials and evaluation surveys					x	x	x							
Implement first 3 lectures and first 6 hands-on workshops							x	x	x					
Conduct pre and post surveys at each event							x	x	x	x	x			
Final two lectures and four workshops										x	x			
Evaluate program											x	x		
Compile reports, transfer responsibility to staff												x	x	x
Submit budget request to Friends of the Library for ongoing funding.											x			
Ongoing drop-in sessions for the public to use 3D printer and STEAM kits													x	x

ELEMENT6: BUDGET

The budget should clearly identify the amounts requested and from what sources.

Budget Category	LSTA	Cash Match & In-Kind	Total
Salaries/Wages/Benefits			
STEAM Program Manager (Part-time Associate Librarian) 300 hours	$7,539	$0	$7,539
Director of Library & Community Services 25 hours		$2,300	$2,300
Project Coordinators (Full-time Associate Librarians) 75 hours		$6,900	$6,900
Staff (Miscellaneous positions) 100 hours		$5,600	$5,600
			$0
			$0
			$0
			$0
Subtotal	$7,539	$14,800	$22,339

Description: LSTA-funded

STEAM Program Manager (Part-time temporary Associate Librarian) salary and benefits (300 hours @ $25.13/hr) 14% FTE

Under supervision from the Project Coordinators, this person will work 300 hours from September 2017 through May 2018 (average 8 hrs/wk) and will schedule speakers, research and purchase 3D printer and workshop kits, design promotional and instructional materials, train staff and lead the workshops, and provide outreach to the public.

In-Kind funded

Director of Library and Community Services (25 hours @ $92) 1.2% FTE

Project Coordinators Full-time Associate Librarians (total 75 hours @ $92) 3.6% FTE

Miscellaneous staff paid to attend training (100 hours @ $56) 4.8% FTE

Rates for in-kind are established fees for Library Staff as recorded in the City's Fee Schedule 2016-2017

(For job duties of in-kind funded staff, see Attachment #5)

Budget Category	LSTA	Cash Match & In-Kind	Total
Consultant Fees			
Expert Speakers	$1,500		$1,500
	$0	$0	$0
	$0	$0	$0
	$0	$0	$0
	$0	$0	$0
	$0	$0	$0
	$0	$0	$0
Subtotal	$1,500	$0	$1,500

Description:

Speaker fees + travel expenses (five @ $300 each).

Budget Category	LSTA	Cash Match & In-Kind	Total
Travel			
	$0	$0	$0
	$0	$0	$0
	$0	$0	$0
	$0	$0	$0
	$0	$0	$0
	$0	$0	$0
	$0	$0	$0
	$0	$0	$0
	$0	$0	$0
Subtotal	$0	$0	$0

Description: None

Budget Category	LSTA	Cash Match & In-Kind	Total
Supplies/Materials			
Math, DNA, robotics & coding kits	$6,000	$0	$6,000
3D printer and supplies	$3,147	$0	$3,147
Update Library materials	$1,600	$0	$1,600
Mobile cart for supplies	$700	$0	$700
Furniture for STEAM area	$1,800	$2,000	$3,800
	$0	$0	$0
	$0	$0	$0
	$0	$0	$0
	$0	$0	$0
	$0	$0	$0
	$0	$0	$0
	$0	$0	$0
	$0	$0	$0

	$0	$0	$0
Subtotal	$13,247	$2,000	$15,247

Description:

Project-specific materials include 5 DNA kits ($326), 10 coding kits ($3,099), 11 robotics kits ($2,349) & 5 math kits ($163), mobile cart for supplies, 3D printer, and tables and chairs for STEAM area.

Library materials include new STEAM print books, DVDs, CD audiobooks, journals and magazines.

Cash match for furniture will be contributed by the Friends of the Library.

(See Attachment #1 and 4)

Budget Category	LSTA	Cash Match & In-Kind	Total
Equipment ($5,000 or more per unit)			
	$0	$0	$0
	$0	$0	$0
	$0	$0	$0
	$0	$0	$0
Subtotal	$0	$0	$0

Description: None

Budget Category	LSTA	Cash Match & In-Kind	Total
Services			
Graphics and printing promotional materials	$500	$0	$500
Graphics and printing of manuals/notebooks	$500	$0	$500
	$0	$0	$0
	$0	$0	$0
	$0	$0	$0
	$0	$0	$0
	$0	$0	$0
	$0	$0	$0
	$0	$0	$0
Subtotal	$1,000	$0	$1,000

Description:

Outsourced printing of posters and flyers.

Outsourced printing of manuals/notebooks.

Project Total	$23,286	$16,800	$40,086
Indirect Cost Rate Applied 0.0 % **Indirect Cost**	$0	$2,329	$2,329

Check one:

☐ No Indirect   ☐ Federally negotiated indirect cost rate *   ☒ Indirect proposed cost rate *

* please attach supporting documentation if required

Description: We are adding 10% of LSTA funds as indirect costs to the in-kind budget.

Grand Total	**$23,286**	**$19,129**	**$42,415**

ELEMENT 7: ATTACHMENTS
If you have additional resources that support your grant, please attach after this page

ELEMENT 8: INTERNET CERTIFICATION
Check the Appropriate Library Type

☒ **Public Library**   ☐ **Academic**   ☐ **K-12**   ☐ **Multi-Type**   ☐ **Special/Other**

As the duly authorized representative of the applicant public library, public elementary school library or public secondary school library applying for LSTA funding, I hereby certify that the library is (*check only one of the following boxes*)

A.   ☐   **An individual applicant that is CIPA compliant.**
The applicant library, as a public library, a public elementary school library or public secondary school library, has complied with the requirements of Section 9134(f)(1) of the Library Services and Technology Act.

B.   ☐   **Representing a group of applicants. Those applicants that are subject to CIPA requirements have certified they are CIPA compliant.**
All public libraries, public elementary school libraries, and public secondary school libraries, participating in the application have complied with the requirements of Section 9134(f)(1) of the Library Services and Technology Act. The library submitting this application has collected Internet Safety Certifications from all other applicants who are subject to CIPA requirements. The library will keep these certifications on file with other application materials, and if awarded funds, with other project records.

C.   ☒   **Not Subject to CIPA Requirements.**
The CIPA requirements do not apply because no funds made available under this LSTA grant program will be used to purchase computers used to access the Internet or to pay for direct costs associated with accessing the Internet.

SIGNATURE

I have read and support this LSTA Grant Application.

Sierra Madre Public Library	STEAM for Adults:
Library/Organization	**Project Name**

Ryan Baker	Director of Library and Community Services
Library Director Name	**Title**

Library Director Signature	**Date**

Attachment 1

Curriculum FOR STEAM FOR ADULTS

The following provides a draft framework for the STEAM FOR ADULTS program curriculum and is subject to change.

Each month from January to May 2018 programs will focus on one aspect of STEAM and will consist of:

- One 60 – 90 minute talk by a speaker active in the science field (e.g. from the NASA speaker bureau). This will be held in the Library's main reading room.
- Two workshops of approximately 90 minutes for up to 20 participants. Each workshop will be presented by the technology coordinator at a level appropriate to educated adults without prior hands-on experience. The workshop will involve an activity or experiment that is easily completed within the time available without pressure and that will encourage further exploration. Wherever possible the materials used in the workshop will be high quality, re-usable kits purchased ready-made from reputable sources that can be used in programs beyond the end of the grant period. One workshop will be held in the Library's reading room, and a second workshop will be held at the Senior Center, two blocks to the east of the Library.

January 2018   S for Science
Speaker – possible topic: DNA & Family History
Workshops – extraction of DNA from plant material: build a DNA model
Examples of kits:
DNALC Strawberry DNA Extraction Kit from Carolina. 2 kits @ $66 (non re-usable)
Molymod DNA model 22 Base Pair Layer Kit. 3 kits @ $56

February 2018 T for Technology
Speaker – Cutting edge technology
Workshops – Use Raspberry Pi kits to build a simple computer and learn basic coding
Examples of kits:
Kano complete computer kit with screen 10 @ $285

March 2018   E for Engineering
Speaker – How robots are used in the modern world
Workshops – Build a simple robot
Examples of kits:
26 in 1 Robotics Lab 5 @ $70
OWI All Terrain 3-in-1 RC Robot Kit 5 @ $56
Cubelets set 1 @ $1,530

April 2018   A for Art & Design
Speaker – 3D printers and their potential
Workshops - Demonstration of our 3D printer. Each participant will be able to receive a small item created on the printer.
Note: It will be inadvisable to transport the 3D printer out of the Library so it is recommended that both workshops be held at the Library.

May 2018   M for Mathematics
Speaker – Mathematical patterns in nature (fractals, Fibonacci sequences, and tessellations)
Workshops – Learn how to create a fractal pattern. Observe Fibonacci sequence in natural objects
Examples of kits:
Math-in-nature discovery kits from Acorn Naturalists 5 @ $30

Attachment 2

Support from local organizations

The following organizations have been approached and support the proposed STEAM for ADULTS programming with enthusiasm.

- City of Sierra Madre Community Services Commission
- City of Sierra Madre Senior Commission
- City of Sierra Madre Library Board of Trustees
- Friends of the Sierra Madre Library (see Formal Partner Letter Attachment #3)
- Library & Community Services staff
- The Kensington (assisted living facility)
- British Home (facility for the elderly)

Other contacts:

- NASA Speakers Bureau
- Sierra Madre Middle School – teacher in charge of 3D printer

  Email from Lisa Prado – teacher at Sierra Madre Elementary School

  Hi Jill!!

  I'd love to help you and your library staff get up and running with a 3D printer! We currently have an Afinia 1080 printer but are looking to purchase (hopefully this week) a Mod-T from New Matter (www.newmatter.com). It is WAY more affordable and the filament is comparable in price to the Afinia. I really think this new printer is going to be much more user friendly than our Afinia, so I'll have to get back to you with that verdict! Please feel free to contact me at any time and I would be more than happy to come speak with your staff in October or November! In the meantime, I am teaching 3D printing to students in 2-6 grades in the Pasadena Educational Foundation Enrichment program this summer at Don Benito starting June 12 for 5 weeks, you can always come and visit me there to see at least the Afinia printers in action! Just give me a call or text! Take care!

FRIENDS
of the Sierra Madre
Library
Founded in 1953

February 23, 2017

California State Library
Library Development Services
P.O. Box 942837
Sacramento, CA 94237-0001
Attn: LSTA Grants – Pitch-An-Idea Grant

The Friends of the Sierra Madre Library is a California 501(c) 3 nonprofit organization. We are comprised of volunteers who contribute volunteer hours, materials, and money to strengthen Library programs and services. Each year the Friends sponsor a gala wine tasting, noteworthy book sales, and a prestigious art fair as fund raisers for this cause.

Mission Statement

The purpose of the Friends of the Sierra Madre Library is to promote community awareness of, support for, and utilization of the high quality programs, services, and facilities of the Sierra Madre Public Library as a lifelong center for learning. The Friends accept the obligation to raise funds so that the cost of the efforts, services, and necessary materials needed for optimal operation of the Library can be met.

We enthusiastically support the **STEAM for Adults** science & technology program and plan to provide funds in 2017-2018 to complement the proposed Pitch-An-Idea grant from your organization, and, if the adult STEAM programming proves successful, we are committed to continuing support in future years.

Sincerely,

Janet Emery, President
Friends of the Sierra Madre Library

Friends of the Sierra Madre Library, PO Box 334, Sierra Madre, CA 91025-0334

Attachment 4

Potential Resources for Workshop Information and Kits

http://www.carolina.com/dna-extraction-quantification-kits/dnalc-strawberry-dna-extraction-kit/211338.pr

DNA extraction kit $66

https://www.amazon.com/Kano-1000D-01-Computer-Kit/product-reviews/B00WRGTVWI/ref=cm_cr_getr_d_paging_btm_3?ie=UTF8&reviewerType=avp_only_reviews&sortBy=recent&pageNumber=3

Kano computer kit $140

https://www.amazon.com/Vilros-Raspberry-Complete-Starter-Kit/dp/B00L87YMGM/ref=sr_1_9?ie=UTF8&qid=1494704206043&sr=8-9&keywords=raspberry+pi+kits

Vilros starter kit $70

https://kano.me/?gclid=Cj0KEQjwrsDIBRDX3JCunOrr_YYBEiQAifH1Fl8RTGJBVhCRRtbqOKq_qySXZtwp3QN0NriD1LRnwGYaAkW-8P8HAQ

Kano with screen $285

https://www.amazon.com/Molymod-miniDNA-AMDNA06022-model-Layer/dp/B00601V7BY/ref=cm_cr_arp_d_product_top?ie=UTF8DNA

Construction kit $56

http://www.pcmag.com/article2/0,2817,2470038,00.asp

reviews on 3D printers

http://fractalfoundation.org/

fractal info

http://www.robotshop.com/blog/en/robot-construction-kits-13107

info on robot kits

http://www.goldmine-elec-products.com/prodinfo.asp?number=C6907

26 in 1 robot kit $68.95 (reusable but can only do one at a time)

https://www.homesciencetools.com/robo-link-deluxe-robot-kit#

$38

https://www.homesciencetools.com/all-terrain-3-in-1-robot

$56

https://www.acornnaturalists.com/store/MATH-IN-NATURE-Fibonacci-Numbers-Discovery-Kit-Individual-Kit-P7429C0.aspx

$30 fibonacci kit

http://www.robotshop.com/en/cubelets-creative-constructors-pack.html

Cubelets $1530

https://www.bhphotovideo.com/bnh/controller/home?O=&sku=1240422&gclid=Cj0KEQjwi7vIBRDpo9W8y7Ct6ZcBEiQA1CwV2P-3QS2c_Qbs3P48JUmJtA5q748IKaDRGoANhN3E5MIaArmu8P8HAQ&Q=&ap=y&c3api=1876%2C%7Bcreative%7D%2C%7Bkeyword%7D&is=REG&A=details

3D printer cart $603

http://tangraminteriors.com/

Furniture for STEAM Center -Tangram Interiors (we have used this company previously for library furniture)

Attachment 5

In-Kind Staff participation in the STEAM for ADULTS program

2 Project coordinators (full-time Associate Librarians) will supervise and meet with the STEAM Program Manager weekly, coordinate publicity, and expenses, develop a plan for the flexible technology work space, update the STEAM circulating collection, create reports and transition the program at the end of the grant period.

Director of Library & Community Services will set up and monitor grant funds with the Finance Department, hire part-time associate librarian as STEAM Program Manager, provide updates to Trustees and City Council, and market the program to local groups.

All Staff will be paid to attend some of the lectures and will be trained in workshop materials (approximately 7 hours per staff member)

Grant-funded Staff

STEAM Program Manager (part-time temporary Associate Librarian) will work 300 hours from September 2017 through May 2018 (average 8 hrs/wk) and will schedule speakers, research and purchase 3D printer and workshop kits, design promotional and instructional materials, train staff and lead the workshops, and provide outreach to the public.

Draft job description for Part-time Associate Librarian position

Temporary Part-time Associate Librarian position – 8 hours per week (September 2017- May 2018)

Under supervision of a full-time Associate Librarian, the successful candidate will be the program manager tasked with implementing a Pitch-An-Idea grant from the California State Library: STEAM for Adults, which will provide science and technology programs for adults and seniors.

Duties may include:
- Researching the purchase of a 3D printer, science kits and materials for adult workshops
- Developing workshop curriculum, including preparation of manuals or instructional materials
- Designing promotional flyers
- Outreach to local organizations including senior facilities
- Training staff in the use of science materials
- Training the public at the workshops

Qualifications:
- Bachelor's degree in science, technology or computing
- Experience with 3D printers, robotics, and coding
- Some library experience preferred
- Knowledge of Publisher or Adobe Creative Suite
- Good customer service skills

Attachment 6

Excerpts from the Sierra Madre Public Library Strategic Plan 2014-2017

CITY MISSION

The City of Sierra Madre provides quality, cost effective public services that preserve the small downtown character and enhance the health, safety and welfare of the community.

LIBRARY MISSION

The Sierra Madre Public Library is a community library dedicated to providing equal access to information services and programs reflecting diverse points of view, always endeavoring to be responsive to changing needs of the community, to preserving its history, and to meeting the challenges of the future. The library provides a welcoming environment, quality materials and technologies, and professional dedicated staff.

CORE VALUES

The Sierra Madre Public Library upholds the public's right to know and:

☐ Provides collections of both contemporary interest and permanent value reflecting residents' current and ongoing interests and popular culture, in the formats and quantities that meet their needs

☐ Offers community members opportunities to gather to discuss issues and learn together and to share new experiences in the arts, sciences, and technologies

☐ Provides the technologies, including new multi-media resources, required to support a growing home-based business clientele and lifelong learners

☐ Preserves and makes available to researchers materials emphasizing the history of Sierra Madre and environs

☐ Makes available information, materials, and programs that will increase residents' cultural awareness of the broader community in the San Gabriel Valley and Los Angeles County

GOALS

GOAL 1: *Improve the public's awareness of library services, explore new ways of communicating with the community, and facilitate the public's access to information about library services.*

GOAL 2: *Seek stable sources of funding to sustain current levels of service, hours of operation, and programs.*

GOAL 3: *Expand and improve the use of new technologies to provide access to library materials, information about library service, and help customers connect to the digital world.*

GOAL 4: *Provide a facility that is comfortable and welcoming, safe, energy efficient, accessible for all and well organized.*