

**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**

- |   |  |                    |                     |
|---|--|--------------------|---------------------|
| <b>1. Library/Organization</b><br>Pasadena Public Library   | <b>2. Library's DUNS Number</b><br>0289 00439              |                    |                     |
| <b>3. Legal Business Name</b> <i>(must match name registered with Federal Employer Identification Number (FEIN))</i><br>Pasadena Public Library |  |                    |                     |
| <b>4. Project Coordinator Name</b><br>Tim McDonald  | <b>5. Project Coordinator Title</b><br>Principal Librarian |                    |                     |
| <b>6. Email Address</b><br>tmcdonald@cityofpasadena.net   | <b>7. Business Phone Number</b><br>626-744-2867            |                    |                     |
| <b>8. Mailing Address</b><br>285 East Walnut Street   | <b>City</b><br>Pasadena                                    | <b>State</b><br>CA | <b>Zip</b><br>91101 |

**Project Information**

- 9. Project Title** STEAM 18
- 10. LSTA Funds Requested** \$100,000
- 11. Cash Match & In-Kind** \$92,500
- 12. Total Project Cost** \$192,500
- 13. California's LSTA Goals** *(Check one goal that best describes the project)*
- |   |  |
|---|--|
| <input type="checkbox"/> Literate California                        | <input type="checkbox"/> Bridging the Digital Divide     |
| <input checked="" type="checkbox"/> 21 <sup>st</sup> Century Skills | <input type="checkbox"/> Information Connections         |
| <input type="checkbox"/> 22 <sup>nd</sup> Century Tools             | <input type="checkbox"/> Community Connections           |
| <input type="checkbox"/> Content Creation/Preservation              | <input type="checkbox"/> Ensuring Library Access for All |
- 14. Primary Audience for project** *(Select all that apply.)*
- |  |  |
|--|--|
| <input checked="" type="checkbox"/> Adults                             | <input type="checkbox"/> Pre-School Children               |
| <input checked="" type="checkbox"/> Families                           | <input type="checkbox"/> Rural Populations                 |
| <input type="checkbox"/> Immigrants/Refugees                           | <input checked="" type="checkbox"/> School Age Children    |
| <input type="checkbox"/> Intergenerational Groups (Excluding Families) | <input type="checkbox"/> Senior Citizens                   |
| <input type="checkbox"/> Library Staff, Volunteers and/or Trustees     | <input type="checkbox"/> Statewide Public                  |
| <input type="checkbox"/> Low Income                                    | <input type="checkbox"/> Suburban Populations              |
| <input type="checkbox"/> Non/Limited English Speaking Persons          | <input type="checkbox"/> Unemployed                        |
| <input type="checkbox"/> People with Disabilities                      | <input checked="" type="checkbox"/> Urban Populations      |
| <input type="checkbox"/> People with Limited Functional Literacy       | <input checked="" type="checkbox"/> 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.**

In 2018, COSPAR (Committee on Space Research of the International Council of Scientific Unions) International Conference will be held in Pasadena at the Pasadena Convention Center and hosted by Caltech. As a result, 2018 has been designated as the year of STEAM in Pasadena. A Citywide committee that includes almost every educational, cultural, and art institution has formed a partnership to create a year of STEAM programming for the Pasadena community. Community institutions and groups include, Pasadena Library, Pasadena Unified School District, Caltech, Art Center, Pasadena Museum of History, Collaborate PASadena, KidsSpace Children's Museum, Pasadena Convention Center, Pasadena Cultural Affairs, Carnegie Observatory, to name a few.

Pasadena Library proposes the STEAM 18 grant in order to play a lead role in the activities surrounding the STEAM 18 initiative in Pasadena. With this international conference coming into Pasadena, the opportunity for all the educational, cultural, and art related institutions to work together and take advantage of the press and coverage surrounding this conference is one not to be missed. It is also exciting to offer STEAM related programming for the community that is accessible and not just for those who attend the highly scientific conference. STEAM programming is a national priority (and was for the previous Washington administration) for young children, and especially for girls and lower income children. Pasadena is a very diverse community in terms of ethnicity and income. There is a definite spirit of collaboration and collective impact in Pasadena which is why the STEAM 18 project will be a success, which is evidenced by the dozen organizations coming together a year in advance to plan for this endeavor.

Pasadena Library will work with the aforementioned organizations to offer programs at each of the ten Pasadena Libraries and throughout the community. Programs will include - STEAM kits that will serve as a floating collection that can rotate throughout the Pasadena Libraries, to classrooms, and to outreach events (such as Rokenbok mobile STEM labs); a dedicated STEAM space at one of the libraries (either stationary at Central or mobile throughout the branches) for the duration of the STEAM 18 project (this will serve as a pilot to determine if this space should be made permanent at the Central Library or perhaps move into one of the branch libraries); science and art programs for youth and adults at each of the Pasadena Libraries and outreach events including some featuring experts from Caltech and Art Center College of Design; work with Caltech to provide outreach programming at their family events; and culminate in a Citywide Festival to celebrate STEAM 18 (i.e. a "Know it All Festival" or "DIY Day", etc.) STEM and art programs are already popular at the Pasadena Libraries, but they are one off programs. Creating a more regular lineup will benefit the youth in the community as a regular afterschool opportunity.

There are about 10 community supporters already on board for STEAM 18. Whereas all are on the Citywide committee to create a year of STEAM programming, only collaborations that have been fleshed out are mentioned below. The rest will be outlined in the upcoming months.

1. Caltech / JPL - will work with library staff on lending experts to library programs as well as open up space on their campus to for library programs (for more family-oriented audience).
2. Pasadena Museum of History - a library staff member is curating an exhibit for the Museum of History - "Where Science Meets Science Fiction" (for example, the satellite was first imagined by Arthur C. Clarke in a novel, now we use them everyday).
3. Art Center - work with Art Center students on programs at Art Center and at the Libraries to enhance their events and Libraries.
4. Collaborate PASadena - work with CP to identify additional partners and connect the dots to more science institutions.
5. Carnegie Laboratories - work with observatory on programs for the community in conjunction with 100" telescope.

### 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<br>(see instructions<br>for valid entries) | Legal Type<br>(see instructions<br>for valid entries) | Role on Project | Resources That<br>Partner Will<br>Contribute<br>(materials/funds/staff) |
|--------------|--|---|-----------------|---|
|              |  |   |                 |   |
|              |  |   |                 |   |
|              |  |   |                 |   |
|              |  |   |                 |   |
|              |  |   |                 |   |
|              |  |   |                 |   |
|              |  |   |                 |   |
|              |  |   |                 |   |

## ELEMENT 4: PLANNING AND EVALUATION

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

### 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).

Pasadena Library has joined a citywide coalition to collaborate on STEAM programs for the Pasadena community in 2018 to coincide with an international science conference that Pasadena, Caltech, and JPL will host in 2018. Pasadena Public Library and its community supporters will plan and present a year-long series of STEAM programming for the Pasadena community and surrounding areas. Programs will be for all ages and stages and will help the community learn about and feel more confident with STEAM related topics.

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

30 programs throughout the libraries during grant period. At least 15 -20 will attend each Library program (450-600) - smaller sizes for science and art programs.

7 outreach visits - At least 30-50 will attend each outreach event (210-350).

At least 400-500 people will attend the Finale event

At least 20 flyers and 20 banners will be created

At least 15 library staff will be trained to use STEAM equipment

### 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)

At least 60% of participants in programs offered at the Libraries will see an increased knowledge in STEAM related subjects. This will be measured through pre/post surveys and by asking questions like "On a scale of 1-5, how much do you know about robotics / architecture / circuitry / 3-D / etc." Programs done for the youngest audiences will rely on data from parents and anecdotal observation.

At least 25% of the participants at programs conducted through outreach will show an increase in knowledge in STEAM related subjects. These programs will be measured through some surveying but mostly observation and anecdotal (depending on the structure of the event). Questions asked will be similar to above.

At least 40% of participants attending Library programs will show an increased confidence in understanding/participating in STEAM programs. This will be measured through surveys and observation. Questions for parents include "on a scale of 1-5, how confident are you with explaining / working with your child on STEAM

projects?" And for youth, "on a scale of 1-5, how confident are you with STEAM projects?"

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

Once materials and equipment have been purchased and staff is trained on how to use them, programs will continue beyond the scope of the grant. Whereas the grant period ends in August, the Library will continue to provide programming for in support of STEAM 18 until December 2018. Library staff will be able to utilize the kits and equipment during their regular library programs throughout the years ahead. The Friends of the Pasadena Library have also been very supportive of continuing grant funded programs (i.e. The Friends have supported the Born to Read Program now for the 3rd year after the LSTA grant).

**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: Most of this grant centers around programming for library users of all ages. There will be a mix of programs that teach a skill (robotics, circuitry, etc.) and listening to an author or expert in the field talk about their experience and their work. There will also be some programs that bring both of these together - bringing in an expert or author and then a hands on skill building portion to the program.

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:

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 in-house or third-party)*
- ☐ 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:

## 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 |
|---|------|-----|------|-----|-----|-----|-----|-----|-----|-----|-----|------|------|-----|
| Work with STEAM 18 team to plan year-long lineup of activities                | X    | X   | X    | X   | X   | X   | X   | X   | X   | X   | X   | X    | X    | X   |
| Begin developing marketing and promotional pieces                             | X    | X   | X    | X   | X   | X   |     |     |     |     |     |      |      |     |
| Identify and purchase equipment and supplies for grant programs               | X    | X   | X    | X   | X   | X   |     |     |     |     |     |      |      |     |
| Finalize citywide programming lineup  |      |     | X    | X   | X   | X   |     |     |     |     |     |      |      |     |
| Finalize library programming lineup   |      |     |      | X   | X   | X   |     |     |     |     |     |      |      |     |
| Finalize and begin to distribute marketing materials                          |      |     |      |     |     | X   | X   | X   |     |     |     |      |      |     |
| Pilot a couple of programs at libraries to test success and to arket STEAM 18 |      |     |      |     |     | X   |     |     |     |     |     |      |      |     |
| Begin offering bimonthly programs at the libraries (30 programs)              |      |     |      |     |     |     | X   | X   | X   | X   | X   | X    | X    |     |
| Begin offering outreach programs  |      |     |      |     |     |     |     | X   | X   | X   | X   | X    |      |     |
| Begin planning finale   |      |     |      |     |     |     |     | X   | X   | X   | X   | X    |      |     |
| Begin collecting data outcomes  |      |     |      |     |     |     |     | X   | X   | X   | X   | X    |      |     |
| Finale  |      |     |      |     |     |     |     |     |     |     |     |      | X    |     |
| Review outcomes and complete reporting  |      |     |      |     |     |     |     |     |     |     |     |      | X    | X   |
|   |      |     |      |     |     |     |     |     |     |     |     |      |      |     |
|   |      |     |      |     |     |     |     |     |     |     |     |      |      |     |
|   |      |     |      |     |     |     |     |     |     |     |     |      |      |     |
|   |      |     |      |     |     |     |     |     |     |     |     |      |      |     |
|   |      |     |      |     |     |     |     |     |     |     |     |      |      |     |
|   |      |     |      |     |     |     |     |     |     |     |     |      |      |     |
|   |      |     |      |     |     |     |     |     |     |     |     |      |      |     |
|   |      |     |      |     |     |     |     |     |     |     |     |      |      |     |
|   |      |     |      |     |     |     |     |     |     |     |     |      |      |     |

## ELEMENT6: BUDGET

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

| Budget Category                | LSTA    | Cash Match<br>& In-Kind | Total    |
|--------------------------------|---------|-------------------------|----------|
| <b>Salaries/Wages/Benefits</b> |         |                         |          |
| Librarian - Backfill time      | \$7,500 | \$0                     | \$7,500  |
| Librarian & Library Technican  | \$0     | \$37,500                | \$37,500 |
|                                | \$0     | \$0                     | \$0      |
| Community Supporters           | \$0     | \$20,000                | \$20,000 |
|                                | \$0     | \$0                     | \$0      |
|                                | \$0     | \$0                     | \$0      |
|                                | \$0     | \$0                     | \$0      |
|                                | \$0     | \$0                     | \$0      |
| <b>Subtotal</b>                | \$7,500 | \$57,500                | \$65,000 |

### Description:

Librarian - \$30 x 250 hrs = \$7,500 - will be used to backfill librarian and library technician time on public service desks while they are planning and conducting programs / outreach.

Librarian / Library Technician - \$50 x 750hrs - \$37,500 - staff time to procure, plan, and present programs.

Community Supporters - we are factoring approximately \$20,000 for community supporters that will support our programs. These are people from CalTech, Art Center, Carnegie Labs, Museum of History, etc. They will work with us on programs and will have their own programs that support this effort. Since some of these are salaried, some non-profit, it is difficult to come up with an accurate number. \*\*Throughout this project, we will document the meetings and collaborative programs/events that are part of STEAM 18. We will ask the community supporters to estimate their time spent on anything collaborative that is done with the library. This will be documented in the final report.

|                        |         |     |         |
|------------------------|---------|-----|---------|
| <b>Consultant Fees</b> |         |     |         |
| Staff Training         | \$3,000 | \$0 | \$3,000 |
|                        | \$0     | \$0 | \$0     |
|                        | \$0     | \$0 | \$0     |
|                        | \$0     | \$0 | \$0     |
|                        | \$0     | \$0 | \$0     |
|                        | \$0     | \$0 | \$0     |
|                        | \$0     | \$0 | \$0     |
| <b>Subtotal</b>        | \$3,000 | \$0 | \$3,000 |

### Description:

Staff Training - Trainer(s) to be identified to instruct staff in use of new equipment and training to carry out STEAM related programs. We are anticipating three trainers at \$1,000 each for three sessions. Whereas we have not identified the trainers as yet, we will base the training on the equipment we purchase. We are hoping to find training for little to no cost through our community supporters, but if not, we will rely on paid trainers. If we are unable to find the exact training we need, we will also explore the possibility of training through something like Techshop.



| Budget Category   | LSTA     | Cash Match<br>& In-Kind | Total     |
|---|----------|-------------------------|-----------|
| <b>Travel</b>   |          |                         |           |
|   | \$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       |
| <b>Subtotal</b>   | \$0      | \$0                     | \$0       |
| <b>Description:</b>   |          |                         |           |
|   |          |                         |           |
| <b>Supplies/Materials</b>   |          |                         |           |
| Furniture for STEAM Lab   | \$15,000 | \$10,000                | \$25,000  |
| Materials   | \$2,000  | \$20,000                | \$22,000  |
| Programming Supplies  | \$12,500 | \$0                     | \$12,500  |
| Equipment for Programs  | \$50,000 | \$0                     | \$50,000  |
|   | \$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       |
|   | \$0      | \$0                     | \$0       |
| <b>Subtotal</b>   | \$79,500 | \$30,000                | \$109,500 |
| <b>Description:</b>   |          |                         |           |
| <p>Furniture - stationary and mobile furniture. Since some of these programs will be at the branches, we want some furniture that is mobile enough to move around as needed, and even to take to outreach visits. Furniture can include Robotics Workbench by Worthington (can be used for more than robotics, mobile) - \$1,650*4 (+ tax/delivery)=\$8,000   Mobile sewing machine carts - \$350*4(+ tax/delivery)=\$2,000   Maker Carts from TeacherGeek - \$6,500*2 (+tax/delivery)=\$16,000   3-D printer carts \$608*4(+tax/delivery)=\$3,500. This is over the budget, but we hope to bring price down.</p> <p>Materials - books and media to support STEAM related materials.</p> <p>Programming Supplies - art supplies, robotics, squishy circuits, LEGO, etc. TeacherGeek.com</p> <p>Equipment for Programs - Rokenbok (\$1800*2 per lib)=\$36,000 +tax/delivery=\$41,000   vacuform machines (\$900*2)+tax/delivery=\$2,200   3D printers (\$1,000*5)+tax/delivery=\$6,000   Sewing Machines (\$150*12)+tax/delivery=\$2,500   Art Easels or Benches (\$125*12)+tax/delivery=\$2,000</p> |          |                         |           |

| Budget Category                             | LSTA | Cash Match & In-Kind | Total |
|---|------|----------------------|-------|
| <b>Equipment (\$5,000 or more per unit)</b> |      |                      |       |
|   | \$0  | \$0                  | \$0   |
|   | \$0  | \$0                  | \$0   |
|   | \$0  | \$0                  | \$0   |
|   | \$0  | \$0                  | \$0   |
| <b>Subtotal</b>                             | \$0  | \$0                  | \$0   |

**Description:**

|                                   |          |         |          |
|-----------------------------------|----------|---------|----------|
| <b>Services</b>                   |          |         |          |
| Marketing / Promotional Materials | \$10,000 | \$5,000 | \$15,000 |
|                                   | \$0      | \$0     | \$0      |
|                                   | \$0      | \$0     | \$0      |
|                                   | \$0      | \$0     | \$0      |
|                                   | \$0      | \$0     | \$0      |
|                                   | \$0      | \$0     | \$0      |
|                                   | \$0      | \$0     | \$0      |
|                                   | \$0      | \$0     | \$0      |
| <b>Subtotal</b>                   | \$10,000 | \$5,000 | \$15,000 |

**Description:**

Marketing & Promotion - graphic designer fees and printing. \$85p/h for graphic design. Estimate 2 hours per flyer \* 20 flyers = \$3,500. Design of logo and overall look for STEAM 18 -\$85p/h \* 40=\$3,400. Design of banners for each library and community supporter site - \$85p/h\*5= \$425. Flyer printing - \$250 p/1000 \* 20 = \$5000 (this is an average - we will do more of the large events and fewer for the small events). Banner printing - \$200p/banner \* 20 (10 libraries+10 offsite)=\$4000

We are a little over here, but I am hoping volume will bring cost down a little. Also, we are limited to using the City's Print Shop for all this work (hence the cost).

|   |                  |                 |                  |
|---|------------------|-----------------|------------------|
| <b>Project Total</b>  | \$100,000        | \$92,500        | \$192,500        |
| <b>Indirect Cost Rate Applied</b> 0.0 % <b>Indirect Cost</b>  | \$0              | \$0             | \$0              |
| Check one:<br><input checked="" type="checkbox"/> No Indirect <input type="checkbox"/> Federally negotiated indirect cost rate * <input type="checkbox"/> Indirect proposed cost rate *<br>* please attach supporting documentation if required |                  |                 |                  |
| <b>Description:</b>   |                  |                 |                  |
| <b>Grand Total</b>  | <b>\$100,000</b> | <b>\$92,500</b> | <b>\$192,500</b> |

## 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.

Pasadena Public Library

Library/Organization

STEAM 18

Project Name

Michelle Perera

Library Director Name

Director of Libraries & Information Services

Title

Library Director Signature

May 30, 2018

Date