



**CITY OF MONROVIA  
LIBRARY BOARD  
AGENDA REPORT**



DEPARTMENT: **Community Services, Library Division**

MEETING DATE: March 26, 2026

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AGENDA LOCATION: CC-2

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**ADULT SERVICES REPORT**

***Adult Programs***

On February 3, during the *Adult Craft* night participants created small canvas paintings of constellations that incorporated LED lights to represent the stars. A total of 30 people took part.

On February 6, the library held its monthly *Trivia Night*. Attendees enjoyed snacks and refreshments while answering various themed questions spanning from sports, music, television, and more. Participants enjoyed their evening, shared laughs, and successfully showcased their knowledge of various topics and are now excited to challenge themselves again at next month's event! The program had 25 attendees.

On February 6, Adult Services visited *Heritage Park Senior Apartments* for senior outreach. Six residents played seven rounds of Bingo for a chance to win prizes provided by the library. The popular prize continued to be movie theatre flavored popcorn, but other prizes consisted of large print Sudoku notebooks. Four residents also signed up for *One City One Story* (OCOS) program and received copies of the program book, *The Bear*. A few neighbors discussed getting together to read the book aloud to help a fellow neighbor who struggles reading. Others discussed upcoming OCOS events they were interested in attending.

On February 10, Adult Services hosted *Dungeons & Dragons* for 22 participants. While many players were regulars that attend every month, after our *Dungeons & Dragons 101* event this past January, growing interest in our program has led to more walk-ins than our *Dungeon Masters* could accommodate this time. We were able to host one game with six players and one game with five players, the rest of the participants were welcomed to spectate the games. One party of players were unable to complete their mission and agreed to all come back next month to finish their campaign. Many signed up for next month's event on March 17, with excitement for a St. Patrick's Day themed game in the works.

On February 11, Adult Services staff visited *Brookdale Senior Living* to facilitate a tech help session. Three individuals participated in the monthly program. Staff assisted one participant in adding 911 to their phone's contacts list for emergencies, helped another send a photo from their phone via email, and showed a third participant how to purchase eBooks using the Kindle app. They also briefly discussed the benefits of using the Libby app.

On February 21, Adult Services staff collaborated with *Max Lee Music* to offer a Beginner Electronic Guitar Class for adults and teens. The program discussed three common chords: D, A7, and G. This allowed us

to play the song, *Buffalo Girls*. Two participants checked out our guitar kits after the program. This session had eight participants.

On February 24, the *Novel T's Book Club* met to discuss *The Alchemist* by Paulo Coelho, The club is looking forward to next month's meeting where we'll be discussing *Bel Canto* by Ann Patchett. A total of 13 attendees participated in this monthly program.

On February 27, Adult Services hosted *Game Night* for Adults with 20 participants playing a variety of games. We debuted a new Nintendo Switch 2 game, Mario Party Jamboree TV, where players compete to put on the best TV program with Mario and friends. Players also tried our newly added card games such as Tiger Stripes and Flip 7. One participant brought their own games to share and a large group played a few rounds of The Gang, a cooperative poker-style card game. One couple asked for a game to help with their English language practice and were recommended to try *Bananagrams* and A Little Wordy from our Literacy Games list. Beat Saber VR was also the popular pick for our VR Headset players.

### **Literacy Services**

In February, a total of 88 learners and tutors participated in 10 programs. *News & Views* and *Word Workshop* continue with weekly meetings. *Book Club* continues as a biweekly program. On February 7, staff provided *Families Read Together: Nature Sensory Play*. This family literacy event included storytime, nature sensory bins to boost language skills through tactile discovery, and free books for the home library. On February 25, staff also hosted a dinner gathering to say "farewell" to one of our learners. In this event, lively conversation was held over literacy-based games and a pizza dinner. Community-building continues to be one of our program's aims.

### **Veterans Services**

During the month of February, the Veterans Resource Center (VRC) had a total of 200 interactions with veterans. County Veterans Service Officer (CVSO) 68; Veteran Peer Access Network (VPAN) 39; and VRC staff 79.

On February 12, the Veterans Resource Center (VRC) hosted a special event in the Library Community Room, welcoming 14 veterans and their family members for a *Paint and Sip* program. The evening provided a meaningful and heartwarming opportunity for veterans and their families to come together, unwind, and enjoy a relaxing evening in a warm and welcoming environment. It was a night filled with fun, laughter, genuine connection, and the creation of good memories.

On February 24, six people gathered for the monthly Veterans *Meetup* at Starbucks, engaging in lively conversation while enjoying a delicious cup of coffee. The discussion covered a variety of topics, including strategies for collaborating with the Veterans Resource Center (VRC). We had one new member join the meetup. Library staff discussed the services available to him at the Veterans Resource Center as well as how to make an appointment with VSO. Participants also received flyers for upcoming VRC events in March. Participants were excited about the May movie program at the library and took the time to discuss the movie options and fill out the survey provided by library staff.

## **YOUTH SERVICES REPORT**

### ***Craft-tastic***

The library continued its monthly *Craft-tastic* program for families on the first Saturday of the month. During the program, children and parents are invited to explore their creativity through hands-on craft projects of varying levels of complexity. In alignment with the nature theme of the *One City, One Story* program, participants decorated painted wooden coasters and created three-dimensional paper groundhog silhouettes. The program encourages families to work together while allowing children to explore creativity and personal expression through art. A total of 160 children and caregivers attended the event.

### ***Storytime and Craft Corner***

During February, the Library's Storytime series continued to provide engaging early learning opportunities for young children and their caregivers. Through stories, songs, movement activities, and simple crafts, children ages 2–5 developed early literacy skills, language development, and social interaction in a welcoming group setting. The program also offers caregivers ideas and tools they can use at home to support early learning through reading and play. Storytime remains one of the Library's most popular youth programs and continues to serve as an important entry point for families to connect with library services. A total of 379 children and caregivers attended the event.

### ***Barks & Books***

The Library continued to offer its *Barks & Books* reading program during the month of February. This program provides children with the opportunity to read aloud to certified therapy dogs in a relaxed and supportive environment. In partnership with Love on a Leash and Therapy Dogs International, the program helps build reading confidence and fluency while reducing anxiety for emerging readers. The calm and encouraging presence of the therapy dogs creates a positive experience that supports literacy development as well as social and emotional growth. A total of 12 children and caregivers attended the event.

### ***Storytime with the Park Naturalists***

On February 14, the Monrovia Public Library collaborated with the Parks and Recreation division of Community Services to present *Storytime with the Park Naturalists*. The program featured hedgehog-themed stories, songs, and dances, along with a craft activity where children created paper heart-themed hedgehogs while learning about local wildlife. This partnership continues to enhance programming opportunities while strengthening collaboration within the community. A total of 40 children and caregivers attended the event.

### ***Pop-Up Makerspace for Kids***

The monthly *Pop-Up Makerspace for Kids* returned on February 9, offering children ages 6–12 the opportunity to drop in, experiment, and create using the library's makerspace cart. The cart includes building materials such as Magna-Tiles and KEVA Planks, general craft supplies, and specialized STEAM kits. This open-ended environment encourages hands-on exploration, creativity, and problem-solving while also promoting collaboration and social interaction. A total of 30 children and caregivers attended the event.

### ***Sensory Friendly Morning***

The library hosted a *Sensory Friendly Morning* on February 28 for neurodivergent children and their families. Children with sensory processing needs were invited to explore the library in a welcoming and supportive environment designed to meet their sensory needs. Participants enjoyed accessible crafts, sensory play activities, and the opportunity to check out books while socializing with peers. Attendance remained intentionally limited to maintain a comfortable and safe environment. A total of seven children and caregivers attended the event.

### ***Mini Lab: Toddler STEAM Activities***

*Mini Lab* for Toddlers took place in February and welcomed young children ages 2–5 and their families. During the program, participants explored introductory science concepts such as chemistry, dissolution, and chemical reactions through hands-on activities. The program encourages curiosity, creativity, and experimentation while helping young children develop early problem-solving and critical thinking skills. A total of 35 children and caregivers attended the event.

### ***Baby Storytime***

*Baby Storytime* continues to be a highly popular early literacy program for families with children ages 0–2. During February, families participated in songs, rhymes, stories, and interactive activities that support language development and early literacy skills. The program encourages caregivers to practice talking, reading, singing, writing, and playing with their children to support healthy early childhood development. A total of 315 children and caregivers attended the event.

### ***Video Game Free Play***

A *Video Game Free Play* program for elementary school-aged children was held in February. Participants enjoyed playing video games together while socializing with their peers in a safe and supervised environment. The program provides children with opportunities to build friendships and develop teamwork and social skills while engaging in recreational gaming. A total of 15 children and caregivers attended the event.

### ***LEGO Free Play***

The Library hosted one *LEGO Free Play* event in February. Participants used LEGO bricks to build creative structures while developing fine motor skills, concentration, and problem-solving abilities. The program also provided families with an opportunity to engage together while encouraging creativity and imaginative play. A total of 35 children and caregivers attended the event.

### ***Innovation Lab (Wow! That's STEM Partnership)***

The Monrovia Public Library collaborated with the nonprofit Wow! That's STEM to present innovative STEM programming in February. Participants explored STEAM concepts including design, engineering, and physics through hands-on activities. The program encouraged creativity, adaptability, and critical thinking while providing meaningful STEM learning opportunities for local youth. A total of 20 children and caregivers attended the event.

### ***Innovation Lab (MASA Partnership)***

The Library also collaborated with Monrovia High School's Math and Science Academy (MASA), to offer additional STEM programming in February. Through collaborative activities focused on design, engineering, and physics, participants strengthened problem-solving skills and explored real-world STEAM concepts. The program continues to expand access to STEM learning opportunities for children in the community. A total of 30 children and caregivers attended the event.

### ***Valentine's Day Treat Program***

The Library hosted a Valentine's Day themed treat-making program for children ages 9–14 on February 13. Participants created chocolate-covered strawberries using a selection of dark, milk, or white chocolate and decorated them with toppings such as sprinkles and nuts. While their treats cooled, participants also decorated wooden Valentine-themed bookmarks created using the library's Glowforge and acrylic paint pens. The program encouraged creativity while celebrating the holiday in a fun and interactive setting. A total of 24 children and caregivers attended the event.

### ***Teen Advisory Board (TAB) Meeting***

The February TAB meeting took place on February 2 in the Library Community Room and was led by the TAB Leadership Council. Teens received updates about volunteer opportunities and signed up to assist with Storytime craft preparation and the Library's Black History Month event. Members also planned upcoming TAB-led programs including Teen Game Night and Pop-Up Teen Makerspace. A total of 21 teens attended the event.

### ***Teen Activity Hour***

Following the TAB meeting, teens participated in *Teen Activity Hour* where they painted miniature canvases using acrylic paints to create landscape designs. The program provided teens with a creative outlet and an opportunity to socialize with their peers. A total of 10 teens attended the event.

### ***Teen Game Night***

*Teen Game Night* was held on February 20 in the Library Story Room. Teens enjoyed snacks while playing Nintendo Switch games, Beyblades, and board games. The most popular games of the evening were Smash Ultimate and Boomerang Fu. This TAB-led event provides teens with a safe and supervised space to socialize while developing teamwork and healthy competition. A total of eight teens attended the event.

### ***Pop-Up Makerspace for Teens***

The *Pop-Up Makerspace* for Teens was held on February 25 in the Teen Area. Participants used the portable makerspace cart to create beaded bracelets and custom pins. The program encourages creative expression while giving teens a space to connect with peers who share similar interests. A total of five teens attended the event.