



**CITY OF MONROVIA  
LIBRARY BOARD  
AGENDA REPORT**



DEPARTMENT: **Community Services, Library Division**

MEETING DATE: April 23, 2026

PREPARED BY: Kurt Gally  
Adult Services Supervisor  
Ginger Antunez  
Youth Services Supervisor

AGENDA LOCATION: CC-3

---

**ADULT SERVICES REPORT**

***Adult Programs***

On March 3, the adult craft was 3D cardboard landscapes to align with the final month of One City, One Story. Participants cut cardboard into mountain shapes, layered them, and painted them. Several people personalized their landscape by including a specific mountain or building, or taking inspiration from existing artwork. A total of 21 participants attended.

On March 6, the library held its monthly *Trivia Night*. This *Trivia Night* had attendees enjoying snacks and refreshments while answering various themed trivia 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 40 attendees.

On March 6, staff visited *Heritage Park Senior Apartments* for senior outreach. Eight residents participated in eight rounds of Bingo with one resident winning four times in a row. Staff assisted two residents with renewing their library cards, three residents with creating a library card, and two residents with setting up the Libby app on their devices. One resident shared that after they finished reading *The Bear*, they shared the book with their neighbor to read.

On March 10, staff hosted the second *Yarn and Fabric Hangout*. Five people attended; one used the sewing machine for a project, two brought knitting, and one brought embroidery. Another person stopped by briefly and expressed interest in attending future events; participants were also asking about when the next one would be. This program provides a space for shared interests, collaboration, and community building among local crafters.

On March 11, staff visited *Brookdale Senior Living* to facilitate a tech help session. Library staff provided personalized support to help the participant address a range of technology-related needs.

On March 17, staff hosted Dungeons & Dragons. Three separate games were run with one group playing a St. Patrick's Day themed game that referenced real locations in Ireland, such as Giant's Causeway. One group included players from last month's event continuing their campaign to hunt down mysterious cultists and the last group included beginner players who learned that it's a good idea to *avoid* fighting a dragon if one wishes to continue the adventurer's lifestyle. Six observers were content to watch the games and chat with each other. A total of 21 people attended this program.

**CC-3**

On March 24, the *Novel T's Book Club* met to discuss *Bel Canto* by Ann Patchett Coelho. The club is looking forward to next month's meeting where they will be discussing *Culpability* by Bruce Holsinger. A total of 12 attendees participated in this monthly program.

On March 27, staff hosted *Game Night for Adults*. Several attendees brought their own games to share with others such as Penguin Party, where you try to match penguins on an ever-growing penguin pyramid, and Castle Panic, where you defend a castle from hordes of goblins. Games played from the library collection included newly added Broadsiders, a pirate ship battle game, and Flip 7, a blackjack style card game. Others enjoyed racing in Mario Kart Worlds on the library's new Nintendo Switch 2 and trying out Batman Arkham on the Oculus Quest VR headset. A total of 16 people attended this program.

On March 28, staff hosted *Manga Munchies*, a cooking demonstration followed by hands-on participation. Attendees made onigiri (Japanese rice balls). They started by mixing their own tuna with Japanese mayo and soy sauce. Then, they added their tuna mixture to their rice and shaped it into a triangle. Afterwards, they could add furikake (Japanese seasoning) and wrap the ball with seaweed. There was a wide variety of unique rice balls thanks to the creative freedom participants had in making them. A total of 14 people participated.

### **Literacy Services**

In addition to hosting the weekly and bi-weekly programs of *News & Views*, *Word Workshop*, and *Literacy Book Club*, on March 14, two staff members attended the biennial Southern California Library Literacy network Conference (SCLLN) in Buena Park. Staff enjoyed workshops on subjects such as best practices for leading engaging conversation groups, arts-based approaches to literacy instruction, and suggestions for selecting and utilizing AI tools safely for literacy instruction. On March 21, staff provided *Families Read Together: Solar Party*, in partnership with the Old Town Sidewalk Astronomers and in conjunction with One City, One Story. This family literacy event included storytime, guided solar telescope viewing, and free books for the home library. In the month of March, a total of 82 learners and tutors participated in 12 programs.

### **Veterans Services**

During the month of March, the Veterans Resource Center (VRC) had a total of 196 interactions with veterans. County Veterans Service Officer (CVSO) 47; Veteran Peer Access Network (VPAN) 36; and VRC staff 113.

On March 12, the Veterans Resource Center (VRC) hosted a *Ceramics Workshop* for veterans, welcoming 17 participants for a fun and creative afternoon. Attendees had the opportunity to craft ceramic planters while enjoying each other's company in a relaxing and friendly atmosphere. It was a memorable event filled with connection, comfort, and shared enjoyment.

On March 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) and new programs veterans would like to see hosted by the VRC. Participants also received flyers for upcoming VRC events in April and were invited to the Community Picnic. The conversation focused on the May movie program at the library and the movies veterans would like to see screened there.

## **YOUTH SERVICES REPORT**

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

Staff continued the monthly family craft program held on the first Saturday of each month, inviting children and parents to engage in creative projects of varying complexity. In alignment with the nature theme of

*One City, One Story* programming and a local composting event, participants painted terracotta pots and rocks. The program encouraged parental involvement while supporting creative expression among children of all ages. A total of 160 participants attended.

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

On Saturday, March 14, staff collaborated with Recreation Staff to present the Storytime with Park Naturalists program at the library. The program featured green-themed stories, songs, and dances, along with information about local wildlife. The partnership is continuing to enhance community engagement, access, and shared programming opportunities. A total of 23 children and caregivers attended.

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

The library hosted *Sensory Friendly Mornings* on March 28 for neurodivergent children, including those with Autism Spectrum Disorder. Participants were invited to explore, play, and socialize in a supportive environment tailored to their sensory needs. Library services remained fully accessible, including book checkouts, adaptive crafts, and sensory activities. Pre-registration was encouraged to ensure comfort and safety, with walk-ins accommodated as space allowed. A total of two children and caregivers attended in March.

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

*Mini Lab* for toddlers continued to provide engaging, hands-on learning experiences for children ages 2–5 and their caregivers. The program introduced basic science concepts, including chemistry, dissolution, and chemical reactions, while encouraging exploration and experimentation. A total of 37 participants attended the program.

### ***Baby Storytime***

*Baby Storytime*, for children ages 0–2, featured songs, rhymes, stories, and interactive activities that support early language and literacy development. It also reinforced the importance of talking, reading, singing, writing, and playing as foundational skills, while providing a welcoming environment for families to practice them together. A total of 410 participants attended the March programs.

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

The *Video Game Free Play* program provided elementary school-aged children with a safe, engaging space to play and socialize with peers. The program fostered social interaction while offering a secure and welcoming environment appreciated by caregivers, supporting the library's commitment to access, technology, and community engagement. A total of 17 participants attended the program.

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

*LEGO Free Play* provided children and families with opportunities to build, create, and explore together through hands-on activities. The program supported the development of fine motor skills, creativity, concentration, and confidence, while encouraging social interaction and family engagement. A total of 55 participants attended the program.

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

In partnership with the local nonprofit *Wow! That's STEM*, the library offered innovative programming for children ages 6–11 and their families. Participants explored STEAM concepts, including design, engineering, and physics, while building creativity and problem-solving skills. A total of 16 participants attended the program.

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

The library also partnered with MASA, Monrovia High School's (MHS) Math and Science Academy, to provide engaging STEAM programming for children ages 6–11 and their families. Participants explored

concepts in design, engineering, and physics while developing critical and creative thinking skills. This ongoing collaboration supports the library's mission to expand access to educational opportunities within the community. A total of 130 participants attended the program.

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

The library's Storytime series continued to engage children ages 2–5 and their families through weekly sessions focused on early learning themes such as food, colors, shapes, and opposites. The program incorporated stories, songs, and interactive activities to support early literacy, language development, and social interaction, while providing caregivers with practical strategies to reinforce learning at home. Storytime remains a cornerstone of early childhood programming with consistently strong attendance. A total of 572 participants attended the program.

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

The Library's *Barks & Books* program provided children with a supportive environment to practice reading aloud. In partnership with *Love on a Leash and Therapy Dogs International*, participants read to certified therapy dogs, helping reduce anxiety and build reading confidence. The program also supported literacy development while promoting social and emotional growth. A total of eight participants attended the programs in March.

### ***Storytime in the Park (Spring Bunny Event)***

Staff presented Storytime in the park during the Spring Bunny photo event, offering families an opportunity to enjoy stories, songs, and movement in a relaxed outdoor setting. The program encouraged community engagement and extended outreach to families who may not regularly visit the library, promoting the joy of reading in a new environment. A total of 378 participants attended.

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

The TAB Leadership Council led the Teen Advisory Board (TAB) meeting that took place in the Library Community room on March 2. Members were informed about March volunteer opportunities and agreed to help with Storytime crafts and children's Spring Break events. The teens also committed to hosting two monthly TAB-led programs: Teen Game Night and a Pop-up Teen Makerspace. A total of 22 members attended the meeting.

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

At the *Teen Activity Hour*, held after the regular TAB meeting, teens made blackout poetry. Some of them submitted their designs for a *National Poetry Month* display in the teen area in April. A total of 12 teens attended this program

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

*Teen Game Night* was held on Friday, March 20, in the Library's Story Room. Teens participated in a variety of activities, including Nintendo Switch games, Beyblades, and board games, with Super Smash Bros. Ultimate and Boomerang Fu among the most popular. This TAB-led program encouraged peer engagement, with volunteers welcoming participants and facilitating activities. The program provides a safe, supervised environment that promotes social interaction, critical thinking, and positive competition. A total of six teens attended the program.

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

The *Pop-up Teen Makerspace* was held on Wednesday, March 25, in the Teen Area. Participants used the portable makerspace cart to create beaded bracelets, earrings, and custom pins. The program provided a space for teens to socialize and express creativity through hands-on activities. A total of nine teens attended the program.