

Board of Library Trustees

TO: BOARD OF LIBRARY TRUSTEES DATE: JANUARY 23, 2017

FROM: RIVERSIDE PUBLIC LIBRARY

SUBJECT: BEST BUY FOUNDATION GRANT AWARD IN THE AMOUNT OF \$7,500 TO

ENHANCE TECHNOLOGY PROGRAMMING

ISSUE:

Receive an update on the Best Buy Foundation Community Grant, in the amount of \$7,500, in support of the Library's Coding for All program and curriculum.

RECOMMENDATION:

That the Board of Library Trustees receive and file this report.

BACKGROUND:

The Library's codina program makes Scratch programming use of https://scratch.mit.edu/ which has the rare ability to teach teens the basic fundamentals of coding using a visual drag and drop application. Using laptops and Scratch, the Library offered a 6week course that progressively builds upon previous lessons, allowing participants to learn new and fundamental coding practices. By the end of the course participants were able to build a game and learn coding concepts such as Loops, If Statements, Logic Operators, and Integers. The target audience is youth ages 8 to 15. The program received great response from the participants and parents alike.

The Library's Scratch program is greatly enhanced through exposure and support received from Smart Riverside's Code to Careers program, including the sharing of information on Library programs to new target markets via coding clubs, educational organizations and social media.

DISCUSSION:

On September 27, 2016, the Library was awarded a Best Buy Foundation Community Grant in the amount of \$7,500 in support of the Library's Coding for All program and curriculum. Best Buy's Community Grants program supports programs that provide youth with access to new technologies and help them become interested and fluent in digital learning while developing skills to help better prepare them for future education and career success. Library team members Jorge Rocha and Karen Bracken worked with the Riverside Public Library Foundation Grants Committee to write and submit the grant.

The Best Buy Foundation Community Grant provides the funding to grow and enhance the program by acquiring some of the newest tech tools on the market, including iPads, Olloclips, Osmo Wonder Kits, 3D Doodler, and technology connected robotics.

The addition of these new tools will open the doors to new curriculum to expand the target age group and build upon existing Scratch programming. The Library's vision is to have all library locations be hubs for learning the newest concepts in technology.

On November 15, 2016, the City Council accepted the grant award and appropriated \$7,500.

FISCAL IMPACT:

The total fiscal impact is an increase in revenue in the amount of \$7,500 and appropriation of expenditures in the same amount. There are no matching funds required.

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