

# YOUTH SERVICES NARRATIVE

OCTOBER 2016

October was a relatively quiet month, compared to the hectic summer months followed by the Solanco Fair. I did 17 child programs, 6 family programs, and 4 teen programs, with a total attendance of 254 people for the month. I did two outreach story times at preschools, as well as an outreach at the Moove-In Fall Fest, which was poorly attended owing to the rain and cold. I was not able to attend Haunted Hallways, but Stacy Shelton took some library materials that were made available at her station. I am pleased with the continued, steady attendance at my teen programs, and saw several new faces both at Anime and Teen nights.

I met with Brad Thorne at Wrightsdale Baptist (one of our Solanco Family Life Network partners), concerning some partnership ideas. We are doing a trial run of his program, Gamecraft, at the November Lego club. We're calling this smaller version "Gamecraft Mobile," and it's devoted to feeding kids' creativity by having them design and create their own games using whatever materials are available. The goal is to see if there is enough interest to run a regularly-scheduled Gamecraft program here at the library. Brad, Raeanne from Solid Rock, and I are also working on a possible Lego Convention, to be held in one of the school gyms, in January. The details have not been worked out yet; it is a work in progress.

This month, I connected with the Art Department of the Solanco SD, to coordinate both student exhibitions in the library, as well as to discuss possible programs and initiatives that we can partner on. We met at the end of the month, and decided to run a joint Artist Trading Card program. Artist trading cards are small pieces of art that you make, then you bring them to a common location—in this case, the library—to trade a piece of your art for someone else's. My teens were already planning to make collages in November, so I plan to launch the ATCs there, as well as create a station in the library.