

## PLP Innovation and Technology Opportunity Grant Program Application

Library Name:

Project Title:

Select category you are applying under:

- Category A: Innovation and Technology Opportunity Grant
- Category B: Grant Replication Program

If Category B is selected, enter the name of the grant you are replicating:

CSUMB Library Makerspace Maker Kits

1. Please provide a one paragraph project summary.

San Mateo County Libraries provide an inclusive, equitable, and vital community hub for hands-on learning. However, due to the continuing COVID-19 safety guidelines, the libraries will only be able to offer limited in-person programming opportunities to youth and families this fall. The take-home STEAM Kits would provide an assortment of materials for activities previously accessible in person pre-COVID-19 and would allow families to safely “make together” at home throughout the fall. These STEAM Kits would provide sample materials for a variety of projects ranging from art to engineering and include printed tutorials that relate to the materials provided with links to supplementary online resources. Kits will be distributed via library curbside service while supplies last and are essential to our fall programming to provide safe programs for youth to learn and engage. These kits will be offered as a supplement to free virtual programs and limited in-person programs provided by the library. The purpose of the STEAM Kits is to increase family access to and engagement with library programming.

2. Explain how this project fits with the library’s strategic directions.

San Mateo County Libraries Strategic Plan aims to ignite growth through transformative experiences. The STEAM Kits support the strategic direction of San Mateo County Libraries in the following ways:

- Spot opportunities to deliver services beyond buildings
- Deliver an easily accessible and rich online experience

- Engage children and families in high quality, research-based learning experiences
- Develop creative programs and services that have measurable results
- Grow a culture of learning and participation
- Employ resources in new ways to ensure equitable access

3. Please provide a detailed description of the proposed project including the population served and the demographics of that population.

San Mateo County Libraries provide opportunities for youth and families to engage in hands-on learning opportunities in addition to access to books, DVDs, online resources, technology and other physical & digital materials.

STEAM Kits would provide families with equitable access to library programming. The contents of the STEAM Kits would be samples of STEAM materials readily available and frequently used in the library during pre-COVID-19 in-person programs. The kits would additionally include bilingual printed tutorials to provide library services for those with limited access to the internet. The kits will be tailored to all skill levels through the use of printed tutorials and other resources. Ultimately, STEAM Kits would allow hands-on activities – the essence of the library – to be accessed safely during the pandemic. The population served by the STEAM Kits are youth and families who reside in the communities surrounding our libraries.

San Mateo County Libraries 351 square mile service area is comprised of the communities of Atherton, Belmont, Brisbane, East Palo Alto, Foster City, Half Moon Bay, Millbrae, Pacifica, Portola Valley, San Carlos, Woodside, and the unincorporated areas of the county. Approximately 283,000 people live within the boundaries of our service area and 18% of the total population in our service area is under 15 years old. The demographics of the service are 48% white, 22% Asian, 22% Hispanic/LatinX, 4% multiracial, 2% black and 1% Native Hawaiian/Pacific Islander.

4. What are the goals and objectives of the project?

**Goal:** Provide hands-on programs for youth and families to participate in safely from home

**Objectives:**

- Provide equitable access for youth and families to supplies, workshops, and related support services that would remain relevant after transitioning back to relative normalcy

- Allow exploration and experimentation of materials on an individual level
- Open up collaborative community endeavors through networking as part of an online community of Makers
- Empower youth and families to proactively further their interdisciplinary education
- Cater to youth and families across multiple disciplines and skill levels

5. Please include your project timeline (include detail of activities).

September 2021: Grant notification

September 2021: Kit registration available

October 2021-December 2021: Kit supplies packaged and distributed

December 2021: Kit follow up survey emailed to assess success of kits.

January 2022: Feedback from survey analyzed in preparation for new kits (Spring 2022)

6. Please indicate how you will evaluate success of your project.

San Mateo County Libraries uses data to evaluate the efficacy of its programs and services. SurveyMonkey surveys will provide a data-based means of tracking quantitative information on the population being served by the STEAM Kits over the course of Fall 2021. Follow up SurveyMonkey surveys will be emailed approximately two months after participants receive the kits to assess their qualitative experience. Data will be collected and analyzed, and the surveys will collect additional feedback that will be incorporated into future library programming. Outreach campaigns will be expanded to target any missed populations.

7. Please detail your project budget. (Note: Indirect costs are not allowed).

Each STEAM Kit costs approximately \$8. For \$10,000 the San Mateo County Libraries can provide 1,250 STEAM Kits for youth and families.

Total Cost 1250 Kits	Per Kit	Total
STEAM Kit	1250 x \$8	\$10,000

8. Please indicate how the project will be sustained after the grant term is over.

Pending success, STEAM Kits will remain a feature available to youth and families as a means of both outreach and equitable access to supplies throughout the pandemic. San Mateo County Libraries has funding for programs that could be reallocated to fund take-home STEAM Kits in the event that we are unable to return to normal in-person programs in 2022.

**Complete Only for Category B Grants:**

9. Explain what grant was selected to replicate and why.

This grant was selected because we piloted this type of kit through a sponsorship last year during March and an LSTA grant over the summer. We are really excited to try this during the fall and provide educational experiences for our youth in a safe way.

10. If there are changes or enhancements to the original grant, including budgetary changes, please detail the changes and your rationale for making them.

The main change for the kits in this grant is the quantity and cost per kit. Over our pilot phase last year, we noticed that the costs of materials were around \$8 per kit. We secured these materials through bulk purchasing and education supply groups like RAFT (Resource Area for Teachers). We also increased the number of kits. With the number of children in our service area and that youth can pick up during our curbside hours at 13 locations, we felt the need to increase the number of kits to provide.