

Summer Reading 2017 Reading by Design: The Summer of STEAM

Reading over the summer preserves the progress that students have made in the preceding school year and studies show that those students who read recreationally outperform those who don't. The library's summer reading program offers students these benefits and the opportunity to pursue their own interests. This year, the library offered Kick-off Shows with Luce Puppets, gaming days (plugged and unplugged), craft days, music and encounters with reptiles and raptors. STEAM activities connected concepts related to Science, Technology, Engineering, Art, & Math in fun and sometimes silly ways.

This year, the Summer Reading Program introduced a completely online registration system for the Summer Reading Challenge and chances to win a Chromebook & STEAM Kit. It was a great success in comparison to previous years!

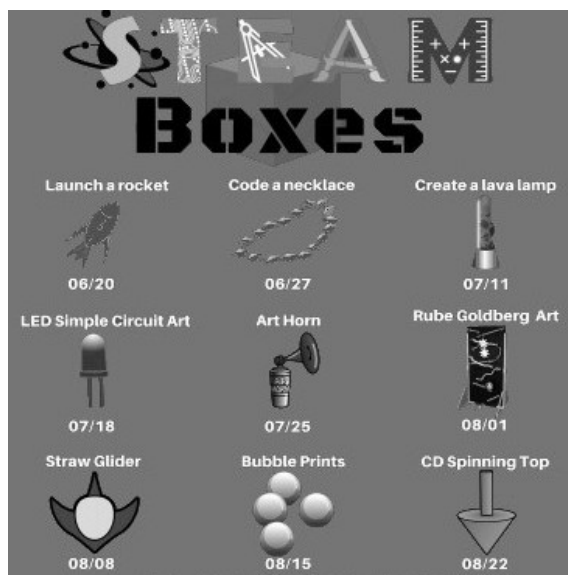
Adults could also register online to post entries of the books they read over the summer, have their initials displayed on a leader board inside the library and earn a chance to win host of fun prizes. This year saw a record turnout of adults through the library system reading and posting -- 1,385 book entries by 204 unique adults participating.



Foster Library had a 94% percent increase in online summer reading participation. Foster Library held 169 total events with 4514 in attendance. The library continued to receive tremendous attendance from the local girls club down the street from the library. Also, this year the library had a strong presence at the schools with promoting Summer Reading. The Library LAB Makerspace was able to 3D Print nearly 150 objects for the public.

Avenue Library had a 96% percent increase in online summer reading participation. Avenue Library held 81 total events with 1042 in attendance. The library continued the partnership with the local schools and Boys and Girl Club. Molly Krill, the branch manger of the library, contributed greatly to the success of the Reading Program by bringing more event attendance than ever.

Saticoy Library had a 92% percent increase in online summer reading participation. Saticoy Library held 99 total events with 1231 in attendance. The library continued the partnership with the local schools and Boys and Girl Club. The branch manager of the library, Molly Krill, was proactive in advocating for the library's Summer Reading events and received phenomenal attendance numbers.



Molly writes: "This summer, Avenue and Saticoy Libraries hosted hundreds of children from the local community for special events celebrating our summer reading challenge. In addition, we turned our libraries into STEAM centers by teaching kids how to design and engineer rockets, explaining the chemistry behind lava lamps, and combining the principles of gravity, velocity, and momentum with art to create Rube Goldberg contraptions, among many other projects. Avenue and Saticoy librarians also ventured out into the community to host 3D printer workshops at the Robert Addison Boys & Girls Club and at Rio del Mar Elementary School.

The teens learned how to design 3D objects using Tinkercad software and then realized their designs with the library's 3D printer. It was a great way to teach design, prototyping, and engineering principles, as well as to engage teens and turn them onto the Avenue and Saticoy Libraries. With an average of 20 teen participants each day over three days, it was one of our best young adult outreach efforts this year."