



**STRATEGIC PLAN
FY16 - FY19**

Approved September 22, 2015

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Introduction

Strategic planning is the systematic process of envisioning a desired future and translating that vision into broadly defined goals and potential activities to achieve them. The strategic plan is meant to be a roadmap for the library to provide the services that the community needs and wants. The ultimate goal of the plan is to enhance the reputation of EODLS by providing, improving and innovating services that will ensure that the library is a highly regarded, thriving part of the community.

Background

The system last completed a full strategic plan in 2012, which was in effect from FY12–FY15. The new plan will cover FY16-FY19.

Donna E. Fletcher Consulting, Inc., a professional market researcher and strategic planning facilitator, was hired. Ms. Fletcher specializes in creating data-based strategic plans for libraries. The planning process started in April and was completed in September 2015.

Approach to Planning

The library used a data-gathering process to inform the strategic plan, which included:

- A patron survey was conducted in the 15 branches to determine usage, perceptions of the library, satisfaction with the library and interest in potential new services. 1,598 usable questionnaires were collected.
- A community survey was distributed outside of the library. Questionnaires were provided at 40 locations in the communities and five spring festivals and focused on reasons for not using the library and interest in new services. 710 usable questionnaires were completed.
- A Board of Trustees input session to gain their perspective on the library.
- Telephone interviews of 27 community stakeholders.
- Two half-day meetings with branch managers and system staff. Discussions included the strengths and weaknesses of the libraries, service initiatives and goals for the plan.
- Off-site meetings with managers at the individual branches to create potential activities for the plan.

Community Assessment of the Library

All EODLS libraries enjoy a very good reputation and frequent visits. The majority of patrons completing the survey (87%) reported that they were entirely satisfied with the library. The average number of annual visits per patron completing the survey is 47.

The patron survey indicates the strengths of the library are helpful staff, obtaining books from another library, inside appearance of the library, WiFi and computers in the library and children's services (programs, books, areas). Less strong are books for adults, adult programs and publicizing of the library. The majority of patrons find the most important attractions to be long-term, traditional services:

- Comfortable, quiet areas in the library for reading, study and work
- Bestsellers and other popular books, and movies for enjoyment
- Books of other materials of educational value and interest to adults
- Books, materials and programs for children, and a library area for them

For future services, there is moderate interest among patrons for:

- Local/historical programs
- Instruction using computers
- Programs for families
- Job assistance
- Makerspaces
- STEM classes for students

Non-users generally do not use the library because they obtain materials outside of the library (e.g., buy/rent/stream movies, books and music) and are apathetic toward the library (e.g., don't read much, don't have a library card, have other interests). There is nothing about the library buildings and services that discourage non-users from using the library.

The most desired services for non-users are programs for children and availability of WiFi at the libraries.

Source: 2015 EODLS Patron Survey and Community Survey

Stakeholders identified a number of the libraries' strengths:

- Excellent, helpful staff
- Great programs and summer reading for children
- A place for children to visit after school
- Access to free WiFi
- Obtaining books from other libraries

They suggest range of library improvements:

- More publicity about library services
- More visibility in the community
- Maintain, develop and improve community and school partnerships
- Find and go to places to reach residents who do not use the library
- More adult programming
- Enlargement and renovation of library buildings

Source: Stakeholder Telephone Interviews

Budget and Revenue

The library's fiscal year runs from July 1 through June 30. The budget for the current fiscal year (FY 16) is \$5,295,928.

- 76.9% of total revenue for FY16 is from ad valorem property taxes
- 16.4% of total revenue for FY16 is from carryover
- 6.7% of total revenue for FY16 is from interest, grants and miscellaneous sources

Mission and Vision Statement

Eastern Oklahoma District Library System welcomes and supports all people through equal access to information and quality services that build on traditions of the past and innovate for the future in pursuit of enhanced quality of life.

The vision for EODLS is:

- 1 Common mission
- 1 Common service
- 1 Dynamic library

Service Initiatives, Goals, Potential Activities and Outcomes

The strategic initiatives, goals, potential activities and outcomes are based on the data-gathering process and are the core of the strategic plan.

Service Initiatives

The service initiatives guide the library's actions in allocating financial resources and staff time. They do not eliminate efforts in other areas, but they receive the most focused attention of all the activities we undertake for the next four years. These initiatives are based on the data gathered through the patron and community surveys, stakeholder interviews and meetings with branch managers and support staff.

- A. Reading, viewing and listening for pleasure and learning
- B. Educational assistance for all students and learners
- C. Comfortable spaces
- D. Support technology
- E. Increase marketing
- F. Improve system organization

Goals

Goals are designed to focus on what the community receives and not on the resources the library needs to deliver the service. Goals include the identity of the target user and how that user will benefit from the services identified.

Potential Activities

Potential activities are meant to illustrate possible actions the library will complete in order to meet the goals of the plan. Activities listed under a specific branch may be completed by additional branches throughout the planning period.

These potential activities are not intended to be absolute or inclusive but rather realistic suggestions that reflect the current library environment. As the environment evolves and more information is discovered during the research phase of each activity, changes are possible. The aim of the activities is to meet the identified goals.

Outcomes

Outcomes are the way the library will measure its progress toward reaching goals. Patron surveys will measure and evaluate the outcomes.

I. EODLS All Branches: Service Initiatives, Goals, Activities and Outcomes

Service Initiative A: Reading, viewing and listening for pleasure and learning

Goal A1: Patrons will find a variety of new and popular materials in numerous formats through the library for reading, listening and viewing pleasure.

Potential Activities

1. Implement a regular weeding procedure to discard dated materials and replace with new and popular materials as they become available.
2. Create promotions for new materials, such as placing displays in high traffic areas and posting to social media.
3. Develop new ways to place holds on materials to enable patrons to receive the desired items more quickly (e.g., provide lists of upcoming releases to allow patrons to place holds earlier).
4. Expand popular collections with non-traditional items such as cooking equipment, gardening tools, fishing poles, power tools, sewing machines and video games.

Outcomes

1. Patrons will agree that the popular materials collection has been improved.
2. Patrons will agree that new ways of placing holds is resulting in getting the desired popular materials more quickly.

Goal A2: Patrons will discover a variety of programs to meet their educational and entertainment desires.

Potential Activities

1. Seek out new program partners/supporters to increase community participation and provide off-site programs.
2. Develop a consistent schedule for storytimes every week from September through April.
3. Provide information about library programs to local newsletters and social media.

Outcomes

1. Patrons will agree that they learned from the new programs and became more aware of some issues in their community.
2. Parents and caretakers will agree that the storytimes are educational and fun for their children.

Service Initiative B: Educational assistance for all students and learners

Goal B1: Educators will receive targeted outreach from the library to fit their needs and interests.

Potential Activities

1. Contact school superintendents before classes begin to discuss opportunities to meet with teachers and librarians at the library or the schools (e.g., consider hosting a breakfast or lunch meeting).
2. Obtain email addresses of appropriate school administrators, teachers and librarians.
3. Create a professional flyer, brochure, or bookmark listing EODLS eMaterials and databases available to all residents and schools and email them to superintendents, principals, teachers and librarians throughout EODLS.
4. All branches will visit several schools to promote OLA Sequoyah books.
5. Develop an assignment alert form that can be faxed or emailed to the library.
6. Create a packet/DVD/YouTube video for educators about library resources.

Outcomes

1. Superintendents, principals, teachers and school librarians will agree that they are more aware of applicable resources and services provided by the library.
2. Superintendents, principals, teachers and school librarians will agree that the library has helped the schools by providing materials and programs for the schools.

Goal B2: Learners will have materials and programs that stimulate their imagination and increase their knowledge.

Potential Activities

1. Focus on patron-driven selection, by creating and implementing print and online suggestion forms so that patrons may request specific materials by title, author, subject or format.
2. Provide STEM and STEAM programs to children and teens.

Outcomes

1. Patrons will agree that the library offers materials that are relevant and desired.
2. Teens will agree that the STEM/STEAM programs are useful and interesting.
3. Patrons with children under 10 will agree that STEM/STEAM programs are educational and interesting.

Goal B3: Pre- and emergent readers will find and have access to appropriate materials, activities and spaces to support their developing oral language and print literacy.

Potential Activities

1. Develop manipulatives collections.
2. Create library videos and post to appropriate electronic and social media, demonstrating reading aloud to children of different ages and explaining the benefits to parents.
3. Offer family-focused early literacy events that support how children play, discover and learn.

Outcomes

1. Patrons will have learned something new that they can share with their child or children.
2. Patrons will be more aware of early literacy resources and services provided by the library.
3. Patrons will agree that they spend more time with their children such as reading, singing, talking, writing, playing.

Service Initiative C: Comfortable spaces

Goal C1: Visitors entering the library will discover welcoming spaces to pursue their interests in comfort.

Potential Activities

1. Evaluate the library collections, shelving, and other furniture to ensure maximum usage of the space for current needs and future changes in services.
2. Weed and de-clutter spaces.
3. Provide more chairs and small tables or lap desks for laptops and other mobile devices.
4. Explore purchasing outdoor furniture for Wi-Fi users' comfort.
5. Install professional signage throughout the library buildings.

Outcomes

1. Patrons will agree that the library is more welcoming, functional and comfortable.

Goal C2: All visitors will have access to amenities to enhance their experience in the library.

Potential Activities

1. Provide a coffee and tea bar in each branch.
2. Promote use of the meeting room in the branches.
3. Increase storage for the library.

Outcomes

1. Patrons will agree that the library is providing more amenities and opportunities to use the meeting room.

Service Initiative D: Support technology

Goal D1: Patrons will have use of current technology through the libraries.

Potential Activities

1. Select and budget for technology purchases (e.g., iPads, tablets, Chromebooks).

Outcome

1. Patrons will become more knowledgeable about current technology.

Goal D2: Patrons will receive assistance with technology.

Potential Activities

1. Update technology classes to include ones on social media (e.g., Facebook, Pinterest) and popular trends in technology.
2. Create, market, and post to YouTube videos demonstrating the use of a variety of electronic devices and programs, including EODLS e-resources.
3. Place training videos and worksheets on the desktop computers.
4. Each branch will compile a "User's Guide" to various technology from information created by IT staff.
5. Provide appropriate instruction for personal digital devices (e.g., classes, Book A Librarian).

Outcomes

1. Patrons will feel more knowledgeable about and more comfortable with using digital resources.

II. EODLS Support Staff: Service Initiatives, Goals and Potential Activities

Service Initiative A: Reading, viewing and listening for pleasure and learning

Goal A1: Patrons will find a variety of new and popular materials in numerous formats through the library for reading, listening and viewing pleasure.

Potential Activities for Support Staff

1. Send weeding lists to branches on regular basis.
2. Alert branches when popular titles have been entered in the catalog.
3. Catalog non-traditional collections.
4. Provide reports to ensure that the ordering budget supports high circulating collections.
5. Technical Services staff will visit branches each year to assist with collection maintenance.

Goal A2: Patrons will discover a variety of programs to meet their educational and entertainment desires.

Potential Activity for Support Staff

1. Assist with creating library programming in social media.

Service Initiative B: Educational assistance for all students and learners

Goal B1: Educators will receive targeted outreach from the library to fit their needs and interests.

Potential Activity for Support Staff

1. Assist in creation of professional flyers, brochures, and bookmarks listing EODLS eMaterials and databases available to all residents and schools.

Goal B2: Learners will have materials and programs that stimulate their imagination and increase their knowledge.

Potential Activity for Support Staff

1. Provide interlibrary loan service so patrons can request specific materials by title, author, subject, or formats that are not System owned.

Goal B3: Pre- and emergent readers will find and have access to appropriate materials, activities and spaces to support their developing oral language and print literacy

Potential Activity for Support Staff

1. Assist in creation of library videos and post to appropriate social media.

Service Initiative C: Comfortable spaces

Goal C1: Visitors entering the library will discover welcoming spaces to pursue interests in comfort.

Potential Activity for Support Services

1. Assist in evaluation of library collections, shelving, and other furniture to ensure maximum usage of the space for current and future changes in services.

Goal C2: All visitors will have access to amenities to enhance their experience in the library.

Potential Activities for Support Services

1. Purchase and install charging stations in each branch.
2. Provide data storage devices for patrons.
3. Support printing from personal devices.

Service Initiative D: Support technology

Goal D1: Patrons will have use of current technology through the libraries.

Potential Activities for Support Services

1. Investigate, extend and stabilize Wi-Fi coverage.
2. Purchase technology equipment
3. All IT support staff will visit one branch each month to provide appropriate maintenance on equipment and software.

Goal D2: Patrons will receive assistance with technology.

Potential Activities for Support Staff

1. Assist in creating, marketing and posting videos online (e.g., YouTube) that demonstrate usage of varied digital devices and programs, including EODLS e-resources.
2. Provide a "User's Guide" to various technology from information created by IT staff.
3. Provide regular staff training on current technology.

Goal D3:

Potential activities for Goal D3 are different among branches. Please see EODLS Branch Activities in Section III.

Service Initiative E: Increase marketing

Goal E1: Residents in the EODLS will discover library services of interest to them through a comprehensive marketing program.

Potential Activities for Support Staff

1. With assistance from a professional marketer, create a marketing plan that includes new branding for the System and a style guide for writing copy and developing visual images (e.g., logos, fonts).
2. Create a marketing budget.
3. Design a brochure that features services and amenities available to all cardholders.
4. Train every staff member to be a marketer.
5. Produce professional external and internal signage for each branch.

Goal E2: EODLS online visitors will experience professional and user friendly access to library information and resources.

Potential Activities for Support Staff

1. With assistance from a professional web designer, create a new web presence for the System that will include a new website, access to the new catalog features and branch information.
2. Update social media sites daily.
3. Promote using System databases from off-site locations, e.g., at home, at work.

Service Initiative F: Improve system organization

Goal F1: EODLS Residents will find an efficient and effective public library system.

Potential Activities for Support Staff

1. The System will use financial resources to provide quality library service.
2. Business office staff will visit branches each year to assist with inventory and local fund accounting.
3. Staff will be hired, trained, evaluated and paid an appropriate wage.
4. Policies and procedures will be continually updated to provide guidelines for professional library operation.

III. EODLS BRANCHES: SERVICE INITIATIVES, GOALS AND POTENTIAL ACTIVITIES

Service Initiative A: Reading, viewing, listening for pleasure and learning

Goal A1: Patrons will find a variety of new and popular materials in numerous formats through the library for reading, listening and viewing pleasure.

Potential Branch Activities

Potential activities for Goal A1 are the same for all branches. Please see EODLS All Branches Activities in Section I.

Goal A2: Patrons will discover a variety of programs to meet their educational and entertainment desires.

Potential Branch Activities

CC

1. Partner with local artists to develop a TeenArt program
2. Provide a WRP (Winter Reading Program) for adults.
3. Provide a summer job readiness program for teens.

EU

1. Target under-served populations by requesting suggestions for programming and scheduling such programs at convenient times for the population.
2. Provide a community connection for teens through regular programming on the design, creation, editing, and posting of videos regarding various community events and interests.
3. Create a regular, weekly after-school program schedule to include a range of interests for elementary ages.

Gb

1. Parents of preschool children will find a monthly book club of new or popular material while their children play with toys or Legos.
2. Teens and adults will find programs on how to create their own costumes, Christmas gifts and soap making.

HA & WR

1. Offer programs to expand adults' understanding of different cultures by exploring topics such as dance, music and food.
2. Start a digital book club for teens.

WR

1. Provide programming for daycare and Head Start centers.

HB & KS

1. Create new programs for:
 - a. Adults: Bad Art Night, Library Staycation
 - b. Teens: Jedi Academy, Minecraft at the Library. For Minecraft, reserve computers on specific day and time for gaming and have volunteers providing assistance.
 - c. Children: A book outdoor "scavenger" hunt with activities related to the book, *1000 Books Before Kindergarten*.
 - d. Family: Screen Free Week.
2. Provide additional programs: Money Smart Art Fair, Gingerbread House Workshop and Reading Rampage.

JA

1. Develop new creative programs such as a photography contest or a writing contest for teens or adults.

MU

1. Develop programs for adults including music, art and creative writing and poetry.
2. Hold basic music and art sessions: drawing, charcoal, pastels, instrumental, vocal (acapella, barbershop, harmonizing), mountain dulcimer group.
3. Provide cultural and religious traditional holiday programming.
4. Partner with Junior Achievement, Boy Scouts and Girls Scouts to develop youth programs.
5. Offer financial planning workshops for teens and adults during Smart Money Week.
6. Host makerspace workshops in bike repairs, sewing, robotics and cooking.
7. Provide Zumba and other exercise classes for adults, teens and children.
8. Share traditional skills programs about making butter, biscuits, pies; sewing and embroidering, knitting and crocheting.
9. Develop focused storytimes for special needs children.
10. Offer "Grow your own Food" focusing on organic gardening.
11. Expand video game events.
12. Create programs for children reading to older adults and older adults reading to children. Consider using heritage materials for these programs.

MD & SA

1. On a weekly basis, provide experiences and skills to babies, toddlers and preschoolers for school readiness. The programs will be based on ECR2R and Mother Goose principles and will offered in the library and local child care facilities.
2. Preschool storytimes will have at least one diverse cultural program each month, including music, dance, food or folktales.
3. After school exploration will include at least one cultural program each month.
4. Adult programs with a multi-cultural focus will include music, food, history, art, genealogy, or crafts.

SA

1. Create, foster and adopt book clubs for all ages by providing suggested subject and title lists.

ST

1. Adult Program: Create a series of programs to be presented in the evening to showcase artists, musicians and authors, such as Second Thursday with the Arts.
2. Provide Mad Science for Adults.
3. Teen Program: Host a Game Day with board games, Xbox, PlayStation games or Dungeons and Dragons.
4. Teen Program Series: Create a YouTube Channel for fun and profit; Photoshop; Video Editing; Graphic Art on the Computer; Creating an App.

TA

1. Adults: Develop programs based on those suggested on previous program evaluations.
2. Children: Create programs that focus on a specific literary genre and interactive activities that complement the chosen genre.

WE

1. Host a current young adult author via Skype or Hangout.
2. Host a reading event with a children's author.

Service Initiative B: Educational assistance for all students and learners

Goal B1: Educators will receive targeted outreach from the library to fit their needs and interests.

Potential Branch Activities

CC

1. Collaborate with the school superintendent to present four STEM or STEAM programs for grades 7-12 in the school.

MU

1. Library personnel will attend staff development days at local schools.
2. Take laptops to housing sites to work with parents on computer literacy.
3. Invite history teachers to tour the Genealogy and Local History Department and to learn about the available services.

MD & SA

1. Create an educator request form. With at least a three week notice, the staff can gather the materials from the shelves or order from other branches, research appropriate databases and notify the educator that the items are ready for pick up.

ST

1. Purchase *Tumblebooks* and show teachers how it can be used in the classroom as extra practice, reward or other activity.

TA

1. Attend a special program or event at area schools to inform families about library resources and make application for library cards available.
2. Library personnel will present information about the library at school professional days.

WE

1. Partner with a local school to apply and participate in Century 21 Grant to provide afterschool services.
2. Participate in Back to School events.
3. Provide AP books requested by teachers for class projects.

Goal B2: Learners will have materials and programs that stimulate their imagination and increase their knowledge.

Potential Branch Activities

GR

1. Investigate ways to support the “Reading Counts” program,

HA

1. Library will hold a Back to School Bash and hand out bags with basic school supplies donated by Friends of the Library.

JA

1. Develop a new creative program such as a photograph or a writing contest.

MU

1. Offer a Hack-A-Thon event for the community.
2. Organize a Maker Fair.

MD & SA

1. Host Family Literacy Nights to encourage parents in their role as the child’s first teachers. Topics will include phonics, counting, science, rhythm, and rhymes in everyday life.
2. Create programs and resources for fine arts exploration including poetry slams; music, drama, and dance presentations; visual arts and fabric arts.
3. Partner with local schools and FOL and host a “Your Child Needs to Do a Science Fair Project?” workshop for parents and students.
4. Host a local area science fair for public, private and homeschool students.

ST

1. Showcase crossover material and programs that enhance classroom experiences.
2. Partner with businesses to show teens the education needed for various career paths.

TA

1. Explore how to create and maintain a library and school book club partnership.

WE

1. Provide quarterly programs for designated age groups to emphasize EODLS databases.
2. Promote activities to prevent student “Summer Slide.”

Goal B3: Pre- and emergent readers will find and have access to appropriate materials, activities and spaces to support their developing oral language and print literacy

Potential Branch Activities

CC

1. Invite parents to participate in the program “1,000 Books Before Kindergarten.”

HA

1. Expand the easy reader collections.

HB

1. Create spaces for early literacy: magnet boards, literacy centers.

JA

1. Promote the picture book collection with corresponding DVDs to parents, daycare providers, and educators working with Head Start, kindergarten and elementary classes.

KS

1. Create programs for reluctant readers.

MU

1. Offer an animated virtual story time or podcast storytime.
2. Create a defined space for parents/caregivers to interact with their children to share library resources.
3. Increase usage of the interactive smart board, including inviting various groups (e.g. daycare groups) to demonstrate the board.
4. Provide a bilingual storytime.
5. Revitalize parenting education classes.
6. Develop parent-led storytimes.

MD & SA

1. Encourage the use of “1000 Books before Kindergarten” by preparing reading logs with prizes for parents and children.
2. Partner with schools, homeschool parents and Cherokee Nation Early Childhood Education programs to promote the usage of library resources for early childhood literacy assistance.

ST

1. Clearly label beginning reader books.

TA

1. Create an early literacy area with active learning components that support oral language and print literacy.
2. Create a video “tour” of the early literacy area and post on Facebook.

WR

1. Reorganize the children’s area to create space for early literacy.

WE

1. Introduce “The Very Ready Reading Program” at area Head Start locations.

Service Initiative C: Comfortable spaces

Goal C1: Visitors entering the library will discover welcoming spaces to pursue their interests in comfort.

Potential Branch Activities

EU

1. Renovate the meeting room to provide a more attractive space for programs and meetings, including flooring, storage space, signage, and updating the kitchen area.

GR

1. Update children’s area with new carpet.
2. Replace toys in the children’s area.
3. Explore interest/funding for new computer lab space.

HA

1. Create a teen area.

JA

1. Create a long term plan with city and county officials to improve the library’s parking lot.

KS

1. Purchase external signage.

MU

1. Create a library map that highlights seating areas, and distribute it with new library cards and on brochure tables.
2. Control library temperature.
3. Create book nooks in reading and seating locations throughout the building.
4. Explore possibilities of creating new building or adding onto the existing building.

MD & SA

1. Purchase functional, comfortable chairs for the computer area.

SA

1. Purchase a school skills panel and mount on wall in the children’s area.

ST

1. Re-upholster existing chairs to update appearance.
2. Repaint entire library.

TA

1. Add endcaps and signage to shelves on the 3rd floor.
2. Purchase interchangeable wall decorations to enhance children’s area.

WR

1. Eliminate library flooding.

WE

1. Create a teen space.

Goal C2: All visitors will have access to amenities to enhance their experience in the library.

Potential Branch Activities

GR

1. Provide carts for patrons to use as they select material.
2. Explore interest and funding for a larger program room or a makerspace.

HA

1. Each month allow crafters or hobbyists to use the meeting room.

HB

1. Evaluate moving the circulation desk.

MU

1. Create an Information center near the entrance to promote library and community activities.
2. Explore the possibility of an electronic sign outdoors.
3. Allow patrons to use debit or credit cards for copy machines and printers.

MD & SA

1. Create a public office supply area consisting of a stapler, scissors and a paper cutter near a public copier.

MD

1. Create a non-digital game center in the teen area.
2. Create a block and puzzle center in the children's area.
3. Provide space for groups with specific hobbies to meet (e.g., knitting, genealogy, board games, dominoes) on a regular basis.

ST

1. Use the meeting room for quiet work areas when it has not been reserved for other activities.
2. Survey patrons about having quiet instrumental background music.

TA

1. Offer board games for in-house use.

WR

1. Provide space for groups with specific hobbies to meet (e.g., knitting, genealogy, board games, dominoes) on a regular basis.

WE

1. Purchase new software and recruit teens to create and program messages for the outdoor sign.

Service Initiative D: Support Technology

Goal D1: Patrons will have use of current technology through the libraries.

Potential Branch Activities

Gb

1. Library will periodically promote "Chromebook Day" at the library and have staff available for instruction.

GR

1. Explore adding a 3-D printer.

MD & SA

1. Add a scanner for public use attached to a public access computer.
2. Purchase a 3-D printer.

TA

1. Increase the die-cut collection by offering a Cricket scrapbooking machine for in-house use.
2. Purchase a new game system to utilize the new collection of video games.

Goal D2: Patrons will receive assistance with technology.

Potential Branch Activities

HA

1. Create an App event.

MU

1. Host senior citizens classes taught by savvy senior citizens or teens.
2. Establish a volunteer program to provide tech assistance.

MD & SA

1. Partner with businesses, adults and teens to host programs introducing new apps for iPads, iPhones, and Android devices for all ages.
2. Host school age programs using iPads to teach media production and information retrieval.

Goal D3: Patrons will discover technology enhancements for creativity and collaboration throughout the system.

Potential Branch Activities

CC

1. Create a digital Book Club.

EU

1. Offer technology instruction on free and/or cloud-based software and apps for creative pursuits e.g., Rasterbater for poster-making.
2. Develop cooperative programming via videoconferencing among branches.

EU, GR, MU, SA, TA, WE

1. Develop more programs using the videoconferencing equipment.
2. Develop cooperative programming via videoconferencing among branches.

MU

1. Provide assistance for digital scrapbooking.
2. Encourage children and parents to bring tablets to learn about using educational apps.

MD & SA

1. Develop a Makerspace area with an initial focus on visual and fabric arts.

TA

1. Partner with Best Buy to offer technology petting zoo.
2. Combine a Discover Pinterest program with a hands-on activity based on a Pinterest topic.