

Programming Report, March 2024

Cherish Inman, library assistant (programming, teens)

Attendance at my programs were a bit all over the place for the end of February and so far in March:

March 2024 Stats		
3/20/24	Teen Anime Club	9
3/27/24	Team B, Teen DnD	7
3/28/24	Night Owls Book Club	1

April 2024 Stats		
4/1/24	Artist Reception, Jim Cook	~13
4/1/24	STEAM Club (Paper Minecraft)	3
4/2/24	OTAB Meeting	7
4/3/24	Gaming Club	8
4/4/24	OTAB Pride	8
4/9/24	Teen Crafternoon	8
4/9/24	Adult DnD	1
4/10/24	Team A, Teen DnD	6
4/12/24	Teen Jackbox Games	13
4/13/24	Adult Knit and Crochet	1

Adult Dungeons and Dragons continues to struggle: only one player came this past month, so we waited a half hour for others, then called it a wash. I'm going to offer it again next month in the hopes that the great group who came in February return; if numbers remain low, however, I may have to consider ending that program for a time. Night Owls Book Club also is struggling with just one attendee again in March, though this was a different person than last month and another reached out to inform me they'd be unavailable. I'll also be watching that group closely through May or June. Knit and Crochet, on the other hand, went from 10 attendees in March to just one in April. Many of our attendees are Girl Scout troop leaders, though, who had let me know they would be out while their troops sold Girl Scout cookies. I feel more optimistic about continuing to offer that program.

I've also been approached in recent weeks by different individual and agencies about potential programs (Alzheimer's Association, a doula looking for a place to offer informational classes, and a paranormal one, to name a few). Amy and I are working on reaching out to determine if they'd be a good fit for us and, if so, getting them scheduled. A managing money class with the Western New York Chapter of the Alzheimer's Association is scheduled for June 11, replacing one that had to be cancelled due to unforeseen circumstances for the provider. We also cancelled a meal planning program with Cornell Cooperative Extension earlier this month due to low interest; the provider pivoted to offering the information at our outreach fair on April 5, which seemed well received.

I ran one of the STEAM club programs this month on April 1st, a Paper Minecraft activity. Only three children attended, so it was a bit of a bust. The children enjoyed the program, however, so that portion of the day was successful.

National Library Week also took place April 8-13th, with three raffle baskets created by myself and Kathy O'Malley raffled off. OTAB set up a rubber Duck Hunt with me on April 5th, and it ran the entirety of National Library Week. Participants seemed to greatly enjoy the passive program, and 38 unique Duck Hunt Tickets were earned and entered into our raffle. I only had to replace 3 ducks prior to April 13th (when all were stolen), which I felt was a raging success. The OTAB thanks the Library for letting them set up a (slightly) mischievous program; they had a blast both setting it up and participating with friends and family. Thanks also to Amy for creating a fun series of Facebook posts themed around The

Duck Song on our Facebook page. All winners of the baskets have been contacted, and I'll be courtesy calling the two remaining basket winners on Tuesday (April 16) to remind them to pick up their prizes.

Teen Crafternoon in March went very well, with 8 teens participating in our free painting program. I provided them with small canvases and some painting supplies leftover from last summer reading (mini canvases, flat rocks, and wooden coasters), and they went to town.

The teens still are really excited about a pour painting class, so I'm working on setting one up for May 7th. If we cannot get the presenter for the class in February back during that time, I'll run it myself for the teens using some of the supplies we have left over from our last offering. The teens also love the additions to the Teen Room secured through remaining funds on the Burt Grant. We purchased a new, larger rug for the space to replace two older ones, a new water cooler (as their was a hand-me-down from the Staff Room that was beginning to fail), and a new stand to better house their gaming systems. Photos are attached of the additions.

We have continued to host students in the Health Professions field from St. Bonaventure University to provide health and wellness education to our teens in the Teen Room weekly, as well presenting a healthy gaming habits series to our Teen DnD players. Their series should wrap up in the next week or so. The teens have been really enjoying these programs, to Cathy's and my surprise. I'm hoping that future Health Professions students from SBU can come to present to our teens in the fall or in years to come; it's been a wonderful experience for both them and us, from what I've seen.

Jim Cook's "Through the Eyes of a Phone" exhibit is in the gallery this month. His reception was hosted on April 1st with roughly 13 attendees. Next month will be our annual hosting of the Friends of the Library's Peg Bothner Annual Bookmark Contest. The awards ceremonies will run on Saturday, May 4th.



1 Teen Room (Populated)



3 Rug, after



2 Rug and Stand, Before



4 Stand, After

TEEN PROGRAMS IN APRIL 2024

Apr 02	April OTAB Meeting 4:30 pm -- 5:30 pm
Apr 03	Teen Gaming Club 4:30 pm -- 5:45 pm
Apr 04	OTAB Pride Club 4:00 pm -- 4:45 pm
Apr 09	Teen Crafternoon (Paint) 4:00 pm -- 5:00 pm
Apr 10	Team A, Teen DnD 6:00 pm -- 8:30 pm
Apr 12	Teen Jackbox Games 3:30 pm -- 4:30 pm
Apr 17	Teen Anime Club 4:30 pm -- 5:45 pm
Apr 24	Team B, Teen DnD 6:00 pm -- 8:30 pm
Apr 26	Teen Jackbox Games 3:30 pm -- 4:30 pm
Apr 30	Teen Sword Fighting Class 4:00 pm -- 6:00 pm