

Programming Report, October 2024
Cherish Inman, programming librarian

September 2024 Stats		
September 18	Teen Anime Club	7
September 20	Teen Crafternoon: Clay	9
September 25	Teen DnD: Team B	6
September 27	Teen Jackbox Games	8*
September 27	Teen Crafternoon: Painting Clay	8*

October 2024 Stats		
October 1	OTAB October Meeting	6
October 1	Adult DnD	11
October 2	Teen Gaming Club	7
October 4	Teen Jackbox Games	4
October 5	Adult Knit and Crochet	2

** These programs were held concurrently in the Gallery as the teen room was closed; teens moved between both programs throughout the time allotted, but all participated at some time in both activities.*

Teen programs have been going well. Both Teen DnD groups responded well to me shuffling around which teen is in which group, and it made managing both groups a lot easier. We also consistently have good attendance at our crafting programs and in the Teen Room. I have been experimenting with using QR codes for teen programming sign-ups for programs that require me to limit the number of participants or will require me to order supplies (ex: crafting programs). Our teens are infamous for not registering for programs at any desk, though they're more likely to sign up on a list in the Teen Room itself, email me, or message me on the CCLS Teen Discord. To meet them partway, I started making QR codes for some of our teen programs. Microsoft Forms allows me to create registration forms, and the library's Canva account lets me convert the URL from those forms into QR codes on posters. For a few months, I have displayed these next to the teen programming posters and in the Teen Room itself, both places they regularly look to for programming information. The teens then use their phone's camera to access the registration form quickly or bookmark it for later. This worked extremely well for Teen Amazing Race and our crafternoon programs, and it also helped make signing teens up for Teen DnD or providing them with more information a lot faster. I provided examples from October at the end of this report, along with the usual schedule of teen programs.

OTAB has also had a busy month. They are participating in the library's door/aisle decorating contest this year, and they're excitedly preparing for their Teen Halloween Party on October 25. At their request, Chad and I are looking into 3D printing "spooky" trophies for them to award to costumes during the party. They want to run a trunk during Trunk or Treat, so I'm allowing them to decorate my Jeep. They are also finalizing their ideas for a Teen Friendsgiving in November so they can put a sign-up list in the teen room about what sides everyone will bring. As of the October meeting, their plan is for everyone to bring something like chips, a dessert, a drink, or paper plates while I'll provide something like pizza or a sub so everyone has something to enjoy together. Last but not least, we've have one of our OTAB teens, Jadyn, approach me about running a spooky one-shot campaign for Team B DnD on October 30th under my supervision. She's very excited to try it out, and the teens sound excited to play (and, admittedly, I'm excited to have a month where I'm more a moderator and less the game master).

To support all three of our DnD groups, the Library also purchased the newest editions of the core rulebooks for Dungeons and Dragons: the Player's Handbook, which published last month, is available both in print and in the library's DnD Beyond account for players to use, and the other two books (Monster Manual and Dungeon Master's Guide) will arrive once they publish in the upcoming weeks/month. The teens (and our adult DnD players in their own group) are enjoying exploring all the updates to the game, and I've been taking time to make sure I'm comfortable with how the new rules are utilized.

Speaking of adults, the Adult DnD group remains large with 11 players, one of whom was new this past month. The group seems to enjoy being a large table right now, though I am brainstorming ideas for January and onwards to better facilitate so many players at a table. (Most DnD games have 6 players, with 8 usually being the max a game master is willing to have.) Adult Knit and Crochet only had two attendees last month, though the other adult programs ran by Amy have been well attended. Brown Bag will meet on the 21st, though they regularly remain stable with their attendance.

Teen Programs

October 2024

Oct 01

OTAB Oct. Meeting

4:30 pm -- 5:00 pm

Oct 02

Teen Gaming Club

4:30 pm -- 5:45 pm

Oct 04

Teen Jackbox Games

3:30 pm -- 4:30 pm

Oct 14

Sword Fighting Class

5:30 pm -- 8:30 pm

Oct 16

Teen DnD, Team A

6:00 pm -- 8:30 pm

Oct 18

Teen Jackbox Games

3:30 pm -- 4:30 pm

Oct 23

Teen Anime Club

4:30 pm -- 5:45 pm

Oct 25

Teen Halloween Party

3:30 pm -- 5:30 pm

Oct 30

Teen DnD, Team B

6:00 pm -- 8:30 pm

Teen programs in a bubble require REGISTRATION to attend
You can use the QR code on the next page or contact Cherish to register

Teen Programs

October 2024



Teen Sword-Fighting

October 14, 2024

5:30 -- 8:30 pm

REGISTRATION REQUESTED

Wear athletic shoes and
clothes--will be OUTSIDE

Interested in joining one of
our teen DnD campaigns?

Use this code to access the
registration form or to reach
out for more information



Trouble with these codes? Please let Cherish know or email
programming@oleanlibrary.org for assistance