

Librarian's Report
August 2020

Curbside continues to go well. We began offering Grab & Go Checkout from 2:00 – 4:30 pm Monday through Friday on Wednesday, June 17. We average 50 people a day during this time. Patrons are required to wear masks and use hand sanitizer when they come in.

Programming:

Kids:

July Stats

Summer Registration – 439 Storytime (8) – 264 Bingo (3) – 81 Crafts-to-Go (3) – 96
Prize Bazaar (15) – 49 Zooman – 232

We have one more prize bazaar coming up on August 15. We are going to be in our same location during the hours of the farmer's market. Since so many people ask, I am going to do something amusing with my hair next week. I get lots of comments from adults (many without kids) about the kids' reading based on whether or not my hair is dyed, so I figured I would go ahead and dye it. The kids did a good job this summer considering what is going on with the world, so it will be a treat for them.

We are going to start the fall session right away on the week of August 31st. We are starting right away because we should have good temperatures in September, and usually a good bit of October. If it stays nice until Halloween we could possibly get a full nine week fall session in before it is too cold. Due to the continued Covid situation, we are going to offer storytime and music outside. The idea is that we are going to offer more of a neighborhood-based feel to these programs. Both sets of programs will be offered three days a week, Tuesday-Thursday. Tuesdays will be at the library, Wednesdays will be at Moriarty park and Thursdays will be at Arrowhead park. We are hoping that parents will walk over for these park based programs. Storytime will be open to all and music will still require registration. Families will check out Music Kits as part of the class, so everyone brings their own instruments, with no sharing.

Teens:

- Pizza and Pages book club was the best attended summer program for Teens. As they couldn't actually meet to eat pizza together, teens that participated were eligible to win a \$5 Pizza Hut gift card.
 - Katie is working out ways to re-vamp the teen book club as well. Ideas include, splitting it into two book clubs, middle school and high school. This would allow her to tailor the books to each age group better, and hoping for more participation.
 - For this Fall Katie is looking at doing an afternoon book club instead of evening and meeting on the Library lawn instead of online.
- Anime was not super well attended this summer, due to kids using school issued laptops and being unable to access Discord through them.
- Flyers will be going out to the schools to let kids know all the library has to offer them.

- Working with an SDSU Marketing Student on how to set up an Instagram account for the library to meet the teens where they are.
- Attending a Vidcode Webinar on August 13, to learn about setting up an online coding club.

Adults:

We offered a yoga class with 3 sessions- 2 online (one of these was “chair yoga” for those with more limited mobility) and one in person, spread out, outside in the lawn. We had 15 participants!

- There were 13 live viewers for Dr. Mick Nagy’s lecture on Norse poetry via Facebook Live. This is a fairly good turn out for a virtual program, plus I have figured out some really cool livestream software so that we can host more programs like this in the future.
- Currently we have a 5-week creative writing course with SDSU creative writing lecturer, Amber Jensen. We have 6 very excited participants based on the first meeting.
- Our To-Go Craft Kits are a HUGE Hit. We had 43 unique participants who did our “limited crafts” for the summer and 42 people who did our “open crafts” (where there was no limit on sign up). Currently, we have 47 unique participants signed up already for the fall limited crafts, and the open crafts will still be offered (and I expect the same level of enthusiasm as we had for the summer open crafts).
- Virtual book clubs are going strong. The participation via Zoom is comparable to pre-COVID numbers.
- We’ve had an average of 43 participants per online trivia game. Because of this, we will sign up for a subscription for the platform we use for that and will keep it going through the end of the year.
- We’ve partnered with PBS Books on Facebook, so some of their video events are cross-posting to our page. Their current focus is the Trailblazing Women series with speakers focused on the general topic. Each video gets between 1-5 viewers, which is pretty good for a program we don’t have to put any effort into.

Things to look forward to-

- We are excited to welcome Megan Phelps-Roper, author of the SD Humanities council One Book SD, “Unfollow: A Memoir of Loving and Leaving the Westboro Baptist Church,” for a Zoom author talk on August 10th! She’s been on a bit of a Midwest tour as of late and we’re truly honored that she’s stopping here!
- The Dakota Daughters group will tentatively present their historical reenactment “Dakota Daughters: Wounded Knee 1890, Three Women, Three Lives, Three Cultures” (visit <http://sdhumanities.org/host-a-program/speakers-bureau/scholars/detail/22/> for a synopsis of the performance), virtually on September 15th. We have been working with them since June and have had to reschedule multiple times due to COVID.
- Curtis and Loretta, a folk singer/songwriter duo will be doing a concert for us on Facebook Live on September 30th. This was another program we’ve had to put off, so we’re quite excited to be able to offer it in this capacity.

There is much more being planned, so the fall should be quite a fun time for adult programs!

Technology:

- Anne Lewis from the South Dakota Discovery Center is doing a Zoom chat on Citizen Science – what it is and how people can participate – on Tuesday, August 4 at 6:30pm.

- We received a \$2,000 grant from the South Dakota State Library through CARES Act Money for 4 Verizon Hotspots. We hope to have those available by the start of September.
- We're waiting on a final beta version of our new app from CapiraTech. If it's great, they'll load it into the app store soon. If there are more bugs, it'll push back the launch a bit longer.