

STAR Net STEAM Equity Project

American Library Association

I. STAR Net STEAM Equity Project - Annual Report 2022

Terms of Use for Report Materials*

The project's partners and funders, including the Space Science Institute's National Center for Interactive Learning (NCIL/SSI), the American Library Association (ALA), Twin Cities PBS (TPT), Institute for Learning Innovation (ILI) and Education Development Center (EDC) retain the right to use submitted report materials (i.e., responses, comments, photographs, publicity materials, etc.) for project dissemination, evaluation, reporting, and other purposes. Personal identification information will not be used without prior consent.

Choices

I acknowledge and agree to the terms above

Report on project activities iteratively, with final submission by July 31 annually

Please provide the following information about your participation in the STEAM Equity Project. You must submit this information and finalize your annual report submission by July 31 during each year of the STEAM Equity project to meet the requirements of your agreement and support our project goals.

Include only STEAM-related programs and activities, i.e., that go beyond a focus on arts, crafts, and creativity to make explicit connections to STEM (Science, Technology, Engineering and/or Math). Some examples include observing the natural world (e.g., looking through telescopes, taking care of a library garden), using technology (e.g., Code Club, wearable circuits), or engineering design challenges (e.g., soda straw rockets, LEGOs or Keva planks). **Please do not include activities that include only Art.**

Reporting periods are as follows:

- January – July 31, 2021: Term for first STEAM Equity report. Refer to your contract for your specific start date.
- August 1, 2021 – July 31, 2022
- August 1, 2022 – July 31, 2023
- August 1, 2023 – July 31, 2024: Term for final STEAM Equity report, to be completed incrementally before the July 31 deadline. Your final invoice must be received by SSI within thirty (30) calendar days after the termination date of your contract.

The project team would like to know about upcoming STEAM Equity programs and activities happening around the country during the project term. If possible, **please enter information**

when you have scheduled your program(s), returning immediately after the event concludes to record attendance and adjust the description of activities as necessary.

Everything is saved automatically as you enter it.

You may download a copy of your completed form from your applicant dashboard by clicking "View" or "Edit" (depending on if the form has been submitted or is still in draft) next to the form name. On the following screen, click the gray "FollowUp Packet" button to download a pdf populated with any answers you've entered into the form.

Project Name*

In the text box below, please type: STEAM Equity Project

Character Limit: 100

II. Community Collaborations

With which of the following types of services and organizations did you collaborate?*

Select all that apply.

Choices

- Aquariums
- Bookmobile
- Community colleges
- Cultural services (e.g., art galleries, theaters)
- Elementary schools
- Faith-based organizations
- Government agencies
- High schools
- Hispanic Chamber of Commerce
- Industries
- Middle/junior high schools
- Museums/science centers
- Other libraries
- Out-of-school-time community organizations (e.g., 4-H, Boys and Girls Club, Coder Dojo, etc.)
- Refugee and immigrant services programs
- Research institutions
- Universities
- Zoos
- Other

If other, please describe:

Character Limit: 250

In what ways have community collaborators contributed during this reporting period?*

Please check all that apply.

Choices

- Promoted STEAM programs or services at the library
- Promoted STEAM programs or activities at a community venue
- Promoted a traveling STEAM exhibition
- Co-developed STEAM programs or activities with library staff
- Co-facilitated STEAM programs or activities with library staff
- Brought audiences to the library for STEAM programs or activities
- Brought audiences to the library for a traveling STEAM exhibition
- Provided resources or materials that the library used for programs or services
- Co-developed STEAM exploration spaces
- Co-developed STEAM outreach kits with library staff
- Used STEAM outreach kits with tweens and families at a community venue
- Provided financial support or sponsorship for a program
- Other
- My library has not worked with external collaborators

If other, please describe (2):

Character Limit: 250

III. Self-directed Learning

The STEAM Equity project is designed to engage tweens and families through exhibitions, programs, and community events. If you are not able to facilitate in-person STEAM learning experiences due to the COVID-19 pandemic, please use this section to describe any adaptations.

Activity Format*

Choices

- Take-home STEAM activities for youth
- STEAM-related materials for circulation
- Other

If other, please describe (3):

Character Limit: 250

What was the source of the content for this activity? Please check all that apply.*

Choices

- Library staff (i.e., our own creation) (Please describe)
- Local collaborator (i.e., community contribution) (Please describe)
- STAR Net STEM Activity Clearinghouse
- Other professionally created materials/programs (Please describe)
- Other source

If other, please describe (4):

Character Limit: 250

Library staff (please describe)*

(Name/Title/Institution)

Character Limit: 250

Local collaborator (please describe)

(Name/Title/Institution)

Character Limit: 250

Other (please describe)

Character Limit: 250

Total number reached*

Character Limit: 250

Narrative description of self-directed STEAM learning activities*

Please use this field to tell us about any self-directed STEAM learning activities, including your goals and to what extent those goals were achieved during the reporting period.

Character Limit: 1000

IV. Supporting Documents (optional)

The following may be provided via file upload:

- Promotional materials
- Media coverage
- Event photos and internal photography policy
- Social Media Links

File Size Limit: 1 MB

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V. First STEAM Program (Virtual or In-person)

If/as public health guidelines related to COVID-19 allow, STEAM Equity Partners are required to communicate about and facilitate three STEAM programs in each project year.

Virtual/online events fulfill these requirements.

A [library] program is an intentional service or event in a group setting developed proactively to meet the needs or interests of an anticipated target audience.

Title (1)

Character Limit: 250

Program Date (1)

Character Limit: 10

Program time (1)

Format ex: 7:00pm

Character Limit: 7

Program Format (1)

Choices

In-person event at the library

In-person event at a community venue (e.g., booth at a festival, activity for a youth club meeting)

Virtual/online event

Program Location (1)

Character Limit: 250

What was the source of the content for this program? Please check all that apply.

Choices

Library staff (i.e., our own creation) (Please describe)

Local collaborator (i.e., community contribution) (Please describe)

STAR Net STEM Activity Clearinghouse

Other professionally created materials/programs (Please describe)

Other source (Please describe)

Library staff (please describe) (1)

(name/title/affiliation)

Character Limit: 250

Local collaborator (please describe) (1)

(Name/Title/Institution)

Character Limit: 250

Other professionally created materials/programs or other source (please describe) (1)

Character Limit: 250

Event Attendance

Choices

- Adults (65+)
- Adults (18-64)
- Teens (14-17)
- Preteen/"tween" youth (10-13)
- Children (8-9)
- Young children (5-7)
- Very young children (3-4)
- Infants and toddlers (0-2)

Total attendance at program

Character Limit: 250

What underserved audience(s) did you recruit to participate? Please check all that apply.

Choices

- Girls
- Audiences with diverse gender and sexual orientations (LGBTQAI+)
- Latinx audiences
- Preteen/"tween" youth (ages 10-13)
- Families
- Other specific audiences

If other specific audiences, please describe:

Character Limit: 250

Communications

What communication channels did you use to recruit participation in programs or use of project resources by underserved audiences? Check all that apply.

Choices

- Flyers
- Radio

TV

Paid or in-kind ad placement in print media

Social Media

Newsletters or listservs

What language was used most predominantly to present the program?

Choices

English

Spanish

Other

If other, please describe (5):

Character Limit: 250

Narrative description of event/activity (1)

Please use this field to tell us about your event, including the program topic, your goals, to what extent those goals were achieved, and how you measured success.

Character Limit: 1000

VI. Second STEAM Program (Virtual or In-person)

Title (2)

Character Limit: 250

Date of Program (2)

Character Limit: 10

Program Time (2)

Format example: 7:00pm

Character Limit: 7

Program Format (2)

Choices

In-person event at the library

In-person event at a community venue (e.g., booth at a festival, activity for a youth club meeting)

Virtual/online event

Program Location (2)

Character Limit: 250

What was the source of the content for this program? Please check all that apply. (2)

Choices

Library staff (i.e., our own creation) (Please describe)

Local collaborator (i.e., community contribution) (Please describe)
STAR Net STEM Activity Clearinghouse
Other professionally created materials/programs (Please describe)
Other source (Please describe)

Library staff (please describe) (2)

(Name/title/affiliation)

Character Limit: 250

Local collaborator (please describe) (2)

(Name/Title/Institution)

Character Limit: 250

Other professionally created materials/programs or other source (please describe) (2)

Character Limit: 250

Event Attendance (2)

Choices

Adults (65+)
Adults (18-64)
Teens (14-17)
Preteen/"tween" youth (10-13)
Children (8-9)
Young children (5-7)
Very young children (3-4)
Infants and toddlers (0-2)

Total attendance at program (2)

Character Limit: 250

What underserved audience(s) did you recruit to participate? Please check all that apply. (2)

Choices

Girls
Audiences with diverse gender and sexual orientations (LGBTQAI+)
Latinx audiences
Preteen/"tween" youth (ages 10-13)
Families
Other specific audiences
None of the above

If other specific audiences, please describe (2):

Character Limit: 250

Communications (2)

What communication channels did you use to recruit participation in programs or use of project resources by underserved audiences? Check all that apply.

Choices

Flyers
Radio
TV
Paid or in-kind ad placement in print media
Social Media
Newsletters or listservs

What language was used most predominantly to present the program? (2)

Choices

English
Spanish
Other

If other, please describe (6):

Character Limit: 250

Narrative description of event/activity (2)

Please use this field to tell us about your event, including the program topic, your goals, to what extent those goals were achieved, and how you measured success.

Character Limit: 1000

VII. Third STEAM Program (Virtual or In-person)

Title (3)

Character Limit: 250

Program Date (3)

Character Limit: 10

Program Time (3)

Format example: 7:00pm

Character Limit: 7

Program Format (3)

Choices

In-person event at the library
In-person event at a community venue (e.g., booth at a festival, activity for a youth club meeting)
Virtual/online event

Program Location (3)

Character Limit: 250

What was the source of the content for this program? Please check all that apply. (3)

Choices

- Library staff (i.e., our own creation) (Please describe)
- Local collaborator (i.e., community contribution) (Please describe)
- STAR Net STEM Activity Clearinghouse
- Other professionally created materials/programs (Please describe)
- Other source

Library staff (please describe) (3)

(Name/title/affiliation)

Character Limit: 250

Local collaborator (please describe) (3)

(Name/Title/Institution)

Character Limit: 250

Other professionally created materials/programs or other source (please describe) (3)

Character Limit: 250

Event Attendance (3)

Choices

- Adults (65+)
- Adults (18-64)
- Teens (14-17)
- Preteen/"tween" youth (10-13)
- Children (8-9)
- Young children (5-7)
- Very young children (3-4)
- Infants and toddlers (0-2)

Total attendance at program (3)

Character Limit: 250

What underserved audience(s) did you recruit to participate? Please check all that apply. (3)

Choices

- Girls
- Audiences with diverse gender and sexual orientations (LGBTQAI+)
- Latinx audiences
- Preteen/"tween" youth (ages 10-13)

Families
Other specific audiences
None of the above

If other specific audiences, please describe (3):

Character Limit: 250

Communications (3)

What communication channels did you use to recruit participation in programs or use of project resources by underserved audiences? Check all that apply.

Choices

Flyers
Radio
TV
Paid or in-kind ad placement in print media
Social Media
Newsletters or listservs

What language was used most predominantly to present the program? (3)

Choices

English
Spanish
Other

If other, please describe (7):

Character Limit: 250

Narrative description of event/activity (3)

Please use this field to tell us about your event, including the program topic, your goals, to what extent those goals were achieved, and how you measured success.

Character Limit: 1000

VIII. Additional Programs

Additional Programs*

How many additional programs do you have planned?

Choices

0
1
2
3

Additional Program-1

Additional Program Title (1)

Character Limit: 250

Additional Program Date (1)

Character Limit: 10

Additional Program Time (1)

Format ex: 7:00pm

Character Limit: 7

Additional Program Format (1)

Choices

In-person event at the library

In-person event at a community venue (e.g., booth at a festival, activity for a youth club meeting)

Virtual/online event

Additional Program Location (1)

Character Limit: 250

What was the source of the content for this program? Please check all that apply.

(4)

Choices

Library staff (i.e., our own creation)

Local collaborator (i.e., community contribution)

STAR Net STEM Activity Clearinghouse

Other professionally created materials/programs

Other source

Library staff (please describe) (4)

(Name/title/affiliation)

Character Limit: 250

Local collaborator (please describe) (4)

(Name/Title/Institution)

Character Limit: 250

Other professionally created materials/programs or other source (please describe) (4)

Character Limit: 250

Event Attendance (4)

Choices

Adults (65+)

Adults (18-64)
Teens (14-17)
Preteen/"tween" youth (10-13)
Children (8-9)
Young children (5-7)
Very young children (3-4)
Infants and toddlers (0-2)

Total attendance at program (A1)

Character Limit: 250

What underserved audience(s) did you recruit to participate? Please check all that apply. (4)

Choices

Girls
Audiences with diverse gender and sexual orientations (LGBTQAI+)
Latinx audiences
Preteen/"tween" youth (ages 10-13)
Families
Other specific audiences
None of the above

If other specific audiences, please describe (4):

Character Limit: 250

Communications (4)

What communication channels did you use to recruit participation in programs or use of project resources by underserved audiences? Check all that apply.

Choices

Flyers
Radio
TV
Paid or in-kind ad placement in print media
Social Media
Newsletters or listservs

What language was used most predominantly to present the program? (4)

Choices

English
Spanish
Other

If other, please describe (8):

Character Limit: 250

Narrative description of event/activity (4)

Please use this field to tell us about your event, including the program topic, your goals, to what extent those goals were achieved, and how you measured success.

Character Limit: 1000

Additional Program-2

Additional Program Title (2)

Character Limit: 250

Additional Program Date (2)

Character Limit: 10

Additional Program Time (2)

Format ex: 7:00pm

Character Limit: 7

Additional Program Format (2)

Choices

In-person event at the library

In-person event at a community venue (e.g., booth at a festival, activity for a youth club meeting)

Virtual/online event

Additional Program Location (2)

Character Limit: 250

What was the source of the content for this program? Please check all that apply. (5)

Choices

Library staff (i.e., our own creation) (Please describe)

Local collaborator (i.e., community contribution) (Please describe)

STAR Net STEM Activity Clearinghouse

Other professionally created materials/programs (Please describe)

Other source

Library staff (please describe) (5)

(Name/title/affiliation)

Character Limit: 250

Local collaborator (please describe) (5)

(Name/Title/Institution)

Character Limit: 250

Other professionally created materials/programs or other source (please describe) (5)

Character Limit: 250

Event Attendance (5)

Choices

- Adults (65+)
- Adults (18-64)
- Teens (14-17)
- Preteen/"tween" youth (10-13)
- Children (8-9)
- Young children (5-7)
- Very young children (3-4)
- Infants and toddlers (0-2)

Total attendance at program (5)

Character Limit: 250

What underserved audience(s) did you recruit to participate? Please check all that apply. (5)

Choices

- Girls
- Audiences with diverse gender and sexual orientations (LGBTQAI+)
- Latinx audiences
- Preteen/"tween" youth (ages 10-13)
- Families
- Other specific audiences
- None of the above

If other specific audiences, please describe (5):

Character Limit: 250

Communications (5)

What communication channels did you use to recruit participation in programs or use of project resources by underserved audiences? Check all that apply.

Choices

- Flyers
- Radio
- TV
- Paid or in-kind ad placement in print media
- Social Media
- Newsletters or listservs

What language was used most predominantly to present the program? (5)

Choices

- English

Spanish

Other

If other, please describe (9):

Character Limit: 250

Narrative description of event/activity (5)

Please use this field to tell us about your event, including the program topic, your goals, to what extent those goals were achieved, and how you measured success.

Character Limit: 1000

Additional Program-3

Additional Program Title (3)

Character Limit: 250

Additional Program Date (3)

Character Limit: 10

Additional Program Time (3)

Format ex: 7:00pm

Character Limit: 7

Additional Program Format (3)

Choices

In-person event at the library

In-person event at a community venue (e.g., booth at a festival, activity for a youth club meeting)

Virtual/online event

Additional Program Location (3)

Character Limit: 250

What was the source of the content for this program? Please check all that apply. (6)

Choices

Library staff (i.e., our own creation) (Please describe)

Local collaborator (i.e., community contribution) (Please describe)

STAR Net STEM Activity Clearinghouse

Other professionally created materials/programs (Please describe)

Other source

Library staff (please describe) (6)

(Name/title/affiliation)

Character Limit: 250

Local collaborator (please describe) (6)

(Name/Title/Institution)

Character Limit: 250

Other professionally created materials/programs or other source (please describe) (6)

Character Limit: 250

Event Attendance (6)**Choices**

- Adults (65+)
- Adults (18-64)
- Teens (14-17)
- Preteen/"tween" youth (10-13)
- Children (8-9)
- Young children (5-7)
- Very young children (3-4)
- Infants and toddlers (0-2)

Total attendance at program (6)

Character Limit: 250

What underserved audience(s) did you recruit to participate? Please check all that apply. (6)**Choices**

- Girls
- Audiences with diverse gender and sexual orientations (LGBTQAI+)
- Latinx audiences
- Preteen/"tween" youth (ages 10-13)
- Families
- Other specific audiences
- None of the above

If other specific audiences, please describe (6):

Character Limit: 250

Communications (6)

What communication channels did you use to recruit participation in programs or use of project resources by underserved audiences? Check all that apply.

Choices

- Flyers
- Radio
- TV
- Paid or in-kind ad placement in print media
- Social Media

Newsletters or listservs

What language was used most predominantly to present the program? (6)

Choices

English

Spanish

Other

If other, please describe (10):

Character Limit: 250

Narrative description of event/activity (6)

Please use this field to tell us about your event, including the program topic, your goals, to what extent those goals were achieved, and how you measured success.

Character Limit: 1000

IX. Attendance Totals

Total programs/events hosted:*

(Include all programs presented as part of STEAM Equity, even if you hosted more than the maximum of three that this report accommodates)

Character Limit: 250

Total attendance (include attendance for all STEAM Equity programs/events):*

Character Limit: 250

X. Community Engagement and Communications

Social Media

In what ways did you use social media platforms to engage with Spanish-speaking community members during this reporting period?

What was the source of your STEAM-related social media content? Please check all that apply.*

Choices

Library staff (i.e., our own creation)

Local collaborator (i.e., community contribution)

STEAM Equity social media toolkit

Other source

If other, please describe (11):

Character Limit: 250

In what ways did your library use social media? Please check all that apply.*

Choices

- To highlight STEAM-related books
- To highlight STEAM-related apps
- To highlight at-home STEAM learning activities
- To foster discussion between community members
- Other

If other, please describe (12):

Character Limit: 250

Narrative description of community engagement and communications*

Please use this field to tell us about your community engagement and communications strategies, including your goals and to what extent those goals were achieved during the reporting period.

Character Limit: 1000

Communications and Outreach Samples

Please upload communications pieces produced by your library, including posters and flyers, and all major feature articles in publications.

Please upload your best photos of tweens and their families participating in STEAM Equity project activities and provide a caption for each photo. Only provide images that can be used by STEAM Equity project partners for reporting and to disseminate project results. Please document your internal photography policy here.

Character Limit: 1000

File Upload

File Size Limit: 1 MB

File Size Limit: 1 MB

File Size Limit: 1 MB

File Size Limit: 5 MB

File Size Limit: 5 MB

XI. Traveling STEAM Exhibitions

If/as public health guidelines related to COVID-19 allow, STEAM Equity Partners are required to host three interactive (approximately 400-square feet in size) traveling STEAM exhibitions (tour years/dates TBD) to generate excitement and ideas from the community. The exhibit must be in an accessible public space, keeping the traffic flow in the library in mind.

For which exhibition are you reporting?***Choices**

Soy Super / I'm Super
Somos Super Creativ@s / We're Super Creative
Soy Super Curious@ / I'm Super Curious

Number Reached (indicate the source of your statistics)**Adults (65+)**

Character Limit: 250

Adults (18-64)

Character Limit: 250

Teens (14-17)

Character Limit: 250

Preteen/"tween" youth (10-13)

Character Limit: 250

Children (8-9)

Character Limit: 250

Young children (5-7)

Character Limit: 250

Very young children (3-4)

Character Limit: 250

Infants and toddlers (0-2)

Character Limit: 250

Total number reached*

Character Limit: 250

Describe the source of your statistics*

Character Limit: 1000

What underserved audience(s) did you recruit to visit the exhibition?*

Please check all that apply.

Choices

Girls
Audiences with diverse gender and sexual orientations (LGBTQAI+)
Latinx audiences
Preteen/"tween" youth (ages 10-13)

Families

Other specific audiences (please describe)

None of the above

Other specific audiences (please describe):

Character Limit: 250

What communication channels did you use to recruit underserved audiences to visit the exhibit?*

Please check all that apply.

Choices

Flyers

Radio

TV

Paid or in-kind ad placement in print media

Social Media

Newsletters or listservs

Optional co-located exhibit components

If your library co-located exhibit components with a community partner organization due to space limitations, please describe how you provided a cohesive experience for community members. Include any other adaptations, modifications, or additions to the exhibit.

Character Limit: 1000

XII. STEAM Exploration Spaces

STEAM Equity Partners are required to develop and sustain a STEAM exploration space with content drawn from library collections and local community expertise for at least nine months each year. Your library's STEAM exploration space is intended to be co-created with your collaborators and tailored to meet your local needs. The project team and advisors anticipate that STEAM exploration spaces will include physical components for community members to engage with in person, such as displays set up in the library. As we continue to adapt to the COVID-19 pandemic, many libraries are also creating displays in outdoor public areas.

What types of displays or exhibits did you provide for your STEAM exploration space?*

Please select all that apply.

Choices

Arts, crafts, or other projects made by patrons

Book displays

Community-contributed postings about events and opportunities

Community-curated artifacts (e.g., personal collections/memorabilia)

Commercially available STEAM tools and products (e.g., LEGO building sets, electronics kits, etc.)

Media (e.g., videos, games, podcasts, etc.)
Pop-up and/or hanging banners
Posters
Other (please describe)

If other, please describe (13):

Character Limit: 250

Describe the source of your statistics*

Character Limit: 1000

Narrative description of STEAM exploration space*

Please use this field to tell us about your STEAM exploration space, including your goals and to what extent those goals were achieved during the reporting period.

Character Limit: 1000

XIII. STEAM Outreach Kits

STEAM Equity Partners are required to co-create at least three STEAM Outreach Kits with Latino-serving organizations and groups beginning in 2022, then maintain and lend those kits to community organizations who serve youth ages 10-13.

Number of STEAM Outreach Kits that your library created during this reporting period*

Character Limit: 250

Total number of kits available for lending*

Character Limit: 250

Number of times STEAM Outreach Kit (1) was borrowed by a community member*

Character Limit: 250

Number of times STEAM Outreach Kit (1) was used by your library staff*

Character Limit: 250

Estimated number reached by STEAM Outreach Kit (1)

Adults (65+) (1)

Character Limit: 250

Adults (18-64) (1)

Character Limit: 250

Teens (14-17) (1)*Character Limit: 250***Preteen/"tween" youth (10-13) (1)***Character Limit: 250***Children (8-9) (1)***Character Limit: 250***Young children (5-7) (1)***Character Limit: 250***Very young children (3-4) (1)***Character Limit: 250***Infants and toddlers (0-2) (1)***Character Limit: 250***Total estimated number reached****Character Limit: 250***Narrative description of STEAM Outreach Kit (1)***

Please use this field to tell us about your STEAM Outreach Kit, including commercial products included in the Kit and how those materials helped the library and your collaborators to reach your goals.

*Character Limit: 1000***Number of times STEAM Outreach Kit (2) was borrowed by a community member****Character Limit: 250***Number of times STEAM Outreach Kit (2) was used by your library staff****Character Limit: 250***Estimated number reached by STEAM Outreach Kit (2)****Adults (65+) (2)***Character Limit: 250***Adults (18-64) (2)***Character Limit: 250***Teens (14-17) (2)***Character Limit: 250*

Preteen/“tween” youth (10-13) (2)*Character Limit: 250***Children (8-9) (2)***Character Limit: 250***Young children (5-7) (2)***Character Limit: 250***Very young children (3-4) (2)***Character Limit: 250***Infants and toddlers (0-2) (2)***Character Limit: 250***Total estimated number reached (2)****Character Limit: 250***Narrative description of STEAM Outreach Kit (2)***

Please use this field to tell us about your STEAM Outreach Kit, including commercial products included in the Kit and how those materials helped the library and your collaborators to reach your goals.

*Character Limit: 1000***Number of times STEAM Outreach Kit (3) was borrowed by a community member****Character Limit: 250***Number of times STEAM Outreach Kit (3) was used by your library staff****Character Limit: 250***Estimated number reached by STEAM Outreach Kit (3)****Adults (65+) (3)***Character Limit: 250***Adults (18-64) (3)***Character Limit: 250***Teens (14-17) (3)***Character Limit: 250***Preteen/“tween” youth (10-13) (3)***Character Limit: 250*

Children (8-9) (3)*Character Limit: 250***Young children (5-7) (3)***Character Limit: 250***Very young children (3-4) (3)***Character Limit: 250***Infants and toddlers (0-2) (3)***Character Limit: 250***Total estimated number reached (3)****Character Limit: 250***Narrative description of STEAM Outreach Kit (3)***

Please use this field to tell us about your STEAM Outreach Kit, including commercial products included in the Kit and how those materials helped the library and your collaborators to reach your goals.

*Character Limit: 1000***Number of times STEAM Outreach Kit (4) was borrowed by a community member***Character Limit: 250***Number of times STEAM Outreach Kit (4) was used by your library staff***Character Limit: 250***Estimated number reached by STEAM Outreach Kit (4)****Adults (65+) (4)***Character Limit: 250***Adults (18-64) (4)***Character Limit: 250***Teens (14-17) (4)***Character Limit: 250***Preteen/"tween" youth (10-13) (4)***Character Limit: 250***Children (8-9) (4)***Character Limit: 250***Young children (5-7) (4)***Character Limit: 250*

Very young children (3-4) (4)

Character Limit: 250

Infants and toddlers (0-2) (4)

Character Limit: 250

Total estimated number reached (4)

Character Limit: 250

Narrative description of STEAM Outreach Kit (4)

Please use this field to tell us about your STEAM Outreach Kit, including commercial products included in the Kit and how those materials helped the library and your collaborators to reach your goals.

Character Limit: 1000

Number of times STEAM Outreach Kit (5) was borrowed by a community member

Character Limit: 250

Number of times STEAM Outreach Kit (5) was used by your library staff

Character Limit: 250

Estimated number reached by STEAM Outreach Kit (5)**Adults (65+) (5)**

Character Limit: 250

Adults (18-64) (5)

Character Limit: 250

Teens (14-17) (5)

Character Limit: 250

Preteen/"tween" youth (10-13) (5)

Character Limit: 250

Children (8-9) (5)

Character Limit: 250

Young children (5-7) (5)

Character Limit: 250

Very young children (3-4) (5)

Character Limit: 250

Infants and toddlers (0-2) (5)

Character Limit: 250

Total estimated number reached (5)

Character Limit: 250

Narrative description of STEAM Outreach Kit (5)

Please use this field to tell us about your STEAM Outreach Kit, including commercial products included in the Kit and how those materials helped the library and your collaborators to reach your goals.

Character Limit: 1000

Which of the following types of services and organizations borrowed STEAM Outreach Kits?*

Select all that apply.

Choices

- Aquariums
- Bookmobile
- Community colleges
- Cultural services (e.g., art galleries, theaters)
- Elementary schools
- Faith-based organizations
- Government agencies
- High schools
- Hispanic Chamber of Commerce
- Industries
- Middle/junior high schools
- Museums/science centers
- Other libraries
- Out-of-school-time community organizations (e.g., 4-H, Coder Dojo, Girl Scouts, etc.)
- Refugee and immigrant services programs
- Research institutions
- Universities
- Zoos
- Other

If other, please describe (14):

Character Limit: 250

Community Relationships*

Have you noticed any changes in your relationships with community members and organizations that might be attributed to the STEAM Outreach Kits?

Examples might be an increased number of patrons coming into the library for STEAM Equity programs, an increase in circulation of books related to STEM, etc.

Character Limit: 1000

