



**Contra
Costa
County**

To: Board of Supervisors
From: Jessica Hudson, County Librarian
Date: July 21, 2015

Subject: Library Services and Technology Grant in the amount of \$100,000

RECOMMENDATION(S):

APPROVE and AUTHORIZE the County Librarian, or designee, to apply for and accept a Library Services and Technology Act grant in the amount of \$100,000 from the California State Library to develop STEAMbank, an online learning enrichment tool to increase student academic success in STEAM (science, technology, engineering, arts, and mathematics) topics for the period July 1, 2015 through June 30, 2016.

FISCAL IMPACT:

No Library Fund match.

BACKGROUND:

The Library, in partnership with STEAM program providers including other area libraries and the Lawrence Hall of Science, proposes to develop STEAMbank, an online tool allowing students in grades 9-12 to report on their participation in STEAM enrichment activities to enhance their academic portfolios. Students in San Ramon, Oakland, Livermore, Dublin and Pleasanton will serve as the pilot group. Students will use STEAMbank to track their participation in educational activities outside school. Educators will use STEAMbank to identify learning opportunities and to create curriculum in the classroom. Partners will use

☒ APPROVE

☐ OTHER

☒ RECOMMENDATION OF CNTY ADMINISTRATOR

☐ RECOMMENDATION OF BOARD COMMITTEE

Action of Board On: **07/21/2015** ☒ APPROVED AS RECOMMENDED ☐ OTHER

Clerks Notes:

VOTE OF SUPERVISORS

AYE: John Gioia, District I
Supervisor
Candace Andersen, District II
Supervisor
Mary N. Piepho, District III
Supervisor
Karen Mitchoff, District IV
Supervisor

ABSENT: Federal D. Glover, District V
Supervisor

I hereby certify that this is a true and correct copy of an action taken and entered on the minutes of the Board of Supervisors on the date shown.

ATTESTED: July 21, 2015

David Twa, County Administrator and Clerk of the Board of Supervisors

By: Chris Heck, Deputy

Contact: Gail McPartland,
925-927-3204

STEAMbank to increase awareness of learning opportunities for students across both formal and informal settings including afterschool and classroom-based programs, as well as summer enrichment activities. The overall exposure to STEAM programs within the community will help students engage in and envision themselves in STEAM career pathways.

BACKGROUND: (CONT'D)

The STEAMbank project addresses several action areas identified in the 2014 California Superintendent of Public Instruction STEM Task Team report, "INNOVATE: a Blueprint for Science, Technology, Engineering, and Mathematics in California Public Education", including increasing public awareness of, access to, and number of STEM experiences through community partnerships and informal, formal and digital pathways. STEAMbank also extends into Arts programming which also meet Common Core and Career Technical Education standards.

This project supports the Library Strategic Plan goal to successfully promote the library's value, programs and opportunities to the community; and for championing community engagement in literacy and reading to enrich lives.

CONSEQUENCE OF NEGATIVE ACTION:

Without funding the Library will not increase STEAM engagement with schools, museums, other libraries and students.

CHILDREN'S IMPACT STATEMENT:

STEAMbank meets the Children's Report Card outcomes of Children Ready for and Succeeding in School and Communities that are Safe and Provide a High Quality of Life for Children and Families. STEAM programs outside of school reinforce classroom instruction for students, thereby increasing their chances to succeed in school. STEAM-related activities outside the classroom enhance life skills and inspire future career choices for students. By experiencing activities at libraries, museums and other partner agencies, children and families will be exposed to high quality science and cultural programming that will stay with them for years to come.