

Library of Michigan - Public Library Services Grant Program 2019 Grants

Need some help coming up with the perfect idea for your grant request? Take a look at some of the grants funded through the 2019 Public Library Services Grant Program throughout the state. The grants listed below are a sampling of what libraries did last year with \$500 to \$2,000 grant to support literacy programs, children and teen programs, and technology programs. You can find full grant program details and a sample grant application for this program at www.michigan.gov/lsta in the Public Library Services grant section. Contact us for more information on the programs below or connect directly with the library listed.

Spanish Early Literacy Packs

Alvah N. Belding Memorial Library

Created literacy packs with materials to help integrate the Spanish language into early literacy programs for K-3 age group. Materials included books, DVDs, manipulatives, and activity sheets. A Spanish Day program at the library was scheduled with programming that celebrated the Spanish language.

The "Co-Laboratory" - a maker-space for the community.

Gary Byker Memorial Library of Hudsonville

Purchased technology to support a "Maker Space" for the community with additional technology and programs with the technology in the summer – a Green Screen Program and a Circuit Open House, as well as including technology with the book bike outreach stops in the community.

Digital Storytelling

Henika District Library

Created a Digital Storytelling Lab to do a series of summer programs introducing young patrons ages 8-18 to the technologies that allow them to create their own unique digital narrative work in the format of their choice and ended with a storytelling showcase for the young patrons to show off their work.

Sensory Play for Preschoolers

Hesperia Community Library

Supplemented our Story Time activities with activities focused on sensory development with a variety of activity stations to allow children to feel, describe, interact, solve a problem or construct projects.

Shelf Ready STEAM Kits

Ionia Community Library

Created STEAM kits, each with a different theme, including books and videos for use by children and families.

Sensory Table

Lake Odessa Community Library

Provided a sensory table and materials to encourage social interaction, enhance cognitive and language skills, and improve fine motor skills in young children.

Sensory, STEAM, and Starting a Stop Motion Animation Workshop

Leighton Township Library

Created a Stop Motion Animation Workshop where young patrons learned how to create story boards, construct scenes and props, insert sound, and publish a final product. Additional materials supported library Story Times, Adventure Club, and our Tween and Teen programs.

Farmers Market Storytime

Loutit District Library

Created a weekly storytime for children 0-6, their families, and caregivers at the local farmer's market during the summer to reinforce the five early literacy practices. Each week focused on a different theme connected to the farmers market setting, such as farm animals, healthy foods, gardening, and the natural world.

Sensory Storytime

Muskegon Area District Library

Purchased a range of specialized supplies and equipment to help host a bi-weekly Sensory Story Time for families with children on the autism spectrum or with developmental disabilities. Staff partnered with the Muskegon HealthWest Autism Program to receive training and assistance to develop a storytime format which effectively met the needs of children with sensory issues.

Nature and Photography Day Camp

Newaygo Area District Library

Purchased equipment and materials to create a Nature Photography Day Camp for up to 24 participants, consisting of three two-hour workshops for children 8-18 years old. Activities included instruction on the science of taking digital photographs, nature hikes in partnership with Camp Henry on Kimball Lake, and a workshop on framing and displaying photos from the activity.

Read-aloud Books for Meet Up and Eat Up

Herrick District Library North Side Branch

Provided English and Spanish language books along with literacy information to children entering K-2 grades and families receiving free meals through Ottawa County Food Resource's Meet Up and Eat Up summer lunch program. Attendees participated in read aloud programs and received copies of that book in both English and Spanish, including literacy tips, a bookmark with bilingual literacy information about summer learning loss, literacy tips and additional resources.

2019 Salem Township Grant Application

Salem Township Library

Purchased Playaway Launchpads with language arts content to promote vocabulary, phonics, and spelling and reading comprehension and hold sessions for children and families about their use.

Children's Garden and Outside Family Game Area

Tamarack District Library

Developed a portion of green space to expand youth and family programming outdoors with raised garden beds and included programming to teach youth patrons how to grow their own vegetables and flowers, as well as space for growing of plants that could also be taken home by the participants.

Spanish Language Immersion Summer Program

White Lake Community Library

Purchased materials to implement a new Spanish language immersion summer program to introduce learning a second language to the children in our community in a fun, relaxed setting. Programs included educational games, stories, music, crafts, and worksheets to complete or take home.

Google Expeditions Virtual Reality Kit

Public Libraries of Saginaw Butman-Fish Branch Library

Acquired a Google Expeditions Virtual Reality Kit so patrons of all ages could discover various topics and experiences in a technologically advanced and enhanced medium and created new programming to support its use.

Seed Library Programming for Children

Genesee District Library Fenton-Jack R. Winegarden Branch

Created programming for young children around the library's current Seed Library. Classes and programming included information on planting and gardening and hands-on time.

Harry Potter Coding Challenge

Genesee District Library Flushing Area Branch

Created a program for teens and tweens that taught computer coding basics using the Harry Potter theme with six different sessions structured as a challenge to ensure that the learners continued to advance in their coding experience.

Adult Group Home Activity Kits

Genesee District Library

Purchased materials for Activity Kits with different themes to engage patrons from adult group homes visiting the library. Kit themes were Create, Solve, Listen, and Feel.

GameMaker Studio 2 - Video Game Design

Genesee District Library Valley Demonstration Branch

Purchased materials to support summer long computer coding classes using a GameMaker Studio 2 Video Game Design for teens and tweens focused on video game design.

LEGO Mindstorm Coding Program

Genesee District Library Goodrich Branch

Implemented a LEGO Mindstorm program using Mindstorm Education Kits to teach computer coding for teens and tweens. Each session presented a new challenge as the attendees work built and programmed a different creation, including a color sorter, a robotic dog and a robotic arm.

Mobile Storybook Walk

Grace A. Dow Memorial Library

Purchased materials to promote literacy with a mobile storybook walk. Partnering with Dow Gardens, Whiting Forest, the City of Midland Farmer's Market, and the Chippewa Nature Center children were able to experience reading and literacy opportunities throughout the community.

3D Printing at Robert T. Bolo, Jr. Business Center

Genesee District Library Grand Blanc-McFarlen Branch

Purchased a 3D printer for the Business Center to support patrons wanting to create prototypes for business ventures as well as provided basic and advanced classes about the printer and its uses.

Using Augmented and Virtual Reality in the Library to Support Lifelong Learning

Public Libraries of Saginaw Hoyt Main Library

Purchased virtual reality equipment to expand and include more age groups in our virtual reality programming. This allowed us to appeal to the teens and younger library users.

Coding with Cue Robots

Genesee District Library Montrose-Jennings Branch

Purchased materials to implement a computer coding program using Cue Robots from World of Wonder. The programs supported learning advanced coding using Java Script and were available to teen patrons.

Tween and Teen Maker Kits

Genesee District Library Mount Morris Branch

Purchased equipment for maker kits to encourage teens and tweens to come into the library and learn using a variety of technologies that support the federal STEM initiative. Four maker kits were used to provide a variety of educational and creative activities during summer programming and were available for walk-in use.

Google Expeditions Virtual Reality Kit

Public Libraries of Saginaw Rudolph C. Zael Memorial Branch

Purchased a Google Expeditions Virtual Reality Kit to offer virtual reality experiences to all such as "Virtual Reality Space Journey" to complement the "Universe of Stories" Summer Reading Program.

Art Smart

Public Libraries of Saginaw Ruth Brady Wickes Branch

Created a Art Smart program with Saginaw High School Art Department and purchased materials to support an art gallery in the library building.

Sensory Storytimes

Chippewa River District Library - Veterans Memorial Library

Purchased special aides that will support sensory friendly programs for our patrons, including storytimes for children and teens. The new materials were at dedicated sensory storytimes over the summer, as well as any other program that could be made sensory friendly with accommodations.

A Universe of Stories STEM programming

Hart Area Public Library

Supported the purchase of additional materials for summer STEM activities for children around the theme "A Universe of Stories" including story hours, special events, and drop-in activities during our summer reading program.

STEM in the Library

McBain Community Library

Created a technology program for local teens using a 3-D printer and accessories.

Pentwater Early Literacy Project

Pentwater Township Library

Purchased Playaway Launchpad's and cases to check out to young patrons to encourage early literacy development.

Summer 2019 Reading Program

Walton Erickson Public Library

Purchased materials and books to support the summer reading program focus on Kindness, Acceptance, Diversity, Anti-bullying, and Self Esteem. We also purchased kits for a bear workshop incorporated into our Diversity sub-theme.

Building your Universe

Alcona County Library

Purchased materials to support summer reading theme oriented programs including the use of Lego building kits and a 3D printer.

2019 Adult Summer Reading Program "A Universe of Stories"

Boyne District Library

Purchased technology and materials to support adult literacy during the summer reading program. Equipment and materials focused on supporting struggling adult readers and special needs adult patrons.

Spheres of Science

Charlevoix Public Library

Purchased materials to offer technology programs for families using the Sphero Mini 30 kit and coding curriculum throughout the year in an effort to educate participants of the knowledge, skills, and abilities needed for careers in the STEAM fields.

A Universe of Stories Summer Reading Program

Montmorency County Public Libraries

Purchased science experiments to support the summer reading theme as well as science, space and technology related books and dvds for use during the program for ages 3-17.

Great Summer Read Away

Otsego County Library

Created a program for children and teens to replace fines with credits for reading and learning at the

library using the summer reading theme for 2019. As part of the program, purchased a collection of print books related to the summer theme, as well as electronic access to CSLP-recommended apps, Overdrive eBooks, and TumbleBooks.

Summer Reading Infinity

Presque Isle District Library

Created an ongoing puzzle program centered around the topic of infinity using a "Nervous System" brand infinity puzzle of the galaxy allowing children to see the theory of infinity hands-on through the engagement of both the infinity puzzles and educational learning activities and storytimes.

Alzheimer's Checkout Kits

Lincoln Township Public Library

Created circulating kits for people with Alzheimer's and dementia as well as programming around the new kits that allowed library staff to take kits into the community for adult story time events.

Children's Programming Enhancements

Niles District Library

Purchased equipment and materials that to improve our current storytime programs including the library's Toddler Dance Party ; Squealers (infant), Squeakers (toddlers), Squigglers (preschool) and Pajama Storytime evening for all ages.

Summer Reading Blast-Ofj

Richland Community Library

Purchased materials to support the Children & Teen Summer-Reading Programs, which included our Summer Reading Blast-Off, a movie maker workshop, and End-of-Summer Space Jam.

Library Telescope Program

Chesterfield Township Library

Established a telescope program for teens and families in partnership with the Warren Astronomical Society including classes on how to use a telescope and what things to look for in the night sky.

Coding Classes for Kids

Warren Public Library Civic Center Branch

Created two new coding classes for children with hands-on activities using new technologies. The first class was for children ages 6-10 using an interactive robot named Dash. The second coding class was for children ages 8-12 using the littleBits Education Code Kit.

3D Design Challenge

Clinton-Macomb Public Library

Created a 3D design challenge program including a 3-day 3D Design and Printing Tech Camp for teens where aspects of STEAM, including painting and building lighting and motor circuits that work with 3-D printed pieces were incorporated.

Team STEAM

Warren Public Library Dorothy M. Busch Branch

Purchased a variety of STEAM items, ranging from low-tech Rokenbox Blocks to coding kits and robots to

allow our staff to offer related programs during summer and the school year for patrons between 6-12 years, and potentially up to age 17, as well as their families.

S.M.A.R.T. Bags

Sterling Heights Public Library

Created 25 literacy bags to promote Early Literacy for children ages 3-8 along with their families and caregivers. The S.M.A.R.T. (Science, Math, Art, Reading, Technology) bags and items in each bag touch on those elements.

Teen and Tween Summer Programs

Alpena County Library

Purchased materials to support summer STEAM programs for 6th-12th graders using virtual reality, game design, and maker programs. Our Youth Services Department worked with our Technology Department to facilitate and execute the activities with the Library's Teen Advisory Board.

Listening Storytimes

Superior District Library - Engadine Library

Purchased three multi-use listening stations to share stories, information, history and culture, and expose the talent of storytelling to our patrons by holding a weekly Listening Storytime, where participants heard the stories, broadcasts, music, and words from the mouths of scientists and astronauts themselves to support the summer reading theme Universe of Stories.

Book Club Kits

Hancock School Public Library

Created Book Club Kits for checkout for young adult and adult readers. Kits included books and discussion guides.

A Universe of Stories to Go!

Ironwood Carnegie Library

Created a mini "mobile story unit" to provide weekly programs for children from birth to 11 at our local farmers market, fast food restaurants, Miners Memorial Park, and other locations to reach families who may not traditionally attend library programs. The program also encouraged families to visit places in our community that offer opportunities to enjoy nature, local history and developed strong partnerships between the library and other organizations/businesses.

Rabbit Island School

Portage Lake District Library

Through a partnership with the Rabbit Island Foundation, created a unique, place-based arts and ecology program for students in the Library's District. Six students awarded a scholarship spent one week on Rabbit Island. With the support and facilities of the library on the mainland, students shared their work and island experiences with the general public and fellow students through a series of presentations and exhibitions. Mentors assisted students with woodcraft projects; provided technical instruction aimed at improving drafting and painting techniques; and offered guidance for journaling and writing to capture the island experience.

3-Dimensional Design and Printing

Tahquamenon Area Public Library

Purchased materials and technology to add a technology-based program to existing teen services that focus on literacy, critical thinking, and communication skills. Participants used software packages Blender 3-D, Zbrush Core, and Skanect Pro to design game pieces for the Dungeons & Dragons role playing game as well as use a 3D printer to create items based on the program.

Teen Pop & Paint

Brighton District Library

Created arts based program during the summer for teens, encompassing grades 7-12, titled Pop & Paint in order to learn how to properly care for paint brushes, explore color theory, utilize fine motor skills, and discover their creative side without economic limitations.

VR/AR Experiences for Those with Sensory Needs

Cromaine District Library

Provided programming using virtual reality and augmented reality for our young people, ages 12 to 18, who have an Autism Spectrum Disorder or other special needs. The program encouraged the development of social skills achieved through shared experiences for students with ASD.

Large Print Books to Go Collection

Farmington Community Library

Created a Large Print Books to Go Collection to support quality of life and relationship building among our senior residents as the library provided new book discussion programs at area retirement and independent living facilities.

Full Steam Ahead Technology Upgrade

Ferndale Area District Library

Extended our current monthly STEAM program for children 8-12 called Full STEAM Ahead with littleBits to support skills and passion for creating and problem-solving in small groups.

Maker Monday

Garden City Public Library

Purchased technology and materials to provide weekly programs for patrons ages 5-12 to explore different STEM activities including space, insects, animals, music, patriotism, and summer fun.

3D Printing at Highland Library

Highland Township Public Library

Provided a series of classes for patrons 10 years and up, as well as events about 3-D printing. The program was regularly available and allowed participants to increase digital literacy skills.

Highlander Reading Express Summer 2019

Howell Carnegie District Library

Purchased materials to continue the Highlander Reading Express mobile literacy station that delivers books and literacy related activities to areas of the Howell Public School District with the greatest need for additional access to materials.

Lincoln Park Literacy Programs

Lincoln Park Public Library

Purchased materials for literacy programs to increase opportunities for emergent literacy for children in our community. In addition to the programming content we gave parents materials about how their children develop reading skills from a very young age.

STEAM Kits: Science, Technology, Engineering, Art, and Math To Go!

Lyon Township Public Library

Created kits containing science, technology, engineering, art, and math materials to circulate to patrons, offering users the chance to learn through hands-on exploration of materials that they may not have access to elsewhere.

Multicultural Development

Melvindale Public Library

Purchased supplies to expand library programming and awareness with services and collections focused on different cultures.

Seeking the Moon: Viewing the Phases of the Moon

Orion Township Public Library

Developed the "Seeking the Moon" 3-part series to complement 2019 summer reading theme to target patrons entering grades K-6 to promote STEAM-based interest in astronomy.

River Rouge Public Library's Summer Reading Program

River Rouge Public Library

Created a Lego Club for our children, tween and teen age groups to support development of problem-solving skills, creativity, team work, fine motor skills and planning skills. Materials and books for the club were purchased, as well as supplies for storytimes and craft afternoons.

Early Literacy Kits

Romulus Public Library

Created ten Early Literacy Kits focusing on children under 5 years old on the following subjects: patterns, counting, rhyming, shapes, sound/music, oral health, reading, and writing.

STEAM Discovery Station

Salem-South Lyon District Library

Purchased materials to create a variety of summer reading themed programs such as the Astronaut Training Camp and other STEAM open-ended activities around science and art instruction on a variety of topics to support logical thinking skills, fine motor skills and hand-eye coordination.

Summer Reading Virtual Reality Programming

Southfield Public Library

Purchased Virtual Reality (VR) headsets to use in Summer Reading programs, including interactive space exploration applications to support education about space, NASA, astronauts, and the science involved. Future use will include programs around educational content related to a particular theme or historical events.

Early Literacy Play Area

Wayne Public Library

Created an early literacy play area where children ages 2-5 years old can develop early literacy skills to prepare them to succeed in school. Materials included iPads loaded with educational games, puppets for imaginative play, puzzles to help develop spatial reasoning and fine motor skills, and crayons and paper for artistic expression and pre-writing exercises.

Garden to Table

Ypsilanti District Library

Purchased supplies for expansion of current Garden to Table program for youth and teens including garden supplies, books, and picnic tables for doing outdoor STEM activities.

Out of This World Technology

Bridgeport Public Library

Purchased materials to support libraries "Out of This World" summer reading theme program and showcase technologies.

Summer 2019 Children & Teens

Bullard Sanford Memorial Library

Purchased materials to support tiered STEM learning afterschool programs, Summer Reading STEM programs, in-school demonstration programs for kids, interactive story times, specialized programs, and advanced teen programming.

Preschool Playgroup @ the Library

Columbia Township Library

Purchased a variety of high-quality and engaging toys for children in the library for a new weekly playschool group program for users age 5 and under along with families and caregivers to supplement current numeracy and literacy materials in current provided programs.

Reach for the Stars: Library Planetarium

DeWitt District Library

Purchased materials to develop a temporary planetarium created by teens and provide programming for the community to experience the planetarium around events related to the Universe of Stories summer reading theme.

Virtual Reality Space Exploration

Adrian District Library

Implemented a virtual reality component during our moon landing anniversary event to support emerging technologies that residents of the area may not otherwise get to experience. Headsets were preloaded with space exploration apps and provided for use in other library programming.

Robots-To-Go Kit

Bath Township Public Library

Created a Robot-to-Go Kit to provide access to STEM activities to youth and teens in our community. The kit was used for in-house library programs and outreach to schools and other community organizations.

Senior and Disabled Adult Literacy and Technology

Hillsdale Community Library

Purchased materials including Books on CD, Playaways, and Large Print books in order to better accommodate our patrons with disabilities, limited education, and those over the age of 55 who are no longer able to experience the joy of reading.

Get Out In the Real World

Jonesville District Library

Created a "Get Out In the Real World" program to provide organized outdoor "unplugged" games for kids and teens focusing on the physical and social skills of our younger patrons. Outdoor games supplies purchased with the grant were giant yard-sized games, a portable canopy, picnic tables, and containers for transport of materials during events.

Children and Teen Technology Groups

Litchfield District Library

Created STEM Clubs for Younger Children and Teens and including Robots for Technology, Circuit activities for the Science, Engino Sets for the Engineering, and Ping Pong Ball Launcher for Mathematics.

Books For Visually Impaired

Sunfield District Library

Purchased equipment and collection materials to support visually impaired patrons and patrons with print reading disabilities ages 21 and above.

Little Artists

Van Buren District Library

Suppliwis materials to expand our Little Artists art program for children 2 – 4 years old to learn through play and open-ended activities into a more frequently offered program for our community.

Summer Reading and Makerspace Program

Vermontville Township Library

Enhancde the summer reading program by adding telescopes and other materials related to the summer reading theme and provide events to view the night sky. The items will be included in our "library of things" collection after the grant programs. Additional supplies were used for our existing MakerSpace program.

Tweens, teens and the rest of the scene!

Waldron District Library

Purchased supplies to create additional programming around the arts to introduce new forms of art expression, hand/eye coordination and life skills, all while creating a safe, social environment. The summer programs served patrons ages 9 to 16 with the hope to expand to adults after the summer.