CAP Grants

CAP (Collections and Programming) grants are $4,000 grants to expand collections for a target audience and to increase access to those collections through programming. The primary purpose of these grants is to provide resources for community members with defined needs such as at-risk children, the aging population, people having difficulties using the library, and others targeted in the LSTA priorities.

The following libraries were awarded CAP grants this year:
Avondale Middle School Library
Camp Verde Community Library
Cochise County Library District
Copper Queen Library, Bisbee
Coronado K-8, Tucson
Cottonwood Public Library
Flagstaff City-Coconino County Public Library (2)
Glendale Public Library
Hopi Public Library
Maricopa Public Library
Parker Public Library
Peoria Public Library (2)
Pima County Public Library
Prescott Valley Public Library
Safford City-Graham County Library
Scottsdale Public Library
Show Low Public Library
STEAM in Your Library Mini-Grants

STEAM (Science, Technology, Engineering, Arts, and Mathematics) in Your Library Mini-Grants are grants of $3,000 each to enhance informal STEAM education for youth in local communities.

The following libraries were awarded STEAM in Your Library Mini-Grants this year:
- Coolidge Public Library
- Desert Foothills Library, Cave Creek
- Elsie S. Hogan Community Library, Willcox
- Greenlee County Library System
- Rim Community Library, Heber

Wi-Fi Hotspot Lending Grants

A hotspot is an area where users can access the Internet using Wi-Fi from a small device with a cell phone data plan. Wi-Fi Hotspot Lending grants are grants of $4,000 each to be used to provide people with free, 24/7 access to the Internet in areas of limited Internet availability in order to allow people to meet their information needs in new ways.

The following libraries were awarded Wi-Fi Hotspot Lending Grants this year:
- Douglas Public Library
- GateWay Community College Library
- Grand Canyon University Library
- Huachuca City Public Library
- Prescott Public Library
LSTA General Grants

Interactive Playtime

Project Contact: Melanie Toledo  
Library: Ak-Chin Indian Community Library  
Grant Category: Information Access  
Amount: $8,000

Project Summary
The goal of this project is to increase learning and development through the child-centered and play-oriented approach, hands-on exploration, active meaning-making and relationship building. Funds will be used to purchase state-of-the-art interactive tools. Community members will benefit because parent/caregiver and child will learn about the benefits of "play."

Arts for Everyone

Project Contact: Laura Truman  
Library: Avondale Public Library  
Grant Category: Informal Education  
Amount: $11,000

Project Summary
The goal of this project is to provide teens and adults with more opportunities to learn about and create projects related to the arts. Funds will be used to provide instructors and supplies for classes and a small collection of materials about techniques, styles and artists. Community members will benefit because they will improve their ability to actively participate in the arts, either through practice, knowledge, or increased awareness of the arts.

The Pop Up Library: eBooks and Outreach in the Community

Project Contact: Jesse Simms  
Library: Buckeye Public Library  
Grant Category: Information Access  
Amount: $20,000

Project Summary
The goal of this project is to provide digital library services – specifically eBooks - to residents who may not otherwise visit a library facility. Funds will be used to purchase five pop-up eBook libraries to be located throughout the city; this will consist of dedicated hotspot devices and high-demand eBook content that can be circulated through these pop-up library devices. Community members will benefit because they will be exposed to library materials they may otherwise not be aware of. As such, the project will improve the quality of and access to library and information services by meeting the user where they are in the community, and providing library services without requiring a visit to a physical building.
Quilting: Stitching Past & Present

Project Contact: Kathy Hellman
Library: Camp Verde Community Library
Amount: $12,885
Grant Category: Informal Education

Project Summary
The goal of this project is to connect a new generation to the history, tradition, and lore of Camp Verde through sharing the knowledge, significance and craft of quilting and to create a design for a quilted mural that will showcase the history of Camp Verde Community Library. Funds will be used to pay for quilting materials and supplies, for instruction time, and the consultation and guided design services of experienced quilters willing to pass on their craft to the youth. Community members will benefit through informal conversations and activities honoring Camp Verde’s values of ingenuity and creativity, while simultaneously investing in a generation focused on growth, change and opportunity.

Mobile Technology Lab

Project Contact: Amadee Ricketts
Library: Cochise County Library District
Amount: $23,930
Grant Category: Informal Education

Project Summary
The goal of this project is to increase the digital literacy skills of our rural population, including those who are older, are less served, and have lower levels of technology literacy. Funds will be used to assemble a mobile technology lab and to offer basic technology literacy classes, as well as individual technology help and support. This program will provide education to older, lower socioeconomic residents who do not otherwise have adequate access to technology training. Community members will benefit through increases in digital literacy skills which will assist them in terms of economic development, social connections, and civic participation.

2019 LSTA Story Walk

Project Contact: Joyce Baker
Library: Coolidge Public Library
Amount: $5,500
Grant Category: Inclusive Communities

Project Summary
The goal of this project is to promote family health in a collaborative community endeavor that will engage families in both literacy and physical activity. Funds will be used to install a removable StoryWalk® at the city’s downtown park – San Carlos Park. Community members will benefit because they will be able to engage in a free family friendly activity without traveling out of town. This new service will give them access to an enjoyable activity that builds healthy minds and healthy bodies.
Enhancing STEAM Engagement Using iPad Tablets

**Project Contact**  
Margaret White

**Amount**  
$14,500

**Library**  
Douglas Public Library

**Grant Category**  
Information Access

**Project Summary**
Our goal is to enable full engagement with STEAM learning materials by participants in DPL’s "Fun With Math & Science" and “STEAM Club” programs by providing iPads that let them connect to the online interactive components so frequently bundled with STEAM materials like circuits, robots, Qubes, etc. Funds will purchase iPads and iPad Pencils, protective cases, headphones, a charging cart, and various STEAM apps. Participants will benefit by fully engaging with STEAM learning materials. Currently, they can observe but cannot interact with online content because the only interface is one staff iPhone. With iPads, they will each be able to drive robots, design virtual circuits, test code, explore AR, and gain access to a wider variety of STEAM-related experiences.

WiFi Beyond the Walls Using TV Whitespace (TVWS/WiFi)

**Project Contact**  
Margaret White

**Amount**  
$20,000

**Library**  
Douglas Public Library

**Grant Category**  
Information Access

**Project Summary**
Our goal is to provide improved access to library and other networked services by using “TV whitespace” to establish a core TVWS/Wi-Fi network, extending “hotspot” service to three popular city facilities that are open when the library is not but which currently lack connectivity. Funds will be used to purchase and install two TVWS base stations at the Library and three TVWS client stations: two at Airport and 8th Street Parks and one at the Aquatic Center. Community members will benefit because almost 47% have no home internet access at all. Further, there is no access to DPL’s network before/after hours and limited opportunity to borrow a hotspot device because there are not enough devices to meet the need.

Education Through Interactive Spaces

**Project Contact**  
William Ascarza

**Amount**  
$5,000

**Library**  
Flagstaff City-Coconino County Public Library

**Grant Category**  
Information Access

**Project Summary**
The goal of this project is to service under-served populations of children and teens by providing an outlet for them to engage in technology. Digital literacy is very important for the upcoming generation of youth especially those that lack access to technology at home. The Tuba City Public Library will use funds to provide literacy stations, charging stations, headphones, and reading and learning based apps to ensure a learning based environment for its young patrons.
Community members will benefit with a more technological savvy youth who will in turn be able to use technology better in school and on the job.

“Level-Up” Teen Services, Spaces, and Programs at the Glendale Public Library

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<tr>
<th>Project Contact</th>
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<tr>
<td>Erin Garred</td>
<td>$24,700</td>
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Library: Glendale Public Library

Grant Category: Inclusive Communities

Project Summary
The goal of this project is to refresh and rebrand the teen services, spaces and programming at all Glendale libraries. Funds will be used to update the teen areas with new furniture, and signage, create a new and cohesive brand, and to purchase new supplies that will help the teens “Level-Up” their physical, mental, and social skills through gaming, maker, and STEM programming. Community members will benefit because the teens will have new and safe spaces with which they can identify and will feel comfortable using. Doing so will improve their quality of life and allow them to engage in lifelong learning and recreational activities.

Grand Canyon University Historical Archives

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<tr>
<th>Project Contact</th>
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<tr>
<td>Nita Mailander</td>
<td>$48,000</td>
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</table>

Library: Grand Canyon University Library

Grant Category: Information Access

Project Summary
The goal of the project is to provide full, open, and equal access to a wide variety of primary research materials about the history of Grand Canyon University in Arizona. Funds will be used to provide preservation and digitization of historical materials. Grand Canyon University students, faculty, staff, alumni, and community members will benefit because access to historical materials can lead to new knowledge by enabling scholarly use that may have not been previously possible. In addition, the wider dissemination of historical materials through the Library’s digital repository and through the Arizona Memory Project, can lead to substantive and meaningful connections for Arizona citizens to Grand Canyon University's role in Arizona history and culture.

CODE NAME: GRNLE

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<tr>
<th>Project Contact</th>
<th>Amount</th>
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<tr>
<td>Karen Soohy</td>
<td>$33,400</td>
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Library: Greenlee County Library System

Grant Category: Informal Education

Project Summary
The goal of this project is to provide coding literacy and basic robotic skills through the establishment of a Coding Club and provide STEAM programming at the Duncan and Clifton Public Libraries. Funds will be used to purchase iPads, STEM/STEAM materials, and hire a
STEAM programming consultant to plan and monitor the weekly Coding Club as well as plan and present monthly STEM/STEAM family activities in both libraries. Community members will benefit through lifelong learning opportunities by participating in new technology programming.

**Digital History of Huachuca City**

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<tr>
<th>Project Contact</th>
<th>Amount</th>
<th>Grant Category</th>
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</thead>
<tbody>
<tr>
<td>Suzanne Harvey</td>
<td>$28,150</td>
<td>Information Access</td>
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<tr>
<td>Library</td>
<td>Huachuca City Public Library</td>
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</table>

**Project Summary**
The goal of this project is to gather and make accessible a digital history repository for the town of Huachuca City and the immediately surrounding area. Funds will be used to purchase digitization hardware, to capture and scan historical resources, to record and edit oral histories, to create and populate a database and website with these assets, and to promote the use of the materials. Community members will benefit because there is no current archive of this community’s history, and creating it will help preserve the history while strengthening community bonds, building community engagement, and fostering civic pride.

**Any Star Your Destination**

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<tr>
<th>Project Contact</th>
<th>Amount</th>
<th>Grant Category</th>
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<tr>
<td>Linde Furman</td>
<td>$13,417</td>
<td>Informal Education</td>
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<tr>
<td>Library</td>
<td>Mesa Public Library</td>
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**Project Summary**
The goal of this project is to enhance the learning of Mesa’s youth in the subject of astronomy. Funds will be used to purchase telescopes for circulation to the public and in-house library use, to refresh our juvenile nonfiction collection, and to create high-quality astronomy-based programs for children in 3rd-6th grade. Additional monies will be spent on expert presenters, tools to create circulating astronomy kits, staff training, and program supplies. Community members will benefit from increased access to a more current and robust collection of astronomy books and supplies, while Mesa’s youth will gain supplemental STEAM education that will pique and entertain their curiosity in the sciences and better prepare them for their futures.

**Science Excitement at the Library**

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<th>Project Contact</th>
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<th>Grant Category</th>
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<tbody>
<tr>
<td>Geneva Durkee</td>
<td>$47,710</td>
<td>Informal Education</td>
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<tr>
<td>Library</td>
<td>Navajo County Library District</td>
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</table>

**Project Summary**
The goal of this project is to bring exciting science programs to the library and to make kits available for checkout to increase people’s knowledge and awareness of STEM. Funds will be used to purchase the kits and program materials, as well as collections of new nonfiction science materials and science fiction and fantasy books. Community members will benefit because the
audiences in our rural communities ranging from elementary age to senior adults will have access to an array of technologies through our libraries not easily available anywhere else, and their new-found knowledge will help them to inspire young children to become excited about science and technology.

**Library History on Display at Phoenix Public Library**

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<th>Project Contact</th>
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<tr>
<td>Karl Kendall</td>
<td>$19,729</td>
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<tr>
<th>Library</th>
<th>Grant Category</th>
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<tbody>
<tr>
<td>Phoenix Public Library</td>
<td>Information Access</td>
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**Project Summary**
The goal of this project is two-fold: 1) to create both a physical and digital exhibit that celebrates the history of the Phoenix Public Library since 1897, especially as it relates to the history of the City of Phoenix, and 2) serve as a first step towards the digitization of large portions of the Phoenix Public Library's Arizona Room, which is a repository of Arizona history books and materials located on the 4th floor of the Burton Barr Central Library. Funds will be used to hire an exhibit curator, purchase a scanner and exhibit materials, and pay for some printing costs. Community members will benefit because this exhibit will foster a sense of communal history and will be accessible 24/7.

**Library Collections: Evaluation to Access**

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<th>Project Contact</th>
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<tr>
<td>Michelle Simon</td>
<td>$46,130</td>
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<tr>
<th>Library</th>
<th>Grant Category</th>
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<tr>
<td>Pima County Public Library</td>
<td>Information Access</td>
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**Project Summary**
The goal of this project is to evaluate and inventory the entire PCPL collection (26 locations and 1 Bookmobile) to identify gaps in materials acquisition; addressing customer requests, format types, and advances in technology. Funds will be used to train project staff, purchase laptops and handheld scanners in an effort to facilitate the inventory of all library materials. Staff will then use the baseline information to implement a dynamic acquisition plan. Community members will benefit because the increased access to materials will provide them with the opportunity to gain information in a way that best meets their individual needs.

**Library Outpost at the Pima County Juvenile Court Center (PCJCC)**

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<th>Project Contact</th>
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<tr>
<td>Beth Matthias-Loghry</td>
<td>$16,800</td>
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<th>Library</th>
<th>Grant Category</th>
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<tbody>
<tr>
<td>Pima County Public Library</td>
<td>Inclusive Communities</td>
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**Project Summary**
The goal of this project is to transform library services at the Pima County Juvenile Court Center (PCJCC) by adopting a discovery-based Outpost model more appropriate to the changing needs and interests of high-risk adjudicated youth. Funds will be used to purchase display features, signage, and other materials needed to re-design the current library program space, improve
browsability, and increase youth readership, as well as to support interest-driven activities facilitated by experts in residence (artist, reader, writer). Community members, specifically youth in juvenile detention, will benefit because of the more youth-friendly collection design and more dynamic engagement activities provided.

**StoryWalk at Granite Creek Park**

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<th>Project Contact</th>
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<tr>
<td>Jennifer Kendall</td>
<td>$15,000</td>
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<tr>
<th>Library</th>
<th>Grant Category</th>
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<tr>
<td>Prescott Public Library</td>
<td>Informal Education</td>
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**Project Summary**
The goal of this project is to give a child the best possible start for reading by establishing a StoryWalk® in the heart of our community. This project will introduce adult caregivers and their children to the joy of reading and enhance awareness of early literacy strategies by providing an opportunity to engage in reading out loud in a natural setting. Panels will include literacy tips. Funds will be used to purchase 25 aluminum frames and posts, 2 directional mounted pedestal signs, 8 picture books and materials for publicity. Community members will benefit because a StoryWalk® in Prescott will provide adults and children with an outdoor opportunity to enjoy a walk along a nature path while reading out loud together.

**Knowasis Teen Makerspace**

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<th>Project Contact</th>
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<tr>
<td>Jennifer Wong-Ortiz</td>
<td>$15,000</td>
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<th>Library</th>
<th>Grant Category</th>
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<tbody>
<tr>
<td>Scottsdale Public Library</td>
<td>Informal Education</td>
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**Project Summary**
The goal of this project is to create a teen-oriented makerspace in the Knowasis Teen Room at the Civic Center Branch of Scottsdale Public Library. Funds will be used to purchase new technology and supplies, provide programming by experts in the art, science, and music fields, and for travel to the Learning Lab at Pima County Public Library. Community members will benefit because they will be exposed to tools, technology, and resources that they have limited access to, which will enable them to be successful in their academic, personal, and professional lives.

**Our Earth, Our Habitat, Our Home**

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<th>Project Contact</th>
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<tr>
<td>Cheryl Yeatts</td>
<td>$14,381</td>
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<th>Library</th>
<th>Grant Category</th>
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<tr>
<td>Sedona Public Library</td>
<td>Informal Education</td>
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**Project Summary**
The goal of this project is to inform, motivate, and educate the maximum audience about the importance of environmental stewardship and preserving and protecting the natural environment. Funds will be used to cover fees to host authors and presenters; to purchase books for community book discussions; to purchase technology to stream programs for overflow audiences; to
purchase supplies for hands-on workshops; and to pay for advertising and promotional materials. Community members will benefit because they will gain an increased understanding of the importance of protecting the environment and learn new ways to make a difference. This project will benefit the entire community and foster community connections and engagement.

**TechCheck-It Out!**

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<th>Project Contact</th>
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<tr>
<td>Lisa Lewis</td>
<td>$9,400</td>
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**Library**

Show Low Public Library

**Grant Category**

Information Access

**Project Summary**
The goal of this project is to provide information access through the lending of devices and hotspots for those in our community who do not have a computer or internet access at home. Funds will be used to purchase 8 ThinkPads, 8 wireless printers and 8 internet hotspots. Community members will benefit because they will have the ability to access information and perform a variety of different tasks using equipment that is available for them to check-out and use in the privacy of their own homes.

**Yavapai Event Services (YES)**

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<th>Project Contact</th>
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<tr>
<td>Corey Christians</td>
<td>$73,895</td>
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**Library**

Yavapai County Free Library District

**Grant Category**

Information Access

**Project Summary**
The goal of this project is to create an event management service which will include library, community, and other publicly available events that can be managed by individual organizations, libraries, and other governing authorities. Funds will be used to purchase event and room reservation management software as well as hiring a temporary employee to coordinate the implementation of the service. Community members will benefit because they will have a single location they can use to see any entered event in the county (including library events), RSVP for those events, and reserve publicly available rooms.

**Full STEAM Ahead**

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<th>Project Contact</th>
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<tr>
<td>Maria Gnagy</td>
<td>$40,648</td>
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</table>

**Library**

Yuma County Library District

**Grant Category**

Informal Education

**Project Summary**
The goal of this project is to improve STEM (Science, Technology, Engineering, and Math) literacy and increase interest in STEM throughout Yuma County. A countywide STEM programming initiative will be launched in all eight library branches through teen and children’s activities. Funds will be used to purchase supplies, collection materials, software, travel, training,
and marketing. Community members will benefit because this project will provide STEM exposure at an early age, which has been proven to increase interest in STEM. Creating a STEM-literate public will equip them to “conduct thoughtful analysis and sort through problems, propose innovative solutions, and handle rapid technological change” (Charting a Course for Success: America's Strategy for STEM Education, 2018).