Project Next Generation FY25

PNG at MCL Grant Overview

Library Director's Role In PNG Success

PNG at MCL Project Summary

Project Abstract

PNG at MCL will offer a safe and inviting environment at Marion Carnegie Library, during afternoons and Saturdays, where students aged 10 - 18 can access technology-centric programming. Students can participate in Open Lab Hours, Saturday Sessions, and STEAM Club which will be focused on STEAM concepts and STEAM careers. In FY24, PNG at MCL will partner with the WadadUSA organization to pilot a student-led-and-organized "news bureau", focused on technology-based information gathering and disbursement. Marion Carnegie Library's Technology Lab will be the home base of all this programming.

Students of PNG at MCL develop technical and social skills, have access to guidance from mentors in both group settings and one-on-one settings, and work with technology they wouldn't otherwise be able to access. Students will build relationships with their mentors and program facilitators, and these relationships will allow mentors to customize the programs to fit individual needs and more effectively assist the participants.

Participants will expand their knowledge of technology through a hands-on curriculum. Programs will be accessible to both incoming students and previous participants. PNG at MCL students will gain real-life experience and working knowledge of up-and-coming technology.

Grant Award

In FY24, Marion Carnegie Library was awarded $30,666 for supplies, materials, and consultant fees.

In FY23, MCL was awarded $32,815.

In FY22, MCL was awarded $33,116.

Defining Success

Defining Success

What would make your library's PNG programming successful?

- Grant Outcomes are helpful
- Set SMART Goals

Measuring Success

Use Monthly Reviews to learn from previous programs and plan for the future.

Mentors and Communication

Mentors and Communications

- Expectations of Mentors
    - During events, preparing for events, and record keeping
- Communicating with Mentors
    - For continued growth and improvement of PNG programming and the library itself
    - For the Post-Project Report

Program Preparation

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Timeline

Use dates from the grant application's Project Schedule to inform your program scheduling.

Documentation

Use your grant's Abstract and Project Description to make sure your events stick to the PNG project's mission.

Preparing for the *next* grant year

Keep a "wishlist" and a list of ideas as the year progresses.

Tracking Orders

PNG at MCL's Running Order List

A quarterly breakdown of ordered items. This isn't the final answer, but it's a good place to keep track of order progress.

PNG at MCL's Pre-Program Working Budget

An overview of items included in the program budget. Transfer them to the Order List as you order them.

Inventory of Items

PNG at MCL Inventory

This is *extremely* helpful with multiple mentors. It makes an immediately visible list of assets that can be used during PNG events.

Statistics

Attendance

PNG at MCL's Program Attendance Tracker

Tracking for Outcomes

Quick reference for quarterly reports

Excel or Google Sheets

COUNT; COUNTUNIQUE; COUNTA

Attendee Surveys

PNG at MCL Student Program Survey

Mentor Surveys

PNG at MCL Mentor Program Evaluation

Program Marketing

Marketing to an Audience

- Think about who the audience is
    - The grant application's "Target Audience and Need" section is the best starting point.
- Places we've had success in reaching age 10 - 18
    - Social Media (Instagram, Snapchat)
    - In the library (let one event help another event)
    - School districts
    - After-school clubs and hangouts

Remember - you're talking to teens, and *also* to their parents and guardians.

Reporting

5 Reports

4 Quarterly Reports and 1 Post-Project Report

- Use stats measured throughout the year, attendee survey responses, and Mentor program evaluations to complete the reports.

Contact Information

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