

LSTA 2018 Application**Organization Information**

Library Name
Cochise County Library District

Library Address
Drawer AK
2nd Floor, 100 Clawson Avenue

City	State	Zip Code
Bisbee	AZ	85603

Website Address
http://cochise.lib.az.us

DUNS Number
020126041

Project Contacts

Prefix	First Name	Last Name
Ms	Amadee	Ricketts

E-mail	Phone	Fax
ARicketts@cochise.az.gov	520-432-8935	

Prefix	First Name	Last Name
<None>		

E-mail	Phone	Fax

Request Information

Please Read First!

This is the application for LSTA general grants. Follow the links below for LSTA mini-grants:
[STEAM In Your Library](#)

Collections and Programming (CAP) Grants
AZ Community Reads

Read the **LSTA Grant Guidelines** before completing this application.

Choose One Category

Informal Education

Project Title

"Creativity in a Box" (expansion)

Briefly summarize the project, by completing the following: The goal of this project is _____. Funds will be used to _____. Community members will benefit because _____.

The goal of this project is to expand the successful "Creativity in a Box" maker program in order to empower learners to be at the center of their learning and to develop design thinking, collaboration, communication, self-direction, and growth mindset skills.

Funds will be used to procure "Creativity in a Box" kits that can be checked out across the county; to develop "Workshop in a Box" kits for partners to use; to host maker events in various locations; and to host an online community website.

Community members will benefit through increased access to learning and the subsequent application of skills acquired to a variety of pursuits, as well as the fostering of a cross-generational learning community.

Select a Primary Project Intent. Please Check one.

Improve users' general knowledge and skills (Lifelong Learning)

Amount of grant funds you are requesting:

22770

For your library, is this project New or Continuing?

Continuing

What community need or opportunity does your project address?

This project addresses a need to give learners of all ages opportunities to learn and create, especially through activities that transcend traditional academic topics, inspire passion, and cross generational lines.

In our rural county there is a scarcity of opportunities for learning and engaging in creative pursuits. Many people in the community lack Internet access. School resources are limited. As a result, youth often feel limited and have a goal of leaving the area to find something "better."

This project seeks to provide youth, as well as adults, opportunities for creative expression through

a "maker focus." The maker movement brings together a community of learners to tinker, build, create, and play, making both physical and digital objects, such as art, circuits, crafts, web pages, movies, and more, using a "make-hack-play," design thinking framework.

Research has found that "Students learn a tremendous amount through maker-centered learning experiences...[and] the most salient benefits of maker-centered learning for young people have to do with developing a sense of self and a sense of community that empower them to engage with and shape the designed dimension of their world" ("Maker-Centered Learning and the Development of Self," Project Zero, Harvard Graduate School of Education).

How do you know this is a need?

In 2016-17, the "Creativity in a Box" project was piloted in Portal, Arizona, with a few events also being conducted in Elfrida and Sunsites. The program was enthusiastically embraced by those communities, and so we would like to expand the program countywide.

In the pilot, 100% of those filling out of evaluations felt they learned something by participating, and 95% said they would be likely to participate in a similar library activity. In addition, many are continuing to check out the boxes and use them and have also requested additional future events.

Our county library patrons enthusiastically support and attend various programming at our libraries and are seeking new opportunities to learn and collaborate. However, staff time, budgets, and opportunities are limited, and the expertise for specialized events like maker activities is not always available.

In talking with library staff and residents outside of Portal, the interest for this kind of service is high. There is also need for more programming that connects learners of all ages and that offers creative opportunities. STEM activities are also in high demand.

There is also a significant population of home school students here, who are always looking for enrichment activities in which they can participate.

What audiences are you targeting with this project and why?

We are primarily targeting youth and adults in Cochise County.

This is a broad target demographically, which will allow us to reach the most people within our service area. Because we are located in a very rural area, the population is relatively low and geographically spread out. We will also reach a broader group of people beyond our own area through the online component of this project.

How does this project relate to your library's mission or other plans (such as a technology plan)?

The mission of the Cochise County Library District is to serve "the joy of reading, the discovery of ideas, and the power of information." This project will enhance the mission and activities of the library by tapping into existing passions, increasing programming, providing additional information about the topics in question, adding STEM programming, bringing a cross-generational aspect to the programming, and connecting with residents across the county.

What specific change do you intend to achieve with this project?

The primary change we expect to achieve is to see more cross-generational "maker" focused programs offered across the county, and as a result, for learners to be empowered. This empowerment will be measured by the number and nature of projects completed by participants, as well as the degree to which they demonstrate and report on their feeling of success gained through

their participation.

In short, we intend to see participants produce work that is meaningful, to share it with others, and to feel their own sense of capability and thus their growth mindset increase.

Briefly explain why you have selected this outcome, tying it to the Needs Assessment provided. Feeling empowered and taking a proactive approach in one's own learning is fundamental to life success. Mindset research conducted by Carol Dweck and others demonstrates that "developing a growth mindset (the core belief that abilities are malleable and not fixed) is critical to adopting learning-oriented behavior" (MindsetWorks).

Inspiring that sense of empowerment and belief in one's own abilities is exactly what we want to foster in this project. Our maker activities will meet all learners where they are and encourage individual success. We hope that this success will inspire success in other areas through the development of a growth mindset.

Why is this project the best approach?

Maker activities are not about being "right" or "wrong." They are not graded or assessed. Instead they allow every participant to create something that is wonderful. In addition, maker groups don't have "teachers," but instead are about creating communities of co-learners. In maker activities, it is common to see those who are generally shy rise to be stars. Cross-generational collaboration is natural as learners work to build things, solve problems, and iterate.

The freedom of make-hack-play activities takes learners to new places and inspires the sense of wonder and success that we hope to see in this project.

How will the general public participate or use this product? Who will participate, and how many will directly participate in the first year? How will you publicize this activity or product?

The general public will be invited to participate in all project activities.

The following are estimates of participation:

Facilitated events at branch libraries - 10 events x 10 attendees = 100

Events hosted at city libraries - 12 events x 15 attendees = 180

"Creativity in a Box" checkouts - 24 boxes x 5 checkouts each x 3 people = 360

Total reached = 640

In addition, it is expected that many more people will be reached through the website.

The project will be publicized and marketed through:

- Posters at the libraries
- Posters and flyers posted on community bulletin boards
- Emails to community mailing lists
- Social media postings including on various community Facebook pages
- Outreach and publicity by partner organizations

What steps has your library taken to prepare for this project?

The piloting of this project in Portal has prepared us for expanding it countywide. Through this pilot, we have had an opportunity to test out various activities and evaluate which were most popular and which are suitable for scaling.

In addition, a variety of community members and partners have been contacted regarding their interest in and support for this project. The project team has also discussed the logistics of the project and made sure that the project is compatible with existing infrastructure, staffing, etc.

What will you do, and how will you do it? Give specific information about the types of activities, number of programs, or resources you'll make available.

The following broad activities will be conducted as a part of this project:

- Procure 24 "Creativity in a Box" kits that can be checked out across the county. These boxes will include all the materials a person needs to complete the activity, such as digital audio recorders, seeds, circuit materials, art supplies, etc.
- Create 4 "Workshop in a Box" kits so that city libraries can conduct their own maker events. These kits will include all materials needed for a group of participants, and refills of consumable items will be available. It is expected that city library staff will conduct at least 12 events as a part of this project.
- Create and host 10 maker events at branch libraries and other community locations.
- Host and populate makingandsharing.com, an online collection of maker activities and a community site where people can upload pictures of what they made and share other ideas.

List at least one product or activity that will help you meet the outcome. All products and activities that are a part of your project should be linked to an outcome.

The "Workshop in a Box" kits created as a part of this project will help to encourage learners of all ages to drive their own learning and to develop critical thinking, collaboration, communication, and design thinking.

These kits will be designed to be simple to use and will contain all materials needed to conduct a workshop. They will be able to be used by branch libraries and city libraries, as well as community organizations.

These kits will expand the reach of the project in a way that is cost effective and will also help ensure the sustainability of the project.

Describe what tool(s) or method(s) you will use to evaluate each product or activity listed. Examples include pre- and post-assessments, surveys, benchmarks, and observations.

The following tools will be used to evaluate this project:

- Sign in sheets for number of events held
- Sign in sheets for number of participants at events
- Artifacts created at events
- Participant surveys from events
- Number of checkouts of "Creativity in a Box" kits
- Surveys from those checking out "Creativity in a Box" kits
- Artifacts created as a part of home and other maker activities

Provide a list of the names of project personnel, the organization they represent and their title, and a description of their duties for this project. If the project will require a consultant, provide a brief resume for any consultant for whom you are requesting LSTA funds and upload below.

Amadee Ricketts, Director of the Cochise Library District

Amadee will manage the overall project and will be the administrative contact. She will also provide oversight and evaluation activities.

Karen Fasimpaur, President, K12 Handhelds, Inc.

Karen will develop the maker activities, procure and assemble "Creativity in a Box" kits, create and assemble "Workshop in a Box" kits, conduct select facilitated workshops, host and populate the online site, and manage the overall project.

Identify the project director, and explain why he or she is appropriate for this project.

The Project Director for this project is Amadee Ricketts, Director of the Cochise Library District. As the library's administrator, she can ensure that project goals and deadlines are met, keep project related records, and prepare the final report.

If special skills or expertise are necessary for a participant, briefly list his or her qualifications.

No special skills or expertise is required for project participants.

Partners

If you are partnering with other organizations for this project, describe each partner's role. Enter N/A if not applicable. Provide a letter of support from each partnering organization and upload below.

The following city library partners will be provided "Creativity in a Box" kits and "Workshops in a Box" kits and will host events:

- Douglas Public Library
- Elsie S. Hogan Community Library (Willcox)
- Benson Public Library
- Huachuca City Library

- The Cochise County School Superintendent's office will partner to bring this program to the home school audience.

- K12 Handhelds -- This locally-based company works with organizations across the country on projects including maker activities, writing, and technology-empowered creative learning. For this project, K12 Handhelds will develop event curriculum and kits, conduct selected events, and coordinate partners.

Upload Consultant Resumes and Letters of Support

Please combine all consultant resumes and letters of support into one document to upload.

[cclid-support.pdf](#)

What are the major steps you'll take to reach the outcomes you've listed?

- Determine final list of "Creativity in a Box" kits and events
- Schedule events with partners
- Procure, assemble, and distribute "Creativity in a Box" kits
- Create "Workshop in a Box" kits
- Procure supplies needed for events
- Update and maintain online maker site
- Promote events and kits
- Conduct events
- Post project artifacts at online site
- Evaluate project and iterate as needed

Provide a timeline that includes planning, implementation and evaluation, and indicates when funds will be spent. Remember, funds are not available before May 18, 2018, and must be full encumbered by August 2, 2019.

June, 2018 - Funds available

June-July 2018 - Branch libraries and partners contacted to arrange details

August, 2018 - Procure, assemble, and distribute "Creativity in a Box" kits

Fall, 2018 - Schedule partner events

Winter, 2018 - Create "Workshop in a Box" kits

Spring, 2019-Summer, 2019 - Conduct events

July, 2019 - Funds spent out

Provide specifics about each public program activity, including the date and location. Enter N/A if not applicable.

"Creativity in a Box" kits

- 3 kits per library to be made available in the fall of 2018

Locations: Jimmie Libhart Library (Bowie), Sunsites Community Library, Alice Woods Library (Sunizona), Elfrida Library, Douglas Public Library, Elsie S. Hogan Community Library (Willcox), Benson Public Library, and Huachuca City Library

Facilitated maker events

- Two events per library to be conducted by project consultants in the spring and summer of 2019

Locations: Jimmie Libhart Library (Bowie), Sunsites Community Library, Alice Woods Library (Sunizona), Elfrida Library, Portal Myrtle Kraft Library

Other maker events (conducted with "Workshop in a Box" kits")

- Three events per library to be conducted in the spring and summer of 2019

Locations: Douglas Public Library, Elsie S. Hogan Community Library (Willcox), Benson Public Library, and Huachuca City Library

If successful, will you continue this project once the grant period has ended? If so, how will you sustain it?

"Creativity in a Box" kits will be available for checkout indefinitely beyond the grant period. An inventory of consumables will be obtained for future use. Additional supplies, if needed, will be supplied by local libraries or Friends groups.

The "Workshop in a Box" kits are designed to make ongoing offerings of the events sustainable as well. These will be designed to be able to be administered beyond the grant without outside expertise.

Our experience with the pilot phase of this program has been that it is sustainable, and two years later, the project is still active and thriving in Portal.

Budget Information

Provide a detailed explanation and justification of the proposed LSTA expenditures. Quotes, estimates, mileage, and other methods of calculating budget items should be detailed. See K12 Handhelds quote #K0218-008 for full details.

Travel is based on two people traveling approximately 576 miles roundtrip to Phoenix for grant recipients meeting.

Project Budget Form

- Complete the budget form below for the project described in this application.
- In-kind services or funds are not required, but are encouraged.
- Use only numerals in the budget fields in order to calculate totals; any non-numeric elements (commas, periods, etc.) will not calculate correctly.
- This budget form is designed for online use and does not print well. If you need a printed copy of your budget, use a separate form.

\$ Salary/Benefits Requested	\$ Local Match	Salary, Wage and Benefits Description	Total Salary Wages and Tips
0	0		0.00

\$ Consultant Fees Requested	\$ Local Match	Total Consultant
13500	7500	21000.00

Consultant Fees Description
 Conduct maker workshops, project management, marketing; see K12 Handhelds quote #K0218-008

\$Travel Requested	\$ Local Match	Travel Description	Total Travel
500	0	attend grant recipients workshop in Phoenix	500.00

\$ Supplies/Materials Requested	\$ Local Match	Total Supplies and Materials
8770	0	8770.00

Supplies Description
 "Creativity in a Box" kits, "Workshop in a Box" kits, refills; see K12 Handhelds quote #K0218-008

\$ Equipment Requested	\$ Local Match	Equipment Description	Total Equipment
A single item valued at \$5,000 or more 0	0		0.00

\$ Services Requested 0	\$ Local Match 0	Services Description	Total Services 0.00
\$ Indirect Costs Requested 0	\$ Local Match 0	Indirect Total 0.00	
\$ Total Grant Budget Click on calculator icon to total the amounts 22770.00	\$ Total Local Match Click on calculator icon to total the amounts 7500.00		Total Budget Click on calculator icon to total the amounts 30270.00

Beneficiaries

Age Group All Ages
Population Served (Optional) Intergenerational
Ethnicity (Optional) Multi

Certification

To complete your application, the Certification of Application form must be postmarked by March 9, 2018. Registered or certified mail is recommended. Please fill out the certification form, print it, sign it and mail to:
Grants Consultant
Arizona State Library, Archives & Public Records
1700 W. Washington St., Suite 220
Phoenix, AZ 85007

Keep a copy of the signed certification for your records.

[Click here to open the certification form](#)