

Updates in blue (through 6/30/2018)

of surveys filled out: 291

3. Satisfy Curiosity: Lifelong Learning

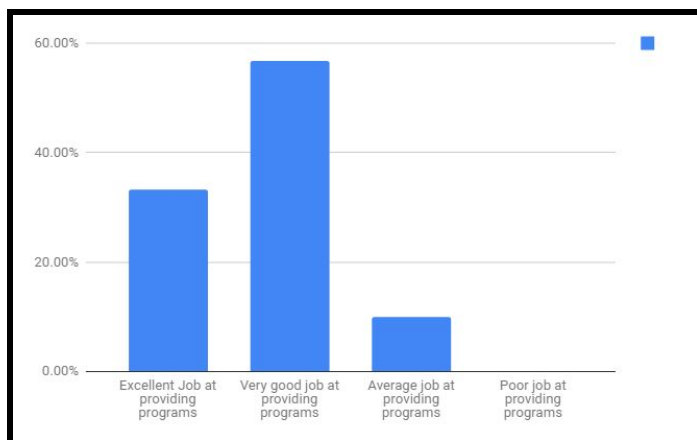
Residents will have the resources they need to explore topics of personal interest and continue to learn throughout their lives.

Goal: All ages will have creative hands-on educational and entertainment programming.

Objective #1: In each fiscal year ending June 30th, at least 10,000 people will attend programs. When surveyed 75% of people will say that the library does a good or excellent job at providing well rounded educational and entertainment programs.

Program Attendance 2017-2018: 16558

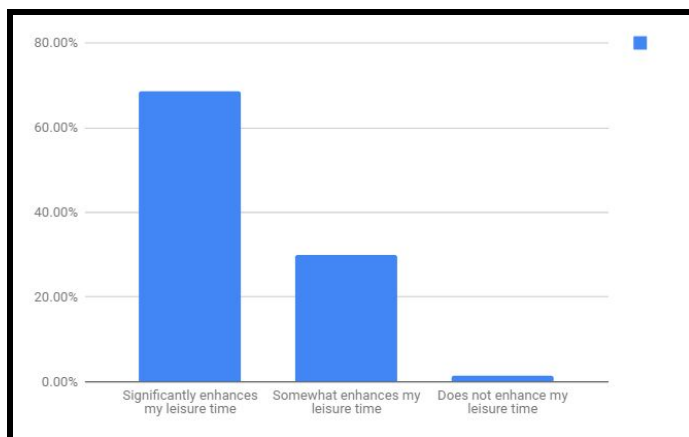
Excellent Job at providing programs	33.33%
Very good job at providing programs	56.70%
Average job at providing programs	9.97%
Poor job at providing programs	0%



Objective #2: By June 30th, 2019, 75% of people who attended programs when surveyed will report that they view the library as a resource for programming to enhance their leisure time.

Current % of people surveyed:

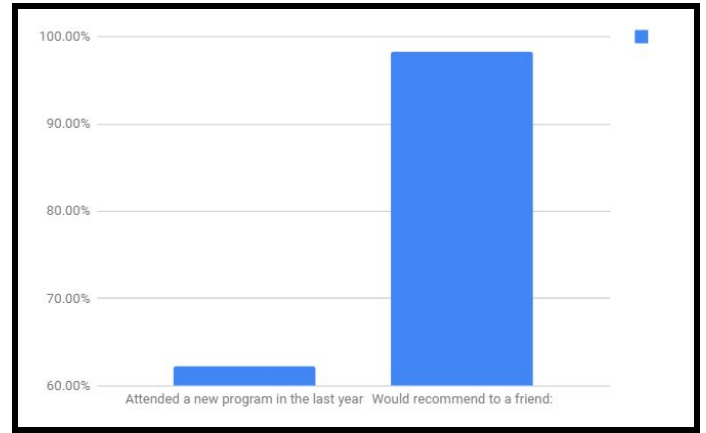
Significantly enhances my leisure time	68.73%
Somewhat enhances my leisure time	29.9%
Does not enhance my leisure time	1.37%



Objective #3: By June 30th, 2019, 50% of people surveyed will say that they attended a new program within the last year, and would recommend a library program to a friend.

Current % of people surveyed:

Attended a new program in the last year	62.20%
Would recommend to a friend:	98.28%



Objective #4: By June 30th, 2022, 750 people of Latino heritage will have attended programs at the library.

Total # latinos attended programs 2017-2018: 1603

Sample Activities:

Hold a variety of programs for all ages.