# MPLIC BY THE NUMBERS
## FY17 JAN-FEB

## Youth Literacy

*Youth Literacy Program Attendance by Age*



- 491 — Teens
- 4,744 — Children 6-12
- 9,907 — Children 0-5
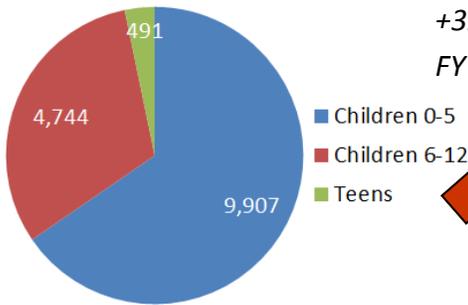
- Children 0-5
- Children 6-12
- Teens

*+39% from FY 16 YTD*
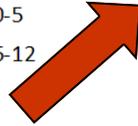
"It is great to provide the children with story time like this to get them **interacting** with other babies. Plus, the children are **exposed** to the **new words, new songs.** Thank you for providing this for them!"
-Grandmother of story time participant



**International Story Time celebrating Nigeria at the Cordova Library.**

**95% of survey respondents attending youth literacy programs agreed or strongly agreed that they will spend more time singing, reading, talking, writing or playing with their children as a result of attending the program.**



**International Story Time celebrating China at the Benjamin L. Hooks Central Library.**

"I taught my boy how to check out eBooks from the Library and he has been reading like **a book and half a day."**
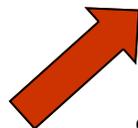- Tracy O'Connor, Library customer

## Job, Career, and Entrepreneurship

*Job, Career, Ent. Program Attendance by Location*



- 2,385 — Branches
- 2,693 — JobLINC
- 666 — Central

- Branches
- Central
- JobLINC
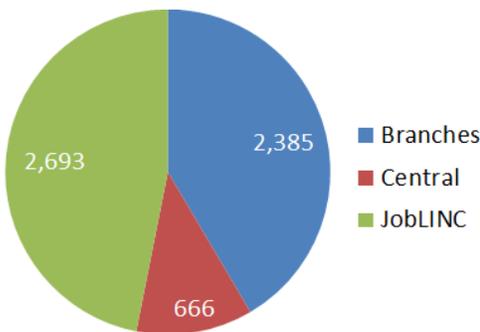
*+32% from FY 16 YTD*

"**I got the job!** Thank you so much. The **Library was such a big help** and I am so happy I started going. Thank you for all you did and for all of the **encouragement** you all gave me, because I truly love my new office. It is such a blessing."
-Ms. Alexander, JobLINC Customer

**96% of polled program attendees stated that they learned something new that will help them.**

## Youth STEAM

*Youth STEAM Program Attendance by Age*



- 2,404 — Children
- 5,655 — Teens

- Teens
- Children
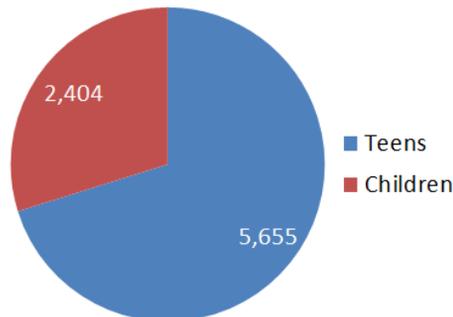
*+168% from FY16 YTD*

**95% of polled program attendees stated that they learned something new that will help them.**



**CLOUD901 building a robot for a robotics competition.**

| Goal 1: | Goal 2: | Goal 3: | Goal 4: | Goal 5: |
|---|---|---|---|---|
| Ensures that all Memphians have access to technology needed to increase knowledge, learning, and access to the economy. | Reaches beyond its walls with creative partnerships that make a difference in people's lives. | Communicates in ways that move libraries from a supporting player to a leadership role that is highly valued in today's public space. | A platform for three overriding purposes: literacy, education accelerator, and jobs center. | Advances a culture of excellence in operations and outreach. |