

# C-18

February 1, 2022

HONORABLE MAYOR AND CITY COUNCIL  
City of Long Beach  
California

## RECOMMENDATION:

Authorize the City Manager, or designee, to execute a Memorandum of Understanding with Dramatic Results to accept and expend grant funding in the amount of \$299,634, for Science, Technology, Engineering, Arts, and Mathematics (STEAM) programming, for a one-year period, with the option to renew for four additional one-year terms, at the discretion of the City Manager; and,

Increase appropriations in the General Grants Fund Group in the Library Services Department by \$299,634, offset by grant revenue. (Citywide)

## DISCUSSION

The Long Beach Public Library (Library) has been selected by Dramatic Results as a lead contractor for project 84.351A "STEAM Ecosystem Expansion Demonstration Project" (SEED Project), funded by the U.S. Department of Education. This project is designed to replicate the Dramatic Results' STEAM Ecosystem project model to develop the Library's capacity to create and sustain high-quality, engaging, and equitable STEAM programming for underrepresented students in Long Beach. The Library served as a partner in Dramatic Results' previous STEAM Ecosystem project model and is perfectly positioned to move into the lead contractor role in this expansion project grant.

The SEED Project is a collaboration between teams of public libraries, school districts, and teacher preparation programs in three communities across the United States of America for replication and dissemination of the STEAM Ecosystem model. The framework for local implementation of STEAM programming services is guided by four strategies: Partnerships, Pillars of Professional Development, Programs, and Public Outreach, as described below.

- Partnerships among community and educational institutions that share a vision of using art and creativity to engage and deepen student learning
- Pillars of Professional Development that address challenges around cross-sector collaboration, working with underrepresented students, and engaging students with STEAM-integrated instructional materials
- Programs that demonstrate how to engage students and educators with various arts-based modalities to foster self and social awareness

HONORABLE MAYOR AND CITY COUNCIL

February 1, 2022

Page 2

- Public Outreach to disseminate the educational and professional development resources created by SEED in ways that can be used to launch STEAM ecosystems in yet more communities

The value of out-of-school programs has received increased attention in recent years. Summer enrichment programs have been flagged as crucial to efforts to re-engage students after the learning losses due to the COVID-19 pandemic. Social and emotional learning experiences can play meaningful and important roles in helping young people recover and in promoting educational equity. However, providing these opportunities for students requires appropriate professional development for the adults who work with them. Arts education and arts integration are key strategies for fostering social-emotional development and well-being for adults and children. Through participation in the SEED Project, the Library will not only grow its capacity to offer arts-based learning opportunities for Long Beach youth but will also expand the STEAM ecosystem in Long Beach by providing professional development, training, and curriculum tools to local experts.

As a fully participating lead contractor in the SEED Project, the Library is eligible to receive up to \$1,908,805 through FY 2026. Available funding for the first year is \$299,634, with up to \$1,609,171 available across the extended budget period for the SEED Project. Available funding for each fiscal year, from October 1 through September 30, is as follows:

<b>Fiscal Year</b>	<b>Amount</b>
FY 21/22	\$299,634
FY 22/23	\$381,924
FY 23 /24	\$399,671
FY 24/25	\$409,805
FY 25/26	\$417,771
<b>TOTAL</b>	<b>\$1,908,805</b>

This matter was reviewed by Deputy City Attorney Amy R. Webber on January 7, 2022, and Revenue Management Officer Geraldine Alejo on January 10, 2022.

TIMING CONSIDERATIONS

City Council action is requested on February 1, 2022, to receive and expend grant funding by September 30, 2022.

FISCAL IMPACT

During the first year, the City will receive grant funding up to \$299,634 for Science, Technology, Engineering, Arts, and Mathematics (STEAM) Library programming. An appropriation increase in the amount of \$299,634 is requested in the in the General Grants Fund Group in the Library Services Department, offset by grant revenue. If needed, appropriation for subsequent years appropriation will be requested as part of the budget process. The grant has no required match or in-kind service mandate. This recommendation has no staffing impact beyond the normal

budgeted scope of duties and is consistent with City Council priorities. There is no local job impact associated with this recommendation.

SUGGESTED ACTION:

Approve recommendation.

Respectfully submitted,



CHRISTINE HERTZEL  
INTERIM DIRECTOR OF LIBRARY SERVICES

APPROVED:



---

THOMAS B. MODICA  
CITY MANAGER