



Legislation Details (With Text)

<b>File #:</b>	22-1092	<b>Version:</b>	1	<b>Name:</b>	LS - STEAM Ecosystem Grant Project
<b>Type:</b>	Contract	<b>Status:</b>		<b>Status:</b>	CCIS
<b>File created:</b>	8/25/2022	<b>In control:</b>		<b>In control:</b>	City Council
<b>On agenda:</b>	9/13/2022	<b>Final action:</b>		<b>Final action:</b>	9/13/2022
<b>Title:</b>	<p>Recommendation to authorize City Manager, or designee, to execute an agreement, and any necessary amendments, with California State Library to accept and expend grant funding in the amount of \$56,800 for the Library’s SEED: Growing a STEAM Ecosystem Grant Project, for the period ending June 30, 2023; and</p> <p>Increase appropriations in the General Grants Fund Group in the Library Services Department by \$56,800, offset by grant revenue. (Citywide)</p>				
<b>Sponsors:</b>	Library Services				
<b>Indexes:</b>					
<b>Code sections:</b>					
<b>Attachments:</b>	1. 091322-C-11sr				

Date	Ver.	Action By	Action	Result
9/13/2022	1	City Council	approve recommendation	Pass

Recommendation to authorize City Manager, or designee, to execute an agreement, and any necessary amendments, with California State Library to accept and expend grant funding in the amount of \$56,800 for the Library’s SEED: Growing a STEAM Ecosystem Grant Project, for the period ending June 30, 2023; and

Increase appropriations in the General Grants Fund Group in the Library Services Department by \$56,800, offset by grant revenue. (Citywide)

City Council approval is requested to execute an agreement with the California State Library to receive and expend grant funding related to science, technology, engineering, arts and math (STEAM) programing. The Library Services Department’s (Library) grant application to the California State Library was approved, which awards grant funding to expand its current project, SEED: Growing a STEAM Ecosystem, in the amount of \$56,800 for the grant period ending June 30, 2023.

This grant funding will increase the Library’s capacity to create and sustain high-quality, engaging, and equitable STEAM programming for underrepresented students throughout Long Beach. Additionally, this grant funding will allow the expansion of the library’s current SEED project, which 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. With this additional grant funding the Library will offer twice as many fall and winter STEAM workshops for youth, an increase from 20 to 40 sessions, while also providing additional support for this summer’s

STEAM camps, which provide 40-hours of learning to ninety (90) 7th and 8th grade Long Beach Unified School District students.

This matter was reviewed by Deputy City Attorney Vanessa S. Ibarra on August 25, 2022 and by Revenue Management Officer Geraldine Alejo on August 24, 2022.

City Council action is requested on September 13, 2022, to receive and expend grant funding by June 30, 2023.

The City will receive grant funding in the amount of \$56,800 to expand the Library Department's current project, SEED: Growing a STEAM Ecosystem. An appropriation increase of \$56,800 in the General Grants Fund Group in the Library Services Department is requested, offset by grant revenue. Grant revenue will offset costs related to additional duties and materials necessary for grant program implementation. The grant has no required match or in-kind service mandate. This recommendation has a minimal staffing impact beyond the normal budgeted scope of duties and is consistent with existing City Council priorities. There is no local job impact associated with this recommendation.

Approve recommendation.

CATHY DE LEON  
DIRECTOR OF LIBRARY SERVICES

APPROVED:

THOMAS B. MODICA  
CITY MANAGER