

THE AMITYVILLE PUBLIC LIBRARY

LONG RANGE PLAN

2021-2022

The Amityville Public Library, located at 19 John Street in Amityville, New York, is chartered to serve the residents of the Amityville Union Free School District.

MISSION STATEMENT

The Amityville Public Library serves all residents of the Amityville Union Free School District, encompassing East Massapequa, North Amityville and the Village of Amityville. The Amityville Public Library is a place for its community members to share, to learn and to create. The Library and its staff serve as facilitators for the community and patrons in those endeavors.

GENERAL OBJECTIVES

To be aware of and respond to changing educational, recreational and informational needs of the community.

To maintain a high level of quality library service.

To provide easy, readily available access to the collection.

To keep the library facility up-to-date, attractive and safe.

To continuously update and weed the collection both in print and online with currently available material and links.

To make the community aware that the library is the place to come for technology assistance.

To partner with the school district and local organizations to provide information, services and programs of interest to the residents.

The service areas the library strives to excel at are:

- I. The library as a learning organization
- II. Enthusiasm for our products and services
- III. Collaboration and understanding of our community.
- IV. Support of creativity through technology.
- V. Continual analysis

I. Library as a Learning Organization

Goal:

The Amityville Public Library will be responsive to the community's changing needs by offering programs and services that will stimulate the imagination through reading, viewing and listening for pleasure. Patrons will find avenues to further enrich their lives outside of the normal educational path through lifelong learning opportunities.

Objective:

The library is a center for ideas and information.

Sample Activities:

- Digital and traditional lending of books and materials
- Provide outlets for readers' advisory and book discussions
- Continue to offer and encourage participation in seasonal reading clubs.
- Highlight digital educational databases in tutoring language learning, ancestry, research, etc.
- Present programs and discussion groups, educational lectures and speakers on topics of interest to patrons of all ages.
- Extend services to local senior centers, daycare facilities and community groups.
- Promote lending of non-traditional items (cake pans, Wi-Fi hotspots, etc.).
- Provide information on electronic learning and research for all ages.

Training of Staff and Patrons

- a. Staff and patrons will learn new technology through staff training, one-on-one tech help, computer classes, programs that introduce new technology.
- b. Staff will attend training in-house and through SCLS, LILRC, NYLA, etc.
- c. Engage in community outreach to demonstrate our products and services and encourage the community to use the library.

II Promotion of Library Services and Products

Goal:

To foster a love of learning, enjoyment of entertainment offerings, spark creativity and help patrons solve problems through access to information.

Objective:

Work with staff to be engaged and committed to the library and community. Team oriented hospitable and forward thinking in the promotion of the library.

Sample Activities:

- Library website provides electronic links to downloadable media for patron enjoyment(Hoopla, LiveObrary, Creativebug) and information (Live-brary, Learning Express).

- Engage community in programming that encourages creativity, DIY. Hands-on programs such as painting, crafts and cooking.
- Take advantage of SCLS Lending Library-maker kits and new technology.
- Promote a health community: speakers on nutrition, lifestyle choices, parenting, Medicare, etc. Continue to provide exercise programs for patrons. Ensure the library has the most current and authoritative information on health and medicine.
- Promote entertainment options that patrons enjoy at the library for free or at a significantly reduced cost: borrowing items, programs and concerts, movies, etc. Continue to develop fun and educational family programs such as pumpkin carving, gingerbread houses, etc. Promote museum passes, discount tickets to local attractions.
- Seek to provide continued traditional and non-traditional services to patrons that enable them to solve problems and access information to enrich their daily lives (social worker appointments, tax help, tech help).
- Continue to create informative promotional materials to highlight library resources and services.
- Attend local community organizational meetings and events to distribute library information.
- Engage in social media marketing.

III Collaboration and Understanding of Community.

Goal:

Establish and maintain the library as a community center, destination, meeting place and a place for the community to meet, relax, connect and interact.

Objective:

To provide a welcoming and safe environment for patrons, accommodate meetings of local community groups and build relationships with local community agencies.

Sample activities:

- Provide space and resources that meet the community's needs, including meeting rooms, conference rooms, free Wi-Fi, computer and information access.
- Continue to work with local groups and government representatives to provide meeting space and a chance for patrons to learn about their community, provide input and enact positive change.
- Groups and representatives: Chamber of Commerce, Amityville School district, St. Martin's Catholic church, state senators and assemblypersons, Mayor of Amityville Village, Lions' Club, the Amityville Historical Society.

IV. Support of Creativity through Technology

Goal:

Become a destination for people to explore emerging technologies and foster creativity.

Objective:

To continue to provide a variety of programs and materials to support and educate the community on new technologies. To enable patrons to keep pace in a fast-moving tech driven world.

Sample activities:

- Train library staff to evaluate and promote new technologies and to become early adopters and promoters of new technology.
- Make new technologies available for patrons to use, explain pros and cons.
- Continue to support STEAM curriculum for children and teens including coding, circuit machines, computer games, etc.

VI. Continual Analysis

- Patron feedback after programs
- Community surveys
- Suggestion box
- Engage patrons at library programs.