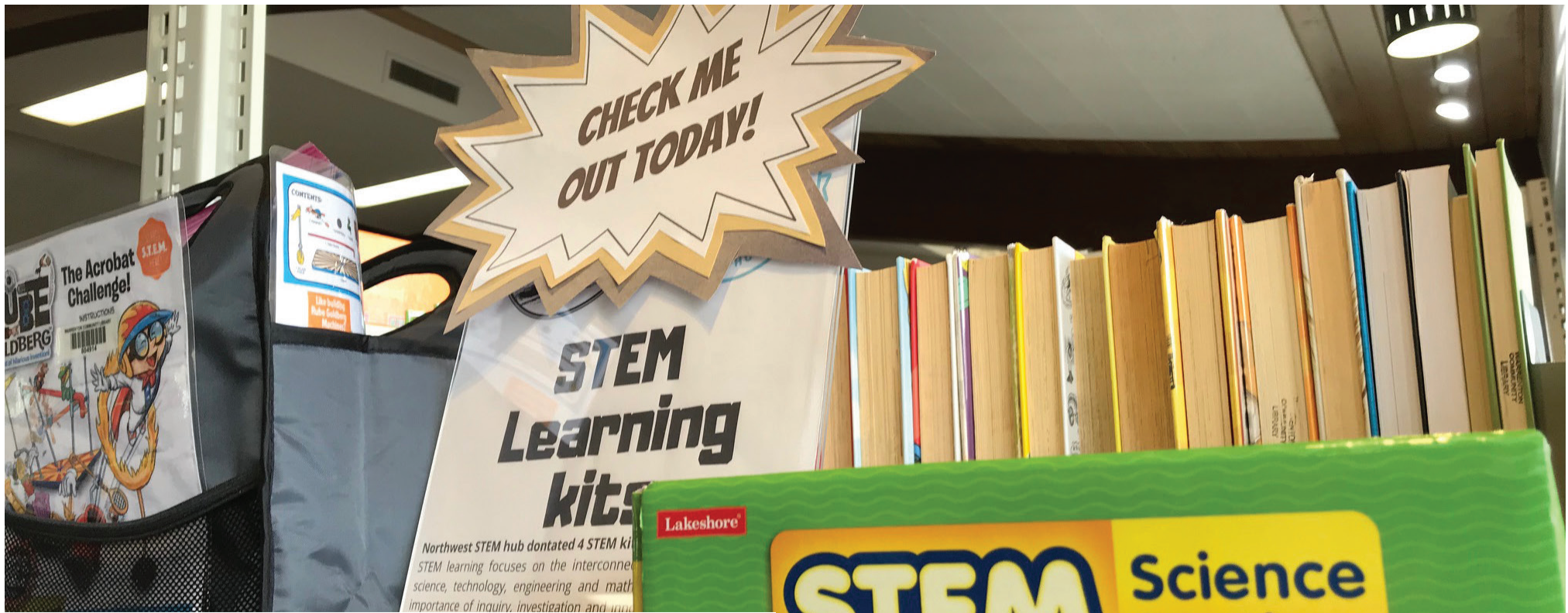




Photos by Linda K. Hoard

ABOVE: The teen space inside Warrenton Community Library. **TOP:** Some of the equipment that patrons can get at Warrenton Community Library.



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and outdoor story time, and developing and checking out STEAM (science, technology, engineering, arts and mathematics) kits for older students that allow for safe distancing while actively engaging youth in hands-on activities within our community,” Goff said.

Goff hopes to complement and support the curriculum educators are using for students currently — many of whom have been attending class virtually this school year.

“(I am) putting my heart and soul in this because this is the time to make a difference for families and learning at this incredibly challenging time in history,” Goff said.

The library employs a hybrid model of teaching. Library staff have recently focused more on outdoor activities like singing and jumping, along with some quieter indoor activities — all of which allow for social distancing and mask wearing. Staff are careful to adhere to safety requirements based on county statistics and guidance.

Goff wants to help engage and empower students in their interests and talents, she said. She is using a recent library survey, in which

153 local students participated, to create curriculum based off of what students suggested in the survey that they’d like to have in the library.

One project library staff is working to complete because of the survey is to expand the library’s “Library of Things,” where patrons can borrow guitars, an electric violin with a small amp, elementary STEM-themed kits, board games, binoculars and an Instant Pot.

“I want to partner directly with Warrenton and hopefully Seaside teachers and make STEM age-appropriate kits that can be checked out for youth,” Goff said.

She also hopes to create leadership roles for older students to mentor and tutor younger students. She also plans to work with local businesses and organizations to help create more activities for underserved groups, such as students who don’t or can’t use computers.

“We want those students to go further,” Goff said. “We really want community input about the activities we do, whether for young kids or teens. We want to value, serve and collaborate within and across the community.”