

Spring 2017

Library Name	Amount	Grant description
Winter Harbor Public Library	\$500	Develop a children's summer reading program
West Paris Public Library	\$500	Fund staff attendance at conferences for professional development
Palermo Community Library	\$500	Fund staff attendance at conferences for professional development
Vassalboro Public Library	\$500	Fund first time attendance to the Maine Library Association Conference
Skidompha Public Library	\$500	Training for Children's Librarian for yoga programming
Kezar Falls Circulating Library	\$500	Develop a community garden program for educational purposes to help alleviate food insecurity
Parsons Memorial Library	\$500	Provide first time paid performer during summer reading celebration
Millinocket Memorial Library	\$1,000	Develop a community film program with partner, Our Katahdin Fund a portable bookshelf of acclaimed picture books that will be made available to Maine school and public libraries for monthly loan.
Bowdoinham Public Library	\$1,000	Each book in the collection features the immigrant, refugee, or "new arrival" experience.
West Buxton Public Library	\$1,000	Develop a makerspace and creative play area
Martha Sawyer Community Library	\$1,000	Develop a Lego architecture club where teens could come and learn building methods and learn together.
Acton Public Library	\$1,000	Create an outdoor StoryWalk family literacy project
Brooksville Free Public Library	\$1,000	Funder participation in a national leadership institute
Windham Public Library	\$2,500	Expand and enhance educational technology tools for the Children's Room Purchase a state-of-the-art Virtual Reality (VR) Station to develop programming leveraging educational materials from NASA, Lecture VR
Rockport Public Library	\$2,500	and Discovery VR and to provide patrons access to this exciting new technology.
Berwick Public Library	\$2,500	Develop a teen/tween robotics club
Jay-Niles Memorial Library, Jay	\$5,000	Create a Makerspace Center at the Jay-Niles Memorial Library for Tweens and Teens where they can create, invent, and learn.

Fall 2017

Library Name	Amount	Grant description
Jesup Memorial Library, Bar Harbor	\$5,000	Partner with local schools to offer a writing and storytelling program for children and young adults
Raymond Village Library	\$2,500	Engage seniors in social and educational activities through the Age Friendly Community Initiative
Rockland Public Library	\$2,500	Provide movement and healthy living programming for adults of all ages and abilities
York Public Library	\$2,000	Fund staff first-time attendance at a national conference
Simpson Memorial Library, Carmel	\$1,000	Partner with the town and local elementary school to develop an outdoor StoryWalk
Dorcas Library, Prospect Harbor	\$1,000	Develop a STEAM Team unit on wilderness conservation
Canaan Public Library	\$1,000	Develop Lego programming
Naples Public Library	\$1,000	Expand Kids 'n' Kamas photography programming
Bridgton Public Library	\$1,000	STEM education outreach to homeschoolers
Ellsworth Public Library	\$1,000	Fund staff attendance at a national conference and community engagement training
South Berwick Public Library	\$1,000	Partner with local high school, land trust, and neighboring public library to expand outdoor StoryWalk
DA Hurd Library, North Berwick	\$500	Develop a teen advisory board and teen gaming space
Peabody Memorial Library, Jonesport	\$500	Develop a children's coding program using Dash and Dot robots
Hope Library	\$500	Develop nature-related programming for all ages
Curtis Memorial Library, Brunswick	\$500	Fund staff first-time attendance at a national conference