

# Growing Minds Countywide

## Priorities for 2026/2027

**Each year, the Ventura County Library Foundation sets clearly defined funding priorities based on four main areas of interest: Early Literacy, School Age Success, Learning for Life, and Building for the Future.**

### School Age Success

·STEAM Activities - This funding supports the delivery of high-quality STEAM programming for children aged 6-18 at every branch in the library system.

o *Reach: Aim to serve over 500 students per year in at least three different age groups, and to have programming at each library branch at least once during the year.*

·Lunch at the Library - This funding provides free, nutritious meals to children at library branches during the summer months, addressing food insecurity when school is out and encouraging participation in the summer reading program.

o *Reach: Aim to serve at least 300 meals per summer.*

·School Mobile Library - This funding will also support the School Mobile Library program which visits underserved schools throughout the county to bring books and resources directly to the children who need them the most. Funding will be used to purchase books to give to students for their personal home libraries, ensuring that every child has access to books of their own outside the classroom.

o *Reach: Aim to distribute over 500 books to at least 500 children during at least 40 school visits per year.*

### Learning for Life

·Career Online High School - This funding gives adults an opportunity to earn an accredited high school diploma and career certificate online.

o *Reach: Aim to achieve at least five graduates per year.*

·One County, One Book - This funding supports the annual One County, One Book community reading program designed to engage community members throughout Ventura County around a common narrative, spreading interest in and facilitating discussions about the selected book.

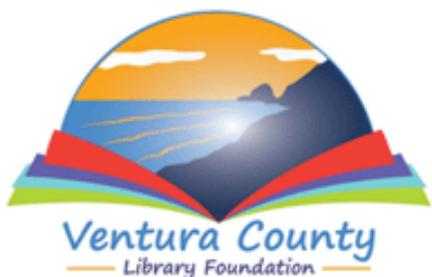
o *Reach: Aim to achieve at least 100 attendees at the main author event per year.*

·Mobile Library - This funding will also support the Mobile Library program, bringing books, resources, and hands-on STEAM activities directly to children, adults, and families in underserved and hard-to-reach communities.

o *Reach: Aim to achieve at least 100 visits per year, serving over 1,000 people.*

·Mobile Hotspot Lending Program - This funding provides for standalone mobile hotspots for lending to patrons aged 18 and older to use remotely and to bridge the technology gap.

o *Reach: Aim to achieve 130 hotspots available for checkout with at least 720 checkouts per year combined.*



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