



Summer Reading Program Mini Grants: Allowable Expenditures

The following list is not exhaustive, but this program is limited to providing supplies and services to support reading and learning activities. Please contact OLIS if you have questions about allowable expenditures.

Book Club Kits or Book Clubs in a Bag

- Durable packaging (i.e. tote bags, backpacks, plastic bins, etc.)
- Printing supplies (i.e. ink, paper, etc.)
- Local simultaneous use/extra copies of eBooks
- Book sets

Circulating Kits

- Durable packaging (i.e. tote bags, backpacks, plastic bins, etc.)
- Printing supplies (i.e. ink, paper, etc.)
- Manipulatives (i.e. physical objects used as a teaching tool)
- STEM tools (i.e. Makey Makey, 3D printer pens, building toys, etc.)
- Books

Educational Presenters

- Include learning outcomes
 - Strengthen reading skills
 - Improve critical thinking and/or knowledge on a topic
 - Build skills
- *Learning outcomes must be made clear in the application.*
- *Performers providing entertainment are not allowable.*

Outdoor Programming Supplies

- [StoryWalk®](#) supplies (i.e. books, laminate, mounting supplies, etc.)
- Scavenger hunt supplies (i.e. printing, laminate, mounting supplies, etc.)
- Nature programming (i.e. community garden supplies, citizen science projects kits, etc.)
- Games (i.e. premade giant game pieces for outdoor play, materials for creating outdoor games, etc.)
- Sound system

Pop-up Library

- Printing supplies (i.e. ink, paper, etc.)
- Display space for materials
- Durable packaging (i.e. tote bags, backpacks, plastic bins, etc.)

Services

- Activities conducted or services offered by vendors, businesses or sole proprietors
- Software
- Apps
- Month-to-month subscriptions or add-ons to a current subscription for the duration of the Summer Reading Program

Take & Make/Grab & Go Kits

- *Take & Make/Grab & Go Kits must be a cohesive activity with an anticipated outcome and not just a giveaway.*
- Packaging materials (i.e. bags, containers, rubber bands, etc.)
- Printing supplies (i.e. ink, paper, etc.)
- Art supplies (i.e. glue, crayons, paint, paper, etc.)
- Writing or journaling supplies (i.e. notebooks, journals, pens, markers, etc.)
- STEM activity supplies (i.e. gardening materials, supplies for experimentation and tinkering, etc.)
- Other themed programming supplies (i.e. gardening materials, bird watching supplies, cooking tools and cookbook club materials, role playing game materials, etc.)
- Books (books may be given to patrons to keep, but must be related to an activity with an anticipated outcome)

Virtual Programming Tools

- Webcam
- Document camera
- Green screen
- Smartphone tripod
- Lighting
- Microphone
- Video editing software/apps
- Podcasting equipment
- Visual materials (i.e. felt board, whiteboard, etc.)

Additional Resources

- [Virtual Storytime Services Guide: Technology Tools](#) – information and recommendations for virtual programming tools
- [Library Story Stroll \(Also Called Storywalk®\)](#) – instructions for building Storywalk® posts
- [Letterboxing: the Secret Scavenger Hunt Game](#) – instructions for letterboxing
- [Let's Move in Libraries Facebook page](#) – highlights examples and resources for outdoor programming
- [North Smithfield Public Library: Our Nature Story](#) – NSM's nature programming and resources
- [SciStarter: Citizen Science at Your Library](#) – information about citizen science project and creating project kits
- [2020 LORI Summer Learning Grant projects](#)
- [2019 LORI Summer Learning Grant projects](#)

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