Libraries are... teaching people basic skills

RESULTS FROM LOFE-FUNDED LIBRARY PROJECTS

LIBRARIES **OPPORTUNITIES** FOR **EVERYONE**

Libraries

→ helped people to improve their digital skills so they can look for work, access services and apply for jobs online

It's helping with my job searching which pleases the Jobcentre. [...] I am now able to spot the word 'cleaner' and if there is a phone number I can call them to ask about the job. I couldn't have done this on my own before. 33

Project participant, Norfolk libraries

Libraries

→ developed reading skills in one-to-one coaching sessions or shared reading groups

Libraries

 \rightarrow provided advice, support and access to tools for people starting and running a business

71%

... of participants reported feeling very confident in using a tablet device after taking part in the course Barnsley

Improved

.... digital confidence and skills

84%

of participants

felt that their skills

Big Ideas Generators,

Greater Manchester

had increased

Increased confidence

.... in engaging with literature, meeting new people and making new friends when participating in activities

82%

.... said reading made them feel good Shared Reading Groups, **SW Region of Readers**

54%

... of parents agreed that attending Story Makers sessions helped their child learn new words Tameside

70%

of participants of low reading ability reported that their reading had improved significantly Shared Reading Groups, SW Region of Readers

Improved

access to employment opportunities

Increased reach

.... 60% of attendees were women and **30%** from BAME communities **Big Ideas Generators**, **Greater Manchester**

LIBRARIES Libraries are... helping people explore things **OPPORTUNITIES RESULTS FROM** FOR LOFE-FUNDED EVERYONE in different and creative ways LIBRARY PROJECTS INNOVATION FUND **Libraries Libraries Libraries** → created gaming hubs → developed skills in \rightarrow ran projects focussed teaching young people art, design, photography on local history and civic to create games using **Libraries Libraries** and music, as well engagement through a creative exploration of specific software as coding the local area \rightarrow created dedicated \rightarrow ran arts based activities and arts spaces to exhibit workshops on creative writing. participants' work photography, drama and poetry We saw results in 83% 67% ... increased engagement ... of participants said with creative and cultural that they had more of participants reported feeling activities confidence after taking a stronger connection with their part in the project local community than before Almost 100% Middlesbrough Middlesbrough , , , Sense of place Storysmash helped me find my love ... of participants with special educational for coding again and it's definitely needs or learning disabilities fed back that helped me be more social, even if it they had enjoyed looking at and reading Participants reported the books as part of the Books Beyond was daunting at first. **J** a greater appreciation Words reading groups for their local area Nottingham Lewisham Harrow

LIBRARIES Libraries are... designing spaces and schemes **OPPORTUNITIES RESULTS FROM** FOR LOFE-FUNDED EVERYONE for people to be creative and try new things LIBRARY PROJECTS **Libraries** Libraries **Libraries** → provided access to a range of \rightarrow created inclusive spaces → co-designed spaces and co-produced activities technologies and training, such as digital which support people with photography, coding, animation, robotics special educational needs with communities and iPad loan schemes or learning disability I want to become **Audiences** a computer expert. **J** 71% Accessible Participant in Kent's **Digital Dens** This developed new audiences **30%** increase for the library and people were ... of participants felt that having activities were encouraged to visit more access to this technology had been provided, which helped beneficial to their wellbeing these participants in first time Barnsley overcome the perception engagement with that they would not be Sense of ownership creative and arts <CODE/> welcome in libraries 67% activities by participants " Tameside the community developed I want to tell people ... of participants reported a sense of ownership that they had increased about coding and over the new spaces skills as a result of taking how fun it is. **J** and activities part in the project Participant in Kent's Merton **Digital Dens**

Libraries are... helping people to live healthier and happier lives

RESULTS FROM LOFE-FUNDED LIBRARY PROJECTS

Libraries

LIBRARIES OPPORTUNITIES FOR EVERYONE

NNOVATION FUND

It has been the best thing I have done for my mental health and confidence. **J**

Project participant, Bournemouth

Libraries

→ ran activities which increased social contact and built connections between people working together

Libraries

→ created wellbeing boxes which helped increase people's knowledge on how to support their own and their families' wellbeing → worked with communities and partners to design

and partners to design spaces that support health and wellbeing

Provided people

... with a space to meet and spend time with others

95%

... of participants strongly agreed or agreed that the project had increased their wellbeing Sandwell

Reduced social isolation

... by providing opportunities to meet new people from the local area

> I have a reason to leave the house. Jy

Project participant, Bournemouth

•••• of participants said that the project had enabled them to improve contact with friends and family Hampshire

84%



... of self-reflection sheets showed that the co-production sessions improved participants' knowledge on how to support child development Staffordshire

Helped

•••• health providers better engage with customers



l'm more mindful to [take] a few minutes of quiet to listen to my child playing. [...]

my child playing. [...] I don't need to control the situation, just enjoy the process with her. **99** Staffordshire