

Vision

Victoria Public Library encourages a love of reading and commitment to literacy, provides materials and services that satisfy curiosity and stimulate imagination, develops programs that encourage the expression of creativity, and utilizes technology to support collaboration.

This summary outlines our priorities, goals and objectives.

Priority 1



Create Young Readers: Early Literacy

Goal

Children from birth to age five will have programs and services designed to ensure they are introduced to reading, writing and listening skills in preparation for entering school.

Objectives

In-house and daycare/preschool storytime attendance will increase by 4% annually.

90% of parents/caregivers surveyed who attend a preschool program will indicate that the library's services for preschoolers are very good or excellent.

Priority 2



Express Creativity: Create and Share Content

Goal

Residents will have collaborative experiences to learn new skills and opportunities to share hobbies and interests, with technology and work spaces to support these endeavors.

Objectives

Attendance at collaborative tech programs for 6-17 year-olds will increase by 4% annually.

Attendance at Makerfest will increase by 4% annually.

Priority 3



Satisfy Curiosity: Lifelong Learning

Goal

Residents will have the resources they need to explore topics of personal interest and continue to learn throughout their lives.

Objectives

A minimum of 80% of residents surveyed will indicate the library's Internet access is very good or excellent.

7,000 school age children, their parents/caregivers, teens, and adults will attend an experiential learning program or signature event at the library.

Priority 4



Stimulate Imagination: Reading, Viewing, and Listening for Pleasure

Goal

Residents will have materials to enhance their leisure time and be able to find what they want, when and where they want, and will have the help they need to make choices from their options.

Objectives

Total circulation of print adult fiction will be at least 62,000 each year.

Circulation of fiction eMaterials (eBooks and eAudiobooks) will increase by 2% each year.