



STEAM Buddies Volunteer Application Spring 2024

STEAM Buddies pairs a child in Grade 2-4 with a teen “big buddy” for fun and informal STEAM learning. The goal is to give middle-years children opportunities to work with teen mentors, who will demonstrate their love of learning and experimentation while helping their little buddies develop curiosity, creativity, and a desire to explore.

The program includes a training component on the first scheduled session, and will have ongoing support from library staff.

Snacks will be provided, but it is recommended that you bring along a water bottle.

Name: _____ Age: _____ School: _____

Telephone: _____ E-mail: _____

I would like to
volunteer at (please
choose only one):

- Britannia Branch** | Thursdays, April 4 to April 25 | 4-5pm
- Collingwood Branch** | Fridays, April 5 to April 26 | 4-5pm
- Joe Fortes Branch** | Fridays, April 12 to May 3 | 3:30-4:30pm

Signature: _____ Date: _____

By signing you are giving VPL consent to contact you with information regarding the STEAM Buddies program.

Because you will be working with young children, we must confirm that you are a good candidate. We require a signature from a person in a position of authority that we will be able to contact (such as a teacher, coach, pastor, or librarian).

I believe that _____ is a good candidate for the STEAM Buddies program.

Name: _____ Signature: _____

Telephone: _____ E-mail: _____

Relationship to applicant: _____

Please return this completed form to the branch you wish to volunteer for at least a week before the specified start date to be considered for the Spring 2024 session of STEAM Buddies.

For VPL staff use only:

Date reference check performed: _____ **Staff initials:** _____

Contacted applicant to confirm acceptance or waitlist status (✓): _____

Capacity in which reference knows applicant:

Does the reference feel comfortable with the applicant working with young children? Y / N

Does the reference recommend the applicant for STEAM Buddies? Y / N

Other comments: