

Make It at the Library Fact Sheet

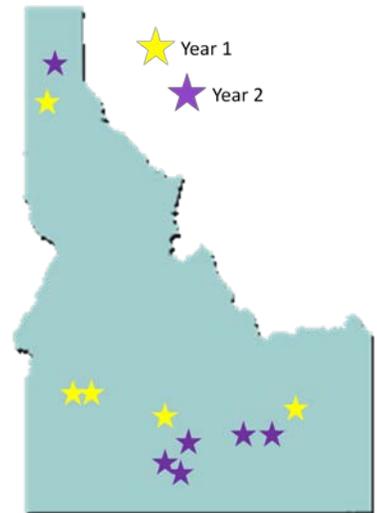


What is Making?

At its most basic, making is innovation. It is a technology-based extension of the DIY (Do It Yourself) culture and stresses new and unique applications of technologies, and encourages invention and prototyping. There is a strong focus on using and learning practical skills and applying them creatively.

What is Idaho doing?

Make It at the Library is a pilot project designed by the Idaho Commission for Libraries to develop our libraries' ability to provide quality 'making' programs to their communities. We are providing comprehensive training, innovative tools, and ongoing support to each library so they may implement effective making activities. The initial target population is teens, but already libraries have expanded to all populations.



Institute of Museum and Library Services (IMLS) Director Susan Hildreth said, "Idaho's makerspace project is a leading example of how states can support innovative STEAM programming with IMLS funding. Makerspaces provide teens and tweens with opportunities to engage with technology and explore STEAM concepts through hands-on, interactive programs and classes. We are delighted to see how these spaces enhance libraries as anchor institutions in their communities and how this project is building an infrastructure for libraries to adopt this promising practice across the state of Idaho."

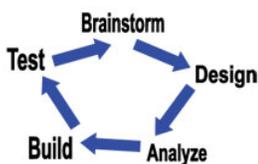
Why making in libraries?

Afterschool programs are increasingly recognized as playing a valuable role in improving Science, Technology, Engineering, Arts, & Mathematics (STEAM) education. Libraries are "learning spaces" and a great equalizer through the provision of free, public access for all.

What are the project's goals?

1. Support access to information and services in new and collaborative ways
2. Keep teens and tweens engaged in learning through the use of innovative tools
3. Encourage exploration of STEAM areas of study
4. Help develop the next generation of innovators

What have libraries received?



- STEAM materials, including 3d printers & engineering, robotics & electronic kits
- Customized curriculum to guide the learning
- Training on the *design process* to facilitate successful making activities
- Assessment tools to evaluate project effectiveness

Impact in 2013 Year One...

- 4,650 teens and tweens engaged through outreach
- 3,585 attended library programs
- 18 partnerships through 66 events

The project is developed and coordinated by the Idaho Commission for Libraries, a state agency whose mission is to assist libraries to develop their capacity to better serve their clientele, with federal funding through Institute of Museum and Library Services.