## Training Purpose:

Provide participants with the knowledge, resources, & skills to implement & evaluate formal & informal maker programming.

## Desired Outcomes:

By the end of the training, participants will:

1. Be knowledgeable about the maker movement, making, and design thinking.
2. Be knowledgeable of resources to generate maker programming ideas.
3. Demonstrate the ability to facilitate and guide informal learning within the Makerspace.
4. Demonstrate the ability to create formal and stealth programs with the provided materials and curriculum.
5. Develop action plans for one or more making activities.

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### Agenda

<table>
<thead>
<tr>
<th>Time</th>
<th>Activity</th>
</tr>
</thead>
<tbody>
<tr>
<td>8:30 a.m.</td>
<td>Networking</td>
</tr>
<tr>
<td>9:00 a.m.</td>
<td>Welcome &amp; Housekeeping Introductions</td>
</tr>
<tr>
<td>9:30 a.m.</td>
<td>Workshop Overview</td>
</tr>
<tr>
<td>9:45 a.m.</td>
<td>Making overview</td>
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<tr>
<td>10:15 a.m.</td>
<td>Activity Stations:</td>
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<tr>
<td></td>
<td>Building</td>
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<tr>
<td></td>
<td>Circuit Boards</td>
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<td></td>
<td>Design Challenge</td>
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<tr>
<td>11:30 a.m.</td>
<td>Group Discussion on Activity Stations</td>
</tr>
<tr>
<td>12:00 p.m.</td>
<td>Lunch and networking</td>
</tr>
<tr>
<td>12:30 p.m.</td>
<td>Getting started: planning, policies, and procedures</td>
</tr>
<tr>
<td>1:00 p.m.</td>
<td>Stealth programming: What, why, and how</td>
</tr>
<tr>
<td>1:30 p.m.</td>
<td>Partnerships and Collaboration: share the workload</td>
</tr>
<tr>
<td>2:00 p.m.</td>
<td>Outreach: let them know what you’re doing</td>
</tr>
<tr>
<td>2:30 p.m.</td>
<td>Break</td>
</tr>
<tr>
<td>2:45 p.m.</td>
<td>Document your program: share the fun!</td>
</tr>
<tr>
<td>3:00 p.m.</td>
<td>Evaluation: What difference did we make?</td>
</tr>
<tr>
<td>3:30 p.m.</td>
<td>Megan Egbert-Maker 101</td>
</tr>
<tr>
<td>4:15 p.m.</td>
<td>Review of Day</td>
</tr>
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This project is funded through the Library Services & Technology Act, administered by the Institute of Museum and Library Services.
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### 8:00 a.m. Networking

### 8:30 a.m. Review of Day One
- Terms, Concepts, Competency
  - Presentation
  - Activity

### 8:45 a.m. Circuitry and Soldering demonstration
  - Demonstration
  - Stations:
    - Textile Fabrics, fibers: felting knitting
    - Circuits & Soldering: simple circuitry battery tin foil) create
    - Building blocks
    - Altered books/Paper Art/ cards,
    - Deconstruction of electronics. keyboards
    - Raw materials (paper rolls, cardboard, tape, scissors) w/challenge

### 9:00 a.m.

### 11:45 Feedback/ Discussion
  - Activity

### 12:00 p.m. Lunch

### 12:45 p.m. Sharing from other libraries
  - Discussion
  - Resource Sharing: (bibliography)
    - Cardboard Challenge
  - Pinterest page
  - Maker
  - Find some on your own

### 1:30 p.m. Action Plan
  - Activity

### 2:00 Questions, Plus/Delta
  - Discussion

### 2:45 Visit BSU’s MakerLab at 3:00 pm
  - Field trip

### 5:00 p.m. End of Day

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**Facilitators:**

- Sue Walker  
sue.walker@libraries.idaho.gov
- Tammy Hawley-House  
tammy.hawleyhouse@libraries.idaho.gov
- Adam Day  
aday@twinfallspubliclibrary.org

**2015 Cohort Libraries:**

- Burley Public Library
  - TBD
- Caldwell Public Library
  - April Massey
- DeMary Memorial Library
  - Shambry Amero
- Marshall Public Library
  - Kathryn Poulter
- North Bingham District Library
  - Sesa Hammond
- Payette Public Library
  - Erin Haley
- Shoshone Public Library
  - Clay Ritter
- Centennial High School Library
  - Linda Groves

**2016 Cohort Libraries:**

- Eagle Public Library
  - Brenda Pritchard
  - David Hergenrather
- Garden Valley District Library
  - Kerri Hart
  - Alaina Tarver
- Latah County Library
  - Breanna Salzsieder
  - Eija Sumner
  - Brittany Griffin
- Salmon (Lemhi) Library
  - Jeff Stratrer
  - Cameron Rolle
- McCall Public Library
  - Casey Bruck
  - Melody Dodge
- Mountain Home Public Library
  - Kurt Petty
  - Shasta Bolduc
- Patricia Romanko Public Library
  - Britney Miller
  - Norman Miller
- Richfield Public Library
  - Clay Ritter
  - Jennifer White

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<td>Review of Day Two Terms, Concepts, Competency</td>
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<tr>
<td>9:00 a.m.</td>
<td>9-10 e-textile; take the bookmark made and make a circuit</td>
</tr>
<tr>
<td>10:00 a.m.</td>
<td>10-Makey-makey; large activity-make the course &amp; play</td>
</tr>
<tr>
<td>11:00</td>
<td>Makey makey individual activity using left over stuff</td>
</tr>
<tr>
<td>12:00 p.m.</td>
<td>Lunch</td>
</tr>
<tr>
<td>12:45</td>
<td>Hour of Code</td>
</tr>
<tr>
<td>1:45</td>
<td>Edison Robots</td>
</tr>
<tr>
<td>3:00 p.m.</td>
<td>Closing Overview Action Plan Q and A Evaluations completed</td>
</tr>
<tr>
<td>3:45 p.m.</td>
<td>Load Cars</td>
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