

Maker Spaces Pilot Project

Training Workshop
February 11-12, 2013
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Maker Spaces: Purpose and Focus

Maker spaces are collaborative learning environments where people come together to share materials and learn new skills... maker spaces are not necessarily born out of a specific set of materials or spaces, but rather a mindset of community partnership, collaboration, and creation.

Incorporating Maker spaces into library service can have a life-altering impact on community members, who then have the tools, access, and training necessary to tinker with and remake their world. Just as libraries are reflections of their patrons, Maker spaces can reflect the needs and desires of the local residents. Typically, the spaces will:

- Foster play and exploration
- Facilitate informal learning opportunities
- Nurture peer-to-peer training
- Work with community members as true partners, not as users or patrons
- Develop a culture of creating as opposed to consuming

Branding the Project



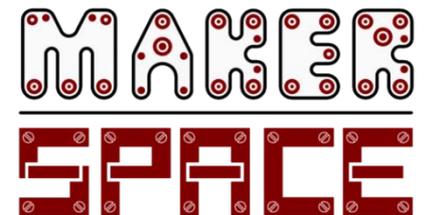
supporting regional craft + design



TheMakerMom.com



MAKER WORKS



Day One: Overview

- Each library and branch represented will host a TTW event, register ICfL, ALA
- In the case of a branch library, it does not need to incorporate these materials for event
- Only the lead library need implement an actual *Maker Space*
- Teams are expected to work together to implement the initial projects in the *Maker Space*
- Questions?

Timeline

- Initial training: February 11-12, 2013
- First STEM-based tween/teen program in March in celebration of Teen Tech Week
- At least three more programs before the training scheduled for May 20-21, 2013
- Four more programs during the last six months of the project (July – December 2013)
- Create, implement, and submit at least six “stealth” programs within the year project
- Final Report and evaluations submitted to ICfL December 2013

Action Plans and Calendars

- Round Robin Discussion by Section
 - Capacity
 - Partners
 - Existing resources
 - Ideas for other tools/materials
 - Promoting/marketing
- Calendar of Events – post yours on wall
- Challenges? Struggles?

BrickLab!



Stealth Programming

“Passive programming **promotes the library and its materials and services** without providing a formal program at a specific time or date.” Texas State Library

Why Stealth Programming?

- They provide a lot of "bang for their buck".
- They provide something for bored kids to do at your library.
- They may reach a different audience than your formal programs.

Your Ideas?



Maker Space Stuff!

- What are some other tools, materials, devices, and content you can see adding to the appeal of your Maker Space?
- How can ICfL help?



What is Making?

3D Printing

Fashion Design

Jewelry

Game Development

Digital

Robotics

Welding

What is Making?

Woodworking

e-Textiles

R
O
C
K
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T
R
Y

Knitting

Cardboard Scraps

Architecture

Add your ideas...

Other Ideas?

**R
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Non-Fiction Books

3D Printer

Soldering Irons

What Tools Do You Want?

Scanner

Circuitry

Laser Cutter

Sewing Machines

Add your ideas...

Discover E! Kits



Review Day One

- BrickLab
- Discover E! Kits
- Action Plans
- COE
- Implementation
- Inventory Management
- Other?

Day Two



Lunch – Additional Resources

- Three color printers
- One FlipCam

Reaching Out

- Brainstorm Ideas for partners, mentors, collaborations
- How will you promote and market the space to the community?
- What role might volunteers play?

Partners....

Skilled Workers

Engineers

Architects

Teachers

Partnering Ideas...

Artists

Hobbyists

Local Printers

Craft Stores

Promoting and Marketing

School Announcements

Community Events

Demos Everywhere!

Promoting & Marketing

Flyers

School Visits

News Articles

Add your ideas...

Evaluating the Project

- Brainstorm ideas on best ways to:
 - Gather meaningful information
 - Demonstrate positive impact on teens (and community)
 - Demonstrate effectiveness of:
 - Space
 - Formal programs
 - Stealth programs

ICfL will develop tools to evaluate consistently

Next Steps

- April Webinar
 - Determine time and date
 - Topics:
 - May training needs
 - Additional materials/tools
 - Branding the project
 - Other....
- Google Drive documents
 - Please add your ideas, resources, questions here
- Who is onboard?
 - Caine's Cardboard Challenge - who is onboard?
 - MAYker Monday - who is onboard?
 - Maker Camps
- ICfL to develop evaluation tool

End Day Two

- Plus/Delta
- Evaluations
- Distribute Materials
- Load 'Em Up!