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. Increase understanding of 3D Printers & relevant software programs.
2. Increase understanding of 3D design software.
3. Develop skills to implement formal & informal programs using 3D design and printing.
4. Identify outcomes and evaluation indicators for use in making in the library.
5. Develop action plans for one or more making activities.

Facilitators:
Adam Day
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Eric Nutsch
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Sue Walker
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Tammy Hawley-House
tammy.hawleyhouse@libraries.idaho.gov

Agenda

8:30 a.m. Sign in, welcome, housekeeping, agenda review

9:00 a.m. Introduction to 3D printing Discussion

10:30 a.m. First print Activity

11:00 a.m. Second print Activity

11:45 a.m. Introduction to thingiverse.com Discussion

12:15 p.m. Print from Thingiverse.com Activity

12:30 p.m. Lunch Activity

1:15 p.m. Print troubleshooting Discussion

2:00 p.m. Summer of Code presentation Presentation

3:15 pm Introduction to Tinkercad Activity

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

<table>
<thead>
<tr>
<th>Time</th>
<th>Activity</th>
<th>Location</th>
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<tbody>
<tr>
<td>8:00 a.m.</td>
<td>Sign In &amp; Networking</td>
<td></td>
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<tr>
<td>8:30 a.m.</td>
<td>Review of Day One Presentation Promoting project using social media</td>
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<tr>
<td>9:00 a.m.</td>
<td>Intermediate slicing and printing</td>
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<td>9:30 a.m.</td>
<td>Printer troubleshooting</td>
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<tr>
<td>10:30 a.m.</td>
<td>Work on printing</td>
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<tr>
<td>12:00 p.m.</td>
<td>Lunch</td>
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<tr>
<td>1:00 p.m.</td>
<td>Work on printing</td>
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<td>2:30 p.m.</td>
<td>JUMP Maker Lab</td>
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<tr>
<td>4:30 p.m.</td>
<td>End of day-Enjoy First Thursday (optional)</td>
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Agenda

8:00 a.m.  Sign In & Networking

8:30 a.m.  Review of Day Two

9:00 a.m.  3D printers in your library

9:30 a.m.  Design/print challenge

12:00 p.m.  Lunch

1:00 p.m.  Alternatives to Tinkercad

Next Steps
Plus/Delta
Evaluations
Load cars

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This project is funded through the Library Services & Technology Act, administered by the Institute of Museum and Library Services.