



W H A T



Idaho
Commission
for Libraries

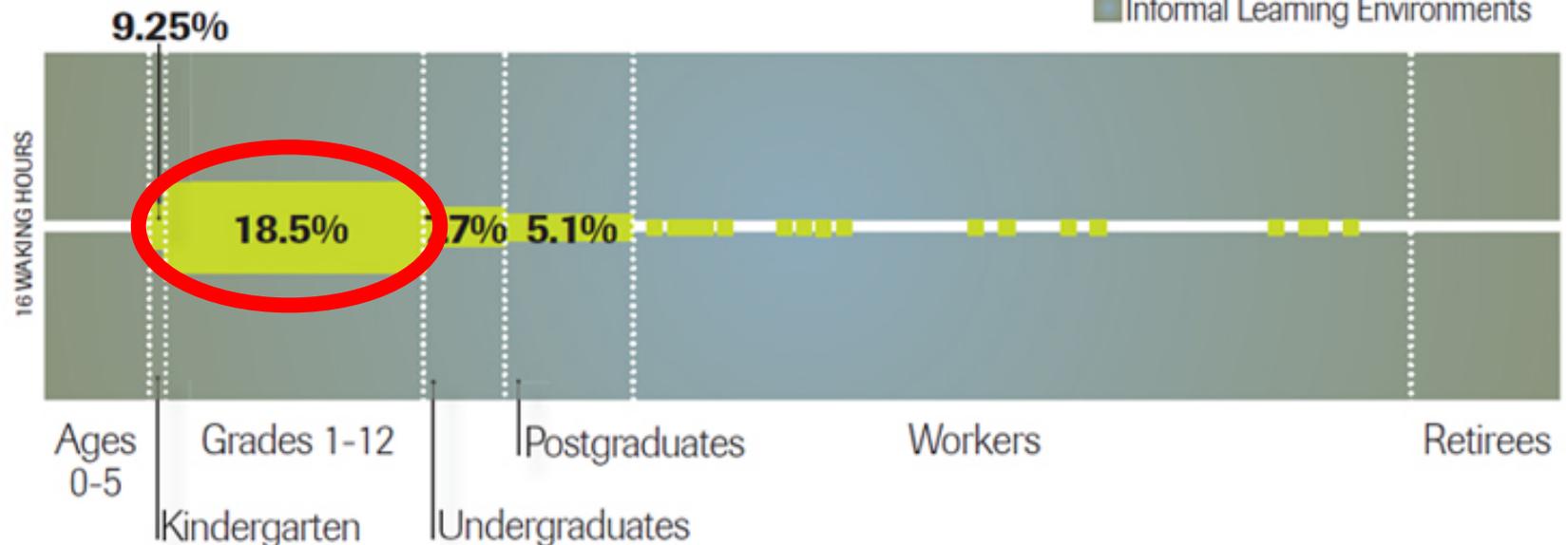
-  2013 Cohort -- 5 libraries
-  2014 Cohort -- 6 libraries
-  2015 Cohort -- 10 libraries

OUT-OF-SCHOOL TIME MATTERS!

LIFELONG LEARNING

A relatively small percentage of waking hours across the life span are spent in formal educational environments.

■ Formal Learning Environments
■ Informal Learning Environments





OUR MODEL

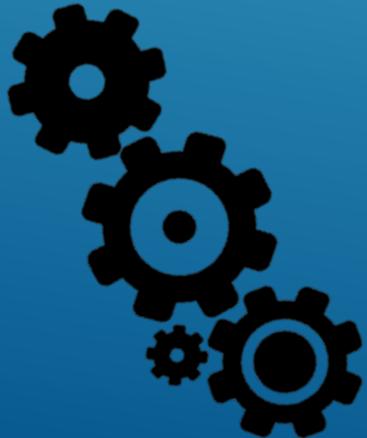
Train & scaffold the learning

Focus on the design process

Expand impact through outreach

Build MAKERS – not spaces

Develop mentor network





LESSONS LEARNED

Engages all ages

Builds new partnerships & fosters collaboration

IT'S FUN!

Stealth programming rocks!

Making can happen ANYWHERE!

It's not all about the tools or \$\$



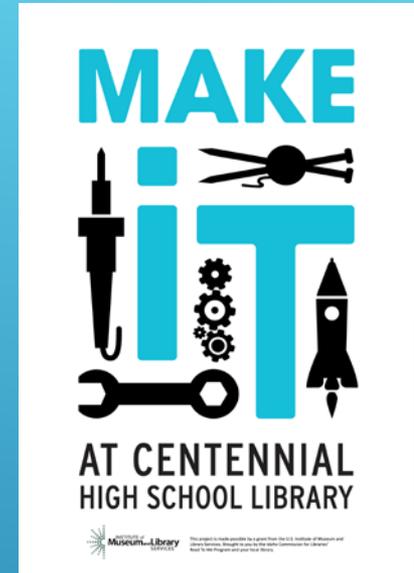
WHAT IT LOOKS LIKE



NEW DIRECTIONS

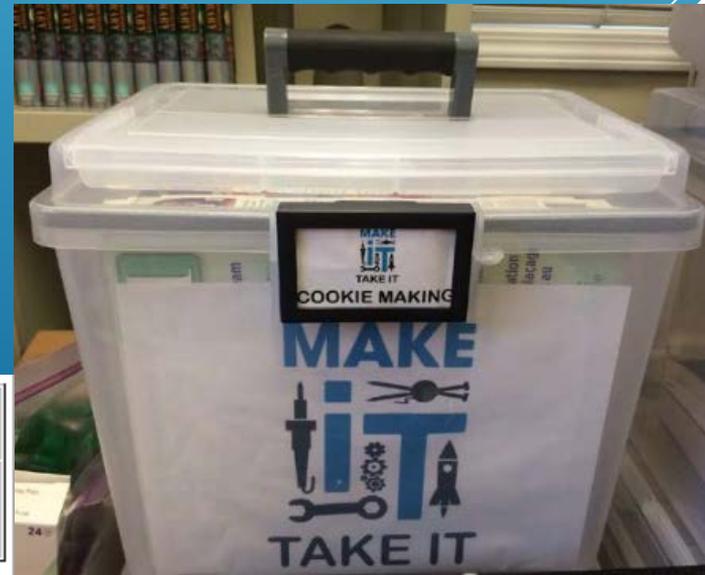


**Pilot
school
libraries**



Engage young makers

Circulate making kits



| | | | | | | | |
|---------|----------------|---------------|--------------|----------|---------|-------------|-----------------|
| Arduino | Bicycle Repair | Bongos | Catapults | Circuits | Crochet | Drawing | Electric Guitar |
| Fitness | Knitting | MaKey - MaKey | Raspberry Pi | Robots | Ukulele | 3D Printing | |

WHAT
WILL
YOU
MAKE
?

