

MAKERS IN THE SCHOOL LIBRARY





Session Objectives

- 1. To inform participants about the importance of making for children of all ages.**
- 2. To introduce participants to a variety of activities which foster critical thinking and creativity and to present new tools, technologies, and materials that can be used in school library settings.**
- 3. To share information and resources on how to get started with making.**



W

H

Y...

MAKING?





LEARNING THROUGH DOING



CONSUMER → PRODUCER



NOVEL APPLICATIONS OF TECHNOLOGIES



**OPEN SOURCE &
FREELY SHARED**



PEER-LED & SHARED LEARNING





Activity	Hands-on	Social	Technology-infused	Innovation-driven	Leisure pursuit	Project-based learning
Making	always	always	always	yes	sometimes	always
DIY	always	sometimes	sometimes	sometimes	sometimes	sometimes
Crafting	always	sometimes	rarely	rarely	always	rarely

WHAT IS MAKING?

The five phases of the Design Thinking process.



I have a challenge.

How do I tackle it?

I learned something.

How do I process it?

I see an opportunity.

What do I create?

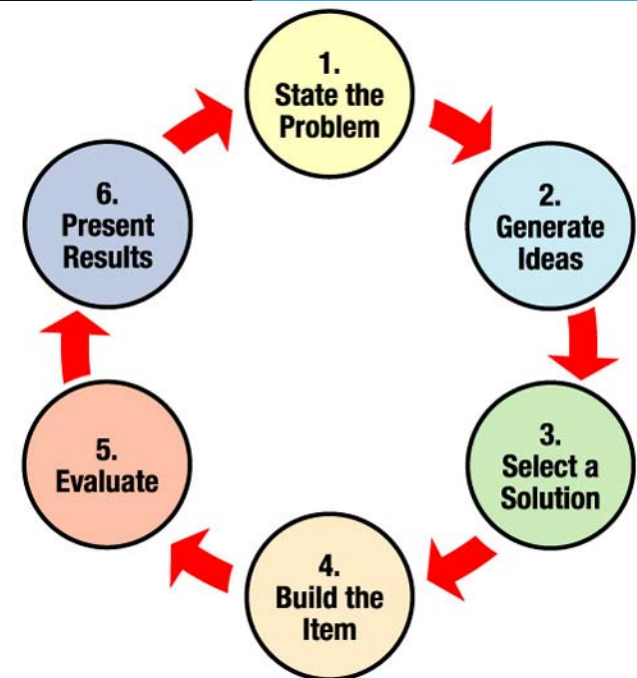
I have an idea.

How do I build it?

I tried something.

How do I fine tune it?

**Design Thinking is
integral to making**





W

H

Y...

**SCHOOL
LIBRARIES?**

Three white diagonal lines of varying lengths and thicknesses, located in the bottom-right corner of the slide.

WHAT CAN YOU MAKE IN THE Library?!?!

friends :)

- I build them out of body parts
- or mechanics
- or books
- or I just nice to people
- print your homework!
- enemies
- targets
- friends!

} design machine

I can make my imagination
come A. d. I. V. E. ♥

Stuff! ☺

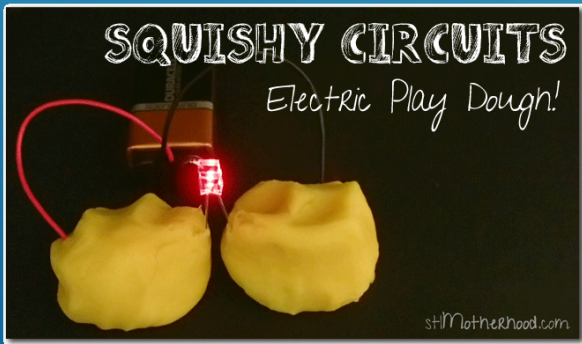
everything!! !'s

Food
inventions

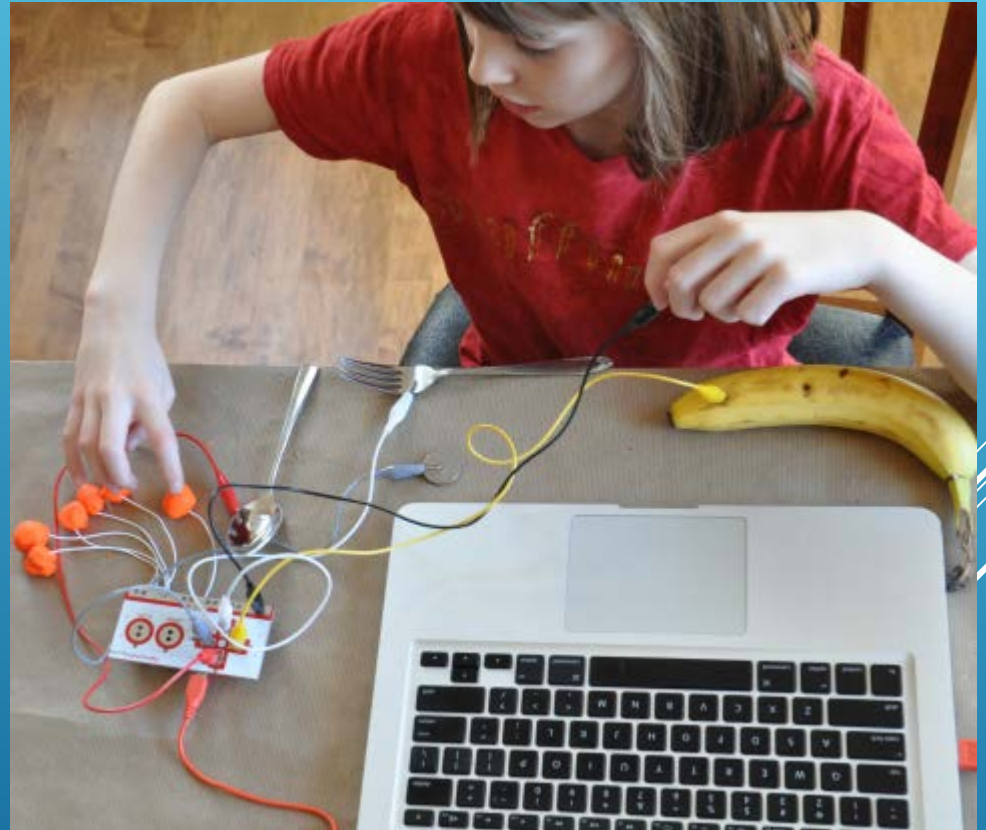




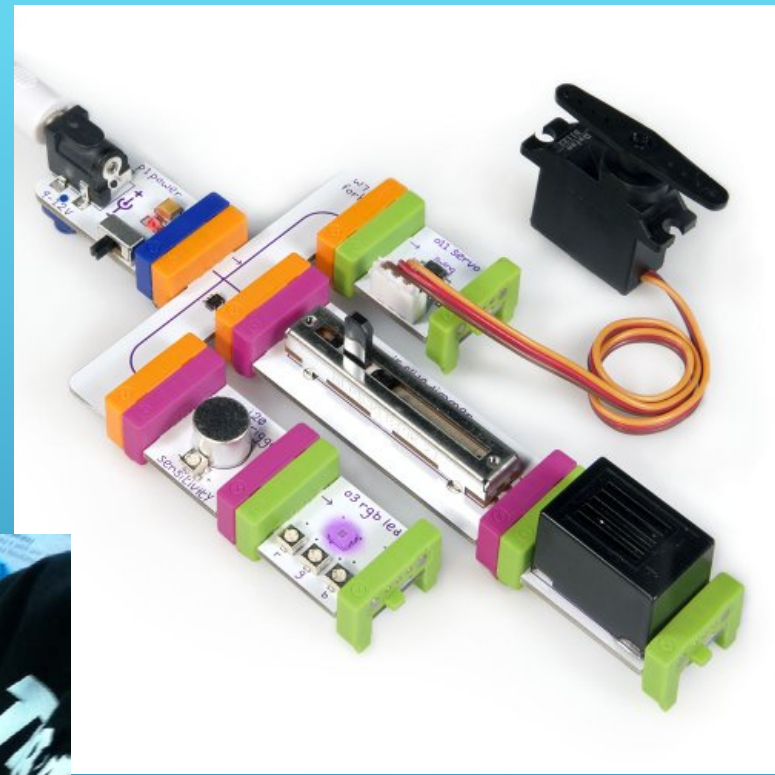
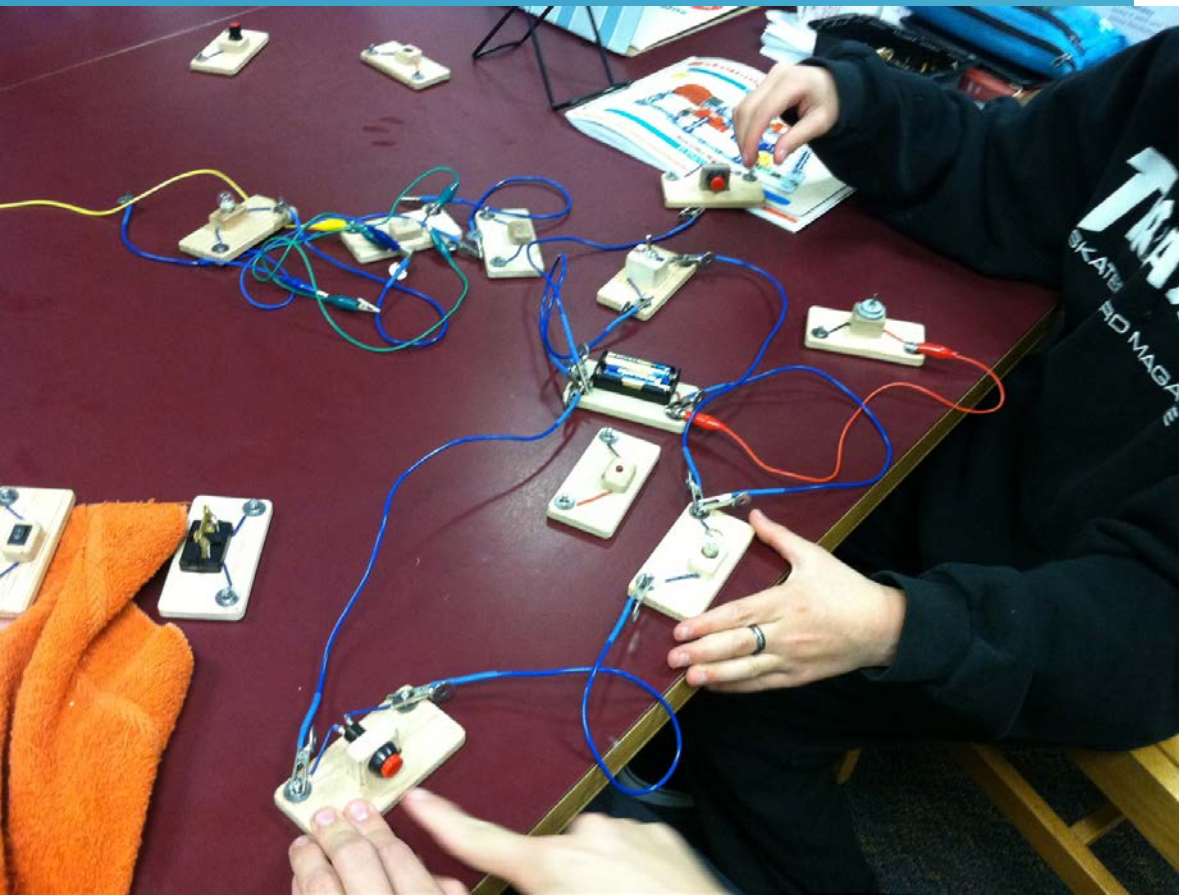
SQUISHY CIRCUITS FUN



MAKEY MAKEY MAYHEM



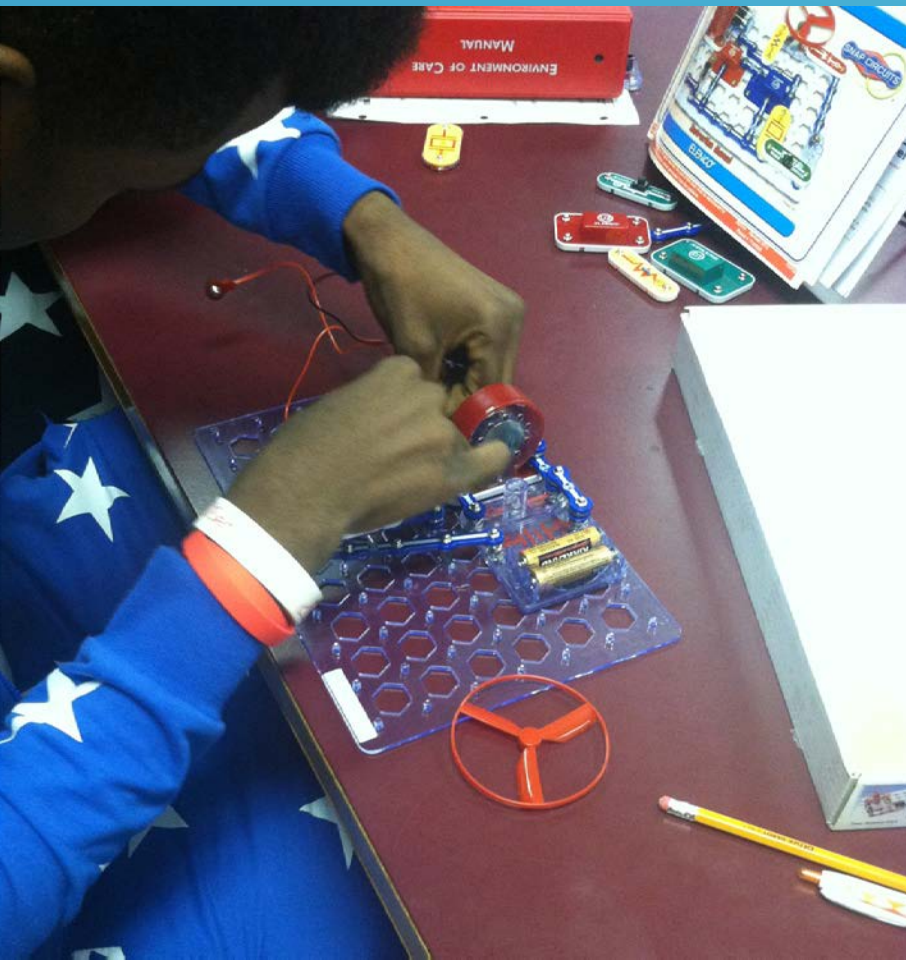
CIRCUITS BLOCKS



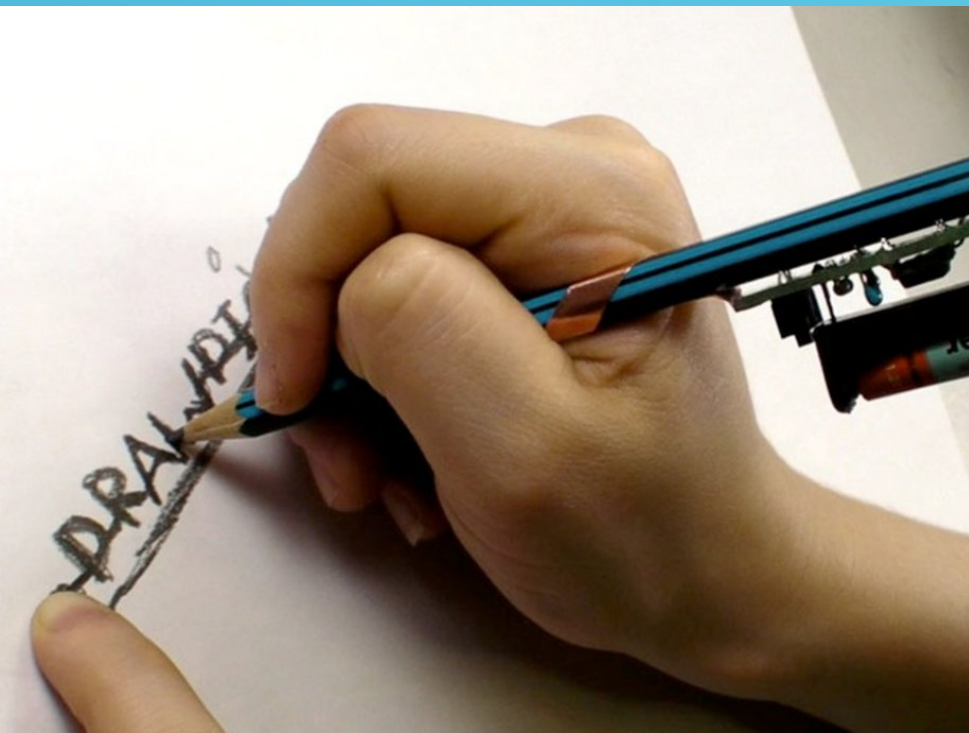
LITTLEBITS



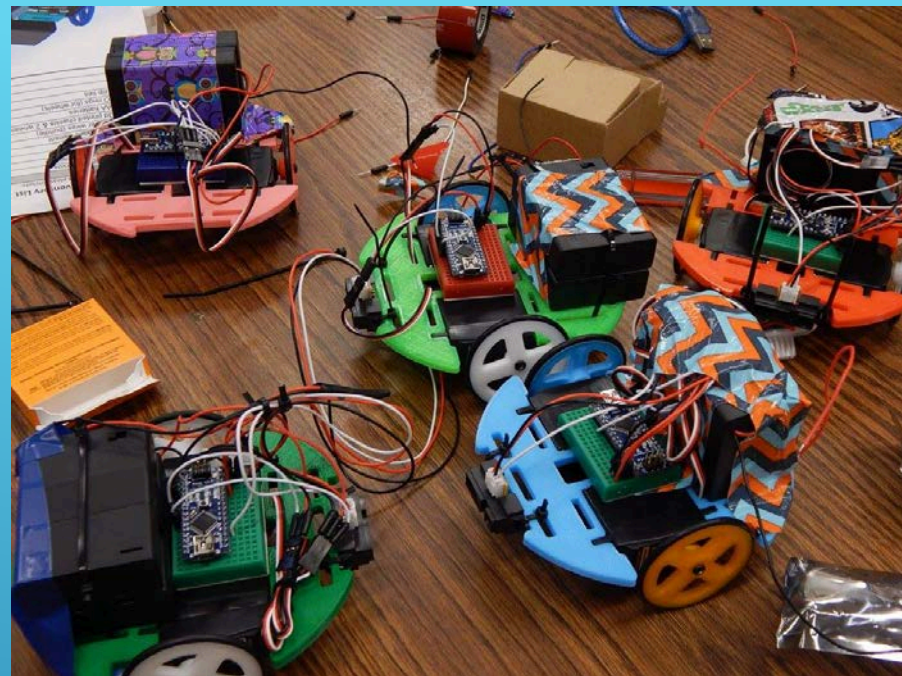
SNAP CIRCUITS



TAKE-APART ACTIVITIES



**MORE FUN
TOOLS!**



Introducing
3Doodler
2.0



The World's First & Best 3D Printing Pen
Just got even Better

3D DESIGN & PRINTING



THOUGHTS?







WHAT HAVE WE LEARNED?

Making activities engage all ages

It is easier than many staff thought!

Fosters collaboration among patrons

IT'S FUN!

...(And when
kids are having
fun, they are
most open to
learning!)

Helps build new partnerships

Making can happen ANYWHERE!

Can be VERY cost effective!

OTHER IDEAS FOR MAKING



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



WHAT
WILL
YOU
MAKE?

