February

24

Make It at the Library 2016

2016

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
- 2. Be knowledgeable of resources to generate maker programming
- 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.





Facilitators:

Sue Walker

sue.walker@libraries.idaho.gov

Tammy Hawley-House

tammy.hawleyhouse@libraries.idaho.gov

Discussion

Adam Day

aday@twinfallspubliclibrary.org

Agenda	1
--------	---

8:30 a.m.	Networking	
9:00 a.m.	Welcome & Housekeeping Introductions	Activity
9:30 a.m.	Workshop Overview Project - goals, objectives, funding	Discussion
9:45 a.m.	Making overview Design Thinking- how does it tie into Making?	Activity
10:15 a.m.	Activity Stations: Building Circuit Boards Design Challenge	Discussion
11:30 a.m.	Group Discussion on Activity Stations	
12:00 p.m.	Lunch and networking	
12:30 p.m.	Getting started: planning, policies, and procedures	

1:00 p.m. Stealth programming: What, why, and how

1:30 p.m. Partnerships and Collaboration: share the workload

Outreach: let them know what you're doing 2:00 p.m. Discussion

Break 2:30 p.m. **Discussion**

2:45 p.m. Document your program: share the fun!

Evaluation: What difference did we make? Discussion 3:00 p.m.

3:30 p.m. Megan Egbert-Maker 101 Discussion

Review of Day 4:15 p.m.

February

25

Make It at the Library 2016

2016

2015 Cohort Libraries: Burley Public Library

- ▲ TPD
- **Caldwell Public Library**
- ♦ April Massey

DeMary Memorial Library

- Shambry Amero
- Marshall Public Library
- Kathryn Pouler

North Bingham District Library

Sesha 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 Stratter
- ♦ 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



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



Facilitators:

Sue Walker

sue.walker@libraries.idaho.gov

Tammy Hawley-House

tammy.hawleyhouse@libraries.idaho.gov

tion

Activity

Discussion

Adam Day

aday@twinfallspubliclibrary.org

Agenda

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	Demonstra-

Stations:

- Textile Fabrics, fibers: felting knitting
- Circuits & Soldering simple circuity battery tin foil) create
- 9:00 a.m. Building blocks
 - Altered books/Paper Art/ cards,
 - Deconstruction of electronics. keyboards
 - Raw materials (paper rolls, cardboard, tape, scissors) w/challenge

11:45	Feedback/ Discussion	Activity

12:00 p.m. Lunch

12:45 p.m.. Sharing from other libraries Discussion

Resource Sharing: (bibliography)

- Cardboard Challenge
- 1:30 p.m. Pinterest page
 - Maker
 - Find some on your own

2:00	Action Plan	Activity
------	-------------	----------

2:30 Questions, Plus/Delta Discussion

2:45 Visit BSU's MakerLab at 3:00 pm Field trip

5:00 p.m. End of Day

February

26

Make It at the Library 2016

2016

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:

- Be knowledgeable about the maker movement, making, and design thinking.
- 2. Be knowledgeable of resources to generate maker programming
- 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.



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



Facilitators:

Sue Walker

sue.walker@libraries.idaho.gov

Tammy Hawley-House

tammy.hawleyhouse@libraries.idaho.gov

Adam Day

aday@twinfallspubliclibrary.org

Agenda

8:00 a.m.	Networking	
8:30 a.m.	Review of Day Two Terms, Concepts, Competency	Activity
9:00 a.m.	9-10 e-textile; take the bookmark made and make a circuit	
10:00 a.m.	10-Makey-makey; large activity-make the course & play	Activity
11:00	Makey makey individual activity using left over stuff	
12:00 p.m.	Lunch	
12:45	Hour of Code	Activity
1:45	Edison Robots	Activity
3:00 p.m.	Closing Overview Action Plan Q and A Evaluations completed	Discussion
3:45 p.m.	Load Cars	