Maker Spaces Pilot Project

Introductory Webinar
February 5, 2013
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Project Overview

- STATEMENT OF PURPOSE: The project's goals are to support the creation of a *Maker Space* within the library by providing the necessary materials and training to implement creative STEM-based programming for tweens and teens. The project will encourage the use of new technologies to support access to information and services, assist libraries in developing events and services to keep the Idaho library community engaged with the emerging trends in information access, and introduce the concept of stealth programming as a way to involve tweens and teens in informal programming. It is our goal to encourage the delivery of library services to digital users "where they live."

  To fulfill this goal, libraries will receive intensive training to effectively implement a *Maker Space* within their library and STEM-based programs for tweens and teens. The ICfL will provide participating libraries with STEM manipulative kits, customized curriculum, and technical support.

Resources Provided

Each library will receive:

- One [BrickLab Survey]{.link} Kit (includes [curriculum materials]{.link}),
- Four [Discover E! Kits]{.link} (includes curriculum materials),
- One [Carnival Ride Summer Camp]{.link} Kit (includes curriculum materials),
- Five days of face to face training focusing on the benefits and creation of *Maker Spaces* and the effective use of STEM resources, scheduled for February 11-12, 2013, May 20-21, 2013, and November 2013, in Boise,
- Three to five one-hour webinars customized to meet the needs of the participants,
- Survey and evaluation tools for use with teens and community members.

Commitment Required

Each library agrees to:
- Identify a library staff person as a point of contact for this project,
- Identify **two or three** library staff to attend all required face to face trainings,
- Identify at least one staff to participate in virtual trainings,
- Demonstrate a basic understanding of the *Maker Space* concept and how it is being used in libraries,
- Establish a *Maker Space* area in their library;
- Share benefits of *Maker Spaces* and STEM programming with staff,
- Submit to the ICfL any and all surveys and evaluations completed as part of the pilot project,
- Act as an ambassador for the benefits of *Maker Spaces* and STEM programming in the library,
- Submit a final evaluation to the ICfL at the end of the project.

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

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

Maker Spaces Evolution

- "In true Maker fashion, the library doesn't know where it's going next with its Maker space. They are allowing the space to evolve naturally. When people ask her what she is doing next, her response is, "What do you think we should do next?" Then the library works with the community to make it happen." ~Westport Public Library

Partnerships and Mentors

Community members are at the heart of any Maker space, regardless of its location.

- Crafters
- Hobbyists
- Engineering firms
- Teachers
- Retired skilled workers
- Scientists
- ….and on and on and on

Maker Space Spaces

- Where?
- How big?
- Access?
- Resources?

Photos courtesy of Detroit Public Library
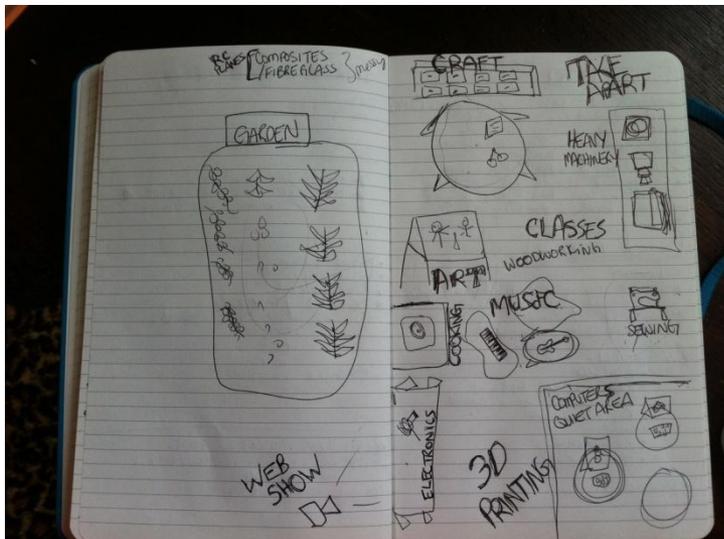
Policies and Guidelines

YOUmedia:

- The most important guideline for conduct is "respect yourself, respect others, and respect the space." It's good to post the guidelines so there's no confusion.
- YOUmedia in Chicago employs a "three strikes you're out" policy. Teens can be suspended for a day, and then allowed back. At that point, building security will talk to them and they may be asked to leave the space for a month or two months. It's determined on a case-by-case basis. Parents are also called.

Other Things to Think About

- Existing policies that you need to align with Maker space policies
- Liability, insurance etc....
- Post clearly
- Educate everyone involved – consistent messages

Branding the Project
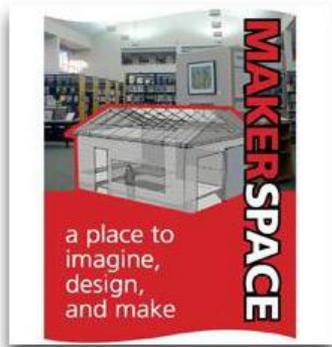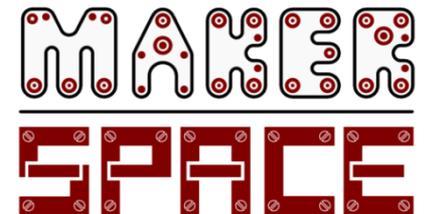
Action Plans

- Assists with organization of project
- Allows you to outline needs, existing resources, duties
- Helps you set a realistic goal
- And identify the steps you need to take to achieve it
- Your ideas?

Calendar of Events

- Begin to fill your calendar with dates and details on each of the formal programs
- Add in ideas and guidelines for your informal programs
- Use to help guide promotion of events and track participation

Trainings

- Face to Face - February 11-12, 2013
  - Hotel
  - Travel
  - Agenda
- Webinar – April 2013
- May 20-21, 2013
  - Two-day training workshop
  - Similar format

Next Steps

- Compile questions, ideas, and resources to share at workshop
- Bring to workshop
    - Space layout, pictures, diagrams, etc.
    - Draft Action Plan
    - Draft Calendar of Events

Start thinking about local money, grant opportunities, etc.

Resources

- http://pbskids.org/designsquad/
- Detroit Public Library HYPE Makerspace

  DeLaMare Science & Engineering Library on the campus of the University of Nevada, Reno.

  Review of Super Scratch Programming Adventure!: Learn to Program by Making Cool Games

  Articles on libraries and makerspaces

  The Coalition for Science After School, promoting high-quality afterschool science education

  STEAM: science, tech, engineering, ART, math. Talk by Adam Savage from the Maker Fair 2012

  Find a makerspace

  Learn more about the October #STEMchat panelists here.
- http://ithacagenerator.org/
- http://lamakerspace.com/la-makerspace-has-a-new-home/
- http://www.rochestermakerspace.org/category/uncategorized/page/3/
- http://ilayouthforum.wordpress.com/2012/05/21/stem-your-library/

Upcoming Events

- Maker Monday idea from Library Boing Boing
- MakerCamp – Summer sessions
- Caine's Cardboard Challenge – October 2013
- Competitions, challenges and other national opportunities