November

6

Make It at the Library

2013

Training Purpose:

Provide participants with the knowledge, resources, and skills to use selected tools for formal and informal tween/teen programming in library Make It spaces.



Facilitators: Erica Compton erica.compton@libraries.idaho.gov Sue Walker sue.walker@libraries.idaho.gov

Make Media: **Courtney Lenz** clentz@makermedia.com **Nick Raymond** nraymond@makermedia.com

Desired Outcomes:

By the end of the training, participants will:

Agenda

12:30 p.m.

- 1. Be knowledgeable of to to create basic electro projects.
- 2. Set-up and operate a 3 printer.
- 3. Create basic 3D design using CAD software.
- 4. Print 3D designs on 3D printers.
- 5. Provide feedback on st for project and understand the need for plan for their libraries year two.
- 6. Generate ideas on effective ways to evalu overall project and individual programs at their libraries.



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



Check in, Networking, and Material Organization

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tools onics	12:45 p.m.	Introductions and Overview of Day	
3D	1:00 p.m.	Project One: Breadboards	Activity
ns	2:00 p.m.	Project Two: PerfBoard Transfers	Activity
	3:00 p.m.	Break	
D steps	3:20 p.m.	Project Three: Conductive Ink with Touch Sensor	Activity
for a	4:10 p.m.	Project Four: e-Textiles	Activity
s in luate	5:00 p.m.	Closing Overview Suggestions for Purchasing Q and A	Presentation
ıt	5:20 p.m.	Workshop Ends	

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7

Make it at the Library

2013

Pilot Project Participants:

Ada Community Library:

- Travis Porter
- Denise Burnett
- Alex Hartman

Community Library Network:

- Nick Madsen
- Morgan Chevally
- Denise Neujahr

Gooding Public Library

- Cindy Bigler
- Sue Sabala

Meridian District Library

- Megan Egbert
- Nick Grove
- Kate Radford

Snake River School Community Library:

- Sherrilynn Bair
- Emily Perkes
- Kim Jones



Erica Compton erica.compton@libraries.idaho.gov Sue Walker sue.walker@libraries.idaho.gov

Facilitators:

David Ultis grasshopperrocket@gmail.com

Agenda			
8:00 a.m.	Breakfast; Networking, Admiring Printers		
	Setting up your 3D Printer Workstation		
8:30 a.m.	Installing the Software at your Library	Presentation	
	Fine Tuning Your Printer	Activity	
	(break as needed)		
11:30 a.m.	Evaluation Methods (Sue and Erica)	Discussion	
12:00 p.m.	Lunch		
12:25 p.m.	Year Two—Where do we go from here? (Sue and Erica)	Discussion	
1:00 p.m.	First prints Fine tuning prints Troubleshooting Tips and Tricks (Break as needed)	Demonstration Activity	
4:15 p.m.	Day One Review	Discussion	
4:30 p.m.	Workshop Ends		



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8

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Agenda					
8:00 a.m.	Breakfast and Networking,	Activity			
8:30 a.m.	Design: Choose your CAD Design for Reality	Presentation Activity			
10:15 a.m.	Break				
10:30 a.m.	Explore and Experiment Troubleshooting Improving your Design Methods	Presentation Activity			
12:00 p.m.	Lunch	Discussion			
12:25 p.m.	Year Two—Where do YOU go from here?	Discussion			
1:00 p.m.	Beginning Independent Enrichment Creative Programs and Projects	Activity			
3:45 p.m.	Workshop Evaluation and Closing Remarks	Discussion			
4:00 p.m.	Workshop Ends				