



You Made It 2021

**Programs, Makerspaces, Kits, and Cool Creations made by
Idaho libraries with supporting funds from the STEM Action
Center and the Institute for Museum and Library Services.**



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Water Bottle Sticker Design

Ada Community Library – Hidden Springs Branch

lsilva@adalib.org

Program Overview

- Age group: 8-13
- Time to set-up: 30 minutes
- Time to complete: 1.5 hours
- Time to clean-up: 15 minutes
- Mess level: 1 (out of 5)
- Difficulty level: 2.5 (out of 5)
- Approximate cost: \$81 for large pack of vinyl, transfer tape, weeding tools, etc. (already owned a Cricut machine)



Supplies Needed

- Cricut Machine (or other cutting machine)
- Permanent Adhesive Vinyl (various colors)
- Transfer Tape
- Weeding Tools (the ones that come with the Cricut work, but I recommend this weeding tool set from [Amazon](#))
- XL Scraper ([Amazon](#))
- Brayer ([Amazon](#))
- A Few Water Bottles (for the kids who didn't bring their own)



Reflection

- Summer Reading 2021 - Tween Tuesday Program
- Event Description: Join us to create a cool sticker for your water bottle! Bring your own water bottle and we can create a cool design for it together!
- Found the idea for this program here:
<https://www.happinessishomemade.net/custom-water-bottles-with-cricut/>
- We had a bunch of kids show up to this program.
- I used our Cricut Explore Air One machine.
- Before the program started I went and found a bunch of fun designs (Pokémon, superhero, etc., see end of document).
- The kids would come in, I would sit with one kid and they could either choose one of the designs I had found or they could tell me what kind of design they wanted. One girl wanted a camping themed sticker, so I went on Pixabay and found a bear and mountain design she liked.

Reflection

- Then we would size the design based on the size of their water bottle, we would hold up the water bottle to the screen to make sure it looked correct.
- Next I would print the design, then remove the design with the transfer tape. I would have the kids help me with this by using the brayer and XL scraper to make sure the design stuck.
- Then I would ask the kid where on their bottle they wanted the sticker, remind them not to wash the bottle in the dishwasher (because the sticker would come off) and viola!

Lessons Learned

- I did a test run before the program and realized that any designs that weren't connected would be super difficult to transfer. So I mainly used silhouette designs. I wouldn't recommend a design with letters (unless the letters are connected), slowly peeling off every letter takes a while!
- I did not like the transfer tape we bought, it was very difficult to get the designs to stick to the tape. We bought the YRYM HT Clear Vinyl Transfer Paper Tape Roll. Not a fan. I think buying a roll of transfer tape is cheaper, but difficult to unroll, I'll probably get separate squares of the tape next time.
- Be sure to cut the vinyl to size of the design before putting it on the cutting mat (this saves vinyl). Do the same with the transfer tape.
- We had a bunch of kids show up to this program, but each sticker took 5 minutes or more to create. So, having something for kids to do while they waited would have been a good idea.

Photos from Program



Water Bottle Designs



Shrink Art

Camas County Public Library

Stephanie Jewett, Director camaslibrary@rtci.net

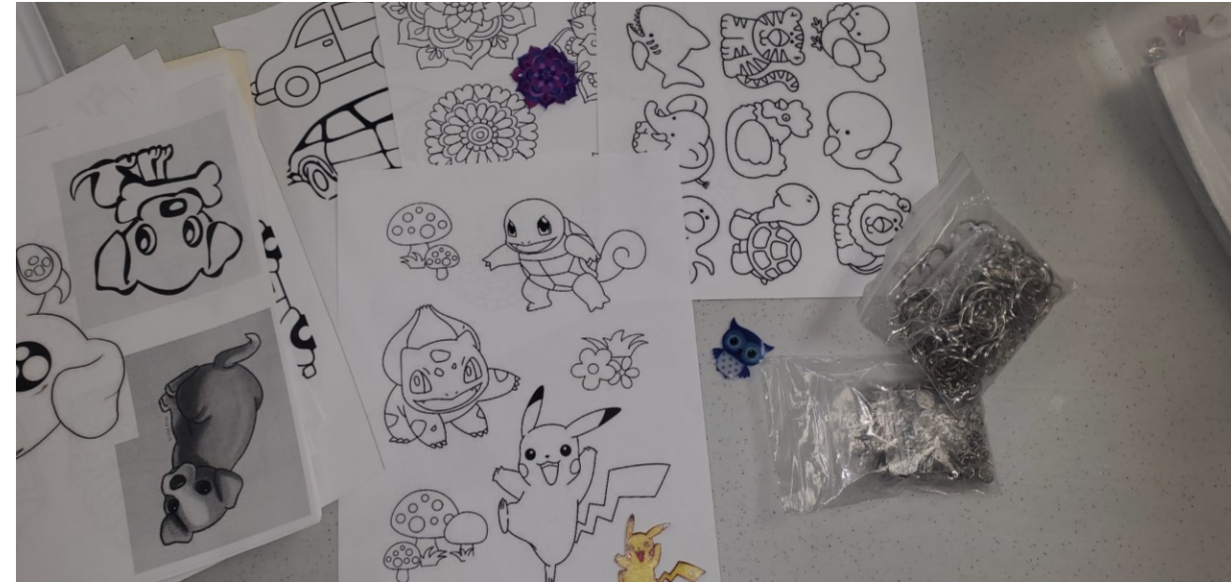
Program Overview

- Age group(s): 7+
- Time to set-up: 10 minutes
- Time to complete: 30-60 minutes
- Time to clean-up: 10 minutes
- Mess level: minimal if you have the kids pick up their own scraps
- Difficulty level: fairly low
- Approximate cost: \$50-\$60, less if you already have a toaster oven



Supplies needed

- Shrink film
- Colored pencils or markers
- Scissors
- Toaster oven and little pan
- Something to grab the hot stuff with
- Images for the kids to trace in case they can't think of their own designs
- Key rings, jewelry making accessories (optional)



Reflection

- This is a very popular program, kids often ask when we are making “the plastic coloring things” again
- Hovering near the toaster oven gets really hot, so make sure to have a fan
- This program can be run by one adult, but it never hurts to have another there to help out
- Markers work well- if you want to use colored pencils, be sure to get the “sanded” film
- Instruct the kids before beginning to start their design on the corner of their page, otherwise they will inevitably start in the middle and then not have room to do more
- Decide how many pages you will let each kid have, I have found that one full sheet will provide enough to fill an hour-long program
- Encourage clean-up as you go so you’re not trying to pick up little scraps at the end



OIL SPILL CLEANUP: CONNECT AND PROTECT

DeMary Memorial Library

Lindsey Smith, Lindsey.DeMary@gmail.com

PROGRAM OVERVIEW

- Age group(s): 6-11
- Time to set-up: 15 minutes
- Time to complete: 45 minutes
- Time to clean-up: 15 minutes
- Mess level: High
- Difficulty level: Low
- Approximate start up cost: \$190-\$430.00
 - Price varies if utilizing Cricut machine and accessories.





SUPPLIES NEEDED

- Five-gallon buckets
- Real feathers
- Vegetable oil
- Cotton balls
- Droppers/pipettes
- Tweezers
- Cotton swabs
- Cricut machine
- Food coloring
- Dish soap
- Disposable pans
- Sponges
- Cricut Easy Press
- Protective mat
- Vinyl
- Canvas reusable bags

REFLECTION

- **Success**

- Fun outdoor summer STEM activity that engaged diverse learners.
- Oil Spill Cleanup is a great activity that connected and extended learning about our world with our community.
- It was an effective way to introduce science concepts, key vocabulary, and encouraged scientific discourse.

- **Lesson Learned**

- Lesson demonstrated the damaging effects an oil spill can have on the natural environment.
- Young learners worked collaboratively to explore scientific concepts such as the polarity of oil and water and why they do not mix.
- Through a variety of challenges, the children used the engineering design process to develop critical thinking and problem-solving skills.

Dragon Makers

Donnelly Public Library

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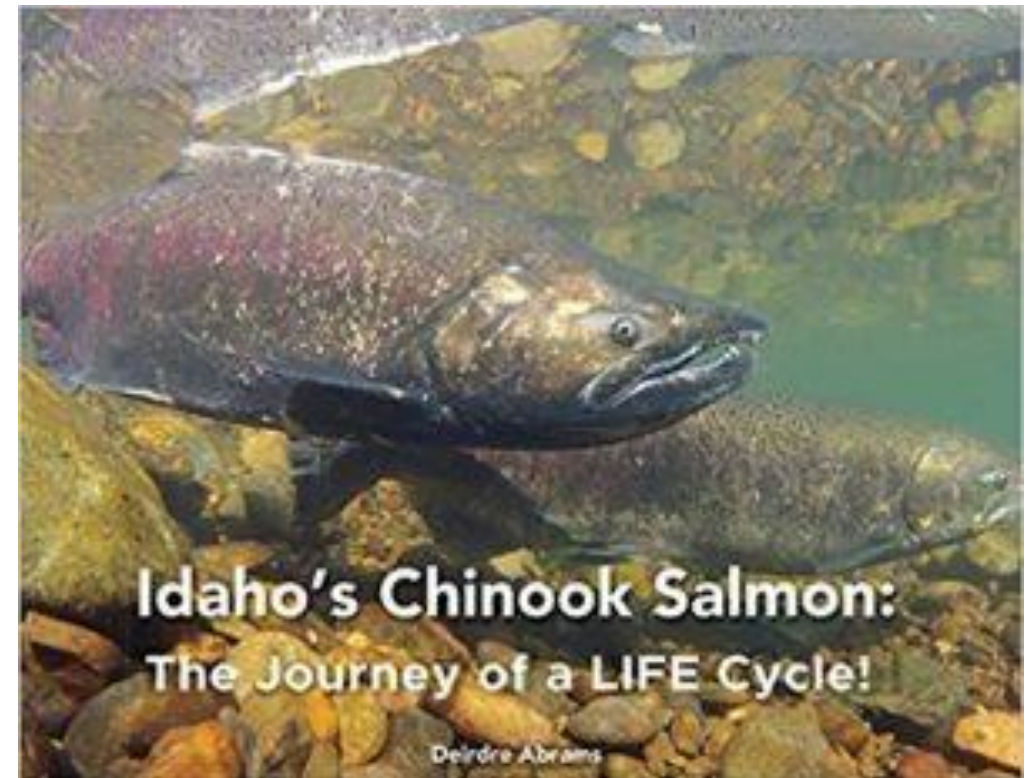
Program Overview

- Oculus Quest 2 was used for Camp Library. During the Fish Tales summer camp in July we used the Oculus to go swimming in the ocean, with Ocean Rift. The kids liked being in the shark tank while a great white shark attacked the cage. During the Wild Tales summer camp in August we went on a safari. The program they used for this was called Ecosphere. The students engaged with elephants, monkeys, and so much more.



Program Overview

- The Go Pro was used at the Donnelly Elementary School to film the release of the student raised salmon. [Idaho's Chinook Salmon](#) written by local author, Deirdre Abams, is featured here at the Donnelly Public Library. Deirdre Abams, the fifth grade teacher, worked with the Nez Perce Tribe to raise Chinook Salmon in the classroom. The library has a blog with the videos that the kids have edited. [Fish Tales "Idaho's Chinook Salmon" – Donnelly Public Library District \(lili.org\)](#)
- The Summer camp kids also edited GoPro videos from when Miss Sherry, our Director went to the Virgin Islands. [Fish Tales Day One – Donnelly Public Library District \(lili.org\)](#)





Program Overview

- The Silhouette was used during our Wild Tales summer camp. We had the kids make t-shirts with some animal print vinyl. Then the kids had a tie dye war where they squirted each other with the dye and made their own shirts.



Supplies

- Oculus Quest (2)
- Silicone band (easy covid cleaning)
- Ocean rift and ecosphere



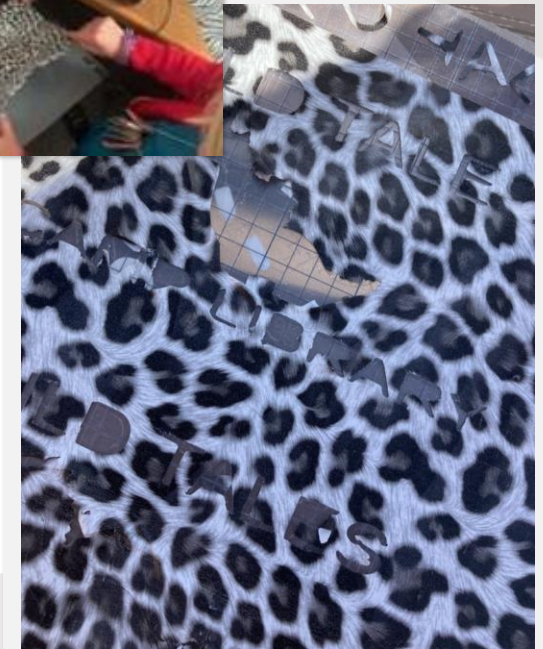
Supplies GoPro

- Go Pro
- Go Pro travel water proof case
- The underwater case is actually really cool it lock and its super tight.
- We also bought tiles so we could make sure when people checked out the GoPro that if it gets lost we can track it.



Supplies for Silhouette

- Vinyl
- Shirts
- Heat Transfer Vinyl (had some difficulties with the vinyl)

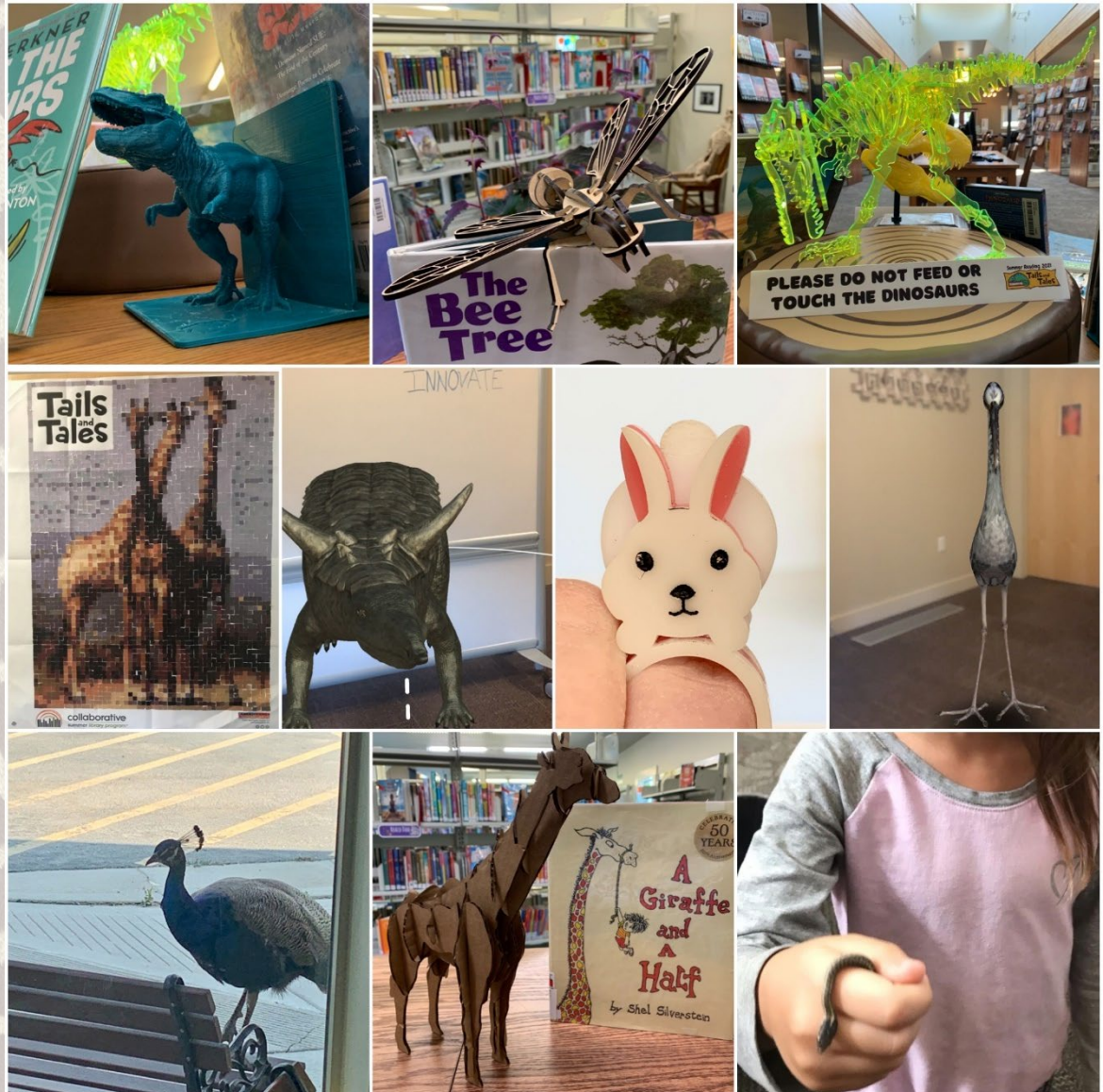


Reflection

- Oculus- The kids got to experience things that they wouldn't experience in the small town of Donnelly, Idaho. They got to see elephants and giraffes and unless we drove two hours to Boise to go to the zoo we don't get to see those things very often.
- GoPro - The kids learn so much from the video edited part of it even though it isn't a part of the GoPro itself. The kids were learning things that could be applicable in their life. Especially since YouTube and Tok-tok are so important to youth. It was great life skill that was pretty easy to learn just the basics.
- For the silhouette honestly it was very difficult for doing big projects. We just struggled at getting more than one to print and be able to weed it easily. If I put more than one on the vinyl the thing wouldn't cut super easy and I couldn't get it off because the vinyl wasn't cut all the way. The vinyl we bought was more expensive because we wanted to stick with our animal tales and tails theme for camp. With the money we spent on it we were hoping it would work out better.

GARDEN VALLEY DISTRICT LIBRARY

TAILS AND TALES



DANAE TULEY

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PROGRAM OVERVIEW

- KIDS AGES 2-13
- TIME TO SET-UP: ONGOING
- TIME TO COMPLETE: ONGOING
- TIME TO CLEAN-UP: VARIED
- MESS LEVEL: VARIED
- DIFFICULTY LEVEL: LOW
- APPROXIMATE COST: \$50 (MATERIALS ONLY)



Young reader Lux introduces her own dinosaurs to ours and then grabs several dinosaur books to take home.

SUPPLIES NEEDED

- ACRYLIC SHEET, WOOD SHEET, OR CARDBOARD
- ACCESS TO FREE 3D PUZZLE VECTOR PATTERNS SUCH AS 3AXIS.CO.
- LASER CUTTER WITH PROPER VENTILATION
- TINY PIECES OF STICKY PUTTY TO SECURE PUZZLE FOR DISPLAY.



Giraffes were all over the library this summer including this 3D puzzle made of free cardboard!

REFLECTION

SUCCESS

ONCE WE HAVE OUR VR HEADSETS AND 360° CAMERA UP AND RUNNING, I'M SURE WE'LL HAVE LOTS OF SUCCESSES. IN THE MEANTIME, BOOKS ABOUT DINOSAURS AND GIRAFFES ARE FLYING OFF THE SHELVES!

LESSON LEARNED

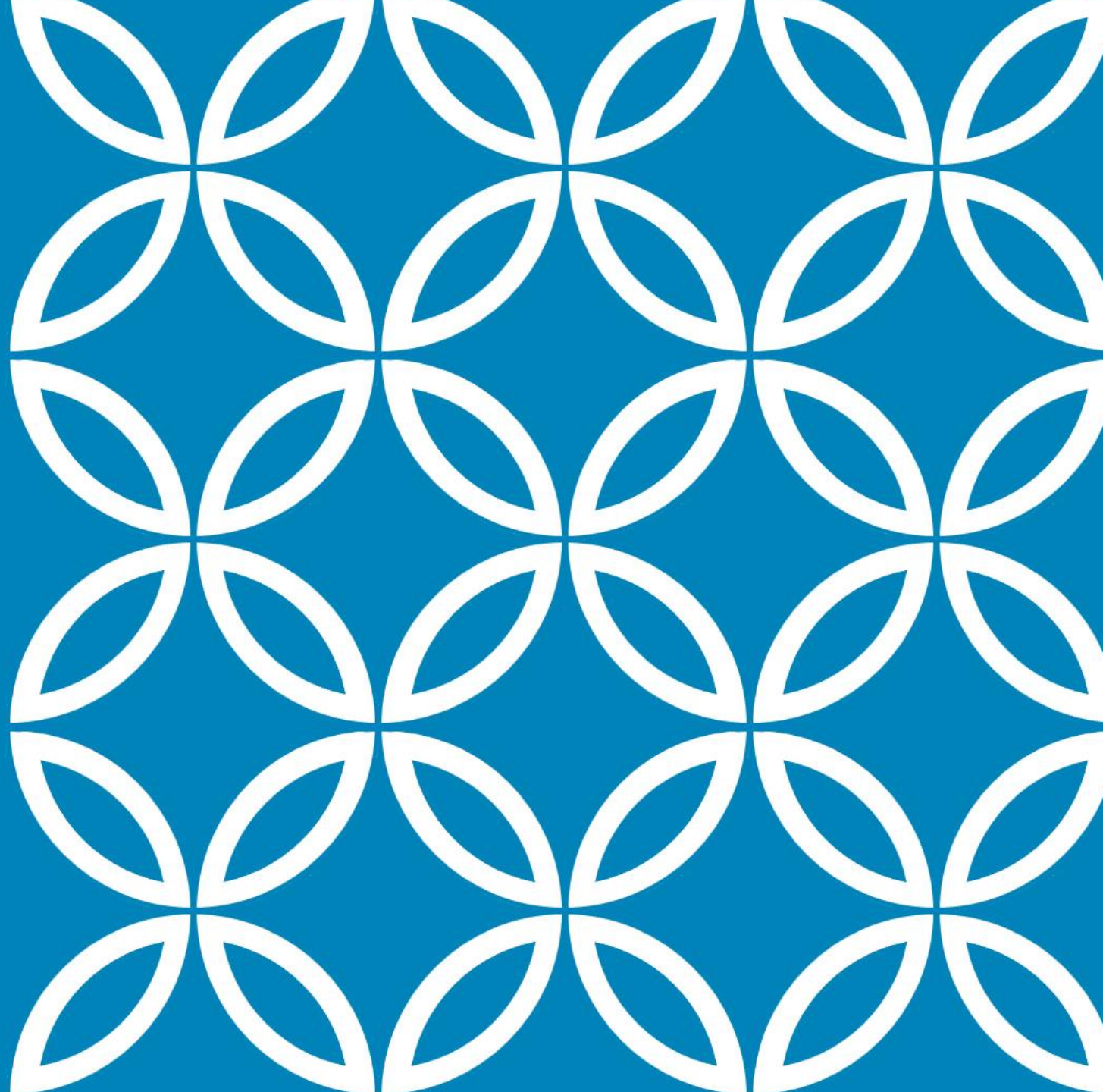
SOMETIMES YOU HAVE TO JUST GO SIMPLE WHEN YOUR BRAND NEW 360° CAMERA DOESN'T WORK FROM THE START AND THE VR HEADSETS ARE RECALLED AND UNAVAILABLE...NOT TO MENTION COVID LIMITATIONS. WE LOOK FORWARD TO REALLY STARTING OUR PROJECTS SOON!

MARKET OUR LIBRARY USING WINDOW DISPLAYS AND A VIDEO TOUR TO INCREASE THE VISIBILITY TO OUR COMMUNITY

Gooding Public Library District

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PROGRAM OVERVIEW

Age group(s): This program will benefit all ages

Time to set-up: This project was done over the course of multiple days according to time available to work on it. It did not require a lot of time to set up.

Time to complete: approximately 12 hours total

Time to clean-up: There was not a lot of clean up involved. Furniture had to be moved and put back in place, but it required minimal time.

Mess level: There was not really any mess, except the temporary furniture displacement.

Difficulty level: This is not a beginner project. We were familiar with using the Cricut cutter but learning the Brother Scan N Cut with a roll feeder was more difficult than anticipated. The smart vinyl was difficult to work with also.

Approximate cost: There was a lot of initial investment cost with this project. The actual cost would be rolls of vinyl. We have a lot of supplies leftover, along with the cutting machine and 360 camera that will be used for future programs.

Vinyl \$139.16 Acrylic Floating shelves with suction cups \$12.99 Brother Scan N Cut with blades, tools and transfer tape \$499.73 Roll Feeder \$49.99 Ricoh 360 camera \$346.95



SUPPLIES NEEDED

Brother Scan N Cut

Roll Feeder

Brother Canvas Workspace

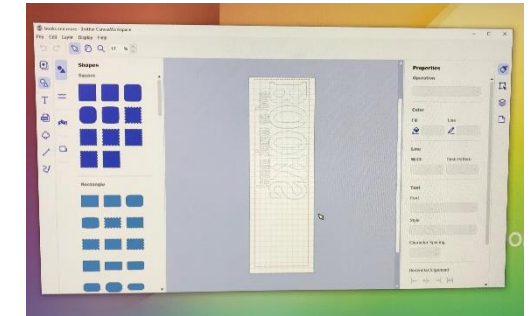
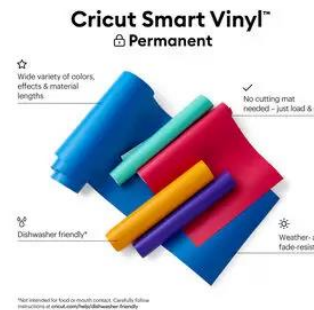
Cricut

Cricut Design Space

Vinyl of various colors, permanent and removable

Tools (weeding, measuring tape, dry erase marker, application)

360 camera and tour creator program



REFLECTION

Success

We were surprised at how many people came in to get library cards after the window display was completed. We had so many people comment on it and say they did not realize all the services we provide. The display has brought people into the library that had never been in before. We were able to post our contact information, social media accounts, and hours of operation, along with the services we provide. We provided a service to the city offices and city police department by putting vinyl on their doors with their information also.

Lesson Learned

We have not finished making our virtual tour due to the Tour creator being discontinued. We used the 360 camera to create footage of our library, but so far have not found a suitable means for creating a tour. The Brother Scan N Cut was more difficult to learn than anticipated. The Brother canvas workspace is not as user friendly or easy to cut objects (such as our logo) as the Cricut design space. We used the Brother to cut words, but for cutting designs we used the Cricut. We purchased the Cricut smart vinyl and ran into problems with that. It had to be trimmed down 1 inch to use in the Brother. We found the smart vinyl more difficult to peel than regular vinyl. We also realized that our new Cricut 3 required the smart vinyl and we could not use 12" vinyl due to the placement of the rollers. We discovered that using a dry erase marker to measure and mark on the windows worked well to ensure the vinyl was installed evenly.

Take and Make Summer Programs 2021

Hailey Public Library

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Program Overview

- Age group(s): Middle School - Adult
- Time to set-up: 1 month per program (3 months)
- Time to complete: None
- Time to clean-up: None
- Mess level: Medium
- Difficulty level: High
- Approximate cost: \$1,000



Supplies needed: Spa Night Kit

- Half Sheet of Supply List & Information
- 100 1oz Portion Cups with Lids
- 4 oz Vanilla Essential Oil
- 1 lbs Shea Butter
- 2 lbs Beeswax
- 56 oz Coconut Oil
- 5 lbs Baking Soda
- 30 oz Citric Acid
- 1 lb SLSA
- 50 Silicone Molds
- 50 Gallon Zip-lock Bags
- 300 Sandwich Bags



Supplies needed: Macramé Wall Art

- Half Sheet of Supply List & Info
- 12 inch long, 1/2 inch thick wooden dowel
- 252 yard spools of macramé cord
- 50 Gallon Zip-lock Bags



Supplies needed: Embroidery Hoop Art

- Half Sheet of Supply List & Information
- 50 9" Square Muslin (7 yards)
- 50 6" Embroidery Hoop
- 14 Yellow Embroidery Thread skeins
- 14 Brown Embroidery Thread skeins
- 14 Green Embroidery Thread skeins
- 14 Blue Embroidery Thread skeins
- 50 Embroidery Needles
- 50 Needle Threaders
- 50 Paper Patterns
- 50 Gallon Zip-lock Bags
- 50 Sandwich Bags



Reflection

- Success

- All 50 kits per month were picked up and used, regardless of membership.
- Positive verbal, in person feedback from patrons.
- Excitement each month the next kit would come out.
- Patrons asked if we would continue the project past summer.
- Patrons were completing projects as a family.

- Lesson Learned

- Need for preorders as supplies only lasted 1-2 weeks and patrons sometimes left disappointed.
- Need for closer monitoring of supplies so the right age groups receive the program supplies and restrict to one kit per card/person.
- Possibly need for more than 50 kits per month.
- Little direct feedback with social media.

Battle of the T-Shirts

Heritage Middle School
Armstrong.amy@westada.org

Program Overview

- Age group(s): grades 6-8
- Battle of the Books teams make t-shirts for tournament
- Time to set-up: 20 minutes
- Time to complete: 30 minutes per student (we weeded the designs before they ironed them on, so that would help cut down time)
- Time to clean-up: 5-10 minutes
- Mess level: 8 out of 10
- Difficulty level: 6 out of 10
- Approximate cost: \$7ish per participant



Supplies needed

- Cricut machine
- T-shirts (they can be brought in by students to reduce cost)
- Vinyl in assorted colors
- Cricut tools for weeding
- Cricut hot press or iron
- Hard surface to iron on that is heat proof



Reflection

- Success

- Students loved making t-shirts for their Battle of the Books teams competing in a regional tournament

- Parents enjoyed the team spirit and pride it brought to the teams

- Teachers helped with the design process so it was collaborative

- Lesson Learned

- Pre weeding the designs was very labor intensive for the library staff. Have students help more next time.

- Have the program go over several weeks and focus on each part of the design process and how to use the Cricut instead of a few days crammed together.

JPL Technology Fair

Jerome Public Library

bbarker@cityofjerome.org

lmecham@cityofjerome.org

Program Overview

- Age group(s): All Ages
- Time to set-up: 1 hour
- Time to complete: 3 hours
- Time to clean-up: 30 minutes
- Mess level: Basic
- Difficulty level: Basic
- Approximate cost: \$1200



Supplies needed

- 2 Quest 2 VR Headsets
- 1 Cricut Maker
- 2 Maker Mats
- Maker Tools for Cricut
- Construction Paper



Reflection

- The Program was a hit with our younger patrons. They experimented with our new VR headsets, Cricut, and 3D Printer. We have lots of great ideas for future programs that the patrons helped create and volunteered to help with.
- This program was also great with teaching the staff new ways to interact with technology.
- We learned to not plan the program at the same time as a Free School Supply Giveaway.
- We have an entire new set of skills to use for programs in our library. We plan to use those skills going forward to help bring more patrons in our doors.

make-A- ZiNE!

Latah County Library District, Moscow Branch

[Mason Neil, masonn@latahlibrary.org]

[Stacie Echanove, staciee@latahlibrary.org]

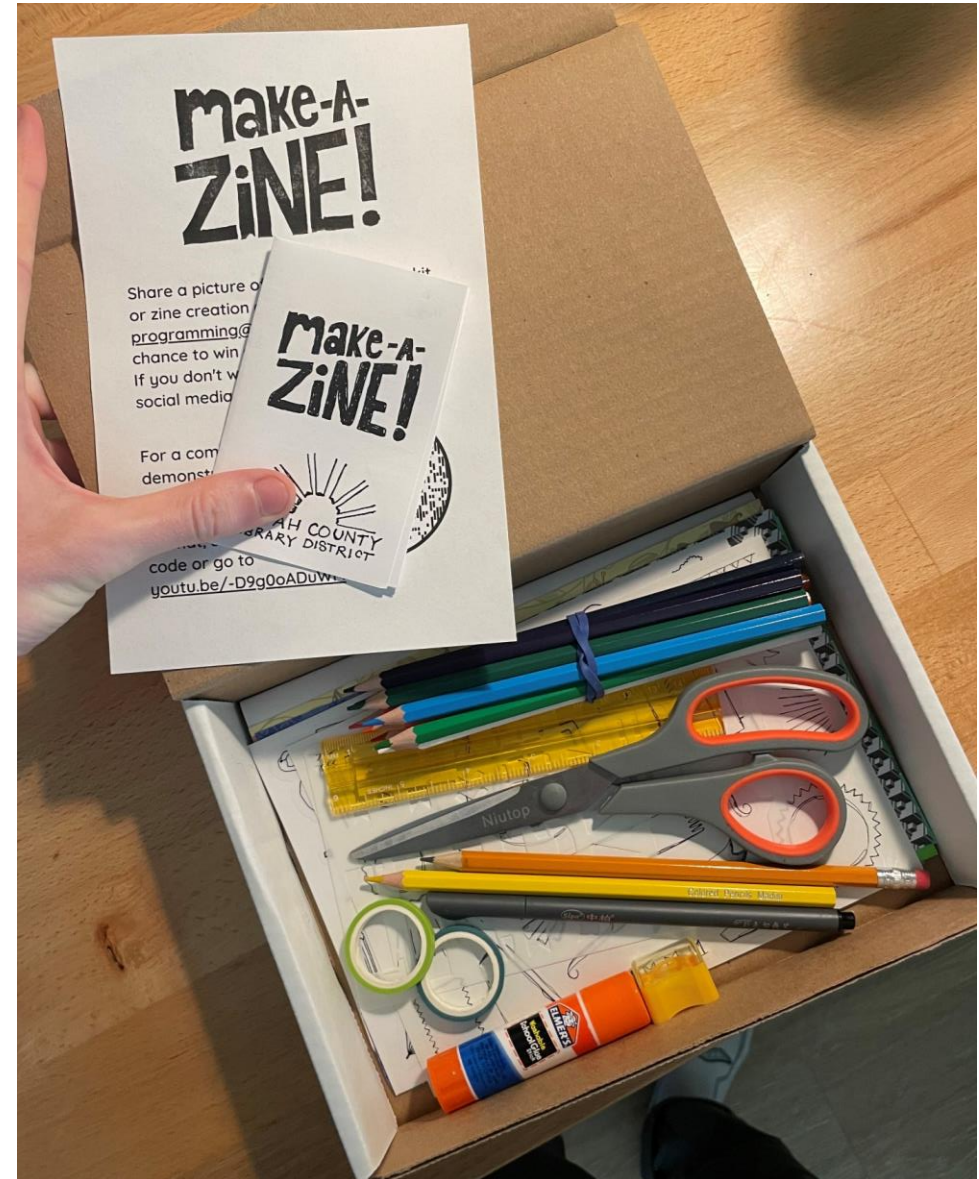
Program Overview

- Age group(s): All ages, targeting school-age children
- Time to set-up: Kits required several days to put together, live program required 30 minutes
- Time to complete: 1 hour
- Time to clean-up: Almost none
- Mess level: 0!
- Difficulty level: 2/10
- Approximate cost: \$6.36/kit



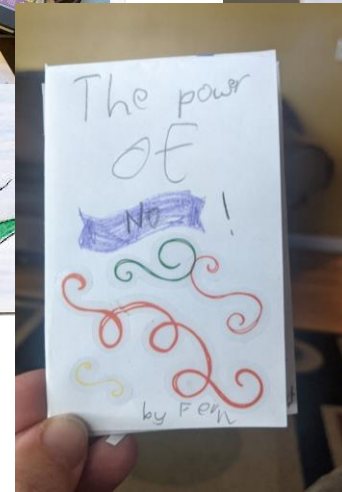
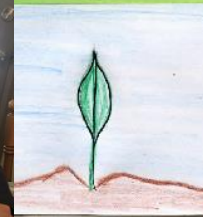
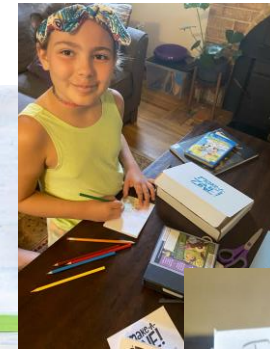
Supplies needed

- Pencils, Pens
- Paper, patterned paper
- Scissors
- Stencils, journal stickers
- Glue, washi tape
- Ruler
- Creativity!



Reflection

- Give plenty of examples
- Encourage out-of-the-box thinking
- Incentivize feedback
- Create platform for patrons to share creations
- Patrons love free activity kits
- To-go kits = less cleanup, but less direct interaction



[Library Palooza]

[Middleton Public Librar]

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Program Overview

- Age group(s): All ages
- Time to set-up: 1.5 hours
- Time to complete: 2 hours
- Time to clean-up: 1 hour
- Mess level:
- Difficulty level: Easy
- Approximate cost: Everything was donated



Supplies needed

- Volunteers
- Button Maker
- Food Truck
- Baker
- Table clothes
- Donated Books
- Garbage cans
- Friends of the Library



Reflection

- Community awareness and outreach of the library and museum.
- Fun had by everyone!
- Free food to those who toured the library and the Museum.
- Community partnerships.
- Check community calendar before scheduling.

Books and Buttons



More books and more buttons!



Free Food and Library Exploration



Pastries and Read to the Dogs



Set up of the Event and Special Story Times



Support Our Library and Check Out the Library



Merge Cube Dimensions

Nezperce Community Library

Terra Baldus, nezperce.library@prld.org

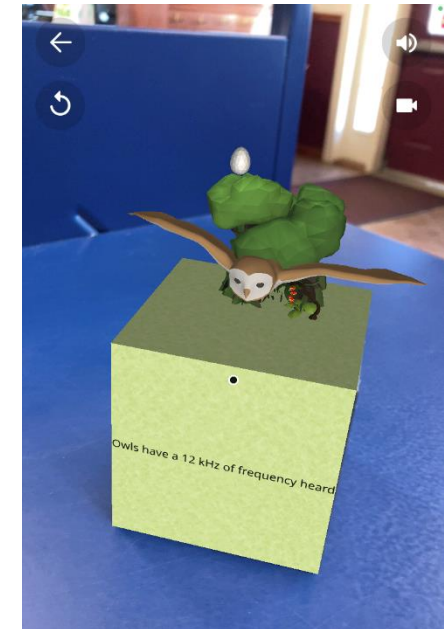
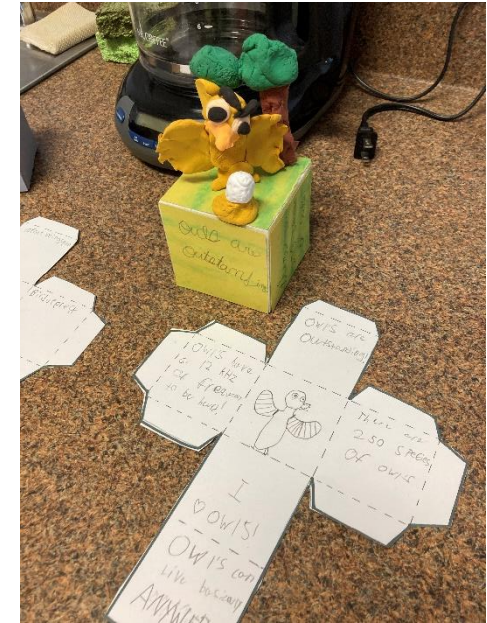
Program Overview

- Age group(s): 8 and up
- Time to set-up: 30 mins (This doesn't include time to learn CoSpaces)
- Time to complete: 1.5 – 4 hours
- Time to clean-up: 30 mins
- Mess level: Minimal
- Difficulty level: Moderate to Advanced / Depends on Experience
- Approximate cost: \$135.00



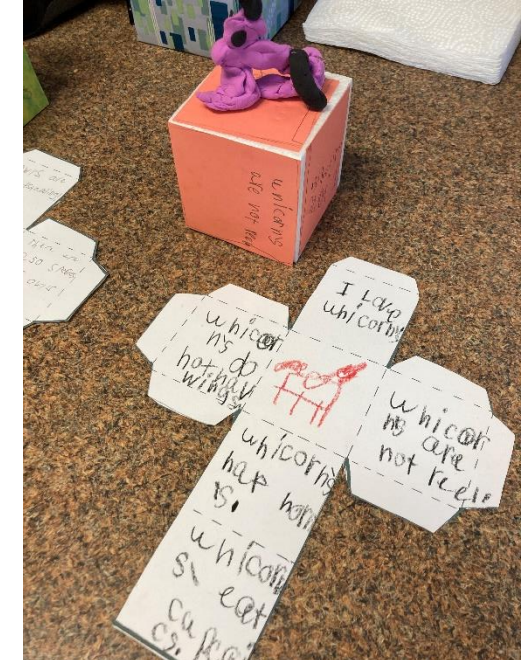
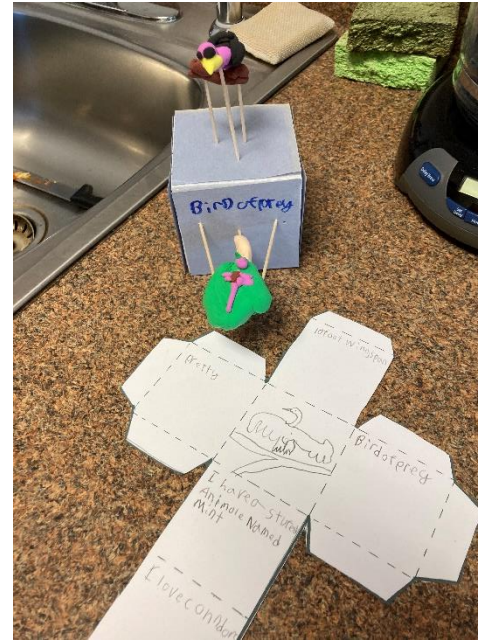
Program Description

- Patrons explored dimension with merge cubes. Each patron chose an animal and researched facts about the animal.
- They started by creating a 2D draft on paper of their cube design
- They then built a 3D model using foam cubes and air dry clay
- They concluded the project by coding their Merge Cube in CoSpaces making an AR (Augmented Reality) version of their project



Supplies needed

- [Merge Cube Printable](#)
- Blank Cube Template
- Air Dry Clay (\$15)
- Foam Cubes (\$15)
- Construction Paper
- Glue sticks
- [Co-Spaces Subscription with Merge Cube Add-On \(\\$85\)](#)
- Merge Cube (\$20)
- Tablets or computers



Reflection

- Success

- The patrons who participated learned a variety of skills including
 - Researching in books and on the internet
 - Planning a project beginning to end
 - Sculpting with clay
 - Basic Coding
- Patrons were able to interact with the CoSpaces platform in areas that do not come with a free subscription (the merge cube design only comes with a paid subscription)
- The final product and the visuals for this program were great to share with other patrons who did not participate and with Friends and Trustees of the library

- Lessons Learned

- The program took longer than anticipated, overall patrons spent 1.5-3 hours over the course of the entire project
- It would be good to have several people who are knowledgeable about CoSpaces to help during the coding phase. There were a lot of questions during this phase of the project and each patron had to wait while I came around to answer them
- We had 5 subscriptions to CoSpaces which were assigned to 5 computers. We had more patrons participate than computers so everyone had to take turns
- I was hoping to use our VR headset to show patrons the final cubes. It is possible to view them with a VR headset CoSpaces does not have an app for easy viewing

Some of the Final Products!



Grad-cap Designs & More

Potlatch Jr/Sr High School Library

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kati.dawes@psd285.org

Program Overview

- Age group(s): 17-18
- Time to set-up: ½ hour
- Time to complete: the week before graduation
- Time to clean-up: 10 minutes
- Mess level: moderate
- Difficulty level: need software
- Approximate cost: \$400 (much less if you own a machine)



Supplies needed

- Cutting Machine (Cricut)
- Iron-on vinyl
- Machine (tacky) mat
- Transfer tape
- Blue-tooth device
- Cricut Design-space
- Cricut Mini (small iron)
- Ideas



Reflection

- Success

- All of the students decorated their caps and most of them used the Cutting machine.
- The Senior Class Advisor (math teacher) had her Jr. High kids create name stickers when seniors were finished.
- Some students independently experimented with making iron-on designs for their backpacks.
- The math teacher wants to use the machine next semester to teach the concept of “scale”.

- Lesson Learned

- It was extremely valuable to have a partner (Senior Class Advisor) who knew how to use the machine and was familiar with various materials.
- Start with a demonstration; when kids see it work, they want to try it.
- Try to have a “Design space” dedicated to the Library. Kids will text or email designs to this account that is already “paired” with the machine.





Zany Zines!

Summer Day Camp Session @ Syringa M.S. June 7 – 25

- To read and comprehend a great book!
 - We read The First Rule of Punk by Celia C. Perez which features a main character who creates her own zines.



- To explore your creative side.
 - Students learned how to create their own zines and buttons.
- To practice finding the main idea and supporting details
 - Students created zines in different formats and buttons around one, central idea.







Comments and highlights from people impacted by Make It programs and resources

Our big event was with our button machine! Oh my goodness, so much love for the machine. Buttons galore. It has now been implemented into other programs to incentivize young readers to search the library and to maybe explore areas that are out of their comfort zones.

We received many compliments and thank yous from parents, caregivers, and students for providing ongoing summer entertainment and education with our Take It and Make It craft selections.

I received a lot of positive feedback from the makers and some of their parents. Many of the makers wanted to continue creating VR content at home and asked for additional resources to do so.

Our patrons all loved the projects we provided. The children were excited to come in and see the new projects being offered.

All of the participants expressed genuine excitement for the arrival of new equipment at the library, one patron commented, "This is a great opportunity to make gifts for family".

Another participant was happy to have the ability to create personal labels for a project.

One participant is homeschooled and enjoyed conversing and interacting with others during the program while being able to design a mug.

Our bond for library expansion passed! Our new building will be featuring a dedicated makerspace front and center (with a sweet view of the lake). I can finally take all these tools and training I have been getting

The students I worked with during my summer learning program really enjoyed Zine making. They particularly liked the button maker!

The educators I worked with, felt the Make it program was very helpful to helping the kids grasp the important concept of not being afraid to make mistakes, learn from the mistakes, and keep trying.

The kids loved the Oculus Quest 2. We had used it for our week-long summer camps. In July we used the Ocean Rift game so that the kids could explore the ocean and different animals in the ocean. We also used it in August so that the kids could go on safaris and see elephants and monkeys. They loved the Oculus. We also used the GoPro during our Camp Library week in July. The kids got to edit the videos from when Miss Sherry, our director went to the Virgin Islands and went to the ocean. She went snorkeling and the kids got to edit her videos. We posted the videos on the library YouTube account. <https://www.youtube.com/channel/UCmGPzwz89jh40iWnrgTlgFg>

Some of the kids at the school took a video, with the GoPro, when the school released their salmon they raised into the river. They also edited the video, and posted it on the Donnelly YouTube page. We also wrote a blog about the salmon release, here's a link to that blog: <https://donnelly.lili.org/fish-tales-idahos-chinook-salmon/>

Here is a link to the blog containing the videos that the kids edited during July Camp Library. <https://donnelly.lili.org/fish-tales-day-one/>

One of the comments we received regarding implementing VR into Storytime:

"VR has given me the opportunity to take my storytimes to the next level. I am able to expand on a specific topic and allow the child to be fully submersed into the experience and walk away with a new understanding of the topic. I feel it will be easy to implement into a station setting after my storytime. "

All of the people that attended the VR pizza party had a blast. The teens wanted to stay longer to make games on BlockSmithXR. One mom said that it was really wonderful that her kids were able to have the opportunity to learn how to build games and see whales and fly planes on the Oculus. It wasn't something they would normally get to do.

I used the resources I received from this opportunity to create a "Silhouette Maker Station" that my teachers, paraprofessionals and students can utilize to make signs, posters and tactile materials for deaf/hard of hearing and blind/visually impaired students. This has been very popular-the teachers and paras are very excited about it, and I will be training students on this technology as the school year progresses to give them the opportunity and experi-

We started an afterschool program that has attracted a lot of kids- they actually get off the computers and come into the room to participate. Several kids will check earlier in the week to find out what we are doing and they get excited about it, and lots have told their friends.

At the end of last school year, I had the AR devices set up for Teachers to try them out and they were very excited about the program. They are looking forward to having their students use them this year.

Our student council students have wanted to create a tour of our school for our community and incoming students for the past year. They are excited to use the 360 camera this fall to make this project come to life.

The kids who came to our zine and water bottle design programs really enjoyed themselves. One of the parents was very impressed with how engaged his son was in making his own zine. I learned how to use our Cricut machine (which we've had for some time) and how to use the Oculus Quest 2. I plan on training all the staff at our branch on how to use these as well. I was able to use the Cricut machine to create some wonderful window displays for Summer Reading this year.

From a senior living facility that is creating a virtual tour of their facility using our cameras.

"We had no idea that the library had these resources. We are a small operation and cannot afford an expensive videography company. This helps us reach a level playing field."

From a band that used camera to record a concert. "We have been needing to get a demo video for promotion. I think we will be able to use what we got today to make one."

We haven't been able to hold our virtual reality program(s) yet, but with a highlight on cultural landmarks and experiences through various VR videos, games, and apps, we hope to broaden the cultural horizons of attendees and give them the opportunity to experience VR in a low-pressure environment that allows them to learn and explore.

The students who made t-shirts for their Battle of the Books competition loved the process of designing and creating a t-shirt with their team name. They had huge smiles on their faces and couldn't wait to share it with their parents. Many learned that the design process is cyclical and it takes time. Others found ways to improve the making process and shared tips on how to get the t-shirt to look the best.

Administration, teachers, and students are super excited to use the virtual reality glasses and being able to create with the 360 camera.

We were able to use the Oculus a bit before school was out and kids who would never be able to access that technology were so excited to try it out. And those with experience were happy to help and share tips with the newbies.

My principals and some staff (the ones I have spoken to) are excited to use the VR headsets. Since our alternative schools constantly struggle with student engagement, the headsets will be a great addition to activities.

The program was a big hit with our teens who participated. We covered 360 camera's and Oculus/VR technology. We weren't able to get our Oculus to download the Blocksmith creations properly, but they had fun trying to trouble shoot and still be able to experience the VR things they created on the computer. We eventually just played with some of the games in Oculus and they all thought of different ways that VR could be implemented.

They had a blast with the 360 camera's! We're going to try to write up a check out policy on the camera we bought so that way they teens who took the course can check out the camera and take it with them around the community.

Makers have noted that the projects are bringing families together to work on a project. It gets them out of the summer heat to do something creative, rather than looking at screens. They often expressed excitement about being able to try a new hobby for free.

Our patrons were excited to see their library keeping up with technology trends. The VR gave them a new way to learn and experience things they wouldn't have otherwise. They were excited by the crafts the cutting machine could do and want to see how to use it in more programs.

Many of the participants told us how excited they were that the library had VR headsets for the public to use. Parents liked that there were additional ways for their children to both learn and be active while having fun.

We have had innumerable people comment on our windows and doors. Many comment on how nice it looks, and appreciate the information. We have had people come in and get library cards that have never been in before because of the displays.

We have had a lot of feedback after sharing the results from our program with the community and with our board members. After casually telling patrons "these kids coded their own merge cubes" the patrons are fascinated by the process and want to learn more about what it entails.

I have benefited from the project as I already owned some of the tools discussed but gained new knowledge about them and ways to use them that I didn't already know.

Our teen makers were super excited about making a custom apron using the Cricut cutting machine and the Cricut press. They are all signed up for our upcoming fall program to make coffee mugs and tea towels.

I was taking photos of the stickers that the jr. high students had made and two high school boys showed me their phones. Then they said, "well, you should take a photo of this backpack." I hadn't realized that these logos had been created by them. Their teacher told me that they had been sending her designs throughout the previous evening and asking about parameters for creating and printing. This gave her the idea to use the cutting

Many viewers seemed to benefit from watching our event with local author Noah Kroese. He did an excellent job of demonstrating his commitment to the "making" process, and showing how his own craft has improved seemed to resonate with many viewers who responded directly in Facebook comments and later via email. One patron family, who also won our corresponding giveaway, felt that Noah's book had become a family favorite, and they were all eager to begin making their own zines. Zine samples that patrons voluntarily sent images of the library included themes and titles like "Rise of the Ninja Bean," various comic strips, "The Power of No!," "My Little Book About Life," "Still Life Retrospective," "The Whale That Couldn't Swim," and "Animal Facts." The Make It program clearly helped Latah County library patrons engage with making and storytelling in their own lives!

The students enjoyed helping make the videos with the 360 camera. It was the first time since covid that students interacted with each other in this way...they even looked forward to being a part of the video and let their personalities shine. Many loves and likes for the video on the school Facebook page.

I loved seeing the 3-D tours that were made and the ideas it gave me for the same. Our library is also interested in Zines and has loved everyone's ideas for the cutting machines. We are implementing most of our classes for our teens, but also letting the community sign up for adult fun.

This activity required brainstorming, discussion, and experimenting. I enjoyed getting to listen to this group talk through their ideas and make those important connections between our activity and the larger world. For example, the children made great observations throughout the activity. One child noticed how the water that they were using to clean the oil off the feathers was getting dirty and this opened a conversation about what resources it takes to clean up an oil spill. I asked a younger child why the oil and water weren't mixing, and they were able to say that it was because oil and water were opposites. Throughout the hour, these conversations highlighted for me what the makers learned throughout the activity. They were positively impacted by this activity because they were introduced to the concepts of stewardship, conservation, and humans' impact on the environment. They benefited from this activity through learning about key science terms such as: Polarity, hydrophobic, suspension, molecules, and solutions. They also benefited from the activity as they were engaged in the engineering design process and the children worked collaboratively to think critically and problem solve.