PDLib - Professional Development Library
http://www.iasl-online.org/Professional-Development-Library

MAKER SPACES IN OUR LIBRARY

THE ROAD TO CREATING OPPORTUNITIES IN A LIBRARY CONTEXT

PRESENTATION BY DEBBIE HUNTER AT THE BRISBANE QSLA AGM, MARCH 2014

LIBRARY SPACE AS A PLACE TO ‘GET STUFF’… OR A PLACE TO ‘MAKE STUFF’

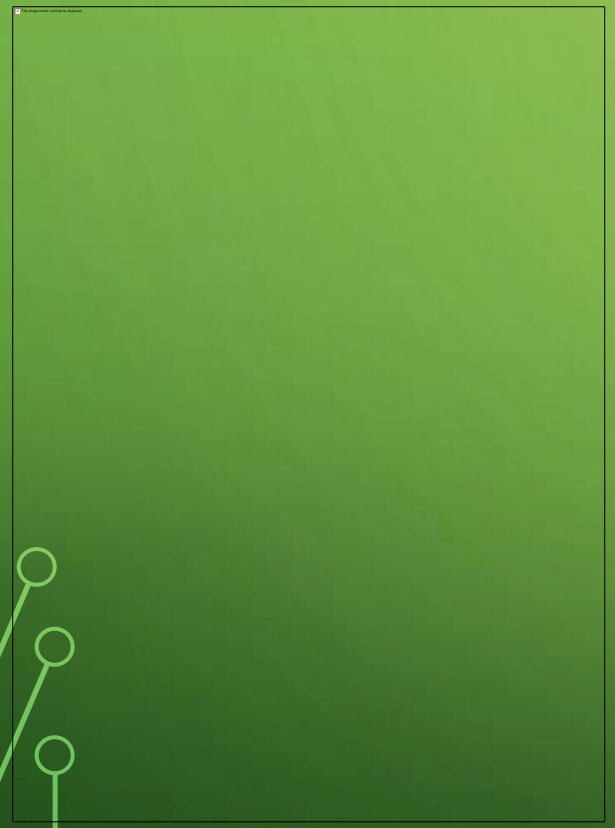
- What the pedagogy says:
- *Creating, social places, integrating into everyday, shaped by individual interests, self generated, can get information, offer new technologies, imaginative passionate places.*
- Maker Space is.. ”an effective means of applying knowledge, and tapping new resources for knowledge… embrace tinkering.. foster peer interactions and individual interests.. challenged to complete a project.”

STEP 1: IDENTIFY THE GAPS, FIND THE NICHE

- Find out what's available in your school already. Target the gap to create a Maker Space opportunity in your library.

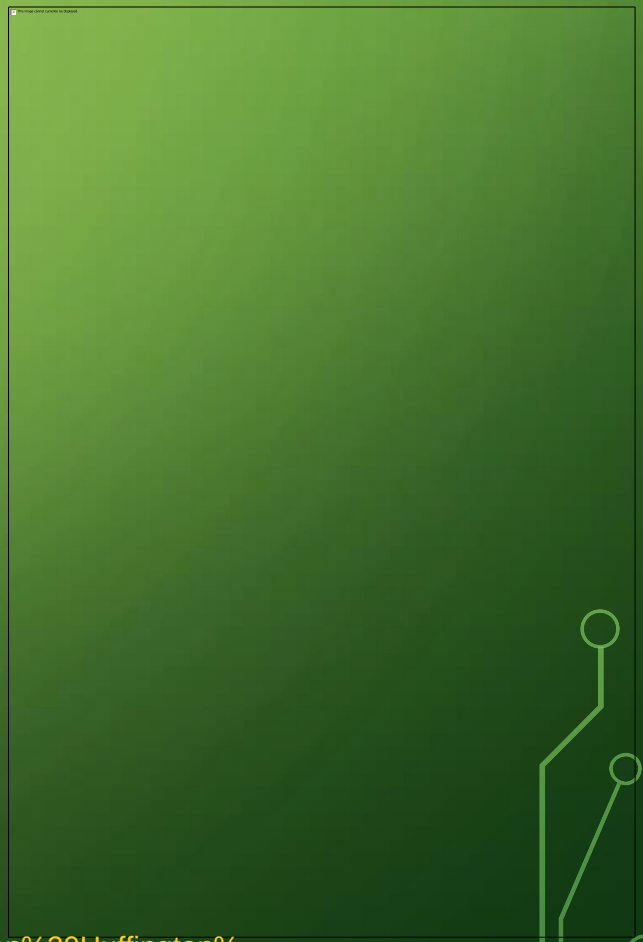
- Our Clubs: The Shed, Computer club, Robotics club, Mechatronics, AV/New media and others.

STEP 2: BASE YOUR DECISIONS FOR A NEW PROJECT ON WHAT YOU ALREADY KNOW ABOUT GOOD LIBRARY PRACTISE



We know:

- Students evaluate works better if they have an understanding of processes required to make it.
- Students learn better with constructive collaboration, shared ideas and workspace.
- We need to seek opportunities to offer global, ethical and cybersmart projects, often beyond the curriculum classroom.
- We need to create physical spaces/environments for all learning styles.



http://issuu.com/happinessdragon/docs/inflow_model/1

Creative people https://www.dropbox.com/s/rgvf288zqxlw2jp/Article%20posted%20on%20Huffington%20Post.docx

STEP 3: WIDEN YOUR CONVERSATION BEYOND THE CLASSROOM AND TEACHERS YOU KNOW.

- Learn what questions you need to ask.. Join a Hacker group, share readily what you know and think.
- Free webinars are everywhere: Brain Pop, Atomic Learning, ASLA, Tynker, Meet Ups.
- Focus on people, collaboration, and a variety of interests.

STEP 4: ROLL UP SLEEVES AND GET HANDS DIRTY!

- Introducing the Lunchbox Club for our library.
- Without a formal space or time slot, we will offer kits for groups of 4. Self chosen with some direction. Could be overseen by seniors, shared team of staff.

CHOOSING THE RIGHT FOCUS

Top 10* Tools of the Maker Movement for Classrooms

Computer controlled fabrication
1. Additive (3D printer)
2. Subtractive (mill, cutter)

Physical computing
3. Robotics
4. Microcontrollers (Arduino)
5. Microcomputers (RaspberryPi)
6. Wearable computing (Lilypad, Flora)

Programming
7. Block-based (Scratch, SNAP, good for robotics)
8. Text-based (C, Arduino, Python, Processing - good for computing, design)

New conductive materials
9. Conductive paint, glue, tape, thread
10. Graphite pencils

Inventive interface elements/kits
11. MaKey MaKey
12. Hummingbird

Electronics components
13. Displays & LEDs
14. Sensors (light, heat, motion)
15. Motors
16. Special purpose batteries

Traditional/hybrid materials
17. Squishy Circuits
18. Cardboard
19. LEGO

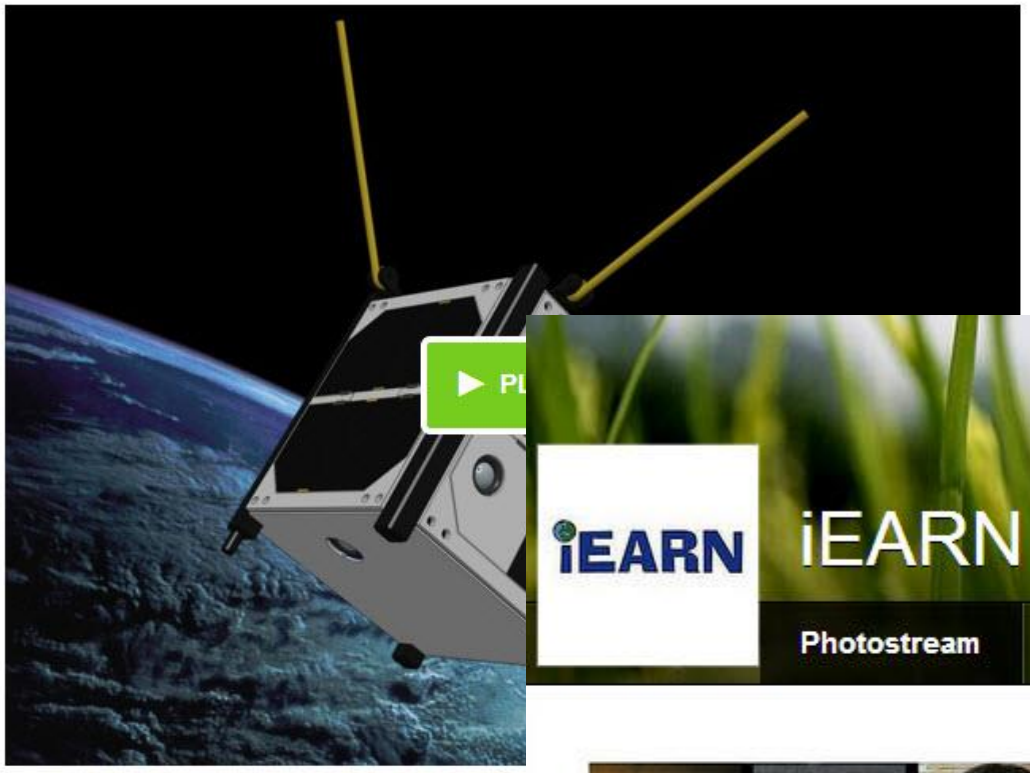
Shared content & community
20. Design warehouses (Thingiverse, MAKE, Sparkfun)
21. Community websites

ON OFFER

- Online Classrooms experience: Skype Mystery classroom, iEarn projects, Flat Connections projects
- Teleconference opportunities: NASA space wave, Film Archives etc
- ‘Real’ guests visit:1 per term. Ham Radio, Astronomer.. Who do you know?
- Student choice

http://laughingsquid.com/pinokio-desk-lamp-robot-is-real-life-version-of-pixars-luxo-jr/

https://www.kickstarter.com/projects/575960623/ardusat-your-arduino-experiment-in-space



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