



MAKE IT AT THE LIBRARY

IDAHO'S STATEWIDE INITIATIVE TO STRENGTHEN STEAM PROGRAMMING DURING OUT-OF-SCHOOL TIME

THE OPPORTUNITY

ENHANCE STEAM SKILLS & REACH THE UNDERSERVED

Out-of-school learning activities provide a unique opportunity to positively impact our youth. Libraries, located in most communities, provide free access for all which makes them ideal settings for STEAM learning.



OUR IMPACT

NATIONAL LOCAL

Twenty-one libraries across the state are actively *making* with a variety of ages in diverse settings. Our unique statewide approach with an emphasis on training and focus on the design process has garnered national attention and led to numerous presentation opportunities.

- CAPITOL HILL MAKER FAIRE & NATIONAL MAKER FAIRE**, WASHINGTON, DC, JUNE 2015
- THE MAYORS CONFERENCE ON ENTREPRENEURSHIP**, LOUISVILLE, KY, OCTOBER 2014
- LIBRARIES AS LEARNING SPACES CONVENING**, SAN FRANCISCO, CA, MAY 2014
- MAKER FAIRE MAKERCON**, SAN FRANCISCO & SAN MATEO, CA, MAY 2014

Yearly Participation:
 FIRST YEAR (2013): 4,650 PARTICIPATION
 SECOND YEAR (2014): 23,094 PARTICIPATION
 THIRD YEAR (2015): PARTICIPATION STAY TUNED

LESSONS LEARNED

Not everything goes as smoothly as planned. Sometimes 3D printers fail, robots walk the wrong way, and bananas don't make a sound. Despite all that, here's what we've learned:

- TRAINING IS CRITICAL TO SUCCESS**
- FOCUS ON PROCESS NOT PRODUCT**
- IT'S NOT ALL ABOUT THE TOOLS**
- MAKING CAN HAPPEN ANYWHERE**

OUR MODEL

The Idaho Commission for Libraries develops innovative and relevant projects to make our libraries strong community anchors and meet the changing needs of their customers. During this year-long project activities are designed to:

- ENSURE SHARED RESPONSIBILITY FOR SUCCESS**
- SHARE BEST PRACTICES**
- PROVIDE EXTENSIVE HANDS-ON TRAINING**
 - Foundational knowledge on the maker mindset and philosophy
 - The importance of the design process in making
 - Develop programming ideas
 - Experience using a variety of maker tools
 - Arduino, Electronics, Robotics, E-textiles, 3D Printing, & design
- BUILD STATEWIDE NETWORK OF LIBRARY MENTORS**
- PROVIDE SUPPLIES AT NO COST TO PARTICIPANTS**
- BUILD SUSTAINABILITY**
- FOCUS ON BUILDING MAKERS NOT SPACES**



NEW IN 2015

PILOTING TWO SCHOOL LIBRARIES

- Create making activities to address CC and NGSS
- Support teachers in learning new technologies and tools
- Evaluate effectiveness of making in the classroom
- Highlight the school library as a center of innovation

