YOUR LIBRARY:
The Original Maker Space
VERMONT LIBRARIES AND MAKERS: SPARK A CULTURE OF INNOVATION
How many of you have a makerspace in your library?

How many of you are doing maker programs?

Are any of you feeling a little timid about diving in to maker programming?
WHY?

WHY NOW?

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WHAT’S EXCITING/ BIG IDEAS/CONVERSATIONS

- Democratization of knowledge, innovation, and information
- Creating communities around passions, curiosity, needs, problem-solving
- Supporting STEM/STEAM education
- Participatory learning
- Exercising critical thinking and problem solving skills
- Learning through play/Learning by doing/Thinking by doing
- Integration of art and science

- Physical Computing – connection between the physical world and the digital world
- Computing and its place in our lives
- Preparing citizens for a changing workforce
- Fueling economic development and entrepreneurship
- Making and craft
- Citizen science and citizen engineering
- Invention/Innovation
Like libraries, makerspaces are the intersection of information and experience.

Libraries are safe places where there are no consequences for failing.

Creativity, like information, is free to everyone who steps into a library.*

It’s not about the equipment, it’s about the experience.

*Laura Damon-Moore
Erinn Batykefer
VERMONT

Population

- 626,630

Towns

- 251

- Largest: Burlington, pop. 42,000

- Average population 1,920

Libraries

- 183

- All independent, locally funded

- Open an average of 28 hours

- The largest 31 libraries serve 54% of Vermont’s population
Vermont Libraries and Makers: Spark a Culture of Innovation
No background necessary, just interest and enthusiasm

Written curriculum provides materials list, standards, background information, instructions, troubleshooting, vocabulary, and resources.

It is okay not to have all the answers and to work together to figure things out
Educator/Expert pairing

High School students are often ideal for this but adults in the community are also often eager partners.

Provides the opportunity to teach these classes even if your comfort level with the material isn’t very high.

Gives both teaching partners a chance to improve their skills.
Cross-generational programming

Teens and adults are often more successful when they share skills
Many librarians begin with the curriculum as a roadmap.

Over time, their ideas become more flexible.
Hope Decker
Pioneer Library System
Canandaigua, NY

http://pls-net.org/pls-resources/mobilemakerkits
QUESTIONS?

Susan O’Connell
Craftsbury Public Library
craftsburylibrary@gmail.com

Mara Siegel
Vermont Department of Libraries
mara.siegel@vermont.gov
Vermont Libraries and Makers: Spark a Culture of Innovation
http://libraries.vermont.gov/services/projects/VTLibrariesandMakers

Maker Resources for Libraries
http://makerlibraries.weebly.com

Vermont Libraries as Makerspaces
https://www.facebook.com/groups/441719939268502/

(You don’t have to be from Vermont!)