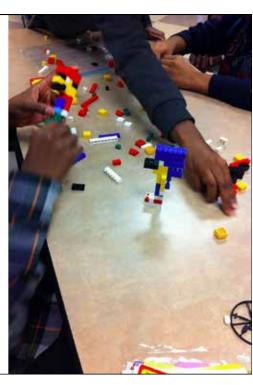
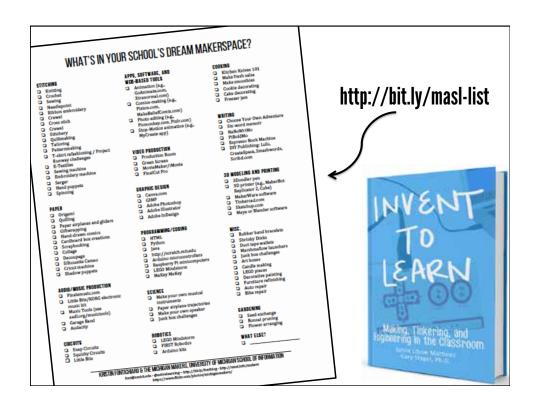
MAKERSPACES IN SCHOOLS AND LIBRARIES

Kristin Fontichiaro University of Michigan School of Information @activelearning

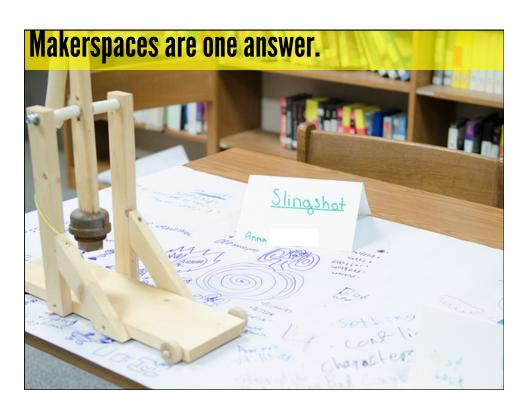
Missouri Association of School Librarians Sunday, April 13, 2014 1:30 – 2:30pm

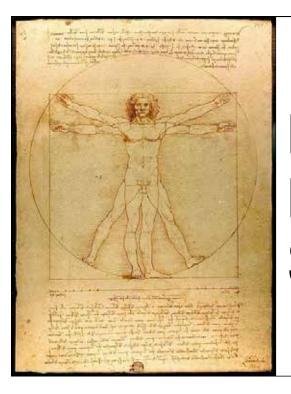
Download today's slides: http://bit.ly/fontblog



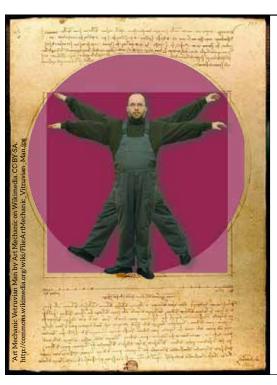




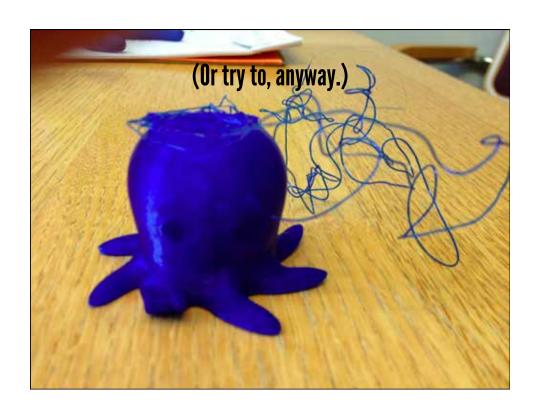




Makers Make Stuff.



Makers Transform Stuff.





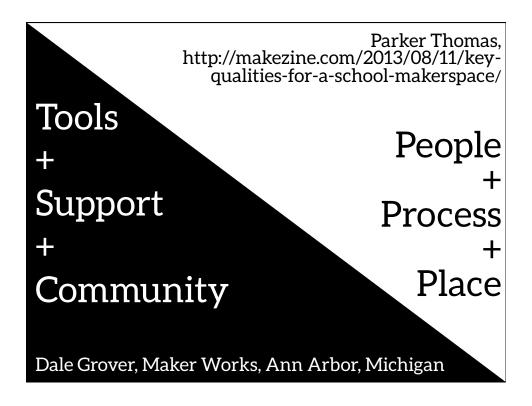




And so is this.

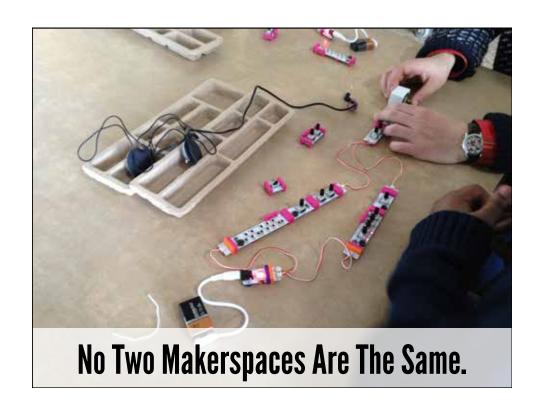










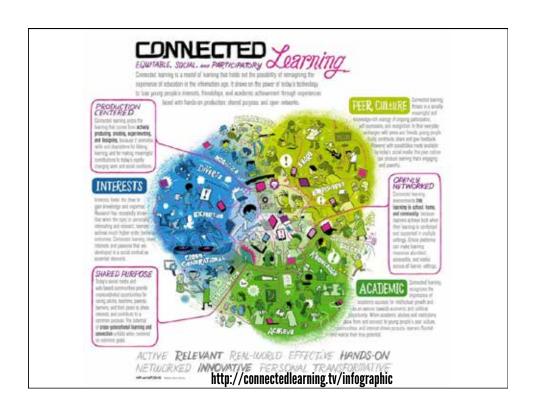






Our makerspaces hit the mark when makers are working from their "center of gravity"

(Dewey 1900)





#1: KNOW YOUR PURPOSE BEFORE YOU BUY ANYTHING.

Entertain? Inform? Educate?

Enhance academics? Fill a void in academics?

Introduce concepts and tools or provide access for savvy users?

Have one-off programming or build a community?

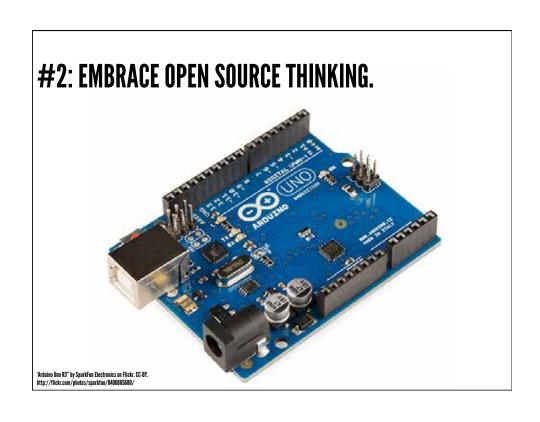
Create an in-house community? Serve as an-ramp?

Welcome new makers? Provide new services for existing makers?

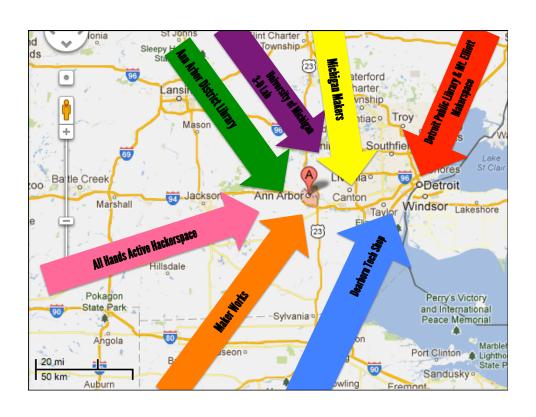


Example: Michigan Makers

- Create community around making
- Balance DIY exploration with guidance from mentors
- Create sustainability and replicability
- "Have something for every member of the family"
- Welcome female makers

















#5: MATCH MENTORS WITH LEARNERS.



PLYMOUTH-CANTON

Scott Bu

Scott Burek Principal Christopher Marek

4/24/13

I am writing about Michigan Makern, an after-school programs at East Middle School. In Michigan Makerx, you fearn differently then you would in a regular classroom. You learn about how to make an endless list of things, Makers learn how to sook with programs like Serach. They the learn about things that other makers around the world have cented. But Ardulous, and the Eagsberry Ft. Makers learn about other concepts like board game design, conductive clay, 3D printing, making comics and sewing too. Why all these things, you are fee to see your centrisity in coming powth your own creations. But it's much more than that. Along the way, you learn about teamwork and problem solving, You muset other people who have completely different brains and ideas and thoughts, and who have the same interest in making that you do.

The graduate students came every week to our school. They spent tous of sheir time to make it work, and they taught us so mouth. They were very proiest, and endured all of our questions. They made the learning fism, and actually fearned with us too. The students encouraged us to step out of what we were used to doing. We could show our projects and creations to them, and they would give us helpful feedback. They would give us their bonest viewproints: what was great, and what we could fit. They didn't seaks to be handing us testobooks and assignments. They taught us by guiding us, then letting us figure things out on our own and solve problems in our own way.

The main thing I got out of Michigan Makers is a love of making. I met fascinating people. I got an understanding of how to use different programs and new skills. I also got many more ideas for cool projects I could work on in the future.

A school/fibrury/community center/company should hire the graduate students because they are very dedicated. They have a lot of patience and know how to work well with people. They are enthusiastic about every idea. They have tons of amazing ideas, and they can make anything possible.

Sincerely,

Himaje

In Michigan Makers ... you are free to use your creativity in coming up with your own creations.

But it's much more than that. Along the way, you learn about teamwork and problem solving.

You meet other people who have completely different brains and ideas and thoughts, and who have the same interest in making that you do ...

The [graduate] students encouraged us to step out of what we were used to doing. They taught us by guiding us, then letting us figure things out on our own and solve problems in our own way.



