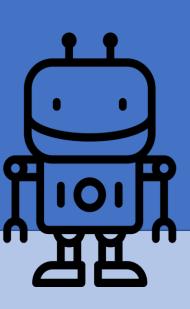


Eckstein Middle School Makerspace



Developing a makerspace at Eckstein Middle School's library out of existing underutilized resources

The Need



- Existing, library-owned, materials were being underutilized.
- Students have shown interest in finding more activities to engage with during free time.
- There is an empty space in the library that the librarian would like to use as an interactive, fun, yet educational area.
 - Librarian has limited amount of time to create projects and organize a new component of the library.

Our Process

Research and Lit Review

- 1. Found literature proving that makerspaces are valuable (edutopia.org, makered.org, and makermedia.com). The American Library Association also endorses makerspaces.
 - 2. Visited 3 school library makerspaces to gain ideas and best practices.

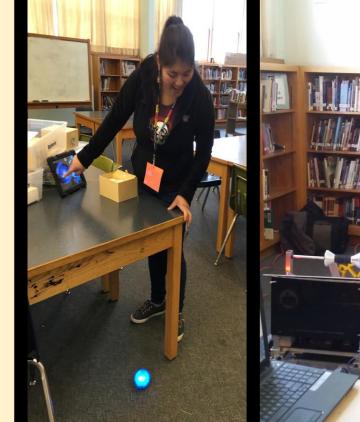
Inventory and Wishlist

Through 2 months of extensive research, we compiled a categorized list of materials and items to be acquired by the library in order to develop the makerspace in the future. This list is used to submit funding requests to the PTA, to write grants, and to participate in crowdfunding specific to schools.

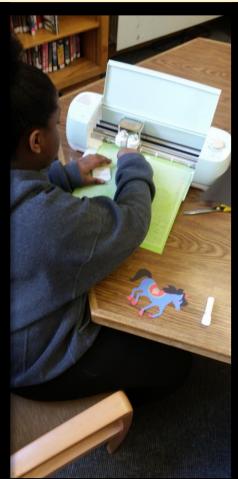
3 Programming and Procedures For sustainability, this binder allows the librarian to introduce new activities into the Makerspace without additional strain to her workload. There are three parts to this binder.

- 1. Activity instructions for all the materials currently owned by the Eckstein Library.
- 2. Additional program outlines for materials on the high priority portion of the wish list
 - 3. Check out procedures for materials currently owned by Eckstein's Library.

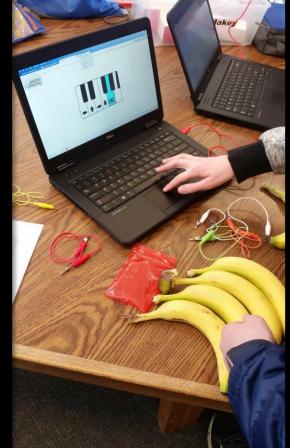
4 Maker Fest Eckstein's library coordinated with parents, community partners (SPL and Roosevelt High School), and teachers to celebrate creativity, ingenuity, technology, science, and art by hosting a Maker Fest on Friday April 28th. Students and families were invited to check out student projects and art. They also participated in a variety of activities including coding with Scratch, programming Sphero robots, and engineering with toothpicks.















Next Steps

- Implement Donorschoose (a crowdfunding website for educators).
- Continue to collect donations to support the space.
- Continue to develop new programming.
- Integrate use of this space into curriculum.

