

MARKERSPACE: A PERSONAL INQUIRY

HOW CAN I UTILIZE A MARKERSPACE AREA IN THE LIBRARY TO PROMOTE READING?

INCREASE COLLABORATION WITH TEACHERS? AND ENCOURAGE CREATIVITY?



THIS ACTIVITY WAS DEFINITELY A CHALLENGE FOR ME! TO BE HONEST, I AM NEW TO THE CONCEPT OF A MAKERSPACE. I THOUGHT IT WOULD BE IMPORTANT I LEARN ABOUT THE IMPORTANCE OF MAKERSPACES IN INQUIRY-BASED LEARNING IF I WAS TO EVER ADVOCATE.

So, what exactly is a makerspace?

- I found out that it is a room or area that contains tools and components that students can use to take an idea and make it into a personal project!
- Makerspaces are communal and the goal is to have students to work together to learn, collaborate, and share.
- It's a learning environment or creative outlet that provides students the freedom to reflect, share, and express their own experiences, thoughts and ideas

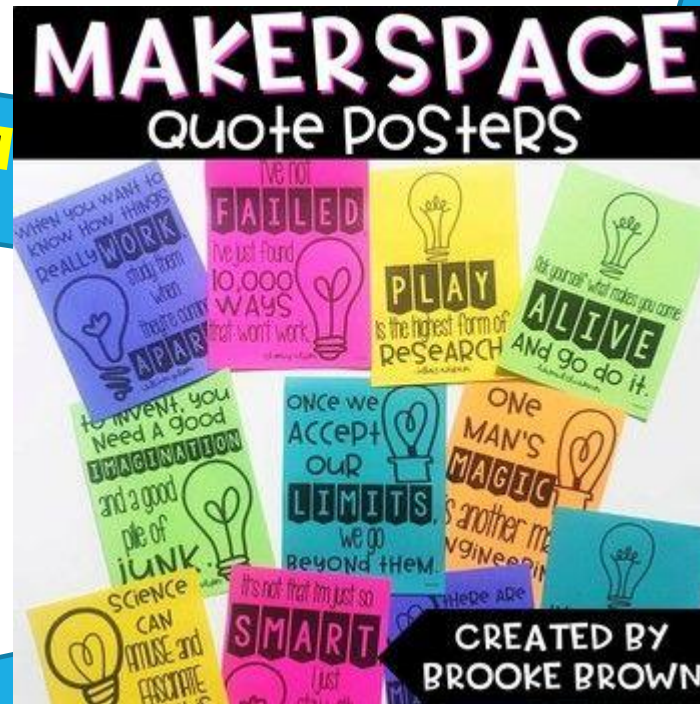


WHAT ARE THE BENEFITS OF HAVING A MARKERSPACE IN THE LEARNING COMMONS?

MakerSpaces and learning commons give All students access to the resources and space.

Honour the value in Educational Play! Create opportunities for students to engage, explore and play!!!

Students can enrich their own learning by utilizing concepts they are learning in the classroom and apply them to projects they are working on in the library



It's a great opportunity to utilize our non fiction resources and create spaces that enhance makerspace activities.

Create an opportunity to collaborate with colleagues

The makerspace will create reasons for kids to come into the space! Creating an opportunity to browse and access our other resources!

QUESTIONS TO PONDER WHEN CREATING THE SPACE:



1. What is my purpose/intentions in creating the space?
2. What are the learning goals and outcomes you want to achieve in this space?
3. Who will lead the student experience?
4. Will students be provided a set curriculum or more open-ended projects?
5. What grade levels will your space target?
6. How will students access the space?
7. What will it Cost?
8. What considerations are there to ensure it is inclusive to all?
9. How to get a school wide buy-in so the space does not go under-utilized.



HOW TO BEGIN THE PROCESS OF SETTING UP THE SPACE

- Do your research and find some proven makerspace projects.
- Ask for help and visit existing spaces to see what has and hasn't worked.
- Find an appropriate space and evaluate what you will need to create your makerspace
- Take a look at the curriculum and see how you can tie into different subjects and competencies. Be creative!
- Collaborate with colleagues to see if you can work with their needs. Reach out to PAC and Admin to generate excitement
- Evaluate what materials and tools you will need and create a budget.
- Start small. Use what you can find. It doesn't have to be complicated. Create a buzz!!!
- Ask for help, utilize the PAC, fundraise and apply for grants to build on the momentum from your first set of projects!

The Classroom or Library Makerspace: Getting Starting

Ask for donations; scavenge; apply for grants; look through supply & storage closets

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|-------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------|-------------------------------------------------------------------------------------------------------------------|
| <input type="checkbox"/> Cardboard | <input type="checkbox"/> Toothpicks | <input type="checkbox"/> Modeling Clay |
| <input type="checkbox"/> Shoe Boxes  | <input type="checkbox"/> Popsicle Sticks | <input type="checkbox"/> Play-Doh |
| <input type="checkbox"/> Scissors | <input type="checkbox"/> Wood Scraps | <input type="checkbox"/> Pipe Cleaners |
| <input type="checkbox"/> Duct Tape | <input type="checkbox"/> Straws | <input type="checkbox"/> Old Battery Operated Toys; Computers; Appliances |
| <input type="checkbox"/> Paper (for sketching, origami, etc.) | <input type="checkbox"/> Rubber Bands | <input type="checkbox"/> Aluminum Foil |
| <input type="checkbox"/> Poster Board | <input type="checkbox"/> Felt | <input type="checkbox"/> LEDs  |
| <input type="checkbox"/> Markers  | <input type="checkbox"/> Fabric Scraps | <input type="checkbox"/> Copper Tape |
| <input type="checkbox"/> Paint  | <input type="checkbox"/> Glue | <input type="checkbox"/> Legos |
| <input type="checkbox"/> Brushes | <input type="checkbox"/> Plastic Cups | <input type="checkbox"/> Discarded Books |
| <input type="checkbox"/> Yarn & String | <input type="checkbox"/> Nails, Nuts, Bolts, Screws | |
| <input type="checkbox"/> Greeting Cards | <input type="checkbox"/> Magazines | |

Jackie Gerstein, Ed.D. - User-Generated Education



CHALLENGES AND DIFFICULTIES

Starting can seem overwhelming!:

- Be patient, write things down.
- Start with an agenda and outline a plan.
- Rome wasn't built in a day and neither will your markerspace be.

Coming up with projects that work for teachers and students:

- Start with google. There are a lot of things always created. Utilize them.
- Use existing projects other TL's have planned. Visit their spaces, try to be a part of a class, and ask how they started.
- Youtube!

Budgets:

- Funding in our profession can always be a difficult experience.
- Create a budget
- Research grants, do fundraisers, and network!

