Makerspaces
What & Why

Kim Howell - kim.howell@bossierschools.org
Adri LeBlanc - adri.leblanc@cpsb.org
Charlene Picheloup - chpicheloup@iberia.k12.la.us
Kristy Sturm - kasturm@lpssonline.com
Objectives:

- To familiarize stakeholders with Makerspaces
- To provide research-based data to support school libraries and their impact on student achievement.
- To familiarize stakeholders with the goals and objectives of a school library.
The participants will:

- Be able to answer the questions:
  - *What are makerspaces? What is the purpose of Makerspaces? Why are Makerspaces important?*
- Use research-based data to plan for school library programs that impact student achievement.
What are makerspaces?
Makerspace Pros and Cons

https://www.powtoon.com/online-presentation/b6IKO6prHRz/makerspace-pros-and-cons/?mode=Movie
How do Makerspaces impact students?

“How ultimately, the interdisciplinary and empowering natures of these makerspaces can help prepare youth for a future we can’t yet imagine” (Davee, Regalla & Chang, 2015, p. 10)

Maker education fosters curiosity, tinkering, and iterative learning, which in turn leads to better thinking through better questioning. I believe firmly that this learning environment fosters enthusiasm for learning, student confidence, and natural collaboration. Ultimately the outcome of maker education and educational makerspaces leads to determination, independent and creative problem solving, and an authentic preparation for real world by simulating real-world challenges.
School Libraries & School Librarians Impact student achievement through various library programs in place currently in LA:

Coding  Little Bits
Chess  Puzzles
Dash & Dot  Rubik’s Cube
Origami  Green Screen
Duct Tape
Lego Animation
Bloxels
Children today

Spend 97% of their time consuming.

Spend 3% being creative.

Makerspaces give children opportunities to be creative!
STEM STANDARDS

• IMPLEMENT

• THE NGSS CALL FOR A THREE-DIMENSIONAL APPROACH TO K–12 SCIENCE INSTRUCTION. THIS REPRESENTS A SIGNIFICANT TRANSITION FROM PREVIOUS STATE STANDARDS. EFFECTIVE IMPLEMENTATION DEMANDS A GREAT DEAL OF COLLABORATION AND PATIENCE AMONG STATES, DISTRICTS, SCHOOLS, TEACHERS, AND STUDENTS.

• THOUGHTFUL AND COORDINATED APPROACHES TO IMPLEMENTATION WILL ENABLE EDUCATORS TO INSPIRE FUTURE GENERATIONS OF SCIENTIFICALLY LITERATE STUDENTS.
Examples of current Makerspaces:
Coding Club!
Makerspace Stations:

Coding - code.org (chromebooks)

Origami (origami paper, books, instructions)

Dash & Dot - (iPads to run them)

Boxels- (iPads to run app)

Lego animation (iPads to run app)

Green Screen (iPads, green screen)
Why in the library?

Safe place

Supports all Literacies

All students have access

Help is available

Exposure to books
Sources


Ready, Set, Let’s Make...

Choose a Makerspace.

Read the directions.

Make away.

Show one of the presenters your product.