

**MAKE IT!**

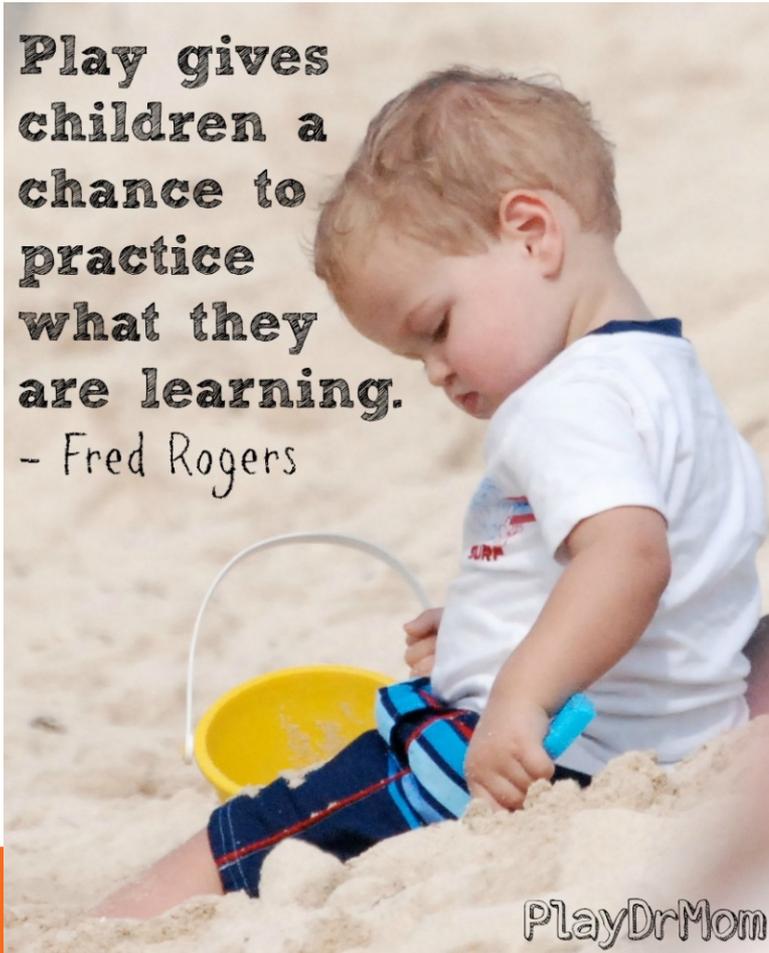
PROCESS PROJECTS FROM CRAFT TIME TO MAKER SPACES

PLAY

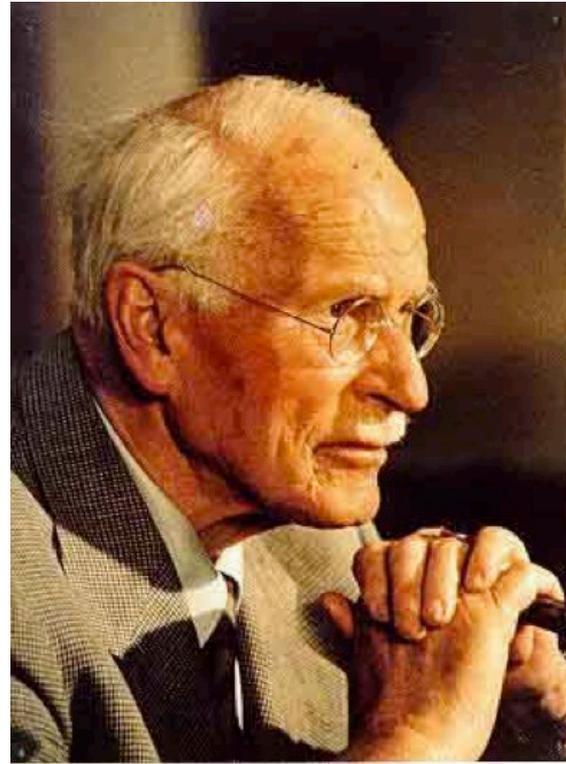


**Play gives children a chance to practice what they are learning.**

- Fred Rogers



PlayDrMom



“The creation of something new is not accomplished by the intellect, but by the **PLAY** instinct arising from inner necessity. The creative mind plays with the object it loves.”

- Carl Jung

# HOW CAN LIBRARIES ENCOURAGE PLAY?



# CRAFTS



**PROCESS ---- PRODUCT**

# CRAFTS

## PROCESS



**Open-ended**  
**Exploratory**  
**Unique**  
**Individual**

# CHALLENGES

- Parent expectations
- Planning
- Supervision
- Loss of control



## Nation of Makers Initiative

*“During National Week of Making, we celebrate the **tinkerers** and **dreamers** whose talent and drive have brought **new ideas** to life, and we recommit to cultivating the next generation of **problem solvers**. Last year, at the first-ever White House Maker Faire, I called on leaders around our Nation to join in sparking a **grassroots** renaissance in American making and manufacturing.” – President Obama*

# WHAT IS A MAKER SPACE?



**Learn**  
**Experiment**  
**Collaborate**  
**Create**  
**works**  
**Play**  
**Change**  
**Ask**  
**Reimagine**  
**Improve**  
**Explore**  
**See**  
**Make**  
**Try**  
**Tinker**  
**Dream**  
**Take apart**



# FACILITATION

- Ask open ended questions
- Encourage creative thinking
- Encourage collaboration
- Create a safe space
- Be ok with failure!
- Supply tools and ideas, but not results
- Try things with the kids
- Explore WITH the kids
- Embrace your inner child
- Be flexible



# WHAT WILL THE KIDS GET OUT OF IT?

- Inquiry
- Exploration
- Skills
- Empowerment
- Confidence
- Pride
- Excitement
- Engagement
- Innovation
- Joy



# COMING FULL CIRCLE

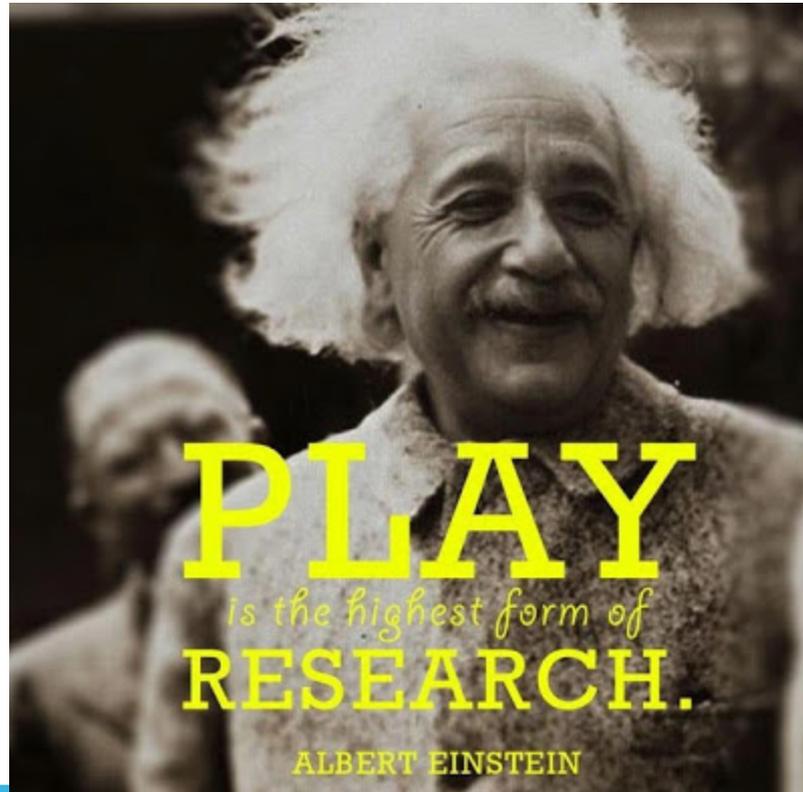
Give the pupils something to do, not something to learn; and the doing is of such a nature as to demand thinking; learning naturally results.

*John Dewey*

meetville.com

“Too often we give children **answers to remember** rather than **problems to solve**”

~ Roger Lewin



**PLAY**  
*is the highest form of*  
**RESEARCH.**

ALBERT EINSTEIN

# RESOURCES

## Process Art

- <http://www.alsc.ala.org/blog/2013/02/process-product-art-in-storytime/>
- <http://www.naeyc.org/tyc/article/process-art-experiences>
- <http://www.theallianceforec.org/library.php?c=1&news=36>
- <http://infed.org/mobi/learning-theory-models-product-and-process/>

## Importance of Play

- <http://pediatrics.aappublications.org/content/119/1/182.full>
- <http://www.kidspot.com.au/discoverycentre/Development-Development-The-power-of-play-to-boost-childrens-development+5395+553+article.htm>

# RESOURCES

## Maker Spaces

- <http://oedb.org/ilibrarian/a-librarians-guide-to-makerspaces/>
- <http://www.thedigitalshift.com/2012/10/public-services/the-makings-of-maker-spaces-part-1-space-for-creation-not-just-consumption/>
- <http://www.ala.org/tools/makerspaces>
- <http://www.alatechsource.org/blog/2012/12/what-is-a-makerspace-creativity-in-the-library.html>