

Makerspace Resources

Facebook Group:

<https://www.facebook.com/groups/441719939268502/>

Books:

Anderson, Chris. *Makers: The New Industrial Revolution*. New York: Crown Business, 2012. ISBN: 9780307720955

Austin, John. *Mini Weapons of Mass Destruction: Build Implements of Spitball Warfare*. Chicago, IL: Chicago Review, 2009. ISBN: 1556529538

Banzi, Massimo. *Getting started with Arduino*. Sebastopol, CA: Make Books/O'Reilly, 2011. ISBN: 1449309879

Barron, Natania. *Geek Mom: Projects, Tips, and Adventures for Moms and Their 21st-Century Families*. New York: Potter Craft, 2012. ISBN: 0823085929

Briggs, Jason. *Python for Kids: A Guide for Beginners*. San Francisco, CA: No Starch, 2012. ISBN: 1593274076

Buechley, Leah and Kanjun Qiu. *Sew Electric*. HLT Press, 2014. ISBN: 0989795608

Buechley, Leah and Kylie Pepler, Michael Eisenberg, Yasmin Kafai. *Textile Messages: Dispatches from the World of E-Textiles and Education*. Peter Lang International Academic Publishers, 2013. ISBN: 1433119196

Cantor, Doug. *The Big Book of Hacks*. San Francisco, CA: Weldon Owen, 2012. ISBN: 1616283998

Ceceri, Kathy, and Samuel Carbaugh. *Robotics: Discover the Science and Technology of the Future with 20 Projects*. White River Junction, VT: Nomad, 2012. ISBN: 1936749750

Connolly, Sean. *The Book of Totally Irresponsible Science*. New York: Workman Pub., 2008. ISBN: 9780761150206

Crawford, Matthew B. *Shop Class as Soulcraft: An Inquiry into the Value of Work*. Penguin Books, 2010. ISBN: 0143117467

Doorley, Scott, and Scott Witthoft. *Make Space: How to Set the Stage for Creative Collaboration*. Hoboken, NJ: John Wiley & Sons, 2012. ISBN: 1118143728

Foegen, Alec. *The Tinkerers: The Amateurs, DIYers, and Inventors Who Make America Great*. New York: Basic Books, 2013. ISBN: 9780465009237

Gauntlett, David. *Making is Connecting: The Social Meaning of Creativity from DIY and Knitting to YouTube and Web 2.0*. Cambridge, UK ; Malden, MA : Polity Press, 2011. ISBN: 9780745650029

Glenn, Joshua, and Elizabeth Foy Larsen. *Unbored: The Essential Field Guide to Serious Fun*. New York: Bloomsbury, 2012. ISBN: 9781608196418

Gurstelle, William. *Backyard Ballistics: Build Potato Cannons, Paper Match Rockets, Cincinnati Fire Kites, Tennis Ball Mortars, and More Dynamite Devices*. Chicago, IL: Chicago Review, 2012. ISBN: 1613740646

Honey, Margaret, and David E. Kanter. *Design Make Play: Growing the Next Generation of STEM Innovators*. Routledge, 2013. ISBN: 041553920X

Ito, Mizuko. *Hanging Out, Messing Around, and Geeking Out*. Cambridge, MA: MIT Press, 2009. ISBN: 9780262013369

Kemp, Adam. *Making the Makerspace Workshop: Turn your School, Library or Garage Into a Space for Creation*. Make Books, Release date: August, 2013. ISBN: 9781449355678

Lipson, Hod. *Fabricated: The New World of 3D Printing*. Indianapolis, Indiana: John Wiley & Sons, 2013. ISBN: 1118350634

Makerspace Playbook. Maker Media, 2013. <http://makerspace.com/wp-content/uploads/2013/02/MakerspacePlaybook-Feb2013.pdf>

Martinez, Sylvia Libow, and Gary Stager. *Invent to Learn: Making, Tinkering, and Engineering in the Classroom*. Constructing Modern Knowledge Press, 2013. ISBN: 0989151107

Monk, Simon. *30 Arduino Projects for the Evil Genius*. New York: McGraw-Hill, 2010. ISBN: 007174133X

Monk, Simon. *Arduino + Android Projects for the Evil Genius: Control Arduino with Your Smartphone or Tablet*. New York: McGraw-Hill, 2012. ISBN: 007177596X

Moss, Frank. *The Sorcerers and Their Apprentices: How the Digital Magicians of the MIT Media Lab Are Creating the Innovative Technologies That Will Transform Our Lives*. New York: Crown Business, 2011. ISBN: 9780307589101

Nelson, David Erik. *Snip, Burn, Solder, Shred: The \$10 Electric Guitar and 24 More Dirt-cheap, DIY Diversions*. San Francisco, CA: No Starch, 2010. ISBN: 1593272596

Parks, Bob. *Makers: All Kinds of People Making Amazing Things in Garages, Basements, and Backyards*. Sebastopol, CA: O'Reilly Media, 2006. ISBN: 9780596101886

Preddy, Leslie B. *School Library Makerspaces: Grades 6-12*. Libraries Unlimited, 2013. ISBN: 161-694945

Richardson, Matt, and Shawn Wallace. *Getting Started with Raspberry Pi*. New York: O'Reilly, 2013. ISBN: 1449344216

Super Scratch Programming Adventure!: Learn to Program by Making Cool Games! N.p.: n.p., n.d. ISBN: 1593274092

Sweigart, Al. *Invent Your Own Computer Games with Python* -. N.p., n.d. Web. 16 May 2013. <http://inventwithpython.com/chapters/>

Tulley, Gever, and Julie Spiegler. *Fifty Dangerous Things (You Should Let Your Children Do)*. New York: New American Library, 2011. ISBN: 0451234197

Wagner, Tony. *Creating Innovators: The Making of Young People Who Will Change the World*. New York: Scribner, 2012. ISBN: 1451611498.

Walter-Herrmann, Julia and Corrine Buching, eds. *FabLab: Of Machines, Makers and Inventors*. Bielefeld: Transcript Verlag, 2013. ISBN: 3837623823

Wilkinson, Karen and Mike Petrich. *The Art of Tinkering*. Weldon Owen, 2014. ISBN: 1616286091

Guides:

Lovell, Emily. *Getting Hands-on With Soft Circuits: A Workshop Facilitator's Guide*
<http://web.media.mit.edu/~emme/guide.pdf>

Altman, Mitch, Andy Nordgren, and Jeff Keyzer. *Soldering is Easy: Here's How to do it*
<http://www.eng.uwo.ca/electrical/e-shop/SolderComic.pdf>

Magazines:

Make. Sebastopol, CA: O'Reilly Media. ISSN: 1556-2336

Websites:

Code Academy

A free website to help you learn HTML, C, Python, Ruby and lots more!

www.codecademy.com

DIY

DIY is a community where young people become Makers. They discover new skills, make projects in the real world, and share their work online to inspire and learn from each other.

<https://diy.org/>

Girls Develop It Burlington

Don't be shy. Develop it.

<http://www.meetup.com/Girl-Develop-It-Burlington/>

High-Low Tech

High-Low Tech, a research group at the [MIT Media Lab](http://www.mit.edu), integrates high and low technological materials, processes, and cultures. Projects and tutorials.

<http://highlowtech.org/>

Instructables

Site for project ideas and instructions. You can share yours, too.

www.instructables.com

Library Makers

Hands-on learning for all ages.

<http://librarymakers.blogspot.ca/>

Make

Website for Make Magazine and so much more.

<http://makezine.com/>

Maker Camp 2014

July 7th to August 15th. 30 days, 30 projects. Ages 13+

<http://makezine.com/maker-camp/>

MakerBot Thingiverse

Thingiverse is a place for you to share your digital designs with the world.

<http://www.thingiverse.com/>

Making Makers

Maker curriculum from MakerKids, Toronto Public Library, Kids Learning Code, and Toronto Film Festival Kids. Website has modules and materials.

<http://learninglabs.org/making-makers/>

Make it @ Your Library

Site created in collaboration with [Instructables](http://www.instructables.com) and the American Library Association

<http://makeitatyourlibrary.org/>

Making Thinking Happen

Exploring ideas at the intersection of design thinking and maker thinking.

<http://makingthinkinghappen.wordpress.com/>

Scratch

Scratch is a programming language that makes it easy to create your own interactive stories, animations, games, music, and art -- and share your creations on the web.

<http://scratch.mit.edu/>

SparkFun

SparkFun is an online retail store that sells the bits and pieces to make electronics projects possible.

www.sparkfun.com

SparkFun's Department of Education, offers classes and online tutorials designed to help educate individuals in the wonderful world of embedded electronics. <https://learn.sparkfun.com/>

Vermont Makers

Vermont Makers is a community that shares an interest in the possibilities of [micro controllers and open source hardware](#), encouraging independent projects that blend the arts and technology.

<http://vermontmakers.org/>

Webinars:

Design It * Make It * Share It is a Library Services and Technology Act-funded project run by the Free Library of Philadelphia, focused on youth maker programming in public library branches.

[Maker Programming on the Library Floor, Part I: Design It](#) 12-19-13

[Maker Programming on the Library Floor, Part II: Make It](#) 2-19-14

Make it at Your Library. YALSA.

<http://bit.ly/1gJj5gc> 2-5-14

Digital Media Labs and Makerspaces in Small and Rural Libraries. From TechSoup. 2-26-14

<https://cc.readytalk.com/cc/playback/Playback.do?id=39sqz5>

MakerSpace: Is it Right for Your Library? From the Georgia State Library. 2-26-14

<http://www.youtube.com/watch?v=pACct-K-67I>