

Maker Space: A Space for Creation – The Next Evolution of the Library Development

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Keep growing and changing that is one of the things that we as librarians or teacher librarians should believe in. We should update not only the information which occurs in the world around us but we should be creative in facing all of those changes. As an example is the use of the space in the library as maker space activity. Maker spaces in libraries are the latest step in the evolving debate over what public libraries' core mission is or should be. From collecting in an era of scarce resources to curation in an era of overabundant ones, some libraries are moving to incorporate co-creation: providing the tools to help patrons produce their own works of art or information and sometimes also collecting the results to share with other members of the community. *(Lauren Britton is Transliteracy Development Director, Fayetteville Free Library, NY, Oct 1, 2012).*

When we are thinking of possibilities that we can do in the library there are enough or even big room to play with creativity. It is true that Maker Space is now growing very fast in public library but it does not mean that school library cannot adapt this opportunity. Through the strand of Maker Space, STEAM, we can create lessons or even give a chance to explore students' potencies in their own spare time at school. Steam, stands for science, technology, engineering, art and math, is the core of maker space activity. By combining its strands, subjects and all resources in the library we can design information literacy scope and sequence which involve maker space activity as the execution project. In other words we challenge the students not only to be able to demonstrate their understanding but also take action towards their learning.

The application of maker space in school library does not need to be a sophisticated activity which supported by expensive materials such as a 3D printer but it can be simple things such as compost art. Both of them explore art in different ways. By using a 3D printer students can design and draw an object which later on can be duplicated in 3D object. However, if we do not have the 3D printer, that will not stop us to develop an interesting activity for the students. As one of the examples, compost art can be used as one option to trigger kids' sense of art. By using waste materials from fruits and vegetables they can produce an art work which can inspire others.

It depends on our experience and creativity because the strands of maker space give librarians broad room to explore themselves. I do believe that librarians keep so many potencies therefore they should try and explore it more often. Playing with technology also can be one of favorite things that pupils nowadays really love and enjoy. Creating 3D shapes by using Google sketch up then ask the kids to make trial and error by building something based on their sketch can be a combination how to demonstrate their ability in technology and engineering.

As a conclusion, there are many ways to make maker space activity more engaging, challenging and life-based content for the students. We, as librarians, should realize one important thing that we are preparing these young generations to live in their society; therefore we should be able to equip them with not only knowledge but potential things to survive. It can be also one positive way to promote our library.

Some examples of Maker Space activities

1. Compost Art



Anubis-Egypt myth



Hieroglyph



Mayan Temple



Forbidden city



Chicken from corn peal



Birds from dry leaves



Vegetables waste



Egg shell waste



Vegetables waste



Vegetables waste



Potato and carrot peel

2. Tote Bag from unused shirt





3. 3D Construction from Ice cream sticks and straws

