• CUM legislative grant $2000 to purchase Cubletes & Ozobot Evo
  o Has previously used grant to create maker kits
  o Work better with ages 9 & up, especially Ozobots
  o Used at school outreach visits
  o Part of Teen Tech Lab, project based
    ▪ First program Ozobot races
  o For entire library to use, will plan both teen and children’s programs
• Cubletes has own YouTube channel & activities on website
  o Company will send tester set before purchase
• WAR – gingerbread man, problem solving – getting gingerbread man over water & ice
• WAR – family program around engineering a building like 3 little pigs
• Challenge with 3D printer – kids already did it at school
  o Using it for volunteer hours, teens create items that can be donated
• STEAM/STEM/Maker – using the right type of language, less jargon to build interest
  o Calling it afterschool club
  o Being explicit about the activity in program description
• MobileQuest
• RICM lab
• NPT grant for Ozobots, bits, and light table. Grant required that pre-readers be included. Light table will be used at baby & pre-k programs for emphasizing different concepts being covered.
• NPT STEAM storytime for pre-k
  o stations
  o Beebots
  o One Wednesday morning a month, 30 minutes storytime, 30 minutes activity
  o Going on 3 years, started as registration, now drop-in
• NPT STEAM club
  o Started for tweens, now ages 6-12
  o Low-tech
  o 4pm, monthly during school year, different times during vacations
  o Doing outreach with afterschool programs
• NPT Maker Monday
  o Activities in library’s maker lab
  o For homeschoolers, twice a month (same program repeated twice)
  o Ages 5-12, up to 10 participants, popular (always a waitlist)
• BAR afterschool club
  o Monthly
  o STEAM related activities, open grades 1-5
• Afterschool participation has been dropping, getting out of the library for outreach more effective
• Tools & materials
  o QBA mazes
  o Lincoln logs
  o Magnatiles
  o Legos
  o Snap circuits
- K’Nex
- Magnaformers
- Magnets