**Libraries and Makers Resources**

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

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

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

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

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

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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

# 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: 1593274092Sweigart, Al. *Invent Your Own Computer Games with Python* -. N.p., n.d. Web. 16May 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

# 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.codeacademy.com](http://www.codeacademy.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/>

***Instructables***
Site for project ideas and instructions. You can share yours, too.
[www.instructables.com](http://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/>

***Making Thinking Happen***
Exploring ideas at the intersection of design thinking and maker thinking.
<http://makingthinkinghappen.wordpress.com/>

***MakerBot Thingiverse***
Thingiverse is a place for you to share your digital designs with the world.
<http://www.thingiverse.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. SparkFun’s Department of Education, offers classes and online tutorials designed to help educate individuals in the wonderful world of embedded electronics.
[www.sparkfun.com](http://www.sparkfun.com)

**Webinars:**

[Learn About Makerspaces from the Innovators at Westport (CT) Public Library - 10-15-12](https://alapublishing.webex.com/ec0606l/eventcenter/recording/recordAction.do?siteurl=alapublishing&theAction=poprecord&path=pop_program_info&recordID=5895467)

[Learn About Makerspaces from the Innovators at Cleveland Public Library-11-19-12](https://alapublishing.webex.com/ec0606l/eventcenter/recording/recordAction.do?siteurl=alapublishing&theAction=poprecord&path=pop_program_info&recordID=6059922)

[Learn About Makerspaces from the Innovators at Detroit Public Library-12-3-12](https://alapublishing.webex.com/ec0606l/eventcenter/recording/recordAction.do?theAction=poprecord&AT=pb&renewticket=0&isurlact=true&recordID=6109092&apiname=lsr.php&rKey=e32662d11a294b28&format=short&needFilter=false&&SP=EC&rID=6109092&siteurl=alapublishin)

[Learn About Makerspaces from the Innovators at Carnegie Library (Pittsburgh)-1-7-13](https://alapublishing.webex.com/ec0606l/eventcenter/recording/recordAction.do?siteurl=alapublishing&theAction=poprecord&path=pop_program_info&recordID=6222412)