**Makerspace Resources**

Compiled by Mara Siegel, updated July 7, 2014

**Facebook Groups:**<https://www.facebook.com/groups/441719939268502/>  
<https://www.facebook.com/groups/librarymaker/>

**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 Peppler, 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

Foege, 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:  
 Technology *Arduino***Website for all things Arduino  
<http://arduino.cc/>

***LilyPad***Website for all things LilyPad  
<http://lilypadarduino.org/>

***MakeyMakey***  
An invention kit for everyone  
<http://www.makeymakey.com/>

***Processing***Programming language, development environment, and online community  
<https://www.processing.org/>

***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/>

***Squishy Circuits***From the originators  
<http://courseweb.stthomas.edu/apthomas/SquishyCircuits/index.htm>

**Projects  
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/>

***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://media.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](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/>

***Maker Camp 2014***July 7th to August 15th. 30 days, 30 projects. Ages 13+<http://makercamp.com/>

***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/>

***SparkFun***  
SparkFun is an online retail store that sells the bits and pieces to make electronics projects possible. [www.sparkfun.com](http://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/>

**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 l: Design It](http://www.youtube.com/watch?v=Fa-r5R1BMnI) 12-19-13

[Maker Programming on the Library Floor, Part ll: Make It](http://www.youtube.com/watch?v=2pe2gt9x5Yo) 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>