

**Review - (226) External Review Stage (Default)**

<b>Request</b>	
<b>Name</b>	Myrtle Kraft Library
<b>Project Title</b>	Let's Make: Creativity in a Box!
<b>Requested Amount</b>	\$19,075.00
<b>First Name</b>	Kathleen
<b>Last Name</b>	Talbot

**Review**

<b>Project Summary</b>	<p>The goal of this project is to develop a series of "maker" activities and events that empower learners to be at the center of their learning and to develop critical thinking, collaboration, communication, design thinking, self-direction, and growth mindset skills.</p> <p>Funds will be used to develop a series of maker activities; to purchase maker supplies; to host maker day events with partners; to develop maker activity boxes that can be checked out; and to create and host an online collection of maker activities on a community collaboration site.</p> <p>Community members will benefit through increased access to learning and the subsequent application of skills acquired to a variety of pursuits, as well as the fostering of a cross-generational learning community.</p>
<b>Community Need</b>	<p>What community need or opportunity does your project address? Like many rural communities, the Portal area has a scarcity of opportunities for learning and engaging in creative pursuits. Many people in the community lack Internet access. School resources are often severely limited. There are no local colleges or adult ed programs. Few cultural programs are offered. As a result, youth often feel limited and have a goal of leaving the area to find something "better."</p> <p>The community need is to give learners of all ages more opportunities to learn and especially opportunities that transcend the boundaries of traditional academic topics, that inspire passion, and that cross generational lines.</p> <p>This project seeks to provide youth, as well as adults, opportunities for creative expression through a "maker focus." The maker movement and maker education brings together a community of learners to tinker, build, create, and play, making both physical and digital objects, such as 3D objects, circuits, crafts, web pages, movies, textiles, and more, using a "make-hack-play," design thinking framework.</p>

Research on maker education has found that "Students learn a tremendous amount through maker-centered learning experiences...[and] the most salient benefits of maker-centered

learning for young people have to do with developing a sense of self and a sense of community

that empower them to engage with and shape the designed dimension of their world." ("Maker-Centered Learning and the Development of Self," Project Zero, Harvard Graduate School of Education, January, 2015).

In addition, our community has a variety of skilled, older members who can be drawn upon for this project. We plan to involve learners of all ages to be involved in both teaching and learning together to build a deeper sense of community.

How do you know this is a need? We have spoken to various community members about this need and as community members ourselves, have heard this need voiced. As Director of Assessment & Accountability for Animas Public Schools, Kasey Rudiger says, "In our rural community, resources are very limited. As a parent and educator, I am excited about the possibility of Maker Workshops. These activities promote creative thinking and problem solving skills that are very important and necessary, but sometimes lacking in our society."

When our community holds events, there is typically a good turnout. However, these events are not frequent, and they often have a more academic, adult focus due to ties to scientists at the Southwestern Research Station, which does not always interest younger or less research-focused community members.

While the local schools here offer some after-school programs, again they are limited.

There is also a significant population of home school students here, who are always looking for enrichment activities in which they can participate.

Locally, our community has conducted a small "maker day" event (not connected to the library) for the past few years that

has been well-received. Community members have praised the event, and local schools have asked to have this programming expanded. In addition, our local library patrons enthusiastically support and attend various programming at our library and are always seeking new opportunities to gather and learn there.

This shows a demonstrated need for more programming that connects learners of all ages and interests and that offers creative opportunities. What audiences are you targeting with this project and why? We are primarily targeting youth and adults in southeastern Arizona.

This is a broad target demographically, which will allow us to reach the most people within our library's service area. Because we are located in a very rural area, the population is relatively low and geographically spread out. We will also reach a broader group of people, particularly educational institutions and students, beyond our own area through the online component of this project. How does this project relate to your library's mission or other plans (such as a technology plan)? The mission of the Portal Myrtle Kraft Library is to serve the local community by providing books, videos, books on tape, magazines, and newspapers, as well as public computers, Internet access and educational programming for children and adults. In many ways, we are a community hub in our small rural area, where there are few other services.

This project will enhance the mission and activities of the library by increasing programming, bringing a cross-generational aspect to the programming, and connecting with local schools and other community organizations. Based on community requests as measured through a needs assessment to be conducted at the onset of the project, the project will also bring new technology and training on that technology to the community and libraries.

**Goals Impact**

What specific change do you intend to achieve with this project? The primary change we expect to achieve is to see more cross-generational "maker" focused programs offered in the local area, and as a result, for learners be empowered. This empowerment will be measured by the number and nature of projects completed by participants, as well as the degree to which they demonstrate and report on their feeling of success gained through their participation.

In short, we intend to see participants produce work that is meaningful, to share it with others, and to feel their own sense of capability and thus their growth mindset increase. Briefly explain why you have selected this outcome, tying it to the

Needs Assessment provided. It is believed that feeling empowered and taking a proactive approach in one's own learning is fundamental to academic and professional success. Mindset research conducted by Carol Dweck and others demonstrates that "developing a growth mindset (the core belief that abilities are malleable and not fixed) is critical to adopting learning-oriented behavior." (MindsetWorks, February, 2016)

Inspiring that sense of empowerment and belief in one's own abilities are exactly what we want to foster in this project. Our maker activities will be interest-based (drawing on information from the initial community survey) and will meet all learners where they are. Everyone coming to a maker workshops will experience success, and we hope that success will inspire success in other areas through the development of a growth mindset. Why is this project the best approach? Maker activities are not about being "right" or "wrong." They are not graded or assessed. Instead they allow every participant to create something that is wonderful. In addition, maker groups don't have "teachers," but instead are about creating communities of co-learners.

In maker activities, it is common to see those who are generally shy or self-deprecating rise to be stars. Cross-generational collaboration is natural as learners work to build things, to solve problems, and to iterate.

The freedom of make-hack-play activities takes learners to new places that they may not have experienced in traditional learning environments, and this is just the sense of wonder and success that we hope to see in this project. How will the general public participate or use this product? Who will participate, and how many will directly participate in the first year? How will you publicize this activity or product? The general public will be invited to participate in all library workshops and to check out maker boxes. Because the activities in these boxes will be informed by community needs and will be of general interest, it is expected that broad participation will be gained.

The following are estimates of participation figures:

Maker days at libraries - 8 events x 15 attendees = 120

Maker days with school partners - 4 events x average of 25 participants = 100

Maker day at Heritage Days event - 1 event x 20 attendees = 20

Maker box checkouts - 10 boxes x 15 checkouts each x 3 people reached with each checkout = 450

Total reached locally = 690

In addition to this, it is expected that several hundred more people outside of the local area will be reached through the online component of this project.

The project will be publicized and marketed through a variety of means, including:

- Posters at the libraries
- Posters and flyers posted on community bulletin boards
- Emails to community mailing lists
- Social media postings including on various community Facebook pages
- Publicity by partner organizations, especially schools
- Outreach through project partners and community members helping with workshops

**Project Description**

What steps has your library taken to prepare for this project? A variety of community members and partners have been contacted regarding their interest in and support for this project. By laying this groundwork, we believe we have buy-in for the project even before it has been begun.

In addition, the project team has discussed the logistics of the

project and made sure that the project is compatible with existing infrastructure, staffing, etc.

What will you do, and how will you do it? Give specific information about the types of activities, number of programs, or resources you'll make available. The following broad activities will be conducted as a part of this project:

- Create and host maker days at local libraries, schools, and other community centers. We plan to conduct at least 13 events as a part of this project.

- Create a series of maker activities in a box that can be checked out from the library. We will create at least 10 "creativity in a box" kits that can be checked out. (See Attachment 1 for more details.) These boxes will include all the materials a person needs to complete the activity, such as digital cameras, seeds, circuit materials, art supplies, etc.

- Develop the infrastructure for an online collection of maker activities and a community site where people can upload pictures of what they made and share other ideas. All print materials and activities developed as a part of this project will be freely shared online so that others may use them. This online collection will include all the activities and curriculum developed as a part of the "creativity in a box" kits, as well as a variety of other activities that the community develops. List at least one product or activity that will help you meet the outcome. All products and activities that are a part of your project should be linked to an outcome. The "creativity in a box" kits created as a part of this project will be central in encouraging learners of all ages to be at the center of their own learning and to developing critical thinking, collaboration, communication, design thinking, and self-direction.

These resources will be informed by community interests as determined by our initial community survey, which will help establish motivation and interest in using them. Because the kits will be designed to be simple to use and will contain all the materials needed to complete the activities, it is expected that users will be successful in making something with them.

The kits will also follow up on in-person workshops, which will be available for those who want a more social setting with hands-on support in which to do their maker work.

#### **Evaluation**

Describe what tool(s) or method(s) you will use to evaluate each product or activity listed. Examples include pre- and post-assessments, surveys, benchmarks, and observations. For this kind of project, the best evaluation tool is the work created by participants. As such, we will keep detailed records, including

photographs and accompanying stories where possible, of those artifacts. These will also be shared via the accompanying online maker site.

In addition, the following tools will be used to gather data:

- Pre-project community survey
- Post-project community survey
- Sign in sheets for number of maker days held
- Sign in sheets for number of participants at maker days
- Artifacts created at maker days
- Participant surveys and interviews on project completion, confidence with skills learned, and progress towards growth mindset
- Number of checkouts of maker activities in a box
- Artifacts created as a part of home and school maker activities

**Personnel**

Kathleen Talbot, Librarian, Myrtle Kraft Library -- Kathleen will oversee all library-based activities and will be the administrative contact. She will also provide oversight and evaluation activities.

Karen Fasimpaur, President, K12 Handhelds, Inc. -- Karen will develop the maker activities, conduct the school and library maker days, create and host the online site, and manage the overall project. Kathleen Talbot, Branch Manager for Myrtle Kraft Library, will be the project director. She has worked for Cochise County Library District for over 7 years and has taught and worked in public schools in California. She has supervised youth programs and has experience with staff and project management.

If special skills or expertise are necessary for a participant, briefly list his or her qualifications. No special skills or expertise are necessary for participants in this project.

**Partners**

The following organizations will be a part of this project:

- Apache School

- Animas Public Schools

The school partners in this project will each host or sponsor "maker days," either at their school or at the library. In exchange, the schools will promote related maker days and check out materials available at the library for their students and their families.

- Sunsites Community Library

- Elfrida Library

The library partners in this project will each host or sponsor a "maker" workshop at their library and may also allow the checkout of "Creativity in a Box" kits.

- K12 Handhelds -- This locally-based company works with schools and youth across the country on a variety of projects including maker activities, writing, and technology-empowered creative learning. For the project, K12 Handhelds will develop the maker activities, conduct the school and library maker activities, and manage the overall project.

- Friends of Cave Creek -- This Portal-area non-profit organization works to inspire appreciation and understanding of the beauty, biodiversity and legacy of Cave Creek Canyon and surrounding landscapes and the culture and history of the communities that support it. For this project, FOCC will host and promote a kids' "maker day" at their annual Heritage Days event. In addition, they will partner on workshops for FOCC-sponsored school field trips to visit the national forest.

### **Timeline**

What are the major steps you'll take to reach the outcomes you've listed? The following are the major steps in the project that are needed to reach the outcomes:

- Conduct pre-project community survey

- Determine focus of "creativity in a box" kits

- Contact schools and other partners to schedule maker days

- Create draft of "creativity in a box" kits
- Procure supplies needed for maker days and "creativity in a box" kits
- Design and prototype online maker site
- Schedule first maker days at the library and promote
- Pilot test "creativity in a box" kits
- Finalize online maker site and promote
- Finalize "creativity in a box" kits
- Conduct maker days at schools and with partner organizations
- Iterate as needed based on user response

Provide a timeline that includes planning, implementation and evaluation, and indicates when funds will be spent. Remember, funds are not available before May 20, 2016, and must be spent by August 4, 2017. June, 2016 - Funds available

Summer, 2016 - Pre-project community survey

Development of materials begins

Design and prototype online maker site

Fall, 2016 - Supplies sourced and ordered

Pilot maker days #1 and #2 at library

First "maker boxes" available for check-out

Maker day event at Heritage Days

Winter, 2016/17 - Online maker site launches

School maker day #1

Spring, 2017 - School maker day #2-4

Summer, 2017 - Maker days #3-8 at library and/or other

locations

Post-project community survey

August, 2017 - Funds spent out Provide specifics about each public program activity, including the date and location. Enter N/A if not applicable. Maker days at Myrtle Kraft Library - First to be held in late 2016; balance to be held during the summer of 2017

Maker days at other libraries - Summer, 2017

School maker days to be held as follows (tentative -- dates and other details to be worked out with schools when grant begins)

Apache School - 1 day to be held at Myrtle Kraft Library

Animas Public Schools - 2 days to be held at Animas Public Schools

To be determined - 1 day to be held in conjunction with school participating in a FOCC project.)

(Note: Because our community straddles the Arizona/New Mexico border, there are residents of each that attend schools of both states and use the library's services.)

Maker event at Heritage Days - 1 day to be held in September, 2016 at the Geronimo Event Center

**Sustainability**

Sustainability is a key part of any project, and we have thought considerably about this.

The "creativity in a box" kits will continue to be available indefinitely after the project is completed. The Friends of the Myrtle Kraft Library, a non-profit group that supports the library, will assist in providing supplies for the ongoing use of these kits as needed.

In addition, this project, and particularly the library-hosted workshops, will be supported by community members, including

those from K12 Handhelds, the Friends of Cave Creek, and the library itself, who have independent funding and are willing to donate their time to this project. This will continue beyond the life of this grant.

The partner organization K12 Handhelds works with schools across the country and plans to use the materials developed as a part of this grant with schools and libraries nationwide. This will help to continue to feed into the online maker site and will also provide K12 Handhelds and Karen Fasimpaur with income that will help support this local project beyond the grant.

As a part of the grant and beyond, K12 Handhelds will offer these workshops and support at the library on a volunteer "in kind" basis. The services and materials developed under this grant will be available free of charge in the local area indefinitely.

<b>Salary and Benefits Grant Request</b>	\$0.00
<b>Salary and Benefits Local Match</b>	
<b>Total Salary and Benefits</b>	\$0.00
<b>Consultants Grant Request</b>	\$13,500.00
<b>Consultants Local Match</b>	\$8,700.00
<b>Total Consultants</b>	\$22,200.00
<b>Travel Grant Request</b>	\$500.00
<b>Travel Local Match</b>	\$0.00
<b>Total Travel</b>	\$500.00
<b>Supplies and Materials Grant Request</b>	\$4,325.00
<b>Supplies and Materials Local Match</b>	\$0.00
<b>Total Supplies and Materials</b>	\$4,325.00
<b>Equipment Grant Request</b>	\$0.00
<b>Equipment Local Match</b>	\$0.00
<b>Total Equipment</b>	\$0.00
<b>Services Grant Request</b>	\$750.00
<b>Services Local Match</b>	\$0.00
<b>Total Services</b>	\$750.00
<b>indirect grant Amount</b>	
<b>indirect local Amount</b>	
<b>Indirect Total</b>	\$0.00
<b>Total Grant Budget</b>	\$19,075.00
<b>Total Local Budget</b>	\$8,700.00

<b>Total Budget</b>	\$27,775.00
<b>Budget Justification</b>	<p>Consultants fee</p> <p>The consultants fee is for the services of K12 Handhelds to provide design and facilitation of all maker day events, creation and hosting of online maker site, design and creation of 10 "Creativity in a Box" kits, and overall marketing and project management. In addition to the fees for this, K12 Handhelds is providing \$8,700 in in-kind services for the conduct of community maker days at local libraries. The costs for this are detailed in quote #K0216-007 and are consistent with the fees the consultant has charged other educational institutions.</p> <p>Travel</p> <p>The travel budget is for the project director and the project consultant to attend the Grant Recipients Workshop in Phoenix. Travel estimates based on actual mileage and calculated in accordance with authorized state reimbursement rates.</p> <p>Supplies and materials</p> <p>The supplies budget is an estimate based on a list of supplies to be used in school and community maker events as well as included in "Creativity in a Box" kits. These supplies may include: digital cameras, paper and art supplies, knitting supplies, circuitry materials, cardboard, game supplies, marshmallow challenge supplies, lego sets, robotics components, seeds, etc.</p> <p>Services</p> <p>The services budget is for the printing of promotional materials, print materials to be included in the "Creative in a Box" kits, including the boxes themselves, and posters to promote the availability of kits and workshops.</p>
<b>Feedback</b>	
<b>Yes/No</b>	Yes
<b>Suggested Amount</b>	\$19,075.00

## KAREN FASIMPAUR

8627 E. Sunrise Road  
Portal, AZ 85632

Phone: (520)558-0180  
Email: karen@k12opened.com

## MAKER EDUCATION EXPERIENCE

- Over 20 years of experience in education, including classroom teaching and teacher professional development
- Conducted local maker days since 2012
- Designed and facilitated “Make/Hack/Play Together” course for Peer2Peer University and the HP Catalyst Academy
- Co-designed and co-facilitated the National Writing Project’s “Making Learning Connected” MOOC (CLMOOC) and created and administered the Make Bank for that course
- Keynoted the K12 Online Conference’s 2012 visioning new curriculum strand and curated the 2015 maker ed strand

## ADDITIONAL PROFESSIONAL EXPERIENCE

Co-Founder  
K12 Handhelds, Inc. / K12 Open Ed  
September, 2000 - present

- Principal for this educational technology consulting group, working with schools on curriculum, online and blended learning, and online community management
- Lead advocacy and product development for open education work

Vice President  
Davidson Group  
October, 1998 - August, 2000

- Managed various strategic planning, merger and acquisition, business development, financial, and product development activities

Director of Online Business Development  
Davidson & Associates  
June, 1996 - March, 1997

- Developed business plan and strategy for Internet-based products
- Managed product design and development of consumer and educational Internet-based titles
- Produced product plans, budgets, schedules, marketing plans, and business plans for Internet product lines

Executive Producer  
Davidson & Associates  
May, 1993 - June, 1996

- Managed design and development of educational software titles and curriculum products

**ADDITIONAL  
EXPERIENCE**

- Lived and worked in East Africa
- Worked on various community development projects
- Served as the senior teacher at the Iringa International School
- Volunteer for community projects in various social justice areas

**PUBLICATIONS**

- Fasimpaur, Karen. 2013. "Massive and Open: MOOCs Are the Next Big Thing in Online Learning?" *Learning and Leading with Technology*, Vol. 40, No. 6. Eugene, OR: International Society for Technology and Education.
- Fasimpaur, Karen. 2013. "All MOOCs Are Not Created Equal." *On CUE*. Vol. 30. No. 4. Walnut Creek, CA: Computer-Using Educators, Inc.
- Fasimpaur, Karen. 2012. "Sharing Made Easier with Creative Commons." *Learning and Leading with Technology* Vol. 39. No. 4. Eugene, OR: International Society for Technology and Education.
- Fasimpaur, Karen. 2012. "Building Online and Blended Learning Environments with Free, Open Resources." *On CUE*. Vol. 33. No. 3. Walnut Creek, CA: Computer-Using Educators, Inc.
- Fasimpaur, Karen. 2003. *101 Great Educational Uses for Your Handheld Computer*. Long Beach, CA: K12 Handhelds, Inc.

**PRESENTATION  
EXPERIENCE**

- Facilitator of numerous workshops, webinars, online courses
- Nationally-known speaker presenting at conference events

**TECHNICAL  
EXPERIENCE**

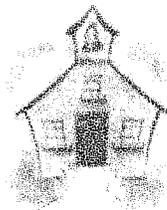
Platforms: Windows, Macintosh, Linux  
Software: WordPress, Audacity, GarageBand, Premier, Movie Maker, iMovie, Photoshop, GIMP, Office suites, etc.  
Social media: Twitter, Google +, Facebook, LinkedIn, blogging

**EDUCATION**

Masters of Business Administration, Summa Cum Laude  
Wright State University

Bachelor of Arts, Summa Cum Laude  
Wright State University

# Apache Elementary School



February 12, 2016

Arizona State Library  
Library Services & Technology Act  
Attn: Janet "Jairne" Ball  
1700 W Washington St, Suite 300  
Phoenix, AZ 85007

Dear Ms. Ball:

This is a letter of support on behalf of Portal's Myrtle Kraft Library's proposed "Let's Make: Creativity in a Box!" maker education project.

This program is focused on developing a series of "maker" activities and events that empower learners to be at the center of their own learning and to develop critical thinking, collaboration, communication, design thinking, self-direction, and academic mindset skills.

Apache Elementary District #42 is pleased to establish a special partnership with this project.

As a part of this project we would create maker day projects in a box of a variety of topics, students would share projects by uploading pictures to an online community site, and possibly display the projects at Portal's Myrtle Kraft Library. The library will also conduct a "Maker Day" for the students at the library. We believe this collaboration is mutually beneficial and supports the goals of all the partnering organizations.

We think it is important to foster these kinds of activities to empower learners to be at the center of their learning, to give participants the kind of real-world skills they need to succeed and to strengthen our community.

We look forward to this partnership with Portal's Myrtle Kraft Library. Thank you.

Sincerely,

  
Palma Hudson  
Head Teacher

10488 N. Skeleton Canyon Rd. P.O. Drawer 1119 Douglas, Arizona 85607  
phone- (520) 558-2364 fax- (520) 558-2410 e-mail: [HUDSONS714@msn.com](mailto:HUDSONS714@msn.com)

# ANIMAS PUBLIC SCHOOLS

SUPERINTENDENT  
LOREN CUSHMAN

PO BOX 85  
#1 PANTHER BLVD.  
ANIMAS, NM 88020  
575.548.2299  
575.548.2388



Animas Public Schools  
Leading students in the right direction

February 16, 2016

Arizona State Library  
Library Services & Technology Act  
Attn.: Janet "Jaime" Ball  
1700 W Washington St, Suite 300  
Phoenix, AZ 85007

Dear Ms. Ball:

This is a letter of support on behalf of Portal's Myrtle Kraft Library's proposed "Let's Make: Creativity in a Box!" maker education project.

This program is focused on developing a series of "maker" activities and events that empower learners to be at the center of their own learning and to develop critical thinking, collaboration, communication, design thinking, self-direction, and academic mindset skills.

Animas Public Schools is pleased to establish a special partnership with this project.

As a part of this project, we would hold a maker day at our school and promote related maker days. We would also support and promote checking-out materials at the library to make them available to our students and their families. We believe this collaboration is mutually beneficial and supports the goals of all the partnering organizations.

We think it is important to foster these kinds of activities to empower learners to be at the center of their learning, to give participants the kind of real-world skills they need to succeed and to strengthen our community.

We look forward to this partnership with Portal's Myrtle Kraft Library. Thank you.

Sincerely,

Kasey Rudiger, Counselor  
Animas Public Schools  
(575) 548-2296 ext. 247  
krudiger@animask12.net



February 26, 2016

Arizona State Library  
Library Services & Technology Act  
Attn.: Janet "Jaime" Ball  
1700 W Washington St, Suite 300  
Phoenix, AZ 85007

Dear Ms. Ball:

This is a letter of support on behalf of Portal's Myrtle Kraft Library's proposed "Let's Make Creativity in a Box!" maker education project.

This program is focused on developing a series of "maker" activities and events that empower learners to be at the center of their own learning and to develop critical thinking, collaboration, communication, design thinking, self-direction, and academic mindset skills.

Sunsites Community Library is pleased to establish a special partnership with this project.

As a part of this project, we would organize and host hands-on craft activities for the Sunsites community. We believe this collaboration is mutually beneficial and supports the goals of all the partnering organizations.

We think it is important to foster these kinds of activities to empower learners to be at the center of their learning, to give participants the kind of real-world skills they need to succeed and to strengthen our community.

We look forward to this partnership with Portal's Myrtle Kraft Library. Thank you.

Sincerely,



Jennifer R. Davis  
Branch Manager  
Sunsites Community Library

2/27/2016

Arizona State Library  
Library Services & Technology Act  
Attn.: Janet "Jaime" Ball  
1700 W Washington St, Suite 300  
Phoenix, AZ 85007

Dear Ms. Ball:

This is a letter of support on behalf of Portal's Myrtle Kraft Library's proposed "Let's Make: Creativity in a Box!" maker education project.

This program is focused on developing a series of "maker" activities and events that empower learners to be at the center of their own learning and to develop critical thinking, collaboration, communication, design thinking, self-direction, and academic mindset skills.

Elfrida Library is pleased to establish a special partnership with this project.

As a part of this project, we would like to host some maker sessions for our patrons as well as have maker kits to check out to community groups. We believe this collaboration is mutually beneficial and supports the goals of all the partnering organizations.

We think it is important to foster these kinds of activities to empower learners to be at the center of their learning, to give participants the kind of real-world skills they need to succeed and to strengthen our community.

We look forward to this partnership with Portal's Myrtle Kraft Library. Thank you.

Sincerely,

Stephanie Fulton  
Elfrida Library Branch Manager



# FRIENDS OF CAVE CREEK CANYON

PO Box 16126 \* PORTAL, ARIZONA 85632

[www.friendsofcavecreekcanyon.com](http://www.friendsofcavecreekcanyon.com)

Registered Non-Profit 501(c) (3)

Our Mission: To inspire appreciation and understanding of the beauty, biodiversity and legacy of Cave Creek Canyon.

February 9, 2016

Arizona State Library  
Library Services & Technology Act  
Attn.: Janet "Jaime" Ball  
1700 W Washington St, Suite 300  
Phoenix, AZ 85007

Dear Ms. Ball:

This is a letter of support on behalf of Portal's Myrtle Kraft Library's proposed "Let's Make: Creativity in a Box!" maker education project.

This program is focused on developing a series of "maker" activities and events that empower learners to be at the center of their own learning and to develop critical thinking, collaboration, communication, design thinking, self-direction, and academic mindset skills.

Friends of Cave Creek Canyon (FOCCC), a Portal-area non-profit organization working to inspire appreciation and understanding of the beauty, biodiversity and legacy of Cave Creek Canyon and surrounding landscapes and the culture and history of the communities that support it, is pleased to establish a special partnership with this project.

As a part of this project, we would work to continue our efforts, via our FOCCC-sponsored annual Heritage Days Celebration, to provide a venue and promotions for the "Heritage Days for Kids" program, which has been a part of Heritage Days for many years. FOCCC would also be willing to provide support for other maker activities, such as workshops for FOCCC-sponsored school field trips to visit the national forest. We believe this collaboration is mutually beneficial and supports the goals of all the partnering organizations.

We think it is important to foster these kinds of activities to empower learners to be at the center of their learning, to give participants the kind of real-world skills they need to succeed and to strengthen our community.

We look forward to this partnership with Portal's Myrtle Kraft Library. Thank you.

Sincerely,

Kim Vacariu  
Heritage Days Director  
Friends of Cave Creek Canyon



February 23, 2016

Arizona State Library  
Library Services & Technology Act  
Attn.: Janet "Jaime" Ball  
1700 W Washington St, Suite 300  
Phoenix, AZ 85007

Dear Ms. Ball:

This is a letter of support on behalf of Portal's Myrtle Kraft Library's proposed "Let's Make: Creativity in a Box!" maker education project.

This program is focused on developing a series of "maker" activities and events that empower learners to be at the center of their own learning and to develop critical thinking, collaboration, communication, design thinking, self-direction, and academic mindset skills.

K12 Handhelds is pleased to establish a special partnership with this project.

As a part of this project, we would develop the maker activities, conduct the school and library maker activities, and manage the overall project. We would also seek to further distribute the materials developed under this grant beyond the partners and timeframe for the grant in order to ensure its sustainability. The library maker days -- both during and after the grant -- would be offered as an in-kind contribution. We believe this collaboration is mutually beneficial and supports the goals of all the partnering organizations.

We think it is important to foster these kinds of activities to empower learners to be at the center of their learning, to give participants the kind of real-world skills they need to succeed and to strengthen our community.

We look forward to this partnership with Portal's Myrtle Kraft Library. Thank you.

If you would like to discuss any of this further, don't hesitate to contact me at [karen@k12handhelds.com](mailto:karen@k12handhelds.com) or by phone at 520-558-0180.

Sincerely,

Karen Fasimpaur  
President

**LSTA 2016 Application**

**Organization Information**

**Organization Information**

Library Name

Myrtle Kraft Library

Library Address

2393 S. Rock House Rd.

P.O. Box 16552

City

Portal

State

AZ

Zip Code

85632

Website Address

<http://cochise.lib.az.us/>

DUNS Number

136660060

**Project Contacts**

**Project Administrator**

Prefix

Mrs.

First Name

Kathleen

Last Name

Talbot

E-mail

[ktalbot@cochise.az.gov](mailto:ktalbot@cochise.az.gov)

Phone

520-558-2468

Fax

520-558-2468

**Legal Administrator (if different from Project Administrator)**

Prefix

Ms

First Name

Lise

Last Name

Gilliland

E-mail

[lgilliland@cochise.az.gov](mailto:lgilliland@cochise.az.gov)

Phone

520-432-8930

Fax

520-432-7339

## Request Information

### Project Category

Choose One Category

Learning

### Needs Assessment

What community need or opportunity does your project address?

Like many rural communities, the Portal area has a scarcity of opportunities for learning and engaging in creative pursuits. Many people in the community lack Internet access. School resources are often severely limited. There are no local colleges or adult ed programs. Few cultural programs are offered. As a result, youth often feel limited and have a goal of leaving the area to find something "better."

The community need is to give learners of all ages more opportunities to learn and especially opportunities that transcend the boundaries of traditional academic topics, that inspire passion, and that cross generational lines.

This project seeks to provide youth, as well as adults, opportunities for creative expression through a "maker focus." The maker movement and maker education brings together a community of learners to tinker, build, create, and play, making both physical and digital objects, such as 3D objects, circuits, crafts, web pages, movies, textiles, and more, using a "make-hack-play," design thinking framework.

Research on maker education has found that "Students learn a tremendous amount through maker-centered learning experiences...

[and] the most salient benefits of maker-centered

learning for young people have to do with developing a sense of self and a sense of community

that empower them to engage with and shape the designed dimension of their world." ("Maker-Centered Learning and the Development of Self," Project Zero, Harvard Graduate School of Education, January, 2015).

In addition, our community has a variety of skilled, older members who can be drawn upon for this project. We plan to involve learners of all ages to be involved in both teaching and learning together to build a deeper sense of community.

How do you know this is a need?

We have spoken to various community members about this need and as community members ourselves, have heard this need voiced. As Director of Assessment & Accountability for Animas Public Schools, Kasey Rudiger says, "In our rural community, resources are very limited. As a parent and educator, I am excited about the possibility of

Maker Workshops. These activities promote creative thinking and problem solving skills that are very important and necessary, but sometimes lacking in our society."

When our community holds events, there is typically a good turnout. However, these events are not frequent, and they often have a more academic, adult focus due to ties to scientists at the Southwestern Research Station, which does not always interest younger or less research-focused community members.

While the local schools here offer some after-school programs, again they are limited.

There is also a significant population of home school students here, who are always looking for enrichment activities in which they can participate.

Locally, our community has conducted a small "maker day" event (not connected to the library) for the past few years that has been well-received. Community members have praised the event, and local schools have asked to have this programming expanded. In addition, our local library patrons enthusiastically support and attend various programming at our library and are always seeking new opportunities to gather and learn there.

This shows a demonstrated need for more programming that connects learners of all ages and interests and that offers creative opportunities.

**What audiences are you targeting with this project and why?**

We are primarily targeting youth and adults in southeastern Arizona. This is a broad target demographically, which will allow us to reach the most people within our library's service area. Because we are located in a very rural area, the population is relatively low and geographically spread out. We will also reach a broader group of people, particularly educational institutions and students, beyond our own area through the online component of this project.

**How does this project relate to your library's mission or other plans (such as a technology plan)?**

The mission of the Portal Myrtle Kraft Library is to serve the local community by providing books, videos, books on tape, magazines, and newspapers, as well as public computers, Internet access and educational programming for children and adults. In many ways, we are a community hub in our small rural area, where there are few other services.

This project will enhance the mission and activities of the library by increasing programming, bringing a cross-generational aspect to the programming, and connecting with local schools and other community organizations. Based on community requests as measured through a needs assessment to be conducted at the onset of the project, the project will also bring new technology and training on that technology to the community and libraries.

### **Project Outcomes**

**What specific change do you intend to achieve with this project?**

The primary change we expect to achieve is to see more cross-generational "maker" focused programs offered in the local area, and as a result, for learners be empowered. This empowerment will be measured by the number and nature of projects completed by participants, as well as the degree to which they demonstrate and report on their feeling of success gained through their participation. In short, we intend to see participants produce work that is meaningful, to share it with others, and to feel their own sense of capability and thus their growth mindset increase.

Briefly explain why you have selected this outcome, tying it to the Needs Assessment provided.

It is believed that feeling empowered and taking a proactive approach in one's own learning is fundamental to academic and professional success. Mindset research conducted by Carol Dweck and others demonstrates that "developing a growth mindset (the core belief that abilities are malleable and not fixed) is critical to adopting learning-oriented behavior." (MindsetWorks, February, 2016)

Inspiring that sense of empowerment and belief in one's own abilities are exactly what we want to foster in this project. Our maker activities will be interest-based (drawing on information from the initial community survey) and will meet all learners where they are. Everyone coming to a maker workshops will experience success, and we hope that success will inspire success in other areas through the development of a growth mindset.

Why is this project the best approach?

Maker activities are not about being "right" or "wrong." They are not graded or assessed. Instead they allow every participant to create something that is wonderful. In addition, maker groups don't have "teachers," but instead are about creating communities of co-learners. In maker activities, it is common to see those who are generally shy or self-deprecating rise to be stars. Cross-generational collaboration is natural as learners work to build things, to solve problems, and to iterate.

The freedom of make-hack-play activities takes learners to new places that they may not have experienced in traditional learning environments, and this is just the sense of wonder and success that we hope to see in this project.

How will the general public participate or use this product? Who will participate, and how many will directly participate in the first year? How will you publicize this activity or product?

The general public will be invited to participate in all library workshops and to check out maker boxes. Because the activities in these boxes will be informed by community needs and will be of general interest, it is expected that broad participation will be gained.

The following are estimates of participation figures:

Maker days at libraries - 8 events x 15 attendees = 120

Maker days with school partners - 4 events x average of 25 participants = 100

Maker day at Heritage Days event - 1 event x 20 attendees = 20

Maker box checkouts - 10 boxes x 15 checkouts each x 3 people reached with each checkout = 450

Total reached locally = 690

In addition to this, it is expected that several hundred more people outside of the local area will be reached through the online component of this project.

The project will be publicized and marketed through a variety of means, including:

- Posters at the libraries
- Posters and flyers posted on community bulletin boards
- Emails to community mailing lists
- Social media postings including on various community Facebook pages
- Publicity by partner organizations, especially schools
- Outreach through project partners and community members helping with workshops

### **Project Activities**

What steps has your library taken to prepare for this project?

A variety of community members and partners have been contacted regarding their interest in and support for this project. By laying this groundwork, we believe we have buy-in for the project even before it has been begun.

In addition, the project team has discussed the logistics of the project and made sure that the project is compatible with existing infrastructure, staffing, etc.

What will you do, and how will you do it? Give specific information about the types of activities, number of programs, or resources you'll make available.

The following broad activities will be conducted as a part of this project:

- Create and host maker days at local libraries, schools, and other community centers. We plan to conduct at least 13 events as a part of this project.
- Create a series of maker activities in a box that can be checked out from the library. We will create at least 10 "creativity in a box" kits that can be checked out. (See Attachment 1 for more details.) These boxes will include all the materials a person needs to complete the activity, such as digital cameras, seeds, circuit materials, art supplies, etc.
- Develop the infrastructure for an online collection of maker activities and a community site where people can upload pictures of what they made and share other ideas. All print materials and activities developed as a part of this project will be freely shared online so that others may use them. This online collection will include all the activities

and curriculum developed as a part of the "creativity in a box" kits, as well as a variety of other activities that the community develops.

List at least one product or activity that will help you meet the outcome. All products and activities that are a part of your project should be linked to an outcome.

The "creativity in a box" kits created as a part of this project will be central in encouraging learners of all ages to be at the center of their own learning and to developing critical thinking, collaboration, communication, design thinking, and self-direction.

These resources will be informed by community interests as determined by our initial community survey, which will help establish motivation and interest in using them. Because the kits will be designed to be simple to use and will contain all the materials needed to complete the activities, it is expected that users will be successful in making something with them.

The kits will also follow up on in-person workshops, which will be available for those who want a more social setting with hands-on support in which to do their maker work.

### **Project Evaluation**

Describe what tool(s) or method(s) you will use to evaluate each product or activity listed. Examples include pre- and post-assessments, surveys, benchmarks, and observations.

For this kind of project, the best evaluation tool is the work created by participants. As such, we will keep detailed records, including photographs and accompanying stories where possible, of those artifacts. These will also be shared via the accompanying online maker site.

In addition, the following tools will be used to gather data:

- Pre-project community survey
- Post-project community survey
- Sign in sheets for number of maker days held
- Sign in sheets for number of participants at maker days
- Artifacts created at maker days
- Participant surveys and interviews on project completion, confidence with skills learned, and progress towards growth mindset
- Number of checkouts of maker activities in a box
- Artifacts created as a part of home and school maker activities

### **Project Personnel**

Provide a list of the names of project personnel, the organization they represent and their title, and a description of their duties for this project.

Kathleen Talbot, Librarian, Myrtle Kraft Library -- Kathleen will oversee all library-based activities and will be the administrative contact. She will also provide oversight and evaluation activities.

Karen Fasimpaur, President, K12 Handhelds, Inc. -- Karen will develop the maker activities, conduct the school and library maker days, create and host the online site, and manage the overall project.

Identify the project director, and explain why he or she is appropriate for this project

Kathleen Talbot, Branch Manager for Myrtle Kraft Library, will be the project director. She has worked for Cochise County Library District for over 7 years and has taught and worked in public schools in California. She has supervised youth programs and has experience with staff and project management.

If special skills or expertise are necessary for a participant, briefly list his or her qualifications.

No special skills or expertise are necessary for participants in this project.

Provide a brief resume for any consultant for whom you are requesting LSTA funds.

KFasimpaur resume.pdf

### **Partners**

If you are partnering with other organizations for this project, describe each partner's role. Enter N/A if not applicable.

The following organizations will be a part of this project:

- Apache School
- Animas Public Schools

The school partners in this project will each host or sponsor "maker days," either at their school or at the library. In exchange, the schools will promote related maker days and check out materials available at the library for their students and their families.

- Sunsites Community Library
- Elfrida Library

The library partners in this project will each host or sponsor a "maker" workshop at their library and may also allow the checkout of "Creativity in a Box" kits.

- K12 Handhelds -- This locally-based company works with schools and youth across the country on a variety of projects including maker activities, writing, and technology-empowered creative learning. For the project, K12 Handhelds will develop the maker activities, conduct the school and library maker activities, and manage the overall project.
- Friends of Cave Creek -- This Portal-area non-profit organization works to inspire appreciation and understanding of the beauty, biodiversity and legacy of Cave Creek Canyon and surrounding landscapes and the culture and history of the communities that support it. For this project, FOCC will host and promote a kids' "maker day" at their annual Heritage Days event. In addition, they will partner on workshops for FOCC-sponsored school field trips to visit the national forest.

Include a letter of support from each institutional partner.

Portal Library letters of support.pdf

### **Timeline/Schedule of Activities**

What are the major steps you'll take to reach the outcomes you've listed?

The following are the major steps in the project that are needed to reach the outcomes:

- Conduct pre-project community survey
- Determine focus of "creativity in a box" kits
- Contact schools and other partners to schedule maker days
- Create draft of "creativity in a box" kits
- Procure supplies needed for maker days and "creativity in a box" kits
- Design and prototype online maker site
- Schedule first maker days at the library and promote
- Pilot test "creativity in a box" kits
- Finalize online maker site and promote
- Finalize "creativity in a box" kits
- Conduct maker days at schools and with partner organizations
- Iterate as needed based on user response

Provide a timeline that includes planning, implementation and evaluation, and indicates when funds will be spent. Remember, funds are not available before May 20, 2016, and must be spent by August 4, 2017.

June, 2016 - Funds available

Summer, 2016 - Pre-project community survey

Development of materials begins

Design and prototype online maker site

Fall, 2016 - Supplies sourced and ordered

Pilot maker days #1 and #2 at library

First "maker boxes" available for check-out

Maker day event at Heritage Days

Winter, 2016/17 - Online maker site launches

School maker day #1

Spring, 2017 - School maker day #2-4

Summer, 2017 - Maker days #3-8 at library and/or other locations

Post-project community survey

August, 2017 - Funds spent out

Provide specifics about each public program activity, including the date and location. Enter N/A if not applicable.

Maker days at Myrtle Kraft Library - First to be held in late 2016;

balance to be held during the summer of 2017

Maker days at other libraries - Summer, 2017

School maker days to be held as follows (tentative -- dates and other details to be worked out with schools when grant begins)

Apache School - 1 day to be held at Myrtle Kraft Library

Animas Public Schools - 2 days to be held at Animas Public Schools

To be determined - 1 day to be held in conjunction with school participating in a FOCC project.)

(Note: Because our community straddles the Arizona/New Mexico border, there are residents of each that attend schools of both states and use the library's services.)

Maker event at Heritage Days - 1 day to be held in September, 2016 at the Geronimo Event Center

## Sustainability

If successful, will you continue this project once the grant period has ended? If so, how will you sustain it?

Sustainability is a key part of any project, and we have thought considerably about this.

The "creativity in a box" kits will continue to be available indefinitely after the project is completed. The Friends of the Myrtle Kraft Library, a non-profit group that supports the library, will assist in providing supplies for the ongoing use of these kits as needed.

In addition, this project, and particularly the library-hosted workshops, will be supported by community members, including those from K12 Handhelds, the Friends of Cave Creek, and the library itself, who have independent funding and are willing to donate their time to this project. This will continue beyond the life of this grant.

The partner organization K12 Handhelds works with schools across the country and plans to use the materials developed as a part of this grant with schools and libraries nationwide. This will help to continue to feed into the online maker site and will also provide K12 Handhelds and Karen Fasimpaur with income that will help support this local project beyond the grant.

As a part of the grant and beyond, K12 Handhelds will offer these workshops and support at the library on a volunteer "in kind" basis.

The services and materials developed under this grant will be available free of charge in the local area indefinitely.

## Summary Project Information

Project Title

Let's Make: Creativity in a Box!

Briefly summarize the project, by completing the following: The goal of this project is \_\_\_\_\_; Funds will be used to \_\_\_\_\_; Community members will benefit because \_\_\_\_\_.

The goal of this project is to develop a series of "maker" activities and events that empower learners to be at the center of their learning and to develop critical thinking, collaboration, communication, design thinking, self-direction, and growth mindset skills.

Funds will be used to develop a series of maker activities; to purchase maker supplies; to host maker day events with partners; to develop maker activity boxes that can be checked out; and to create and host an online collection of maker activities on a community collaboration site.

Community members will benefit through increased access to learning and the subsequent application of skills acquired to a variety of pursuits, as well as the fostering of a cross-generational learning community.

Select a Primary Project Intent. Please Check one.

Improve users' general knowledge and skills (Lifelong Learning)

Amount of grant funds you are requesting:

19075

For your library, is this project New or Continuing?

New

## Budget Information

### Project Budget

Provide a detailed explanation and justification of the proposed LSTA expenditures. Quotes, estimates, mileage, and other methods of calculating budget items should be detailed.

#### Consultants fee

The consultants fee is for the services of K12 Handhelds to provide design and facilitation of all maker day events, creation and hosting of online maker site, design and creation of 10 "Creativity in a Box" kits, and overall marketing and project management. In addition to the fees for this, K12 Handhelds is providing \$8,700 in in-kind services for the conduct of community maker days at local libraries. The costs for this are detailed in quote #K0216-007 and are consistent with the fees the consultant has charged other educational institutions.

#### Travel

The travel budget is for the project director and the project consultant to attend the Grant Recipients Workshop in Phoenix. Travel estimates based on actual mileage and calculated in accordance with authorized state reimbursement rates.

#### Supplies and materials

The supplies budget is an estimate based on a list of supplies to be used in school and community maker events as well as included in "Creativity in a Box" kits. These supplies may include: digital cameras, paper and art supplies, knitting supplies, circuitry materials, cardboard, game supplies, marshmallow challenge supplies, lego sets, robotics components, seeds, etc.

#### Services

The services budget is for the printing of promotional materials, print materials to be included in the "Creative in a Box" kits, including the boxes themselves, and posters to promote the availability of kits and workshops.

**Project Budget Form**  
**Complete the budget form below for the project described in this application. In-kind services or funds are not required, but are encouraged.**

\$ Salary/Benefits Requested

0

\$ Local Match

Salary, Wage and Benefits Description

0

\$ Consultant Fees Requested

13500

\$ Local Match  
8700

Consultant Fees Description  
K12 Handhelds fees as per quote #K0216-007

\$Travel Requested  
500

\$ Local Match  
0

Travel Description  
2 people to attend grant recipients workshop in Phoenix

\$ Supplies/Materials Requested  
4325

\$ Local Match  
0

Supplies Description  
supplies for makers workshops and Creativity in a Box kits

\$ Equipment Requested  
\$ Equipment Requested  
0

\$ Local Match  
0

Equipment Description  
0

\$ Services Requested  
750

\$ Local Match  
0

Services Description  
printing for Creativity in a Box kits and promotional materials

\$ Indirect Costs Requested

\$ Local Match

## Beneficiaries

**Beneficiaries**

Age Group  
All Ages

Population Served (Optional)  
Intergenerational

Ethnicity (Optional)  
Multi

## Certification

**<b>To complete your application</b><br> please fill out the certification form, print it, sign it and mail to: <br> Grants Consultant<br>Arizona State Library, Archives & Public Records <br> 1700 W. Washington St., Suite 200 <br> Phoenix, AZ 85007 <br> <br> <b><a href="http://www.azlibrary.gov/sites/azlibrary.gov/files/libdev\_microedge\_certofapp.pdf" target="\_blank">Click here to open the certification form</a></b><a href="http://www.azlibrary.gov/sites/azlibrary.gov/files/libdev\_microedge\_certofapp.pdf" target="\_blank"></a>**

**LSTA 2016 Application**

**Organization Information**

**Organization Information**

Library Name

Myrtle Kraft Library

Library Address

2393 S. Rock House Rd.

P.O. Box 16552

City

Portal

State

AZ

Zip Code

85632

Website Address

<http://cochise.lib.az.us/>

DUNS Number

136660060

**Project Contacts**

**Project Administrator**

Prefix

Mrs.

First Name

Kathleen

Last Name

Talbot

E-mail

[ktalbot@cochise.az.gov](mailto:ktalbot@cochise.az.gov)

Phone

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Fax

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**Legal Administrator (if different from Project Administrator)**

Prefix

Ms

First Name

Lise

Last Name

Gilliland

E-mail

[lgilliland@cochise.az.gov](mailto:lgilliland@cochise.az.gov)

Phone

520-432-8930

Fax

520-432-7339

## Request Information

### Project Category

Choose One Category

Learning

### Needs Assessment

What community need or opportunity does your project address?

Like many rural communities, the Portal area has a scarcity of opportunities for learning and engaging in creative pursuits. Many people in the community lack Internet access. School resources are often severely limited. There are no local colleges or adult ed programs. Few cultural programs are offered. As a result, youth often feel limited and have a goal of leaving the area to find something "better."

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Research on maker education has found that "Students learn a tremendous amount through maker-centered learning experiences...

[and] the most salient benefits of maker-centered

learning for young people have to do with developing a sense of self and a sense of community

that empower them to engage with and shape the designed dimension of their world." ("Maker-Centered Learning and the Development of Self," Project Zero, Harvard Graduate School of Education, January, 2015).

In addition, our community has a variety of skilled, older members who can be drawn upon for this project. We plan to involve learners of all ages to be involved in both teaching and learning together to build a deeper sense of community.

How do you know this is a need?

We have spoken to various community members about this need and as community members ourselves, have heard this need voiced. As Director of Assessment & Accountability for Animas Public Schools, Kasey Rudiger says, "In our rural community, resources are very limited. As a parent and educator, I am excited about the possibility of

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This shows a demonstrated need for more programming that connects learners of all ages and interests and that offers creative opportunities.

**What audiences are you targeting with this project and why?**

We are primarily targeting youth and adults in southeastern Arizona. This is a broad target demographically, which will allow us to reach the most people within our library's service area. Because we are located in a very rural area, the population is relatively low and geographically spread out. We will also reach a broader group of people, particularly educational institutions and students, beyond our own area through the online component of this project.

**How does this project relate to your library's mission or other plans (such as a technology plan)?**

The mission of the Portal Myrtle Kraft Library is to serve the local community by providing books, videos, books on tape, magazines, and newspapers, as well as public computers, Internet access and educational programming for children and adults. In many ways, we are a community hub in our small rural area, where there are few other services.

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### **Project Outcomes**

**What specific change do you intend to achieve with this project?**

The primary change we expect to achieve is to see more cross-generational "maker" focused programs offered in the local area, and as a result, for learners be empowered. This empowerment will be measured by the number and nature of projects completed by participants, as well as the degree to which they demonstrate and report on their feeling of success gained through their participation. In short, we intend to see participants produce work that is meaningful, to share it with others, and to feel their own sense of capability and thus their growth mindset increase.

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Inspiring that sense of empowerment and belief in one's own abilities are exactly what we want to foster in this project. Our maker activities will be interest-based (drawing on information from the initial community survey) and will meet all learners where they are. Everyone coming to a maker workshops will experience success, and we hope that success will inspire success in other areas through the development of a growth mindset.

Why is this project the best approach?

Maker activities are not about being "right" or "wrong." They are not graded or assessed. Instead they allow every participant to create something that is wonderful. In addition, maker groups don't have "teachers," but instead are about creating communities of co-learners. In maker activities, it is common to see those who are generally shy or self-deprecating rise to be stars. Cross-generational collaboration is natural as learners work to build things, to solve problems, and to iterate.

The freedom of make-hack-play activities takes learners to new places that they may not have experienced in traditional learning environments, and this is just the sense of wonder and success that we hope to see in this project.

How will the general public participate or use this product? Who will participate, and how many will directly participate in the first year? How will you publicize this activity or product?

The general public will be invited to participate in all library workshops and to check out maker boxes. Because the activities in these boxes will be informed by community needs and will be of general interest, it is expected that broad participation will be gained.

The following are estimates of participation figures:

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Total reached locally = 690

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- Publicity by partner organizations, especially schools
- Outreach through project partners and community members helping with workshops

### **Project Activities**

**What steps has your library taken to prepare for this project?**

A variety of community members and partners have been contacted regarding their interest in and support for this project. By laying this groundwork, we believe we have buy-in for the project even before it has been begun.

In addition, the project team has discussed the logistics of the project and made sure that the project is compatible with existing infrastructure, staffing, etc.

**What will you do, and how will you do it? Give specific information about the types of activities, number of programs, or resources you'll make available.**

The following broad activities will be conducted as a part of this project:

- Create and host maker days at local libraries, schools, and other community centers. We plan to conduct at least 13 events as a part of this project.
- Create a series of maker activities in a box that can be checked out from the library. We will create at least 10 "creativity in a box" kits that can be checked out. (See Attachment 1 for more details.) These boxes will include all the materials a person needs to complete the activity, such as digital cameras, seeds, circuit materials, art supplies, etc.
- Develop the infrastructure for an online collection of maker activities and a community site where people can upload pictures of what they made and share other ideas. All print materials and activities developed as a part of this project will be freely shared online so that others may use them. This online collection will include all the activities

and curriculum developed as a part of the "creativity in a box" kits, as well as a variety of other activities that the community develops.

List at least one product or activity that will help you meet the outcome. All products and activities that are a part of your project should be linked to an outcome.

The "creativity in a box" kits created as a part of this project will be central in encouraging learners of all ages to be at the center of their own learning and to developing critical thinking, collaboration, communication, design thinking, and self-direction.

These resources will be informed by community interests as determined by our initial community survey, which will help establish motivation and interest in using them. Because the kits will be designed to be simple to use and will contain all the materials needed to complete the activities, it is expected that users will be successful in making something with them.

The kits will also follow up on in-person workshops, which will be available for those who want a more social setting with hands-on support in which to do their maker work.

### **Project Evaluation**

Describe what tool(s) or method(s) you will use to evaluate each product or activity listed. Examples include pre- and post-assessments, surveys, benchmarks, and observations.

For this kind of project, the best evaluation tool is the work created by participants. As such, we will keep detailed records, including photographs and accompanying stories where possible, of those artifacts. These will also be shared via the accompanying online maker site.

In addition, the following tools will be used to gather data:

- Pre-project community survey
- Post-project community survey
- Sign in sheets for number of maker days held
- Sign in sheets for number of participants at maker days
- Artifacts created at maker days
- Participant surveys and interviews on project completion, confidence with skills learned, and progress towards growth mindset
- Number of checkouts of maker activities in a box
- Artifacts created as a part of home and school maker activities

### **Project Personnel**

Provide a list of the names of project personnel, the organization they represent and their title, and a description of their duties for this project.

Kathleen Talbot, Librarian, Myrtle Kraft Library -- Kathleen will oversee all library-based activities and will be the administrative contact. She will also provide oversight and evaluation activities.

Karen Fasimpaur, President, K12 Handhelds, Inc. -- Karen will develop the maker activities, conduct the school and library maker days, create and host the online site, and manage the overall project.

Identify the project director, and explain why he or she is appropriate for this project

Kathleen Talbot, Branch Manager for Myrtle Kraft Library, will be the project director. She has worked for Cochise County Library District for over 7 years and has taught and worked in public schools in California. She has supervised youth programs and has experience with staff and project management.

If special skills or expertise are necessary for a participant, briefly list his or her qualifications.

No special skills or expertise are necessary for participants in this project.

Provide a brief resume for any consultant for whom you are requesting LSTA funds.

KFasimpaur resume.pdf

### **Partners**

If you are partnering with other organizations for this project, describe each partner's role. Enter N/A if not applicable.

The following organizations will be a part of this project:

- Apache School
- Animas Public Schools

The school partners in this project will each host or sponsor "maker days," either at their school or at the library. In exchange, the schools will promote related maker days and check out materials available at the library for their students and their families.

- Sunsites Community Library
- Elfrida Library

The library partners in this project will each host or sponsor a "maker" workshop at their library and may also allow the checkout of "Creativity in a Box" kits.

- K12 Handhelds -- This locally-based company works with schools and youth across the country on a variety of projects including maker activities, writing, and technology-empowered creative learning. For the project, K12 Handhelds will develop the maker activities, conduct the school and library maker activities, and manage the overall project.
- Friends of Cave Creek -- This Portal-area non-profit organization works to inspire appreciation and understanding of the beauty, biodiversity and legacy of Cave Creek Canyon and surrounding landscapes and the culture and history of the communities that support it. For this project, FOCC will host and promote a kids' "maker day" at their annual Heritage Days event. In addition, they will partner on workshops for FOCC-sponsored school field trips to visit the national forest.

Include a letter of support from each institutional partner.

Portal Library letters of support.pdf

### **Timeline/Schedule of Activities**

What are the major steps you'll take to reach the outcomes you've listed?

The following are the major steps in the project that are needed to reach the outcomes:

- Conduct pre-project community survey
- Determine focus of "creativity in a box" kits
- Contact schools and other partners to schedule maker days
- Create draft of "creativity in a box" kits
- Procure supplies needed for maker days and "creativity in a box" kits
- Design and prototype online maker site
- Schedule first maker days at the library and promote
- Pilot test "creativity in a box" kits
- Finalize online maker site and promote
- Finalize "creativity in a box" kits
- Conduct maker days at schools and with partner organizations
- Iterate as needed based on user response

Provide a timeline that includes planning, implementation and evaluation, and indicates when funds will be spent. Remember, funds are not available before May 20, 2016, and must be spent by August 4, 2017.

June, 2016 - Funds available

Summer, 2016 - Pre-project community survey

Development of materials begins

Design and prototype online maker site

Fall, 2016 - Supplies sourced and ordered

Pilot maker days #1 and #2 at library

First "maker boxes" available for check-out

Maker day event at Heritage Days

Winter, 2016/17 - Online maker site launches

School maker day #1

Spring, 2017 - School maker day #2-4

Summer, 2017 - Maker days #3-8 at library and/or other locations

Post-project community survey

August, 2017 - Funds spent out

Provide specifics about each public program activity, including the date and location. Enter N/A if not applicable.

Maker days at Myrtle Kraft Library - First to be held in late 2016;

balance to be held during the summer of 2017

Maker days at other libraries - Summer, 2017

School maker days to be held as follows (tentative -- dates and other details to be worked out with schools when grant begins)

Apache School - 1 day to be held at Myrtle Kraft Library

Animas Public Schools - 2 days to be held at Animas Public Schools

To be determined - 1 day to be held in conjunction with school participating in a FOCC project.)

(Note: Because our community straddles the Arizona/New Mexico border, there are residents of each that attend schools of both states and use the library's services.)

Maker event at Heritage Days - 1 day to be held in September, 2016 at the Geronimo Event Center

## Sustainability

If successful, will you continue this project once the grant period has ended? If so, how will you sustain it?

Sustainability is a key part of any project, and we have thought considerably about this.

The "creativity in a box" kits will continue to be available indefinitely after the project is completed. The Friends of the Myrtle Kraft Library, a non-profit group that supports the library, will assist in providing supplies for the ongoing use of these kits as needed.

In addition, this project, and particularly the library-hosted workshops, will be supported by community members, including those from K12 Handhelds, the Friends of Cave Creek, and the library itself, who have independent funding and are willing to donate their time to this project. This will continue beyond the life of this grant.

The partner organization K12 Handhelds works with schools across the country and plans to use the materials developed as a part of this grant with schools and libraries nationwide. This will help to continue to feed into the online maker site and will also provide K12 Handhelds and Karen Fasimpaur with income that will help support this local project beyond the grant.

As a part of the grant and beyond, K12 Handhelds will offer these workshops and support at the library on a volunteer "in kind" basis.

The services and materials developed under this grant will be available free of charge in the local area indefinitely.

## Summary Project Information

Project Title

Let's Make: Creativity in a Box!

Briefly summarize the project, by completing the following: The goal of this project is \_\_\_\_\_; Funds will be used to \_\_\_\_\_; Community members will benefit because \_\_\_\_\_.

The goal of this project is to develop a series of "maker" activities and events that empower learners to be at the center of their learning and to develop critical thinking, collaboration, communication, design thinking, self-direction, and growth mindset skills.

Funds will be used to develop a series of maker activities; to purchase maker supplies; to host maker day events with partners; to develop maker activity boxes that can be checked out; and to create and host an online collection of maker activities on a community collaboration site.

Community members will benefit through increased access to learning and the subsequent application of skills acquired to a variety of pursuits, as well as the fostering of a cross-generational learning community.

Select a Primary Project Intent. Please Check one.

Improve users' general knowledge and skills (Lifelong Learning)

Amount of grant funds you are requesting:

19075

For your library, is this project New or Continuing?

New

### Budget Information

#### Project Budget

Provide a detailed explanation and justification of the proposed LSTA expenditures. Quotes, estimates, mileage, and other methods of calculating budget items should be detailed.

##### Consultants fee

The consultants fee is for the services of K12 Handhelds to provide design and facilitation of all maker day events, creation and hosting of online maker site, design and creation of 10 "Creativity in a Box" kits, and overall marketing and project management. In addition to the fees for this, K12 Handhelds is providing \$8,700 in in-kind services for the conduct of community maker days at local libraries. The costs for this are detailed in quote #K0216-007 and are consistent with the fees the consultant has charged other educational institutions.

##### Travel

The travel budget is for the project director and the project consultant to attend the Grant Recipients Workshop in Phoenix. Travel estimates based on actual mileage and calculated in accordance with authorized state reimbursement rates.

##### Supplies and materials

The supplies budget is an estimate based on a list of supplies to be used in school and community maker events as well as included in "Creativity in a Box" kits. These supplies may include: digital cameras, paper and art supplies, knitting supplies, circuitry materials, cardboard, game supplies, marshmallow challenge supplies, lego sets, robotics components, seeds, etc.

##### Services

The services budget is for the printing of promotional materials, print materials to be included in the "Creative in a Box" kits, including the boxes themselves, and posters to promote the availability of kits and workshops.

**Project Budget Form**  
**Complete the budget form below for the project described in this application. In-kind services or funds are not required, but are encouraged.**

\$ Salary/Benefits Requested

0

\$ Local Match

Salary, Wage and Benefits Description

0

\$ Consultant Fees Requested

13500

\$ Local Match

8700

Consultant Fees Description

K12 Handhelds fees as per quote #K0216-007

\$Travel Requested

500

\$ Local Match

0

Travel Description

2 people to attend grant recipients workshop in Phoenix

\$ Supplies/Materials Requested

4325

\$ Local Match

0

Supplies Description

supplies for makers workshops and Creativity in a Box kits

\$ Equipment Requested

\$ Equipment Requested

0

\$ Local Match

0

Equipment Description

0

\$ Services Requested

750

\$ Local Match

0

Services Description

printing for Creativity in a Box kits and promotional materials

\$ Indirect Costs Requested

\$ Local Match

### Beneficiaries

#### Beneficiaries

Age Group

All Ages

Population Served (Optional)

Intergenerational

Ethnicity (Optional)

Multi

### Certification

**<b>To complete your application</b><br> please fill out the certification form, print it, sign it and mail to: <br> Grants Consultant<br>Arizona State Library, Archives & Public Records <br> 1700 W. Washington St., Suite 200 <br> Phoenix, AZ 85007 <br> <br> <b><a href="http://www.azlibrary.gov/sites/azlibrary.gov/files/libdev\_microedge\_certofapp.pdf" target="\_blank">Click here to open the certification form</a></b><a href="http://www.azlibrary.gov/sites/azlibrary.gov/files/libdev\_microedge\_certofapp.pdf" target="\_blank"></a>**

**KAREN FASIMPAUR**

8627 E. Sunrise Road  
Portal, AZ 85632

Phone: (520)558-0180  
Email: karen@k12opened.com

**MAKER EDUCATION  
EXPERIENCE**

- Over 20 years of experience in education, including classroom teaching and teacher professional development
- Conducted local maker days since 2012
- Designed and facilitated “Make/Hack/Play Together” course for Peer2Peer University and the HP Catalyst Academy
- Co-designed and co-facilitated the National Writing Project’s “Making Learning Connected” MOOC (CLMOOC) and created and administered the Make Bank for that course
- Keynoted the K12 Online Conference’s 2012 visioning new curriculum strand and curated the 2015 maker ed strand

**ADDITIONAL  
PROFESSIONAL  
EXPERIENCE**

Co-Founder  
K12 Handhelds, Inc. / K12 Open Ed  
September, 2000 - present

- Principal for this educational technology consulting group, working with schools on curriculum, online and blended learning, and online community management
- Lead advocacy and product development for open education work

Vice President  
Davidson Group  
October, 1998 - August, 2000

- Managed various strategic planning, merger and acquisition, business development, financial, and product development activities

Director of Online Business Development  
Davidson & Associates  
June, 1996 - March, 1997

- Developed business plan and strategy for Internet-based products
- Managed product design and development of consumer and educational Internet-based titles
- Produced product plans, budgets, schedules, marketing plans, and business plans for Internet product lines

Executive Producer  
Davidson & Associates  
May, 1993 - June, 1996

- Managed design and development of educational software titles and curriculum products

**ADDITIONAL  
EXPERIENCE**

- Lived and worked in East Africa
- Worked on various community development projects
- Served as the senior teacher at the Iringa International School
- Volunteer for community projects in various social justice areas

**PUBLICATIONS**

- Fasimpaur, Karen. 2013. "Massive and Open: MOOCs Are the Next Big Thing in Online Learning?" *Learning and Leading with Technology*, Vol. 40, No. 6. Eugene, OR: International Society for Technology and Education.
- Fasimpaur, Karen. 2013. "All MOOCs Are Not Created Equal." *On CUE*. Vol. 30. No. 4. Walnut Creek, CA: Computer-Using Educators, Inc.
- Fasimpaur, Karen. 2012. "Sharing Made Easier with Creative Commons." *Learning and Leading with Technology* Vol. 39. No. 4. Eugene, OR: International Society for Technology and Education.
- Fasimpaur, Karen. 2012. "Building Online and Blended Learning Environments with Free, Open Resources." *On CUE*. Vol. 33. No. 3. Walnut Creek, CA: Computer-Using Educators, Inc.
- Fasimpaur, Karen. 2003. *101 Great Educational Uses for Your Handheld Computer*. Long Beach, CA: K12 Handhelds, Inc.

**PRESENTATION  
EXPERIENCE**

- Facilitator of numerous workshops, webinars, online courses
- Nationally-known speaker presenting at conference events

**TECHNICAL  
EXPERIENCE**

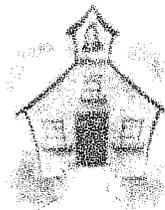
Platforms: Windows, Macintosh, Linux  
Software: WordPress, Audacity, GarageBand, Premier, Movie Maker, iMovie, Photoshop, GIMP, Office suites, etc.  
Social media: Twitter, Google +, Facebook, LinkedIn, blogging

**EDUCATION**

Masters of Business Administration, Summa Cum Laude  
Wright State University

Bachelor of Arts, Summa Cum Laude  
Wright State University

# Apache Elementary School



February 12, 2016

Arizona State Library  
Library Services & Technology Act  
Attn: Janet "Jairne" Ball  
1700 W Washington St, Suite 300  
Phoenix, AZ 85007

Dear Ms. Ball:

This is a letter of support on behalf of Portal's Myrtle Kraft Library's proposed "Let's Make: Creativity in a Box!" maker education project.

This program is focused on developing a series of "maker" activities and events that empower learners to be at the center of their own learning and to develop critical thinking, collaboration, communication, design thinking, self-direction, and academic mindset skills.

Apache Elementary District #42 is pleased to establish a special partnership with this project.

As a part of this project we would create maker day projects in a box of a variety of topics, students would share projects by uploading pictures to an online community site, and possibly display the projects at Portal's Myrtle Kraft Library. The library will also conduct a "Maker Day" for the students at the library. We believe this collaboration is mutually beneficial and supports the goals of all the partnering organizations.

We think it is important to foster these kinds of activities to empower learners to be at the center of their learning, to give participants the kind of real-world skills they need to succeed and to strengthen our community.

We look forward to this partnership with Portal's Myrtle Kraft Library. Thank you.

Sincerely,

  
Palma Hudson  
Head Teacher

10488 N. Skeleton Canyon Rd. P.O. Drawer 1119 Douglas, Arizona 85607  
phone- (520) 558-2364 fax- (520) 558-2410 e-mail: [HUDSONS714@msn.com](mailto:HUDSONS714@msn.com)

# ANIMAS PUBLIC SCHOOLS

SUPERINTENDENT  
LOREN CUSHMAN

PO BOX 85  
#1 PANTHER BLVD.  
ANIMAS, NM 88020  
575.548.2299  
575.548.2388



**Animas Public Schools**  
Leading students in the right direction

February 16, 2016

Arizona State Library  
Library Services & Technology Act  
Attn.: Janet "Jaime" Ball  
1700 W Washington St, Suite 300  
Phoenix, AZ 85007

Dear Ms. Ball:

This is a letter of support on behalf of Portal's Myrtle Kraft Library's proposed "Let's Make: Creativity in a Box!" maker education project.

This program is focused on developing a series of "maker" activities and events that empower learners to be at the center of their own learning and to develop critical thinking, collaboration, communication, design thinking, self-direction, and academic mindset skills.

Animas Public Schools is pleased to establish a special partnership with this project.

As a part of this project, we would hold a maker day at our school and promote related maker days. We would also support and promote checking-out materials at the library to make them available to our students and their families. We believe this collaboration is mutually beneficial and supports the goals of all the partnering organizations.

We think it is important to foster these kinds of activities to empower learners to be at the center of their learning, to give participants the kind of real-world skills they need to succeed and to strengthen our community.

We look forward to this partnership with Portal's Myrtle Kraft Library. Thank you.

Sincerely,

Kasey Rudiger, Counselor  
Animas Public Schools  
(575) 548-2296 ext. 247  
krudiger@animask12.net



February 26, 2016

Arizona State Library  
Library Services & Technology Act  
Attn.: Janet "Jaime" Ball  
1700 W Washington St, Suite 300  
Phoenix, AZ 85007

Dear Ms. Ball:

This is a letter of support on behalf of Portal's Myrtle Kraft Library's proposed "Let's Make Creativity in a Box!" maker education project.

This program is focused on developing a series of "maker" activities and events that empower learners to be at the center of their own learning and to develop critical thinking, collaboration, communication, design thinking, self-direction, and academic mindset skills.

Sunsites Community Library is pleased to establish a special partnership with this project.

As a part of this project, we would organize and host hands-on craft activities for the Sunsites community. We believe this collaboration is mutually beneficial and supports the goals of all the partnering organizations.

We think it is important to foster these kinds of activities to empower learners to be at the center of their learning, to give participants the kind of real-world skills they need to succeed and to strengthen our community.

We look forward to this partnership with Portal's Myrtle Kraft Library. Thank you.

Sincerely,



Jennifer R. Davis  
Branch Manager  
Sunsites Community Library

2/27/2016

Arizona State Library  
Library Services & Technology Act  
Attn.: Janet "Jaime" Ball  
1700 W Washington St, Suite 300  
Phoenix, AZ 85007

Dear Ms. Ball:

This is a letter of support on behalf of Portal's Myrtle Kraft Library's proposed "Let's Make: Creativity in a Box!" maker education project.

This program is focused on developing a series of "maker" activities and events that empower learners to be at the center of their own learning and to develop critical thinking, collaboration, communication, design thinking, self-direction, and academic mindset skills.

Elfrida Library is pleased to establish a special partnership with this project.

As a part of this project, we would like to host some maker sessions for our patrons as well as have maker kits to check out to community groups. We believe this collaboration is mutually beneficial and supports the goals of all the partnering organizations.

We think it is important to foster these kinds of activities to empower learners to be at the center of their learning, to give participants the kind of real-world skills they need to succeed and to strengthen our community.

We look forward to this partnership with Portal's Myrtle Kraft Library. Thank you.

Sincerely,

Stephanie Fulton  
Elfrida Library Branch Manager



# FRIENDS OF CAVE CREEK CANYON

PO Box 16126 \* PORTAL, ARIZONA 85632

[www.friendsofcavecreekcanyon.com](http://www.friendsofcavecreekcanyon.com)

Registered Non-Profit 501(c) (3)

Our Mission: To inspire appreciation and understanding of the beauty, biodiversity and legacy of Cave Creek Canyon.

February 9, 2016

Arizona State Library  
Library Services & Technology Act  
Attn.: Janet "Jaime" Ball  
1700 W Washington St, Suite 300  
Phoenix, AZ 85007

Dear Ms. Ball:

This is a letter of support on behalf of Portal's Myrtle Kraft Library's proposed "Let's Make: Creativity in a Box!" maker education project.

This program is focused on developing a series of "maker" activities and events that empower learners to be at the center of their own learning and to develop critical thinking, collaboration, communication, design thinking, self-direction, and academic mindset skills.

Friends of Cave Creek Canyon (FOCCC), a Portal-area non-profit organization working to inspire appreciation and understanding of the beauty, biodiversity and legacy of Cave Creek Canyon and surrounding landscapes and the culture and history of the communities that support it, is pleased to establish a special partnership with this project.

As a part of this project, we would work to continue our efforts, via our FOCCC-sponsored annual Heritage Days Celebration, to provide a venue and promotions for the "Heritage Days for Kids" program, which has been a part of Heritage Days for many years. FOCCC would also be willing to provide support for other maker activities, such as workshops for FOCCC-sponsored school field trips to visit the national forest. We believe this collaboration is mutually beneficial and supports the goals of all the partnering organizations.

We think it is important to foster these kinds of activities to empower learners to be at the center of their learning, to give participants the kind of real-world skills they need to succeed and to strengthen our community.

We look forward to this partnership with Portal's Myrtle Kraft Library. Thank you.

Sincerely,

Kim Vacariu  
Heritage Days Director  
Friends of Cave Creek Canyon



February 23, 2016

Arizona State Library  
Library Services & Technology Act  
Attn.: Janet "Jaime" Ball  
1700 W Washington St, Suite 300  
Phoenix, AZ 85007

Dear Ms. Ball:

This is a letter of support on behalf of Portal's Myrtle Kraft Library's proposed "Let's Make: Creativity in a Box!" maker education project.

This program is focused on developing a series of "maker" activities and events that empower learners to be at the center of their own learning and to develop critical thinking, collaboration, communication, design thinking, self-direction, and academic mindset skills.

K12 Handhelds is pleased to establish a special partnership with this project.

As a part of this project, we would develop the maker activities, conduct the school and library maker activities, and manage the overall project. We would also seek to further distribute the materials developed under this grant beyond the partners and timeframe for the grant in order to ensure its sustainability. The library maker days -- both during and after the grant -- would be offered as an in-kind contribution. We believe this collaboration is mutually beneficial and supports the goals of all the partnering organizations.

We think it is important to foster these kinds of activities to empower learners to be at the center of their learning, to give participants the kind of real-world skills they need to succeed and to strengthen our community.

We look forward to this partnership with Portal's Myrtle Kraft Library. Thank you.

If you would like to discuss any of this further, don't hesitate to contact me at [karen@k12handhelds.com](mailto:karen@k12handhelds.com) or by phone at 520-558-0180.

Sincerely,

Karen Fasimpaur  
President

8627 E. Sunrise Road, Portal, AZ 85632

phone: 520-558-0180 ♦ fax: 520-558-0181 ♦ web: [www.k12handhelds.com](http://www.k12handhelds.com) ♦ email: [info@k12handhelds.com](mailto:info@k12handhelds.com)

***PROPOSAL SUMMARY***

***Myrtle Kraft Library***

**Program Officer:** JBALL  
**Request Date:** 3/8/2016  
**Request Amount:** \$19,075.00  
**Recommended Amount:** \$0.00

<b>Recipient</b>	<b>Contact</b>
Myrtle Kraft Library 2393 S. Rock House Rd. P.O. Box 16552 Portal, AZ 85632	Mrs. Kathleen Talbot  (520) 558-2468

<b>Project Title</b>
Let's Make: Creativity in a Box!

<b>Background</b>	
<b>Prior Grants</b>	
<b>Total:</b>	\$0.00
<b>Number:</b>	0
<b>Span:</b>	
<b>Last Grant Amount:</b>	
<b>Last Grant Date:</b>	

<b><u>Classifications</u></b>	
<b>Program Area Served:</b>	Learning
<b>Support Type:</b>	
<b>Geographic:</b>	

## **Project Description**

What steps has your library taken to prepare for this project?

A variety of community members and partners have been contacted regarding their interest in and support for this project. By laying this groundwork, we believe we have buy-in for the project even before it has been begun.

In addition, the project team has discussed the logistics of the project and made sure that the project is compatible with existing infrastructure, staffing, etc.

What will you do, and how will you do it? Give specific information about the types of activities, number of programs, or resources you'll make available.

The following broad activities will be conducted as a part of this project:

- Create and host maker days at local libraries, schools, and other community centers. We plan to conduct at least 13 events as a part of this project.

- Create a series of maker activities in a box that can be checked out from the library. We will create at least 10 "creativity in a box" kits that can be checked out. (See Attachment 1 for more details.) These boxes will include all the materials a person needs to complete the activity, such as digital cameras, seeds, circuit materials, art supplies, etc.

- Develop the infrastructure for an online collection of maker activities and a community site where people can upload pictures of what they made and share other ideas. All print materials and activities developed as a part of this project will be freely shared online so that others may use them. This online collection will include all the activities and curriculum developed as a part of the "creativity in a box" kits, as well as a variety of other activities that the community develops.

List at least one product or activity that will help you meet the outcome. All products and activities that are a part of your project should be linked to an outcome.

The "creativity in a box" kits created as a part of this project will be central in encouraging learners of all ages to be at the center of their own learning and to developing critical thinking, collaboration, communication, design thinking, and self-direction.

These resources will be informed by community interests as determined by our initial community survey, which will help establish motivation and interest in using them.

Because the kits will be designed to be simple to use and will contain all the materials needed to complete the activities, it is expected that users will be successful in making something with them.

The kits will also follow up on in-person workshops, which will be available for those who want a more social setting with hands-on support in which to do their maker work.