

## MakerSpace & STEAM KITS

### Purpose of MakerSpace & STEAM Kits

- Encourage critical thinking and problem solving skills.
- Encourage creativity and the use of one's imagination.
- Allows children to explore their interests.
- Allows for the use of STEAM (Science, Technology, Engineering, Art, and Mathematics) kits. Allows students to learn while having fun.
- Allows practical lessons through the creation or completion of various projects.
- Fosters a love of learning.

### Users of the In-Library MakerSpace must:

- Share supply materials with any other MakerSpace participants.
- Put all supplies back into supply bins.
- Must not cause injury to any other participants of the MakerSpace. If an individual under the age of 18 does, a parent or guardian will be notified and the individual will be banned from utilizing the MakerSpace area.
- Return any kits that a library staff member had to give from behind the desk.
- Clean up any mess that is made.
- Return scissors to the front desk. (Scissors are available upon request to a library staff member).
- Users ten years of age or younger **must** be accompanied by an individual of eleven years of age or older.

### STEAM Kits for Checkout

- Only one per household.
- Check out period of two weeks. Up to three renewals.
- Replacement cost will be the cost to replace the entire kit.
- Library events take precedence and may be reserved for library programming at any time.
- No late fees will be charged for STEAM kits.
- If kit is damaged or lost, price for replacement will be based on what it costs for library to obtain or create that kit again.