



Conestoga Valley Education Foundation

Regular Grant Application

All applications should be specific in their descriptions and typewritten.

Handwritten applications will not be accepted.

All grant applications must be on this form. Use additional sheets, if necessary.

APPLICATION DEADLINE:
OPEN SUBMISSION of APPLICATIONS
For review in October and April

The Conestoga Valley Education Foundation provides funding for a number of grants. Please check the category under which you are applying.

_____ Category I: Small Grant - up to \$750

 X Category II: Major Grant - more than \$750

Name: Mardy McGaw

Address: Conestoga Valley High School

Telephone: 717 397-5231 ext 1081

Conestoga Valley status: Student _____ Teacher X Other: _____

1. Project Title: **STEAM Makerspace in the HS Library – Transforming Libraries for Innovators, Makers and Seekers**

2. Amount Requested: **\$14,471.57**

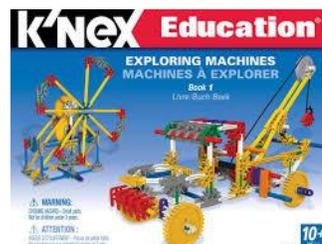
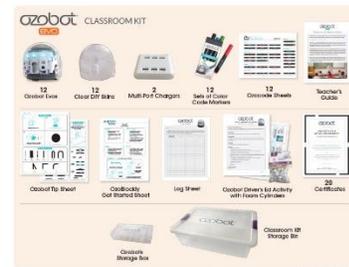
3. Duration of Grant: One Time Grant for 2017-18 School year

4. Description of the project:

Grade level: 9-12 Subject(s): ALL

Number of students involved: 1400 School: HS

Project narrative: **Transforming Libraries for Innovators, Makers and Seekers**



Makerspace in High School Library provide an opportunity for non-curricular, student-driven, independent explorations. Makerspaces provide an opportunity for multi-disciplined exploration of STEAM/STEM that reside in multiple curricular areas and are not focused on just one department.

Makerspace Kits in the classroom would be available to be loaned to the classroom teacher as well. We currently have video collection that is utilized by various departments. Whereas the items are too expensive or impractical for one department to curate, the library would make available this opportunity to various departments to utilize the resources.

We would hope to provide resources that would supplement the current avenues available to students in the STEM areas and not overlap with items available in our various technology programs. These resources, when not in use in the classroom would be available to students who have study halls both in the library and throughout the building.

Makerspace Video students are often filming in the hallways of the school or recording for a class project. The addition of a portable green screen would afford student the opportunity to take their video to any location with the Chrome Green Screen effect in filming. Also providing a space for video recording in the small conference room would be a bonus.

In House Training: Promoting the available items to the teachers and offering trainings to those interested in learning how to use the kits with their classroom by the HS Librarian/Secondary Technology Coach.

We have traditionally had student supplies for arts and crafts projects as well as paper supplies for student needs. We feel it would be a great fit for students to visit us for STEAM activities as well. We have started with K'nex and Lego sets from home but would like to expand to coding and robotic sets for students to work on their coding and technology skills. It would be an exploration space for students to create and learn. The response from the students to just the current sets of resources made available to them has been positive.

Reimage the library with STEM/STEAM challenges, Paper Airplane challenge, build a boat challenge, Newspaper ART challenge with items currently available. The addition of the coding and robotics levels challenges with this grant would be ideal.

5. List the measurable objectives of the project.

Statistics: How often the STEAM devices are used in the library by students
How often the devices are loaned out to classroom

Professional Development for HS Teachers will be offered through the library or at a professional development day.

6. Describe how you will measure your effectiveness in meeting your objectives.

Measuring the usage for both the classroom and the individual students will signal the effectiveness of the promotion of the resources. It is my hope that students will also seek out opportunities to utilize the tools on their own time. Drawing students to the library that would not usually visit is one of the goals. We currently keep statistics of all visits for library use, printing, tech and guidance appts. We would also keep track of those coming for STEAM.

7. Describe the benefits to be derived from the project to you (where applicable), and the school district as a whole.

Creating a School Library Makerspace would continue the path to innovate the library program. Phil Georner, Librarian at Silver Creek High School speaks of his journey to innovate the HS library program in his article [“Creating a School Library Maker Space”](#). Edutopia’s article by Josh Weisgrau on [“School Libraries and Makerspaces: Can They Coexist?”](#) makes the case for why the library is the perfect location for Makerspaces. [Renovated Learning: Building a Culture of Creativity and Discovery in Education](#) by Diana Rendina, MS Librarian in Tampa Florida has a great collection of resources on how to build STEM/STEAM Projects for the Transformed Library. These three articles discuss the benefits to a school library program citing added interest by students, collaboration and communication as key components of the current library vision and the innovative use of space.