

CALL NUMBER	TITLE	DESCRIPTION
005.1 HAR	<i>Powering Up a Career in Software Development and Programming</i>	Software developers and programmers are vital players in the realm of computers and information technology, building the programs and systems that drive much of what people do in today's tech-intensive world. Software technologists are engaged in highly rewarding work in terms of both income and contributions to society.
004.082 GON	<i>Girl Code: Gaming, Going Viral, and Getting It Done</i>	Girl Code addresses the problem of gender inequality in STEM, one of the most important areas of education for success in the modern world.
005.1 SAU	<i>Girls Who Code: Learn to Code and Change the World</i>	Introduces the relevance of coding and shares down-to-earth explanations about coding principles and real-life stories of women programmers who work at such places as Pixar and NASA.
027.8 PRE	<i>School Library Makerspaces</i>	A resource for intermediate, middle, and high school librarians that guides the planning, learning, and implementation of a school library makerspace.
331.7 PAW	<i>Careers: The Graphic Guide to Finding the Perfect Job For You</i>	Explores career options in several fields, including the arts, science and research, marketing, information technology and more, discussing what is needed to achieve these careers.
372.89 HIN	<i>10 Great Makerspace Projects Using Social Studies</i>	This easy-to-follow guide explores ten projects teaching social studies concepts that students can work on with friends at local makerspaces.
375.5 MCC	<i>10 Makerspace Projects Using Language Arts</i>	This easy-to-follow guide explores ten compelling language arts projects students can work on with friends at local makerspaces.
507.8 STA	<i>10 Great Makerspace Projects Using Science</i>	Discusses how to use makerspace projects to learn science. Cutting-Edge projects, electronics, metal workings, wood working.
510.78 HAL	<i>10 Great Makerspace Projects Using Math</i>	This easy-to-follow guide explores ten projects teaching mathematical concepts that students can work on with friends at local makerspaces.
620 GRA	<i>The Big Book of Makerspace Projects: Inspiring Makers to Experiment, Create, and Learn</i>	Contains instructions for creating Makerspace projects, including coding and programming projects, musical instruments, 3D printing, and others.
621.381 SAR	<i>62 Projects to Make With a Dead Computer</i>	Provides instructions for sixty-two projects made with broken computers and other discarded electronic devices, including a gear clock, keyboard lamp, capacitor earrings, RAM money clip, a laser gag zapper, floppy disk wall frame, earbud speakers, cell phone flashlight, and flat-screen ant farm, and includes information on tools, techniques, and safety.
629.8 CEC	<i>Make: Making Simple Robots</i>	Photographs and step-by-step directions help the reader make a robot. Various topics including robotics, CAD software designs and coding options for programming.
629.8 MAT	<i>Coding With Sphero</i>	Introduction to programs for Sphero robots to complete a variety of activities.
680 FUR	<i>10 Makerspace Projects Using Art</i>	This easy-to-follow guide explores ten compelling art projects students can work on with friends at local makerspaces.
688.7 BED	<i>The Unofficial LEGO Builder's Guide</i>	A guide to building with Legos that includes complete instructions for building playable board games, photo mosaics, and curved sculptures, with tips for building stronger walls and structures, and a visual guide to nearly three hundred of the most useful and reusable Lego elements.
736 HAR	<i>Easy Origami Greeting Cards: An Augmented Reality Crafting Experience</i>	How to turn origami pigs, ducks, teacups, and more into greeting cards with photo-illustrated instructions and augmented reality access to video tutorials.

January 2018

STEM Resources

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736 HAR	<i>Easy Origami Ornaments: An Augmented Reality Crafting Experience</i>	Step-by-step instructions for creating origami ornaments and garlands with an augmented reality video links in the book.
745.5 AKI	<i>Duct Tape Engineer: From Backpacks to Kayaks, Writing Desks to Rocket Launchers</i>	Provides step-by-step instructions for creating fourteen projects with duct tape, from backpacks to kayaks.
745.54 SCH	<i>Planes, Gliders, and Paper Rockets: Simple Flying Things Anyone Can Make--Kites and Copters, Too!</i>	Provides a mix of projects, discussion materials, instructions, and subjects for the basics of homemade flying objects.
745.57 MOR	<i>Tape It & Make It: 101 Duct Tape Activities</i>	Provides instructions for creating 101 craft projects using duct tape including housewares, fashion accessories, clothing, toys, and more.
745.594 WAT	<i>The Complete Photo Guide to Cardmaking</i>	A comprehensive guide to cardmaking that features 80 projects and covers photo cards, collages, and layering; using ribbon, string, various painting methods and everyday items.
746.0471 PAR	<i>Paracordz Craft Factory: 30+ Projects to Make</i>	Provides instructions for thirty paracord crafts, including bracelets, necklaces, barrettes, and more.
777 BEL	<i>Animation Lab For Kids</i>	Hands-on projects that teach kids a range of animation techniques for storytelling and making art move.
777 BUR	<i>The Green Screen Makerspace Project Book</i>	Presents a collection of twenty-five projects in which the reader can produce their own videos with green screen effects
921 Melvin	<i>Chasing Space</i>	Former football player, astronaut, and engineer, Leland Melvin recounts his career and achieving his dream of being in space.