

Middle School Makers Survey

We're looking to expand our IDEALab and Makerspace in the library in ways that will encourage more middle schoolers to come and use the space. For the past year, we've had afterschool Maker Mondays where we work on different types of projects and activities, from recycled book art to creating arcade games out of cardboard to 3D printing to paper circuits. It's kind of a blend of STEM and art. We also just started up our 8th Grade VR club this year. I'd love to get feedback from middle schoolers on what times might work for making it easier to come use the IDEALab space, what types of activities you'd like to see and what kinds of tools, supplies, books, etc you'd like to have available.

* Required

1. Grade: *

Mark only one oval.

- 6th
- 7th
- 8th

2. How many times have you visited the IDEALab/makerspace in the library in the past year?

Mark only one oval.

- Never
- Once
- A few times
- A lot

3. What times would you like to be able to come and use the IDEALab?

Check all that apply.

- Before school
- During school, with my class (like for a class project)
- During school, on my own
- During lunch
- During study hall
- Afterschool
- Other: _____

4. Which of these activities that we currently offer in the IDEALab sound interesting to you?*Check all that apply.*

- 3D printing
- Virtual Reality
- Recycled Book Art
- Cardboard projects
- Paper Circuits
- LEGOs
- Makey Makey (device that turns conductive materials like water, fruit, copper tape, into computer keys)
- littleBits (magnetic circuits)

5. Which of these activities/tools would you like to see added to the IDEALab?*Check all that apply.*

- K'nex
- Robot Petting Zoo (Sphero, Dash and Dot, JIMU, etc)
- Sewing
- Knitting/Crocheting/Other fiber arts
- Drones
- Arduino / Raspberry Pi
- Vinyl Cutting/ Sticker Making
- Button maker
- Stop motion animation
- Other: _____

6. We're planning on ordering more books for the library to support art, STEM and our makerspace. What topics would you like to see more books on?

Check all that apply.

- Coding and Programming
- Robotics
- How to Build a Computer
- 3D design and printing
- LEGOs
- Drawing
- Origami
- Furniture design
- Graphic design
- Circuits and electronics
- Engineering
- Virtual Reality
- Knitting, Crocheting, Weaving
- Sewing (machine, hand, embroidery)
- Other: _____

7. Please share any other ideas or suggestions you have for our IDEAlab and makerspace program in the library:

Powered by

