Introduce yourself in the chat: name two plants growing in your neighborhood 🌵 🌼 🌳 🌸 🌿 🌺 🌴 🌹 🌱 🎄

Welcome

We will be recording!

PLIX (Public Library Innovation Exchange) is an education outreach project at the MIT Media Lab. Participation in the project generates data that will allow us to evaluate and improve the project's design. The design comprises activities and experiences training public library staff to facilitate creative learning activities in STEAM.

Note: Participation in chats, notes, + surveys is voluntary: you may skip any or all questions or decline further participation without consequence. We assure all participant's confidentiality and/or anonymity.

Facilitating Creative Learning Course: Week 2
May 4, 2021

PLIX

Welcome



Community Gathering

INSTITUTE of Museum and Library SERVICES

What's next?

the rest of today's session

Meet your peers

Forum highlights

Encourage & Inspire

Conversation and Q&A

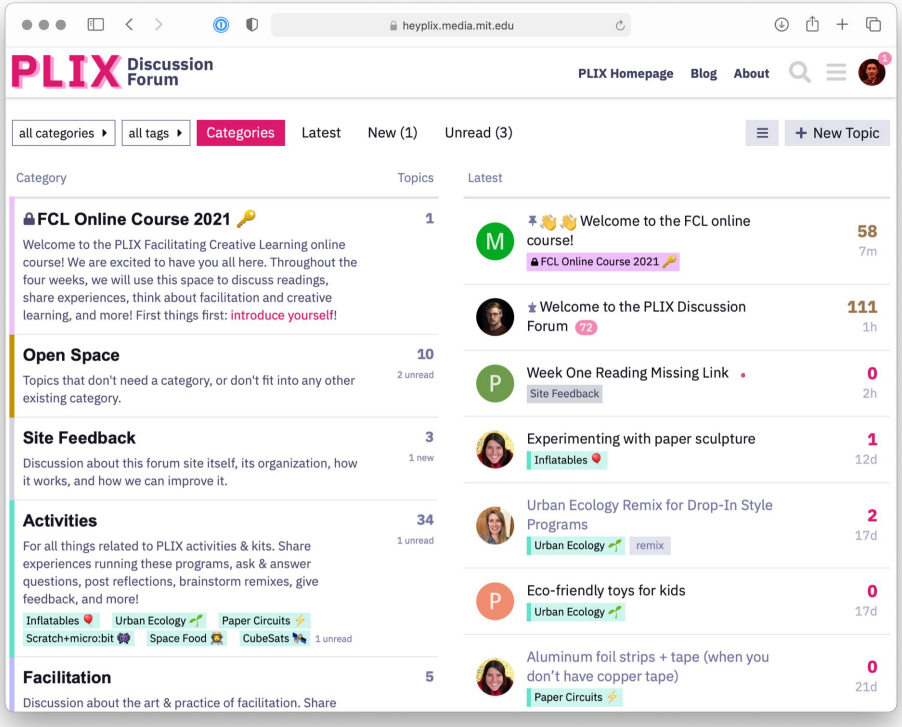
Content Review / Wrap-up

Meet others

name & library
what are two plants growing in your neighborhood?



PLIX Community of Practice



heyplix.media.mit.edu

From the Forum

heyplix.media.mit.edu





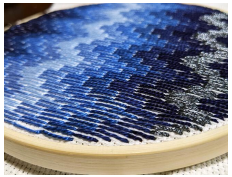














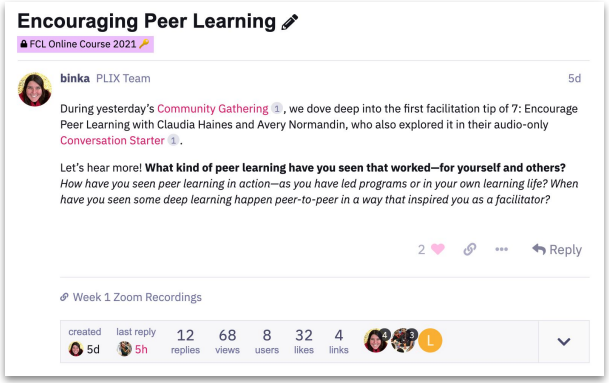






From the Forum

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I learned that facilitation is an ideal way to encourage exploration. I didn't have to know all the answers and encouraged the participants to work with each other to find answers. — Cathy, Greece Public Library

That is what creativity to me is. Not making something brand new from the ether necessarily but putting things together to make something different and new. — Logan, Twin Falls Public Library

To me peer learning is learning from anyone who has knowledge to offer. From children teaching their peers how to do a project to the older generation telling a story of "I remember way back when...".
— Kathy, Columbus Public Library

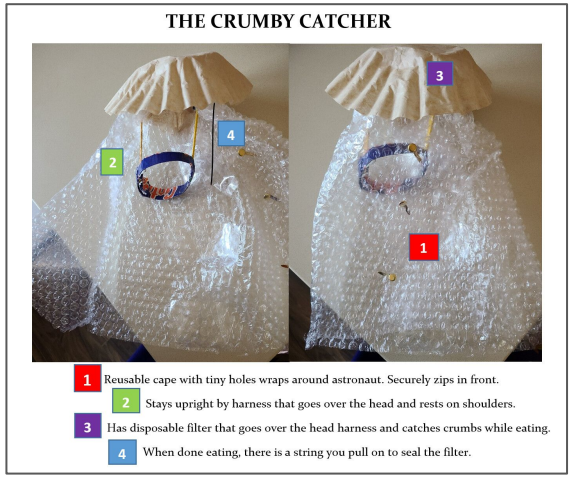
I think peer learning works best when people feel comfortable to share their ideas.
— Dave, Michigan City Library

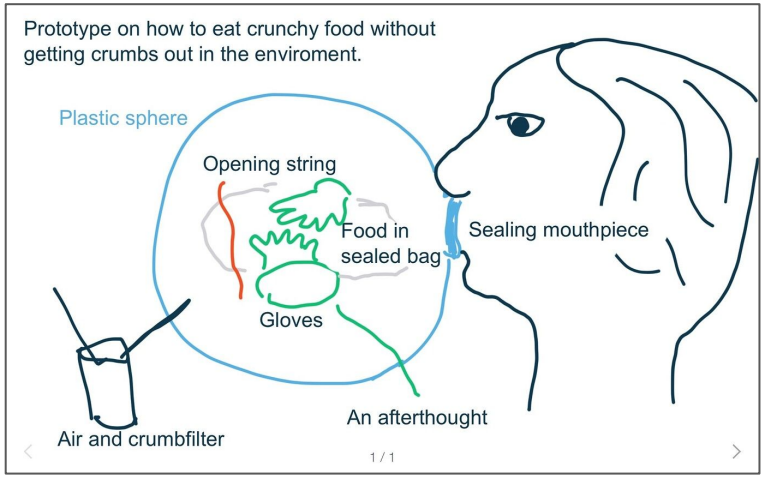
From the Forum

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Make'n'Meet Week 1 Examples

Projects by Ericka Brunson, Stine Harlou, Sami Kerzel, Carole Urbano









7 Facilitation Techniques

Week 1

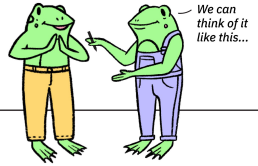
Encourage peer learning.



PLIX FACILITATION TIPS

Week 2

Frame activities to encourage creative possibilities.



PLIX FACILITATION TIPS

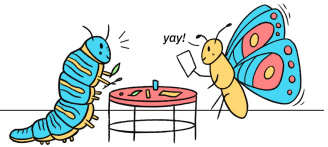
Curate a set of diverse example projects to inspire patrons.



PLIX FACILITATION TIPS

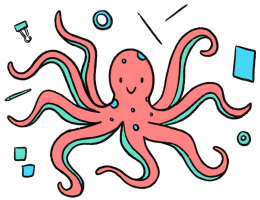
Week 3

Celebrate the learning process, not just the finished product.



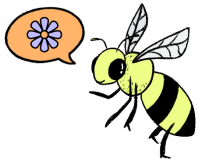
PLIX FACILITATION TIPS

Don't touch the tools!



PLIX FACILITATION TIPS

Avoid technical jargon.



PLIX FACILITATION TIPS

Week 4

Remember: Facilitation is a practice.

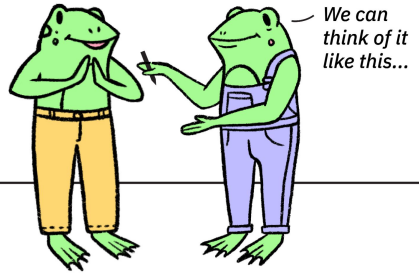


PLIX FACILITATION TIPS

2 Facilitation Techniques

This week

Frame activities to encourage creative possibilities.



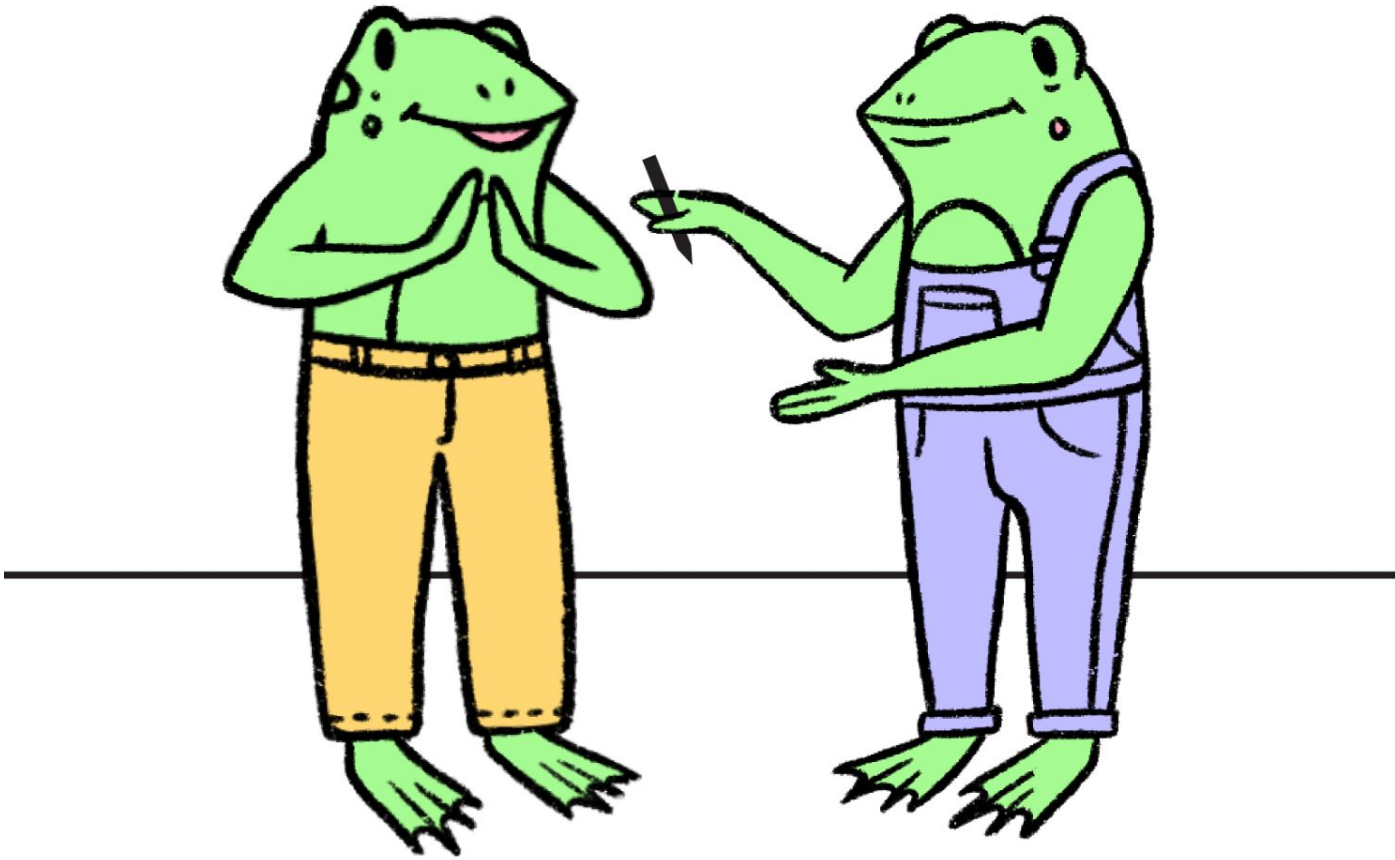
PLIX FACILITATION TIPS

Curate a set of diverse example projects to inspire patrons.



PLIX FACILITATION TIPS

Frame activities to encourage creative possibilities





Scratch+micro:bit

Workshop Prompts

🌺 Enchanted Garden

Create an interactive garden with Scratch+micro:bit.

🎹 Invent a New Musical Instrument

Invent new musical instruments and create your own sounds.

🔮 Finish the Story

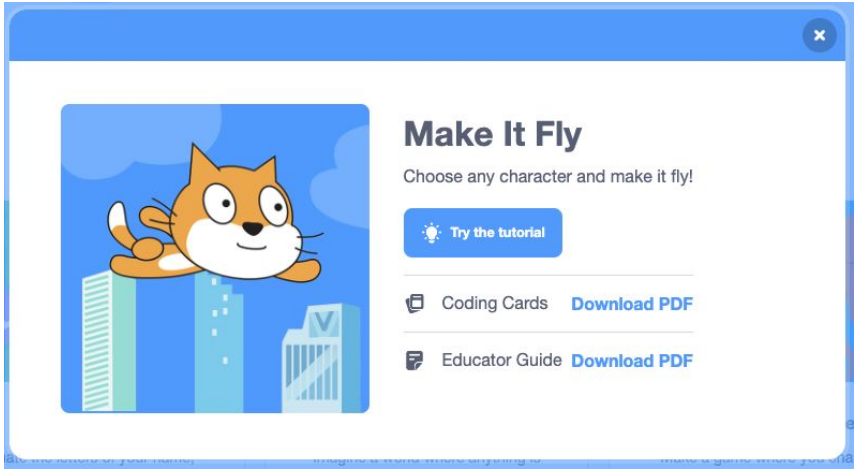
Read the beginning of a book to set up the character and plot. Then, work in small teams to create an ending!

🦹 What's Your Superpower?

Make something with Scratch+micro:bit that shows off your personal superpower.

Scratch+micro:bit

Workshop Prompts



scratch.mit.edu/ideas

Activity Guides

What do you want to make with Scratch? For each activity, you can try the Tutorial, download a set of Coding Cards, or view the Educator Guide.



Animate a Name

Animate the letters of your name, initials, or favorite word.



Imagine a World

Imagine a world where anything is possible.



Make a Chase Game

Make a game where you chase a character to score points.



Make Music

Choose instruments, add sounds, and press keys to play music.



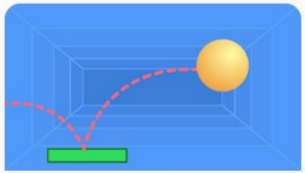
Create a Story

Choose characters, add conversation, and bring your story to life.



Make It Fly

Choose any character and make it fly!



Pong Game

Make a bouncing ball game with sounds, points, and other effects.



Animate a Character

Bring characters to life with animation.



Video Sensing

Interact with a project using the Video Sensing extension.

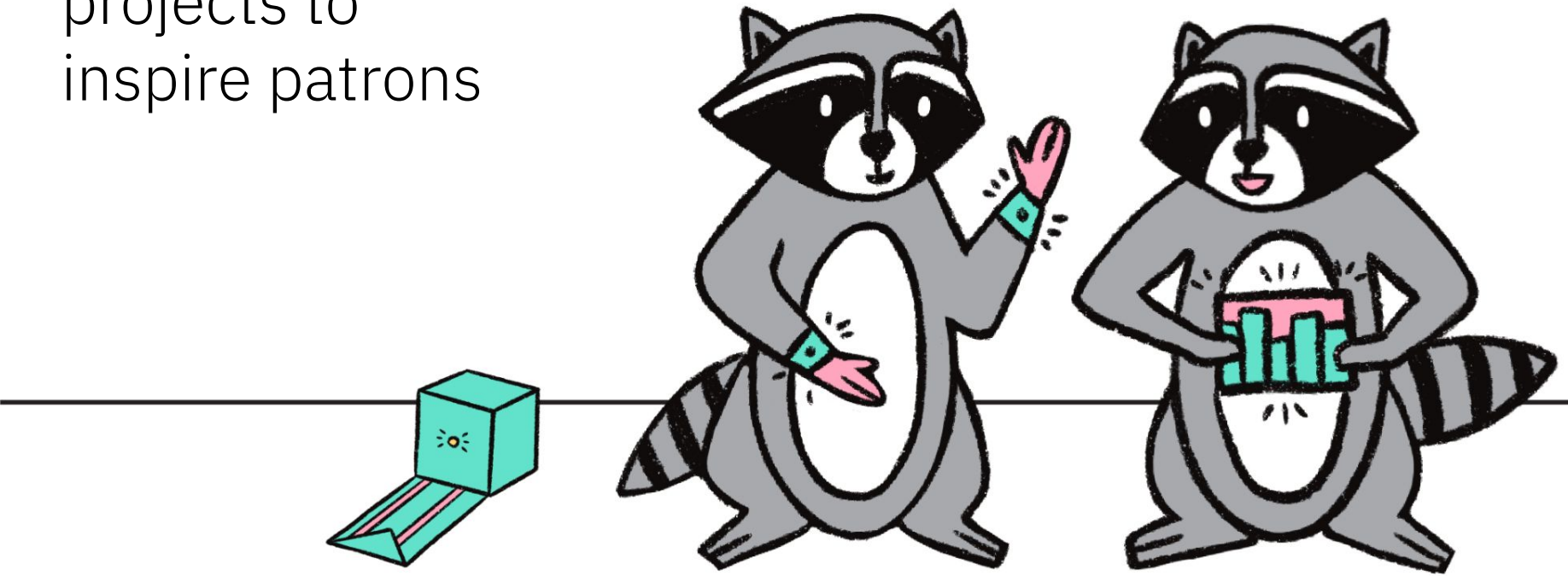
Move the marble from the top to the bottom ...

as slowly as possible.

Move the marble from the top to the bottom ...

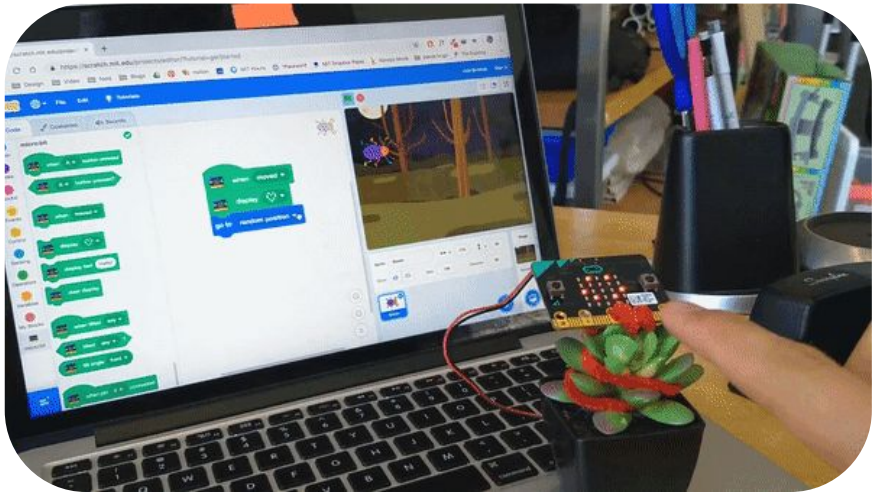
slowly.

Curate a set of diverse example projects to inspire patrons

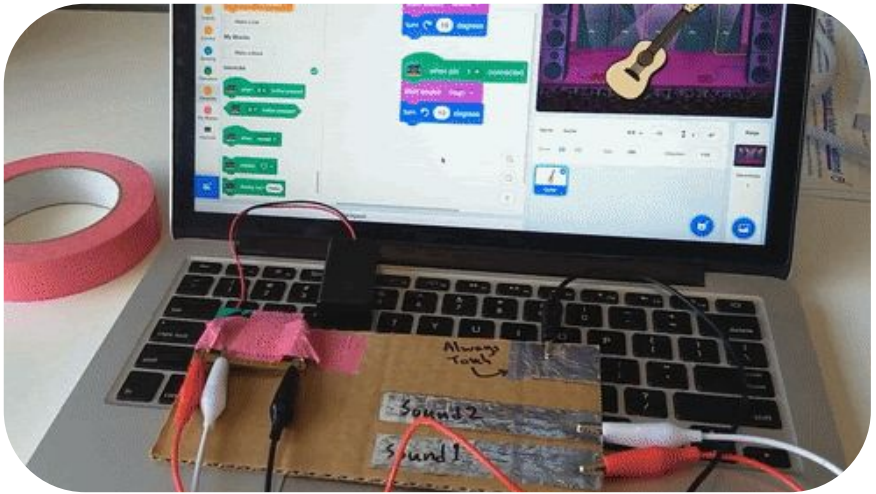


Scratch+micro:bit

Examples

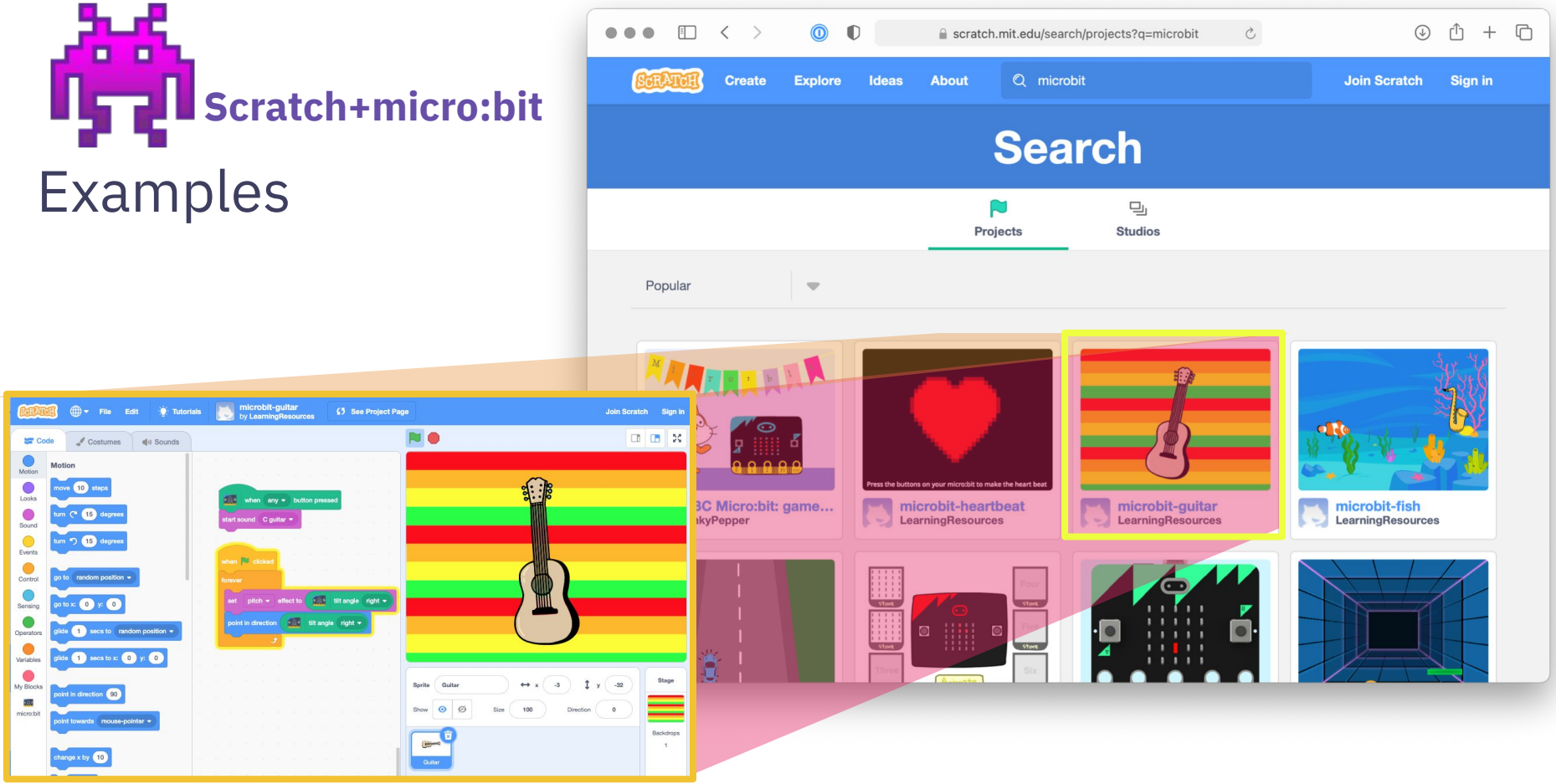


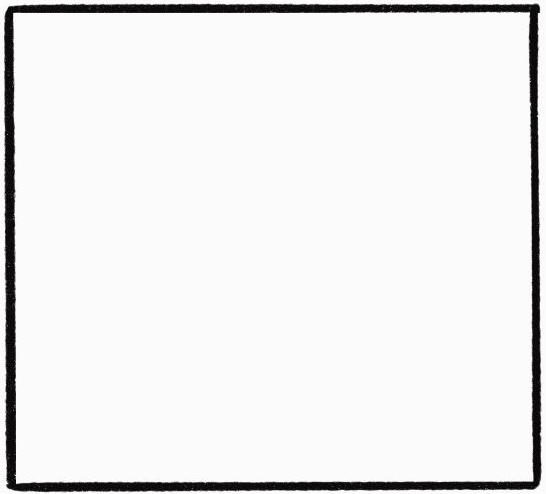


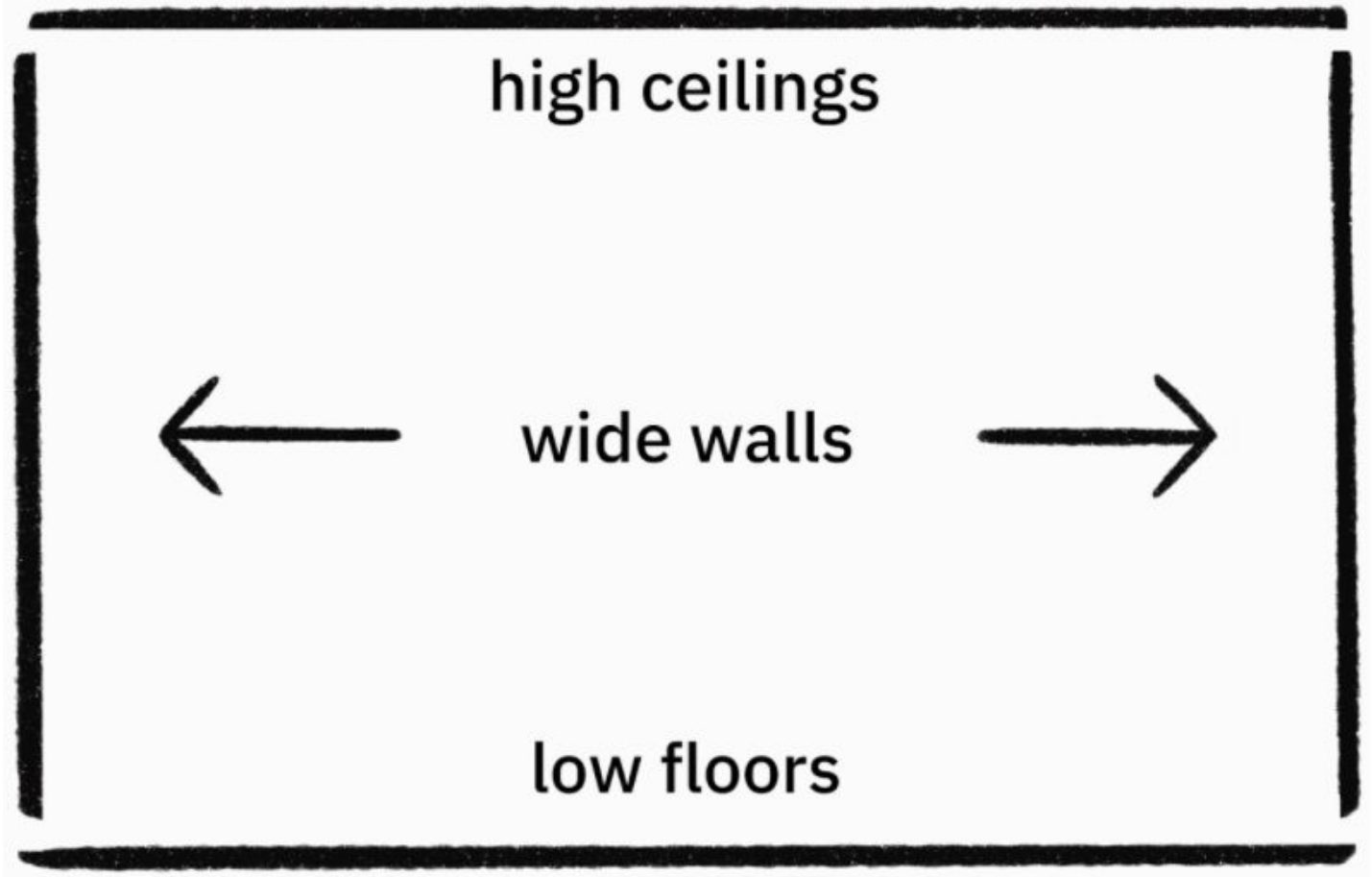


Scratch+micro:bit

Examples






high ceilings
wide walls
low floors

PLIX

Conversation Starter



This Week's

Q&A

This Week's Content

plix.media.mit.edu/events/fcl-2021/week-2

PLIX

Conversation Starter

listen!





Things to Think With (Reading, Listening)

We've identified some readings that relate to the themes of the week. Read as much as you have time to read and head over to the PLIX Forum to share your thoughts.

Recommended Core Reading / Listening

read!



"Tinkering and the Art of the Perfect Exa
Anzivino on The Tinkering Studio blog (20
*Luigi is our guest in our audio-only PLIX Co
and the live Q&A in the Community Gathering
this gives a few examples in depth.*



Lifelong Kindergarten book excerpt by Mitchel Resnick (2017, 3–7 pages)

PLIX Activity Repository Spotlight

create!



Scratch+micro:bit by the PLIX Team in collaboration with Kreg Hanning (2020, 6 pages)
*As you read through the activity, think about h
this week's facilitation techniques. How do
micro:bit) allow you to frame activities to
possibilities? How might you curate a set
projects to inspire patrons? How does this
floors, high ceilings, and wide walls"*

Intergalactic Garden

Deeper Dive Reading (Optional)

optional

- "Getting Started with Creative Learning in your Public Library" by the PLIX Team (2019, ~4 pages)
  This blog post talks about some of our thinking behind our PLIX kits. The two we highlight happen to be our spotlighted PLIX activities this week and next: Scratch + micro:bit and Paper Circuits!
- **"Oh the places we'll go! [Part 1] Rethinking education in the digital age"** by Edith K. Ackermann (2013, 1–9 pages)
  This article on Child Research Net *covers a lot of ground and is a bit technical, but we think you'll like the seven principles shared in the "Guidelines for the design of educational settings" on page 8.*
- **Great Creative Learning Environment Descriptions** *(also optional!)*
  - MAKESHOP described by Ricarose Roque on pages 18–19 of her thesis (2016, 1 pa
  - **"Origins and Guiding Principles of the Computer Clubhouse"** by Natalie Rusk, Mitchel Resnick, and Stina Cooke in *The Computer Clubhouse: Constructionism and Creativity in Youth Communities.* Teachers College Press, edited by Yasmin Kafai (2009, 7 pages)

Make’n’Meet

Every Thursday
3pm Eastern on Zoom!

This Week: Intergalactic Garden!

What unexpected, **extraterrestrial lifeforms** will you create?

How will you make your garden **interactive**?



Mars & Beyond (1957)
speculative animation
by Ward Kimball / Disney

What to bring this week. . .



Scratch account



Micro:bit + battery pack

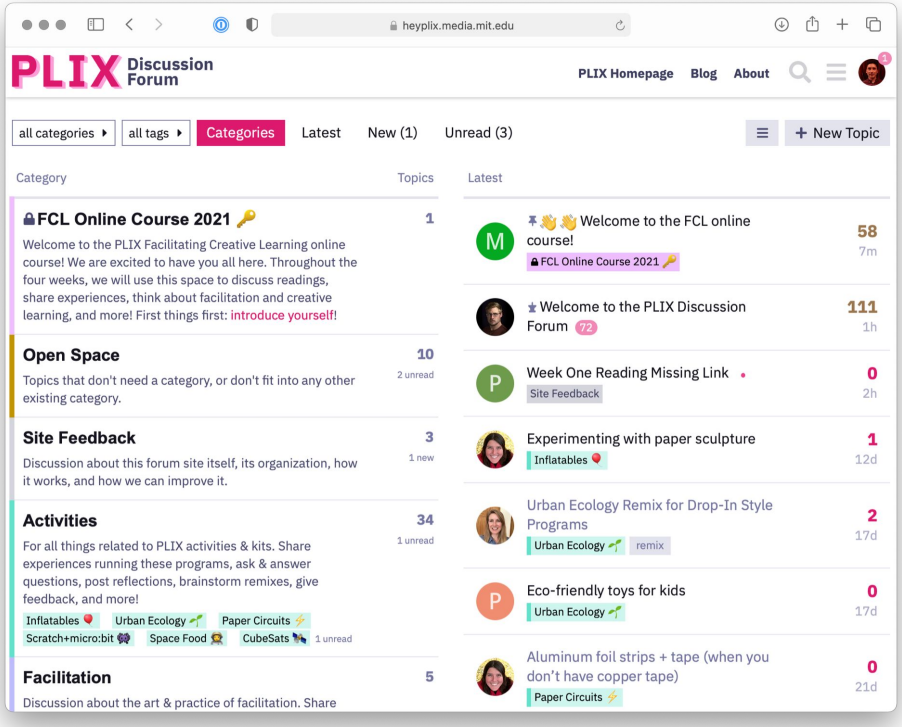
optional, but recommended



wonderful objects

if using micro:bit

PLIX Community of Practice



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Facilitating Creative Learning Course
April 26–May 21, 2021

Thank You!

See you on the PLIX Forum, at the Make'n'Meet, and/or next Tuesday!

plix.media.mit.edu/events/fcl-2021

INSTITUTE of Museum and Library SERVICES

Facilitating Creative Learning Course
April 26–May 21, 2021

Mingling

Stick around if you'd like to chat informally!

plix.media.mit.edu/events/fcl-2021

INSTITUTE of Museum and Library SERVICES

Facilitating Creative Learning Course
April 26–May 21, 2021

Group Photo



Scratch+micro:bit

Examples

