



Maker Space Kit Idea Sheet

Audio Booth Kit

CONTENTS: iPad with Garage Band, Singing Fingers, and Keezy Apps; 1 Snowball Microphone and adaptor with stand and cord.

DESCRIPTION: You can record a band or jam session, a found-sound collaboration, a readers' theater performance or radio drama of a story or play, or just let people mess around alone or in groups, creating layers of sound and listening to them together.

PROGRAM IDEAS:

Volunteer/Partner Presenters: Is there a community member or group who would volunteer to help a library staff member pull off a program?

The school's music program, private lesson teachers, a local band, a community or school theater group, 4-H club, a local sound engineer?

Active Programming:

- People of all ages and abilities will enjoy playing with these apps on their own or in small groups. Include the Audio Booth kit as part of a maker/technology open house or fair. It is user-friendly and should allow for free experimentation.
- Invite in a local theater group or director to help you create a reader's theater piece—complete with sound effects—to record.
- Invite a local music teacher to come in and teach people about rhythms, and then record and mix a variety of rhythms and sounds and let people experiment with putting them together.
- Create a virtual battle of the bands—invite bands to play a tune, then upload the performances (watch out for public performance rights) and allow people to vote for their favorites online.

TIP: It may be easier to work with the iPad out of the case—please just put it back in the case for traveling. iPads passcode is 102004.



STEAM and maker space programming clearly show how libraries are providing programs outside of traditional library programs. Additionally, libraries are collaborating with community experts in STEAM learning opportunities. The Aspen Institute, ["Rising to the Challenge: Re-Envisioning Public Libraries."](#)