Maker Space Kit Idea Sheet
Mini Pocket Drones

CONTENTS: 4 mini drone kits (each include drone, remote control, 8 spare propellers, blade protecting frame, 3 landing gear, USB charging cable, instruction manual), 1 screw driver

REQUIREMENT: Requires AA batteries for remote control.

SET UP INSTRUCTION:
Charge quadcopter using USB cord, insert batteries into controller, turn on the quadcopter first, then turn on transmitter, and push the throttle stick up and then down.

DESCRIPTION:
Pocket sized designed with the drone stored inside controller. No need to adjust the position of the quadcopter before flying. Two sets of lights help driver orient controls for drone. Ages 14+

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? **There is a learning curve as with all technology.**

Science/Science Olympiad Clubs, Girl/Boy Scouts, NTC Engineering Professor, High school science teacher, Parent/Teacher Organizations, Local Teenager, Library Board Member, Church groups, Kiwanis/Rotary/Lions, parents/caretakers/grandparents, more!

Active Programming:
- Demonstrate mini-drones at middle school or high school open house nights with a library display. Play mini-drone videos on an iPad to encourage interaction.
- Invite Boy/Girl Scouts to a mni-drone day as part of their aviation merit badge instruction.
- Does your community have a festival day (Harvest Fest, Cranberry Fest, Craze Daze, etc.)? Advertise a technology program or drop-in activity with mini-drones for the same day.

Passive Programming:
- Teen Tech Week at the Library, make a program station with mini-drones and a volunteer or staff member. Work with teens to learn how to fly quadcopters and have them snap a photo of themselves or friends using it to send to the library. Get photo permission. Play mini-drone videos on an iPad to encourage play.

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."**