

## What Can I Do?

Here are just a few of the different things that we have available for you to interact with inside The Maker's ZONE:



Design a custom  
unique as you with

Printer.

jewelry piece as  
the help of our 3D



Unleash your inner

of Adobe's Photoshop Elements 13.

artist with the help



Engineer giant ideas  
with the help of our

on a small scale  
Classic LEGOs.



Become your own  
the help of Window's

movie director with  
Movie Maker.



Learn about the  
how games are built  
CODE Studio.

inner workings of  
with the help of



Learn about the  
robotics with the

very basics of  
help of HEXBUGs.



Bring to life your  
the help of Mi-  
Lab.

very own game with  
crossoft's Kodu Game



### The Smartest Card Around!

**It is a proven fact that there are over 151 million library card holders—that's just shy of the 181 million major credit card holders there are in the United States! So how can you get your own priceless, literary passport? It all starts by visiting The Robert J. Kleberg Public Library! \*Simply fill out our library card application. We require a local resident as a reference. Within 5 minutes you will be given a card that can take you to exotic places, help you discover new worlds, and explore the galaxy all from the comfort of your home. Never before has there been such a card that can open so many doors to endless exploration and enjoyable reading possibilities!**

**\*certain fees/restrictions may apply;  
see Circulation Desk or Staff for details.**

The Place To Be! • [kleberglibrary.com](http://kleberglibrary.com)



The Robert J. Kleberg Public Library

## ROBERT J. KLEBERG PUBLIC LIBRARY

220 N. 4th Street  
Kingsville, TX 78363  
361-592-6381

### MAKERSPACE HOURS

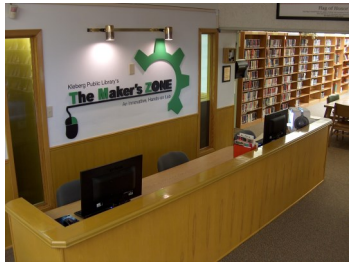
Tuesday-Friday: 9:00 AM—5:00 PM  
Saturday: 10:00 AM—12:00 PM



## Introductory Guide to The Maker's ZONE

# IMAGINE. CREATE. INNOVATE.

Imagination and creativity come to life for all ages in a fun and interactive manner inside the Robert J. Kleberg Public Library's makerspace called The Maker's ZONE. This innovative, hands-on lab exposes students and families to the fields of Science, Technology, Engineering, Arts, and Mathematics, otherwise known as S.T.E.M. or S.T.E.A.M.



## WHAT IS A MAKERSPACE?

A makerspace is a creative, Do-It-Yourself (DIY) space where people can gather to create, invent, and learn. Public library makerspaces will often have 3D printers, software, electronics, craft and hardware supplies and tools.

## WHAT IS THE MAKER'S ZONE?

The Maker's ZONE is an interactive lab that consists of three (3) different stations that educate and interests users in 1 or more areas of S.T.E.M. or S.T.E.A.M. These stations are The Make It Station, The Coding Station, and The Unplugged Station. While each station is designed to challenge an individual's mind, there is absolutely no experience needed to get involved.

## The Maker's ZONE Overview

From computer coding to LEGO building, there is something for the whole family to discover at The Maker's ZONE!

### The Make It Station

S.T.E.M./S.T.E.A.M. Fields: Technology, Engineering, Arts

Print, mash, crop, and edit your digital creations and watch them come to life before your eyes at The Make It Station. This station exposes users to an array of digital media software, including basic Computer Assisted Drawing (CAD) with a 3D Printer.

### The Unplugged Station

S.T.E.M./S.T.E.A.M. Fields: Science, Engineering, Arts

Feel like becoming disconnected for awhile and building things the old fashion way? Then the Unplugged Station is just what you need. This station introduces the non-tech side of making by encouraging users to build, fold, and cut their ideas to life.

### The Coding Station

S.T.E.M./S.T.E.A.M. Fields: Technology, Engineering, Math

There is more to gaming then just pushing buttons on the controller and watching your favorite characters move to your every command. The Coding Station exposes users to coding and introduces them to various coding applications for the beginner to the advanced.

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## DID YOU KNOW?

4 out 5 STEM college students made the decision to study STEM in high school or earlier. 61% of boys say toys or games sparked their interest, while 68% of girls say a teacher or class inspired them.