

Button Maker

Description	Design and assemble a button.
Minimum Time Required	Setup: 10 minutes Activity: 5-10 minutes
Materials	<ul style="list-style-type: none"> <input type="checkbox"/> Button Maker <input type="checkbox"/> Metal backing <input type="checkbox"/> Plastic film <input type="checkbox"/> Pin backs <input type="checkbox"/> Printed button templates <input type="checkbox"/> Circle Cutters
Setup	<ul style="list-style-type: none"> ● Place the button making components in six different containers, three for each size (metal backing, plastic film, back) ● Set the button maker beside the containers, and the printed button templates next to it. ● Place the circle cutters beside the printed templates
Learning Goals	<ul style="list-style-type: none"> ● To be introduced to new technology available in the NCSU Libraries Makerspace ● To learn how to make buttons ● To practice design skills by drawing your own button
Facilitation/ Prompts	<ol style="list-style-type: none"> 1. <u>Spark:</u> <ul style="list-style-type: none"> ○ Showcase example objects; ○ Ask participants to create their own designs. 2. <u>Sustain:</u> <ul style="list-style-type: none"> ○ Ask questions about what they are creating ○ Ask questions about what the participant is making and how they are approaching their design; <ul style="list-style-type: none"> ■ Suggest ways to increase complexity of design. ■ Be patient, let participants solve their own problems; ■ Do offer strategies for working around problems, especially if asked; ○ Use their design and approach to tie back to 3D printing processes. 3. <u>Deepen:</u> <ul style="list-style-type: none"> ○ Ask participants to create a three dimensional object.