# Button Maker

<table>
<thead>
<tr>
<th>Description</th>
<th>Design and assemble a button.</th>
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| **Minimum Time Required** | Setup: 10 minutes  
Activity: 5-10 minutes |
| **Materials**     | Button Maker  
Metal backing  
Plastic film  
Pin backs  
Printed button templates  
Circle Cutters |
| **Setup**         | 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**| 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** | 1. *Spark:*  
  - Showcase example objects;  
  - Ask participants to create their own designs.  
  2. *Sustain:*  
  - Ask questions about what they are creating  
  - Ask questions about what the participant is making and how they are approaching their design;  
    - 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. *Deepen:*  
  - Ask participants to create a three dimensional object. |