STEAM Initiative Programs

SCFLS STEAM Initiative

Somerset County Federated Library System, Inc.

(814) 445-2556, option 4

6022 Glades Pike, Ste. 120
Somerset, PA 15501
scfls.org

Participating Libraries

Meyersdale Public Library

(814) 634-0512

210 Center St
PO Box 98
Meyersdale, PA 15552
meyersdalelibrary.org
@MeyersdaleLibrary

Somerset County Library

(814) 445-5907

6022 Glades Pike, Ste. 120
Somerset, PA 15501
somersetcolibrary.org
@SomersetCL

  Conemaugh Township Library branch

  (814) 479-0766

  Hollsopple Community Bldg
  PO Box 507
  959 South Main Street
  Hollsopple, PA 15935

Windber Public Library

(814) 467-4950

1909 Graham Avenue
Windber, PA 15963
windberlibrary.org
@windlib

Meyersdale Public Library

Various programs, year-round

Meyersdale Public Library incorporates STEAM activities into the activity component of many of their year-round and SummerQuest programs.

SummerQuest 2018, Fridays, July 13 – August 10, 10 am – 12 pm.

Meyersdale Public Library's SummerQuest 2018 programs will be held Fridays 10 am to noon, July 13 through August 10. Each SummerQuest program generally includes a special guest presenter. The August 10, 2018 special guest presenter will be the SCFLS STEAM Initiative Coordinator, who will lead a special STEAM activity that day.

For more information, contact the Meyersdale Public Library at (814) 634-0512, or email Cindi Brant at cbrant@meyersdalelibrary.org You may also visit the library's current Facebook page @meyersdalelibrary, or website, meyersdalelibrary.org

Windber Public Library

Various programs, year-round

Windber Public Library integrates STEAM components into many of its traditional programs year-round and also features a different STEAM educational toy or activity for in-library use on a rotating basis. Check with staff at the Desk for more information.

Special STEAM events coming up on the Libraries Rock! theme during SummerQuest 2018 include:

Animal Talks followed by two STEAM activities on July 16 at 2:30 pm, open to ages 6 to 12. Attendees will learn about echolocation and make a tonoscope.

Lost Songs on July 23 at 2:30 pm, open to ages 6 to 12. Attendees will make a sound map.

Science of Sound Stations July 30 at 2:30 pm, open to ages 6 to 12. Attendees will engage in two STEAM activities where they experience sound.

Somerset County Library

Various programs, year-round

As the headquarters unit of the Somerset County Federated Library System, Inc., Somerset County Library integrates STEAM components into many of its traditional programs in addition to hosting a STEAM Club and workshops year-round and several special SummerQuest STEAM Camps in the summer time. Somerset County Library also lends a staff member to act as the STEAM Initiative Coordinator, who often pilots tests the use of new STEAM educational toys and curricula at the Somerset County Library site prior to sharing them at other locations.

STEAM Club, year-round, Mondays 6 pm – 7 pm

Children (and their parents or caregivers) are invited to attend these free events to explore a variety of Science, Technology, Engineering, Arts and Mathematics toys, activities, and topics. Format & featured items and topics will vary from week to week. Topics are generally geared to ages 8 and up; however all ages are welcome. Younger children should have an adult with them to help with the projects.

littleBits Inventor's Club, year-round, 1st Saturday of each month, 1 pm – 2 pm

STEM fun for everyone—children, families, and adults! No Sign-up is necessary, just come & join the fun. littleBits Inventors Club is the first Saturday of every month from 1 pm – 2 pm (Except library closed days). Participants will learn critical thinking, problem solving, teamwork, creative design & computer basics. The Standards meet Next Generation Science Standards, Common Core Standards & design thinking process designed by Stanford University. All ages welcome.

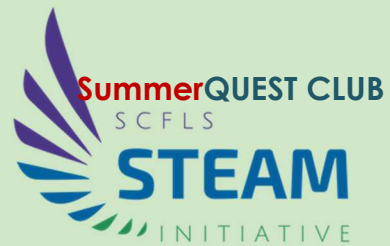*Sounds in Silence Bat Program, Thursday, June 14, 1 – 2 pm*

Guest presenter, Jerry Schneider has brought the wonderful world of bats to audiences since 2003, using amazing photos by Merlin D. Tuttle, former president of Bat Conservation International. This program features the echolocation calls of bats. What is echolocation? How loud is it? The bat program introduces audiences to local and tropical bats, the Vampire Bat, and many more of these flying mammals.

Children will create bat tee shirts after the presentation using a combination of fabric dye sprays, plants, and bat cut outs. Heavy cotton tee shirts will be available for $4 or bring your own shirt to decorate.

Conemaugh Township Library Branch

Various programs, year-round. Call for information.

SummerQUEST CLUB
SCFLS
STEAM
INITIATIVE

Summer
Quest
STEAM
Camps

SummerQUEST STEAM Camp **INFO**

FREE advance registration is required for all SummerQUEST Camps.

Space is limited to a maximum of 18 participants per camp.

Download the Registration Form online and bring to the library or the bookmobile or register by email, by fax, or by phone:

**Somerset County Library
6022 Glades Pike, Ste. 120
Somerset, PA 15501-4300
Somersetcolibrary.org
lneal@somersetcolibrary.org
Phone: 814.445.5907
Fax: 814.443.0650**

LIBRARIES ROCK!™

All STEAM Initiative **SummerQUEST Camps** *take place at the* **Somerset County Library Location**

Electronics & Robotics Camp For Beginners

Monday-Wednesday, June 18-20, 10 am – 1 pm
*(includes **SummerFOOD&FUN!** lunch daily)*

Electronics & Robotics campers will apply skills in science, technology, engineering, arts, and math through hands-on exploration, tinkering and inventing using electronic gadgets, gizmos, computer circuit boards, household items, and tiny smart robots that you program using color codes that you draw on paper or send through a computer as flashes of light.

Learn basic robotic, electrical, and programming concepts. Make motors whir, lights blink, and buzzers ring. Invent new gadgets and gizmos by connecting electrical components and household items. Draw a maze and program a robot to spin and turn its way through it.

Mad Science Movie Lab

Monday-Friday, June 25-29, 10 am – 1 pm
*(includes **SummerFOOD&FUN!** lunch daily)*

Mad scientists and movie fans unite! Pull out your Einstein wig and strap on your goggles or 3D glasses! Campers in the Mad Science Movie Lab will enjoy movies featuring mad scientists, science fiction, and wacky inventions followed by lab time where they will experiment, explore, and make items and inventions based on the movies.

Piper 1: Computer Hardware Crafting For Curious Beginners Ages 8 -18

Monday-Friday, July 16-20, 10:30 am – 1:00 pm
*(includes **SummerFOOD&FUN!** lunch daily)*

Somerset County Library presents five action-packed days of PiperCraft* game play and instruction designed to turn screen time into build time. This camp is organized and presented by staff of the Somerset County Library making use of Piper Computer Kits. During the camp, kids and teens will work in teams of up to 3 to assemble their computer themselves, advance through a Raspberry Pi Edition of Minecraft Story, and learn physical engineering and electronics in the process. Each lesson builds on the last. It is our ultimate goal to increase participant's creative confidence around computers and electronics. Pre and post-course surveys will be used to help us measure our success.

*PiperCraft is a version of the Minecraft game in which players engineer real-world electronics to use in the game.

Science of Sound

Monday-Wednesday, July 23-25, 10 am – 1 pm
*(includes **SummerFOOD&FUN!** lunch daily)*

Through a combination of demonstrations, instruction, and hands-on activities, tinkering, and experiments, campers will learn about and experience the Science of Sound.

Piper 2: Coding with Piper

Monday-Wednesday, August 6-8, 10:30 am – 1 pm
*(includes **SummerFOOD&FUN!** lunch daily)*

*(Pre-requisite: Piper 1 Computer Hardware Crafting experience from 2017 STEAM Club or Summer Camp or 2018 **SummerQUEST Camp**.)*

Campers experienced in the use of the Piper Computer Kit and PiperCraft game will take their learning to new levels in the **SummerQUEST Camp** Piper 2: Coding with Piper. Through the use of PiperCode, campers will gain experience coding and programing electronics as they create physical electronic games. PiperCode uses Blockly by Google, a drag & drop coding programming language that enables kids to modify and change how their electronics work on the RaspberryPi. After learning PiperCode, people can easily transition from Blockly to more advanced Python text-based programming.