



Maker Space Kit Idea Sheet

1-inch Button-Maker

CONTENTS: Punch for cutting out circles, button-maker, button pieces (mylar tops, button shells, colets, and pins), instructions and CD with designs.



OPTIONAL: You can also make earrings, magnets, ponytail holders, keychains, and more, but you need to purchase the supplies separately from American Button Machines: <https://www.americanbuttonmachines.com/collections/button-supplies-1>

DESCRIPTION: Make tiny buttons! Use the punch to cut out pictures, slogans, pretty paper, or other things, and make them into buttons to wear.

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?

4-H club, Girl or Boy Scouts, your Teen volunteers?

Active Programming:

- Bring the button-maker to conferences, open houses, the county fair, or any other place where you have a booth. You can let people make their own buttons (with library or book related themes or not!).
- Use fingerprints and a stamp pad to make fingerprint creatures for buttons. You can even make fingerprint Pokemon characters.
- You can use magazines, old calendars, or create your own templates. Also look on the included CD for ideas and designs.
- Who doesn't like tiny buttons? This is a great activity for all ages. Since only one person can make a button at a time, it works best as one of many stations—have other activities going on at the same time.

SAFETY WARNING: Pins are sharp. Be careful not to let fingers get pinched when using the button die press or the punch!

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.”](#)