



Welcome to the East Islip Public Library Makerspace

A Makerspace is a natural extension of our library as it provides children with the resources to experiment, explore, create, and produce information in ways that are hands-on and meaningful. As the nature and physical space of our library evolves in the new digital environment, our library is alive with learning.





Our Makerspace will constantly evolve according to the preferences of the parents and children in our community, the abilities of our staff, and the availability of resources. The Makerspace materials range from low-tech to high-tech.

While our Makerspace offers items of interest for children ages 3 and up, most materials are better suited for children of elementary school age. Parents must monitor their children who are using Makerspace materials. Some of the more complex Makerspace items must be checked out by a parent for in-house use under close parental supervision.



Our Makerspace's high-tech resources include Snap Circuits Electronics kits, Ellison Die Machine, Code & Go Robot Mouse, and Squishy Circuits.

In addition, our existing iPads have been updated with ScratchJr, a coding app for ages 5 – 8.



Children have a lot of fun as they learn from playing games, so we offer games which emphasize making and spatial learning.



They include U-Build Sorry, Knock Your Blocks Off, TILT, Topple, No Stress Chess, Rush Hour, and Mummy's Treasure.



Building materials include not only the ever popular LEGOs and K'nex, but more unusual ones: Keva Planks and GLOUE Magnetic Building Blocks.

Children can use our Rainbow Looms and Potholder Looms to create bracelets and potholders. They can also use our sewing machine and button maker to make more items to take home. Low-tech art items include dry erase boards, markers, yarn, glue, scissors, crayons, paper and more.



Preschoolers can play games geared to their age level, including Feed the Kitty and Coo Coo the Clown. We have educational games, art activities, and building toys for young children.



A note to parents:

"If at first you don't succeed, try, try, again." As tempting as it is to step in to do the project for your child, he or she will learn so much more by doing it on their own.

