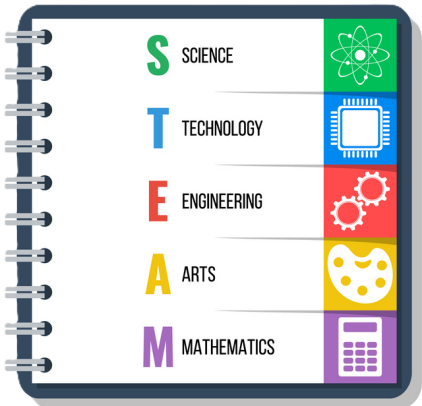


# Stories and updates from Drew Lauderdale, Science Coordinator

This Wednesday I got the amazing opportunity to spend some time with the Westgate Library community and show them how to make their own choose-your-own-adventure game. Some of our students made games from stories they already know, and some made games completely out of the blue! We used HTML, CSS and one student used JavaScript (to program a clickable button that made an unsavory noise) to construct our stories and we used empathetic design techniques to test our games with one another. I couldn't pick a favorite, but I do remember dragons, dragon ball Z, a story about a zebra and lots and lots of excited laughter while these students built, tested and iterated for two hours and begged for more. Looking forward to implementing more coding activities in the months to come with STEAM Programs at the Albuquerque Public Library, made possible in part by support from the Albuquerque Library Foundation.

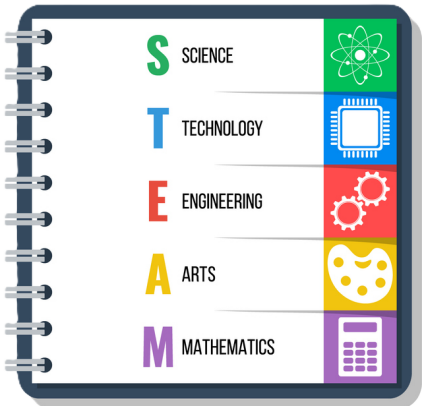
Today we celebrated 50 years of active literacy in Albuquerque with the birthday of our Main Branch! STEAM Programs set up a table alongside community members to put on a "doodlebots" activity for kids (and adults) there to party with us as we ring in half a century with this amazing building. Kids were able to make and iterate bots, powered by motors they hooked up themselves, which shudder around the table and doodle with legs or appendages made of markers. We had so many creative designs and I was able to meet and share our programs with families from all over Albuquerque. Watching the spark of discovery in young learners' eyes tells me we have years and years of library appreciation ahead of us, and I can't wait to see these kids back at more STEAM Programs at Albuquerque Public Library, made possible by support from The Albuquerque Public Library Foundation.



We had so much fun at Cherry Hills this Tuesday Night with some of our curious regulars practicing math, design and artistic skill making stop motion movies! Learners came ready to jump into action making flip books, collaborative short films, and their own productions using Stop Motion Studio and the magic of dry erase markers. Take a look at just a few of the films they made during this two hour program with STEAM at Albuquerque Public Libraries.

Today we made pocket-sized solar system maps to promote a weekend of Star Wars-Themed activities at Lomas Tramway. Students came in and made their maps, noting the proportional distances between our planets and their orientation around our sun. Students used art, science and design to create scrolls of paper which when laid out display what objects we could find around our sun, in what order, and how far they were from each other. Hoping to see them all on Saturday for some fun, sci-fi activities and challenges with STEAM Programs at Albuquerque Public Library, made possible with support from The Albuquerque Public Library Foundation.

I had so much fun this Thursday at our South Broadway Library, where I got to spend quality time with staff and 7 of our eager participants building and using Battlebots! Students were able to make battle chassis for a robotic ball, which they controlled to “fight” in our arena. Students tested and iterated their bots to 1) drive in a straight line (an underrated skill) 2) demolish a test balloon with sharp additions to their chassis and 3) face each other (and staff) in an all-out battle royal in the arena! We decorated our bots as well, and everyone got a chance to explain each design decision before the match. With each program we get more and more repeats, I’m hoping that we get these students more and more tied in to engineering and tech programs, because they were startlingly good at making battlebots out of the gate. I say this to say I did make a bot, and I didn’t even last 2 minutes in the arena before I was out of the game. Looking forward to more fast and exciting fun making bots with STEAM Programs at the Albuquerque Public Library made possible with support from The Albuquerque Public Library Foundation.





Well I didn't have to wait long to see our Battlebot kids again, because this Thursday at our South Valley branch, the staff have put together a three day coding and technology camp which attracted some of the very same students we've seen before. Importantly this means that they were trained, primed, and ready for battle! We built chassis to perform various competitive tasks that fit on top of robotic balls, which the students controlled either with an RC function, or even fully autonomously with code. Contestants faced off in the area three different times, iterating their chassis each time to fit the competition and cooled down in the courtyard with some brain-restoring mega-structure building with our Geodowels program. With each program I can see our students growing more creative and confident in their own abilities, and I hope to see them more in the upcoming year at our STEAM Programs here at Albuquerque Public Library, made possible with support from The Albuquerque Public Library Foundation.



Yum Yum! Today some of our regular students came in for another bot-making activity at South Broadway. This time we made hungry hungry hippo bots to collect marbles and stash them away in a team-v-team arena competition. This fight was full contact, but our bots held up as students used a new set of skills and design principals to make bots that could scoop, hold, move and collect marbles. Staff and students participated, and they gave us a run for our money as the battle was a dead-heat until the last 30 seconds, when our students pulled ahead by one marble (my bot was, of course, disabled half-way through the game). These kids are getting better. I'm looking forward to bringing my game (and some new students who don't know as well how to make bots) to more STEAM Programs here at Albuquerque Public Library, made possible with support from The Albuquerque Public Library Foundation.

