



Title: Maker Mondays Volunteer

Description: This position will work within the Makerspace and Teen Services departments to assist staff with leading group projects, organizing material, and managing participants. The majority of the work in this position involves communicating with staff and patrons, assisting with Makerspace equipment, and cleaning and maintaining the facility. This volunteer must demonstrate conflict resolution skills, good customer service, proper communication with youth, a willingness to learn new technology, and a passion for making. This person must adhere to the Makerspace policies and procedures. Also, this volunteer must exhibit positive and inclusive behavior with staff and participants.

Contact: Elizabeth Hujar, Coordinator of Volunteer Services: volunteercoordinator@tcpl.org or 607-272-4557, ext. 226

Supervisor: Joah, Youth Services Library Assistant: jtang@tcpl.org or 607-272-4557, ext. 286

Job duties:

- Set up tables and project material
- Teach tutorials and help with crafts
- Communicate in a friendly and inclusive manner with staff and participants
- Help clean up and re-organize materials
- Settle conflict between players

Requirements:

- The ability and desire to lead activities for youth
- Passions for technology, recreation, and making
- Group and individual communication skills
- Willingness to learn new equipment and technology

Notes: These volunteers work in a noisy and sociable environment. They should use proper language and behavior for working among youth. Volunteers do not need to have expertise in 3D printing or laser cutting; training will be provided.

List of Technology:

- Makerbot 3D Printer
- Flashforge 3D Printer
- Epilog Laser Cutter
- Pfaff Embroidery Machine and Embird Software
- Cricut Cutter
- Mat Board Cutter
- Adobe products, including Illustrator and Photoshop
- Singer Sewing Machines

Impact of your service with the Maker Mondays program:

Between 10 and 15 teens attend Maker Mondays each week. The maker program provides a non-judgmental atmosphere for these participants to play, create, and socialize. We encourage all of our participants to use inclusive communication and creative ingenuity to create a better library experience.