

Nillumbik Youth Maker Lab

INFORMATION SHEET

About the Program

The Nillumbik Youth Maker Lab is a creative afterschool program for young people aged 10 to 18, to drop in, hang out, meet new people and take part in free activities within a supported environment.

The Youth Maker Lab provides an opportunity for young people to make use of the facilities and equipment at the Banyule Nillumbik Tech School, and leverage the expertise available for their own projects outside of school hours. It will offer mentoring facilitated by trained mentors in areas such as:

- Programming
- 3D printing
- digital design
- gaming
- cardboard prototyping
- microcontrollers

Who is the program run by?

Nillumbik Youth Maker Lab is a pilot program of the Youth Development Team at Nillumbik Shire Council and supported by the Banyule Nillumbik Tech School and Melbourne Polytechnic.

Participants

Any young person aged 10 to 18 who lives in and around the Nillumbik local government area.

Program dates / times

The program will commence Term 2 2020 and will run on Tuesday's between 3.30pm – 6pm during school terms as per the below schedule.

Term 2 dates

21st April – 23 June (10 weeks)

Term 3 dates

21st July – 15 September (9 weeks)

Term 4 dates

13 October – 24 November (7 weeks)

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Location

Banyule Nillumbik Tech School, 61 Civic Drive Greensborough VIC 3088

Getting there

Driving: Parking is available on campus. Parents will be welcome to stay during the program and will have access to the kitchen for tea/coffee facilities while they wait.

Transport: Students can take PTV Buses 343 and 901 to Civic Drive from the Greensborough train station.

Bookings

Students will be required to commit for a whole term to reserve their spot in the program. Registration will be open up to 4 weeks prior to the term commencing and will be taken on a first come basis until spots are filled.

Registrations available at: <https://www.nillumbikyouth.vic.gov.au/>

Given the anticipated interest in the program, participants can only sign up to participate in the Nillumbik Youth Maker Program for one Term in the year, unless additional spaces become available due to the program not booking out prior to commencing. If this occurs, all previous participating students will be notified and provided an opportunity to register.

Cancellations

This program can only accept up to 30 students at any one time and participants will be asked to commit to attending for the full term.

If you have registered for the program but can no longer participate, please notify staff asap so your space in the program can be offered to someone else.

If you fail to show for 3 consecutive weeks in a row your spot will be forfeited and be offered to the next person on the waitlist. If there are special circumstances that need to be considered please contact Council staff to discuss your situation further.

Waitlist

A waitlist will be set up for any participants who miss out on registering for the Term. This will also be taken on a first come basis and a place will be offered to the next in line if there is a cancellation within the program. Participants on the waitlist will be given 3 days to respond and register or the spot will be offered to the next person on the wait list.

All participants on the waiting list will be given first preference for booking into the following term.

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Staff

A minimum of three trained staff members will be rostered on each week throughout the program. Staff will provide mentoring to the participants to support them to work on their own project throughout their involvement in the program.

Projects

The Nillumbik Youth Maker Lab will provide a space where students in the community can make use of the facilities and tech equipment at the Banyule Nillumbik Tech School, and leverage the expertise available from staff to work on their own individual project (or a group project) outside of school hours.

Participants are encouraged to have a think about the type of project they may be interested in working on before arriving, however if you are unsure of what is available or what you may be interested in, staff can help guide you to something that may be of interest in your first few weeks.

Example of projects you may be interested in working on throughout the Term include:

- **Digitally designed jewellery** – Use Adobe Illustrator, laser cutter and UV printer to create personalised earrings, brooches, or pendant necklaces
- **Wearable technology** – Combine conductive materials, fabrics and micro:controllers to design personalised technology that you can wear
- **Digital embroidery** – Design patterns or logos and sew them onto clothing, tea towels or a selection of fabrics
- **Vinyl cutter** – Digitally design labels, logos and stickers which can be fixed to smooth surfaces
- **Garment printing** – Create colourful digital designs and transfer onto clothing and other fabrics
- **Film making** – Utilise animation software, the green screen to create projection art or a short film
- **Electronic music** – Create music with a variety of digital technology available on site
- **Micro controllers** – Tinker with sensors and microcontrollers such as Micro:bit, Circuit Playground Express, Grove and Arduino to create solutions for your world, bedroom door alarm, toys, home gardening and other small home projects
- **3D design** – Use Computer Aided Design (CAD) to create 3D designs and models
- **Game design** – Program a game & controller and create a console

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CODE OF CONDUCT

1. Participants must obey all lawful instructions from the maker space Manager and Mentors such as (but not limited to) all reasonable instructions, directions and procedures relating to health and safety in operation at the premise.
2. Participants must not consume alcohol, use illegal substances, or smoke cigarettes whilst participating in the maker space in any capacity.
3. If a participant fails to attend the maker lab for three consecutive weeks their spot will be forfeited and offered to first person on the wait list.
4. Once registered with the Nillumbik Youth Maker Lab, participants must not depart from the Maker Lab without the approval of the Manager or Mentor.
5. Participants are representing their school, family, organisation or business and Nillumbik. No disrepute should be brought to either of the above. Behaviour befitting a Participant will be required at all times.
6. No disrespect to persons involved in the maker lab will be tolerated under any circumstances
7. If participants have any problems, they are to report them to the maker lab Manager as soon as possible.
8. There is to be:
 - a. Respect for the venue and all property;
 - b. No interference with other people's property;
9. The Participant or their parent(s)/guardian will be liable for any damage or loss caused to Banyule Nillumbik Tech School property and premises resulting from the participants conduct.
10. Once signed in, participants must attend all approved activities unless given permission to do otherwise.
11. All participants are required to sign in on arrival and sign out before leaving the premises
12. Participants agree to wear enclosed footwear and any other stipulated uniform compliance.
13. Participants agree to demonstrate punctuality as required by the Maker Lab Manager.
14. Participants are required to take care of their possessions whilst at the workshop. Nillumbik will not be held liable for any loss or damage to Participants possessions.

Breaches of any Code of Conduct rules may lead to immediate expulsion from the Maker Lab. Should expulsion occur, the Participant or their parent(s)/guardian will be contacted and appropriate travel arrangements will be made. Any and all additional expenses incurred will be the responsibility of the participant's parent(s)/guardian.