

**Makerspace Playbook Site Survey: ReCreate
March 2015**



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what will you make?

CONTACT INFORMATION

Name: Donna Sangwin

Title: Founder/Executive Director

ORGANIZATION

Organization Name: ReCreate

How would you describe your organization type (library, museum, school, community organization, etc.)? Creative Reuse Center

Organization website: <http://www.recreate.org/>

Organization social media links:

Twitter: @reCREATEorg

Facebook.com/recreate.org

Organization news/publicity links:

<http://www.recreate.org/press-for-recreate/>

Location (city, state): Roseville, Calif.

Is your organization rural, urban, or suburban? Suburban

Is your space and/or elements of your programming mobile? Elaborate, if necessary.

We currently have two vehicles with a program called Rolling ReCreate. This is strictly art-based and focused on art from reuse materials, to educate our message of “more art, less waste.”

We are fundraising for a STEAM maker mobile, which will be focused on bringing STEAM hands-on project-based making out to schools and communities.

Target audience(s): Currently elementary students and families in the community. With the next vehicle we’ll include 4th grade through middle school.

Annual budget (indicate if public or not public): \$200K

Access: Is your organization open to public, age restricted (elaborate below), membership-based, free, and/or admission required? Are there specific groups that you serve?

In addition to our school program, which visits over 15,000 students annually, we have our ReCreate Art Center and Reuse Warehouse. Our Art Center is open to the public. Our warehouse is open for “honor shopping”: donate what you can for what you need. We also offer classes (fee-based). We will often take our vehicle out to community events for free hands-on art.

Tell us about your organization. What distinguishes you from others?

We believe art and making should be accessible to everyone. To make that happen, we use non-traditional materials to get creative. Businesses have tons of great “junk.” We use that to inspire creativity.

MAKING AND CORE VALUES

What are some good examples of especially powerful/ ambitious/successful making experiences?

We once made an 8-foot-tall by 12-foot-wide mural from cardboard. It was a collaborative art piece. We are currently making a dinosaur that is about 6 feet tall by 8 feet long to encourage people to reduce their use of single-use plastic items.

Each day we go out in our truck to a school, each child (about 100 per day) makes an art piece from recycled materials—with no instructions! This is powerful. It stretches creativity. For example, a cork might be a leg or a wheel or a jet pack on a robot.

GOALS

What are the goals of the programming and experiences provided?

To encourage creativity and to encourage children to be good stewards to our Earth. To provide a hands-on experience that invites a conversation at home with their parents.

How do your environment, tools, and materials reflect these goals?

Everything is stretched through creative reuse. We spend less than \$3,000 per year on supplies, yet we provide art experiences for about 22,000 kids through our various programs.

How do you know when you've met your goals? What are your metrics of success?

Teachers evaluate our program, and overall, for the last 6 years, our scores are 4.9 out of 5 overall for our program.

What are your plans and hopes for the future of your space and programming?

We hope to add more tools that can focus our materials not just for art but also for science, tech, and engineering.

TOOLS

What are your most frequently used and commonly available tools?

Hot glue guns, scissors, markers, basic art tools

List any special tools that require supervision, training, and/or certification.

Glue guns only used by adults.

What are the favorite tools?

Hot glue gun

MATERIALS

What are some of the most popular and frequently used materials?

Cardboard tubes (as in T.P. tubes), corks, packing material, old computer pieces, buttons, fabric, cardboard, manufacturing by products, sign vinyl

What are some of your most interesting/ unexpected materials?

Various architecture samples

What are the most continually reused materials? Most consumed?

Cardboard tubes, packing material, fabric

Share any specific or general sources for materials.

Local businesses

COLLABORATION

What are some of the institutions and organizations that are sources of inspiration, support and influence?

The Maker Faire is a huge source of inspiration for us!

Describe any local, national, and global partnerships and collaborations.

We collaborate as often as possible. One favorite collaboration was with the California Museum Ikea. Kids made popsicle stick people and the California Museum provided the history. Popsicles were invented in California.

We once made a giant mural from water bottles at the Crocker Museum.

We took the idea of a timed team art competition fundraiser to the Davis Art Center some years back. It ended up getting written up by the James Irvine Foundation as a great way to engage the community in art. We still hold Junk 2 Genius annually.