



February 15th - June 15th, 2019 • Wednesdays & Fridays  
4:00pm "Study Hall," 4:30 -7:30 pm Programming

Open Works' mission is to **make tools, technology and the knowledge to use them accessible to everyone.** This commitment extends to our educational programming as well. You have been chosen for your excitement, talent, and demonstration of commitment to learning and making, so we are so excited to have you participate in our pilot Teen Maker Program.

### Your Instructors



**Program Director & Co-Facilitator**  
**Theresa "Nacho" Montiel (she/hers)**

- BFA in Painting and Drawing  
Associates degree in Digital Arts
- 15 years experience as a Graphic designer and Art Director
- MICA Graduate Student in Community Arts
- Artist in Residence at **Open Works**



**3D Printing**  
**Ayobami Adeyemo**

- Photographer and Artist
- Grade + High School Art Educator
- Technician and instructor at **Open Works**



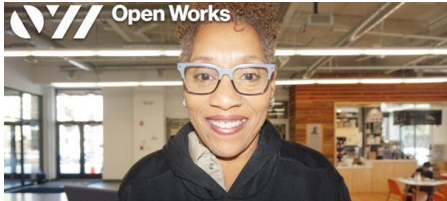
**Woodworking Instructor**  
**Stefano Vellone (he/his)**  
Stefano@OpenWorksBmore.com

- Owner of Vallone Guitars
- Montreal Luthiery School
- Original guitar creation, repair, and maintenance
- Woodshop technician + instructor at **Open Works**



**Metalshop Instructor**  
**Scott "Salsa" Newcomb (he/his)**  
newcomb.scott@gmail.com

- Owner/Artist at Newcomb Works
- Former Research and Development Fabricator at All Power Labs (CA)
- Former Youth Mentor, and Welding Faculty at the Crucible (CA)
- Metalshop instructor at **Open Works**



**Metalshop Technician**  
**Lisa Jones (she/hers)**  
lisa@OpenWorksBmore.com

- Bachelors in Education
- Mindful Analytic Solution Co-Founder
- Artist-Sculptor
- Metalshop technician + instructor at **Open Works**



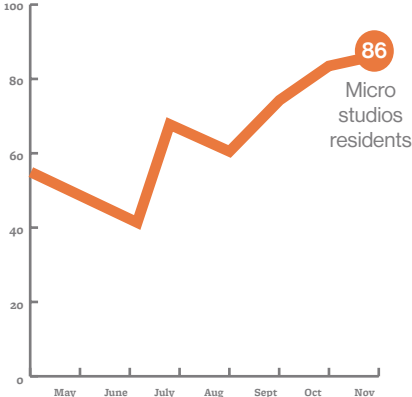
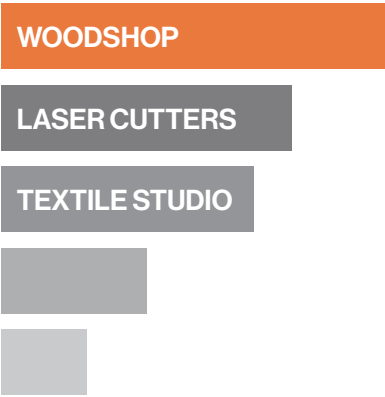
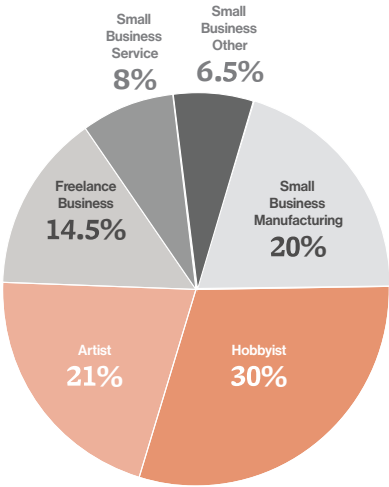
### What is Open Works?

**Open Works** provides access to one of the largest maker-focused work spaces and one of the first makerspaces in an urban environment, right here in Baltimore. This city is full of artists, hackers, micro-manufacturers, inventors, students, teachers, entrepreneurs, and builders and **Open Works** offers a special place where these creatives, makers, and dreamers come together to bring their ideas to life.

At Open Works, you'll get access to nearly a million dollars' worth of state-of-the-art equipment to accelerate your business and/or creative ideas -- making these **tools, technology and the knowledge to use them accessible to everyone**. So because our motto is about "everyone," we do not promote or discriminate against any person, population group, or organization. These include, but are not limited to, race, color, religion, sex, gender expression, physical appearance, language, education background, national origin, age, disability, and veteran status. **Open Works** holds its members, teachers, contractors, visitors, partners, and STUDENTS to the same standard.

### Who is at Open Works?

One of the things we believe is that a makerspace is more a **mindset** than a specific place. **Open Works** has a wonderful tapestry of people of all different types, and simply purchasing a bunch of materials, tools, and equipment would not make a **Open Works** a makerspace. In order for a makerspace to be effective and grow, we have to create an environment (and a mindset) that fosters learning, creativity, **and inclusivity**. Here is just a few details of the people who are contributing to that mindset:



### We all help make it Work

About half of our members identify as an artist and /or hobbyist, while 49% of our members are using the space for a business in some kind... and we are looking to grow our ENTREPRENEUR roster while also with growing the small business that are already housed here.

### What wood you make?

There are 8 wonderful studios, but it seems the top three studios for the current makers are Woods, Lasers, and Textiles. Why is that? Do you have a different interest? What are you most excited to make?

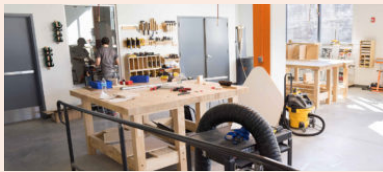
### Micro can be huge

Many of our members even house their businesses here. One micro-studio is only 7x7, but in a community full of like-minded makers which makes collaboration and cross training and education really easy -- you are now apart of this collaborative community.

## What can you learn at **Open Works**?

Open Works is 34,000 square feet of studios that include....

Teen  
*Builders*  
focus



### Wood

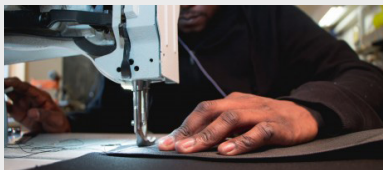
Covering how each machine can help you prepare wood for your projects and which order of operations will give you the best results.



### Metal

Metal fabrication is the building of metal structures by cutting, bending, and assembling processes creating machines, parts, and structures from various raw materials.

other studios you can come back to Open Works for



### Sewing/Textiles

Our cut-and-sew studio is ideal for bags, clothes, even soft sculpture. Industrial sewing machines can handle anything from muslin to denim, and a computerized embroidery machine can output intricate custom designs.



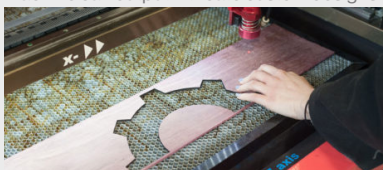
### Electronics

Our electronics shop is the perfect place to build robots, flexible circuits, Arduino projects, or repair broken appliances.



### Computers

We have 16 Dell Precision workstations and X Mac Desktops with...SolidWorks, AutoCAD product suite, Sketchup Pro, Rhino, Adobe Suite, 3D Studio Max, and Microsoft Office.



### Digital Fabrication

Advanced large-format machines that can cut through plywood, plastic, and soft metals with hair-splitting accuracy.



### Digital Media

Our digital media studio can output full-size blueprints, cut-vinyl stickers, + archival-quality photo prints.



### 3D Printing

In an additive process an object is created by laying down successive layers of material until the object is created. Each of these layers can be seen as a thinly sliced horizontal cross-section of the eventual object.

## What are WE going to learn **Teen Builders Program**?

Open Works Teen Builder Program is focused in skill acquisition that will prepare you for both a collegiate or work force future through experience and/or certification in the Open Works studios and classrooms.

### Real World Job Skills, including

- Team Building
- Artistic Collaboration
- Product Prototyping
- Public Speaking
- Gallery Exhibitions

### Open Works Studios

- Metal Shop
- Wood shop

### Making a Maker *in a Makerspace*

- Learning by doing/creating
- Growing to be comfortable with failing/failure
- Opportunity to progress
- Sharing your creation/new knowledge with other
- **Growing the community of makers**

Certifications can be earned for the woodshop studio with 20 hours of INCIDENT FREE logged studio time. **How do you log your time?** You will be logging your attendance and studio time at the front desk via your MindBody account that you created during orientation. So make it a priority to check in with the front desk each day before class so that you can log your hours. On top of Open Works' **Safety Regulations**, we will be concepting a **Code of Conduct** as a cohort that we will all agree to, both set of rules need to be abided by to stay "incident free."

## By the end of the **Teen Makers Unite**

Upon completion of the program, you will have experienced

- Up to 84 (or more) hours in two Open Works studios
- Best practices and techniques in the metal shop and woodshop, respectively
- Writing/designing your own visual presentation
- Presenting in front of peers/mentors about your projects
- (Possibly) achieved certification(s) in one or more of Open Works studios, allowing independent access to maker's studios for future making/designing
- Built a team of fellow team makers
- Expanded your knowledge and vocabulary in "making" artistry, and **making** art.

## Maker Vocabulary & Values

- **Making** - learning by doing or creating
- **Maker** - someone who creates and shares
- **Makerspace** - a place to design and create
- **Maker Movement** - growing community of makers, often centered around new technologies
- **Exploration** - Participants are encouraged to explore materials, technology tools and equipment, and new methods of problem solving through their projects/work
- **Collaboration** - Makerspaces are a place to share tools, share space, share ideas, and share expertise - allow opportunities to do all these things
- **Core Values of a Makerspace**  
Makerspace(s) allow people...
  - » freedom to experiment
  - » to feel comfortable with failing
  - » the opportunity to progress and iterate
- **What is the Purpose of a Makerspace?**
  - » offer inspiration
  - » provide shared access to supplies and equipment
  - » are cooperative / collaborative
  - » Teach skill(s) that improve and grow businesses
- **TMEP Ownership**
  - » Ownership of learning
  - » Ownership of the product / project
  - » All participants should be able to describe their project in detail and what they learned in the process
- **Also remember to bring...**
  - » Perseverance
  - » Grit / Determination
  - » Comfort with the Unknown
  - » Creativity
  - » Productivity

## PROGRAMMING SCHEDULE\*

FEBRUARY	Friday	2/15	ORIENTATION
	Wednesday	2/20	<b>SECTION 1</b>
	Friday	2/22	
	Wednesday	2/27	
MARCH	Friday	3/1	
	Wednesday	3/6	
	Friday	3/8	
	Wednesday	3/13	
	Friday	3/15	
	Wednesday	3/20	
	Friday	3/22	
	Wednesday	3/27	
	Friday	3/29	
APRIL	Wednesday	4/3	
	Friday	4/5	Last day in studio
	Wednesday	4/10	Presentation Prep
	Friday	4/12	<b>SECTION CRITIQUE</b>
<b>SPRING BREAK</b> April 15- 19th - NO PROGRAMMING			
APRIL	Wednesday	4/24	<b>SECTION 2</b>
	Friday	4/26	
MAY	Friday	5/1	
	Wednesday	5/3	
	Friday	5/8	
	Wednesday	5/10	
	Friday	5/15	
	Wednesday	5/17	
	Friday	5/22	
	Wednesday	5/24	
	Friday	5/29	
	Wednesday	5/31	
JUNE	Wednesday	6/5	
	Friday	6/7	Last day in studio
	Wednesday	6/12	Presentation Prep
	Friday	6/14	<b>SECTION CRITIQUE</b>



# Teen Builders - diverse, but similar

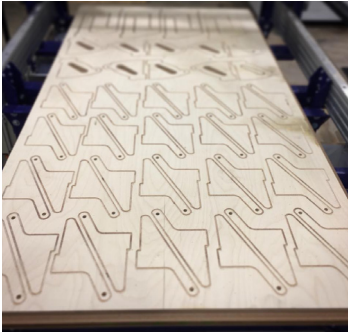
**We are Baltimoreans**  
 Baltimore is home to 620,000 people across a city that is about 16 miles long and 10 miles wide -- that encompasses close to 300 different neighborhoods.

Open Works joins a thriving DIY and maker community that include a dozen other maker-spaces around the city. But Open Works is different as it also one of the largest independent non-profit spaces in the U.S...and being apart of TMEP we get to count YOU as amongst this continually growing collective.

**We're in the same place**  
 This entire cohort are all teenagers -- we all are dealing with rapid mental and physical development, along with the transition to being an adult and all the skill acquisition that comes with that...so even though you may be from different places, go to different schools, or be graduating at different times, you are all growing together.

**We are all Makers**  
 We recruited you from many different organizations, schools, and communities...but we are all MAKING in the same CHARMING city, Baltimore. So don't let what high school or part of town you live in limit your ability to MAKING a new friend.

**We all have culture**  
 We all identify with a race, a country, a culture and we all need to recognize, respect, and even stay open minded to what that means -- it is different for each individual. WE have to MAKE makers spaces SAFE spaces for everyone.



# Teen *Builder* Values

- **Stay yourself**- we need your unique creativity
- **Be mature** - You are in an adult space, and I will treat you like adults. If you have questions if something is appropriate as an instructor(s) before you say or do. **Golden Rule applies.**
- **Respect eachother's interest(s)**- we all like different things, and we may all not know or like it, but we need to stay respectful and stay positive.
- **Respect eachother's persons/projects/objects** - It is REQUIRED to **ask** for permission to touch a Cre8ors body, belongings, hair or projects. Please wait for confirmation if they are ok with the physical touch or if it is ok to pick up.
- **Empower eachother** - Stay positive while encouraging eachother.
- **Offer Compliment Sandwiches** - If you have a critique, ask the person if they would like feedback first: *"I have a critique about your project, would you like to hear it?"*  
  
*If they accept*, offer a "compliment sandwich"  
-- something you *like* about it, the thing you see that needs improved upon/you have concerns about, then a positive thing you see they learned or achieved.
- **Stay curious** - Even if you think you know something really well, stay curious about what you can learn from this programming and/or the current instructor(s).
- **Collaborate** - Makerspaces are a place to share tools, share space, share ideas, and share expertise - allow opportunities to do all these things -- TOGETHER!
- **Follow the safety rules set by the studio**- Safety information will be gone over in each studio, along with handouts for you to refer back to.
- **Have fun**- learning and making should be fun!
- **You ARE Teen Makers...**
  - » persevere and try hard
  - » are creative and unique
  - » empower others and lead by example
  - » **ARE BUILDERS!**

## Things that can affect your certifications

- **Tardies + Absences** - if you are not on time for certification and safety day instruction(s), you will not receive your certification quiz OR your certification for that section, or possibly multiple sections. Programming starts promptly at 4:30pm.
  - Tardy = 4:15pm
  - 2 Tardies = 1 absence
  - **3 UNEXCUSED absences = DISMISSAL FROM TEEN BUILDERS**
- **Excessive talking** - if you are interrupting a lot of or distracting others during instruction, you are not listening. If you are not listening you may be missing important and valuable safety information. Same goes for cell phone use. **NO CELL PHONES IN THE STUDIOS**
- **Appropriate Clothing** - Make sure to bring clothes or dress on programming days in clothes that are acceptable for that shop. No open toed shoes, loose/hanging clothing, & long hair needs to be tied back.
- **No food or drink in the studio** - Do not bring your snacks or drinks into the working studios, eating is restricted to the lobby or classroom.
- **Disrespect for machines or staff** - Both REQUIRE your attention and focus.
- **Damage to machines or projects** - Again, both REQUIRE respect and be handled respectfully. If either Open Works or a fellow TMEP project or property is damaged or stolen, you may not receive your certification or could be released from the program.
- **Immaturity and/or disrespect** - This goes for machines, instructors, and your fellow makers. **Empowerment and respect is required by all**, if not received, we can refuse your certifications and/or remove you from the program.
- **ZERO TOLERANCE** on personal violence or use of gender, racial, ethnic, or sexual slurs.

# We are *Builders*

I have read, understand and agree to abide by the rules that are stated in the Teen Builder Values + Open Works Handbooks and agree to abide by the safety standards for all Open Works Studios. I understand I am committing with both my time and respect and if I do not comply with these rules I may be asked to leave the studio for the day /duration of the program.

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Aniya Chase

---

Camron Haye

---

D'Shawn "Kay" Holland

---

Destiny "Foxy" Bennett

---

Jalon Dixson

---

Jerome Savage II

---

Kennedi Nelson

---

Liam Brennan-Samele

---

Reginald "Tim" Crawford

---

Remeirrez "Remy" Johnson

---

Tyler Paige

---

Zishae Riley

As instructors, we commit to learning along with you and push ourselves to our own growth edges. We promise to always give you input and or instruction that is for your benefit and growth. We will also strive to honor your needs as participants, while keeping you physically (and emotionally and intellectually, when necessary) safe in this makerspace.



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Theresa "Nacho" Montiel

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Ayo Adeyemo

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Scott "Salsa" Newcomb

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Stefano Vellone



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**SECTION CRITIQUES:** Parents, *guardians*, siblings, *friends*, and **any other support peeps** are invited to come to the Teen Builder Presentations - 4:30-7:30pm