

## SUMMER 2021

### BBB Receives New NSF ITEST Award!

BBB has received a new 4-year [NSF ITEST award](#)! This funding will allow us to study, in collaboration with our partners, the influences of a longer-term, empathy-driven engineering experience on teens' perceptions of engineering and STEM careers. It will also support the testing and improvement of student-designed products, as interns work to refine products from early prototype to final product.

We'll be sharing more about our next steps at the BBB Virtual Conference in September!



### BBB Virtual Conference September 13 - 14, 2021

Join us for our first Virtual Conference! We're inviting new and returning partners to a virtual conference for sharing ideas and learning best practices around accessibility and universal design. Learn about tools and models for working in partnership with community members who are blind or visually impaired, teaching STEM and maker skills, and building empathy.

New educator partners that register by August 27 will receive a BBB kit to support implementation at their school or Maker site (while supplies last).

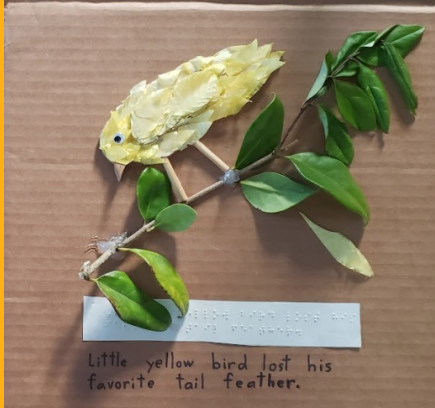
The virtual conference will be held Monday, September 13 - Tuesday, September 14, 2021. All sessions will be conducted via Zoom. Participation is FREE, but registration is required.

[Learn More and Register for the Conference!](#)

## BBB Partner Highlights

### STEAM & Service Learning

With a BBB small grant, Helen Gee led her middle school students at St. Thomas the Apostle School in a series of workshops using craft materials and TinkerCad to create tactile enhancements for favorite



children's books. As part of their [STEAM and service learning class](#), students completed units on empathy, understanding visual impairments, and braille. The school will be donating 31 board books to the [Blind Babies Foundation](#) in California!



### Students in Action

Librarian Chelsea Sims recorded her students working on their Build a Better Book projects at South East Junior High. The videos are part of a Digital Learning series produced by the Grant Wood Area Education Agency in Cedar Rapids, Iowa. Visit the [SEJH YouTube channel](#) to discover tactile activities and view their multilingual tactile alphabet project.



### Professional Development Tools

We've added new content to help you plan your BBB programs! Check out new resources on Lesson Plans, Creating Tactile Graphics, and Sound with Makey Makey on the [Resources page](#). We've also added new ideas to the [Design Gallery](#). Look for *The Going to Bed Book* by Sandra Boynton, *Perfect* by Suzanne Wyld, and a Hex Marble Run Game and Tactile DNA from Mountain Lakes Public Library.



### Family Connections

The Build a Better Book team and local University of Colorado intern, Anna Nguyen have been refining prototypes of early literacy board books and sending them to participant families for testing. So far, [Max the Mouse](#), written and designed by tactile artist Ann Cunningham, has been a big hit. The book features pages printed on task board and attached by puzzle cutouts with a moveable mouse. We continue to work on a beach-themed counting book, opposites, and weather book.

## Upcoming Events

### Make: Education Forum September 24 - 25, 2021

Join Stacey Forsyth and Kat Penzkover at the [Make: Education Forum Virtual Event](#) on September 24-25, 2021. In their presentation on *Empathy Driven Engineering in School & Library Makerspaces*, they will provide an overview of the Build a Better Book project and share examples of how K-12 teachers,

WE'RE PRESENTING:



BUILD A  
BETTER  
BOOK:

EMPATHY-DRIVEN  
ENGINEERING IN  
SCHOOL & LIBRARY  
MAKERSPACES

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& KAT PENZKOVER

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librarians and others have incorporated BBB projects into their Makerspace practice.

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