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| Key Partners Local Hackspace  Universities  Community groups  Education institutions  Afterschool clubs | Key Activities 3D printing  Electronics including Arduino and MaKey MaKey  Wearable technologies  Introductory programming | Value Propositions Providing engaging and creative digital literacy training in the library for different age groups  Provide access and support for emerging technologies | Customer Relationships Public workshops  Supervised access sessions | Customer Segments Families with young children who are interested in tech or improving their digital literacy  Individual hobbyists and craft makers  Local business owners |
| Key Resources Tools and equipment  Workspace  Website and promotional materials  Volunteer programme | Channels Pop up events  Set workshop schedule in half-term |
| Cost Structure  * Equipment purchase * Equipment repair and maintenance * Instructors * Administration * Marketing | | Revenue Streams Classes and workshops  Special events with partner organisations  Grants  Core budget | | |