



Public Places and Services

Note-taking: library makerspaces | Cambridge IGCSE ESL 0510/0511

1. Lead-in discussion

Talk with a partner before you read.

1. What public services do teenagers use in your area?
2. Why might a library offer more than books?
3. What equipment could help people learn practical skills?
4. Should makerspaces be free for young people?

Exercise 3 at a glance

In this activity, you will read one factual text and complete notes using information from the text. In the exam, this task is usually worth 7 marks. This practice version includes extra notes to help you build confidence. Use short words or phrases from the text, not your own ideas.

2. Read for overall understanding

Read the text. What is the purpose of a library makerspace?

Library Makerspaces

Some modern libraries include makerspaces: rooms where people use equipment to create, repair or design things. A makerspace may have sewing machines, 3D printers, craft tools or simple electronics kits. The purpose is to give people access to equipment, skills and creative projects that they may not be able to afford at home.

Young people often use makerspaces for school projects. They might design a model building, print a replacement part or make a poster for a community event. Staff do not complete the project for them. Instead, they show users how to plan a design, choose suitable materials and solve problems when the first attempt fails.

Safety rules are important. Users may need to book equipment, wear protective glasses or complete a short training session before using certain tools. Libraries also set time limits so that expensive equipment can be shared fairly. If a project uses public images, staff may remind students to check copyright rules.

Makerspaces can change how people see the library. It becomes a place for practical learning, not only quiet reading. Some adults attend sessions to repair clothes, while teenagers may learn digital design or teamwork. The challenge is cost: libraries need trained staff, reliable machines and money for replacement materials.

Makerspaces are sometimes used for community projects. A group might design signs for a local event, repair costumes for a school play or create simple objects for a charity sale. These projects give users a reason to practise accuracy and patience. If something goes wrong, they learn to adjust the design rather than throw it away. This makes the makerspace useful for creativity, problem-solving and confidence.

For teenagers, the attraction is often the chance to make something real. A digital design on a screen becomes more exciting when it turns into an object they can hold, test or improve. This practical result can motivate students who do not always enjoy written work.

Booking systems can make the space fairer. If one group uses a 3D printer all afternoon, other users may not get a chance. Clear time slots help the library share popular equipment and keep projects moving.

The space may also attract adults who want to learn alongside teenagers. This mix of ages can make the library feel more like a shared community service.

3. Strategy focus

Sort equipment, skills and rules

This type of text includes objects, actions and safety rules. Put each note under the correct heading.

4. Practice note-taking task

Complete the notes using information from the text. Use short words or phrases from the text. Do not add your own ideas.

Notes	Write short answers
Equipment in makerspaces	- - -
What staff teach users	- - -
Safety and sharing rules	- - -
Challenges for libraries	- - -

5. Vocabulary notebook

Underline five useful words or phrases from the text. Check their meaning, then record them in your vocabulary notebook.

6. Follow-up tasks

1. Discussion: Which makerspace tool would be most useful for students?
2. Strategy: Choose three answers and explain why each answer is more useful than copying the whole sentence.
3. Writing: Write a short proposal for a makerspace activity.
4. Vocabulary: Circle words and phrases connected to public services, technology and creativity.

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2. Read for overall understanding

Suggested answer: to give people access to equipment, skills and creative projects.

4. Practice note-taking task

Equipment in makerspaces

- sewing machines
- 3D printers
- simple electronics kits

What staff teach users

- plan a design
- choose suitable materials
- solve problems

Safety and sharing rules

- wear protective glasses
- complete a short training session
- time limits

Challenges for libraries

- trained staff
- reliable machines
- replacement materials

Notes for checking

This is an extended practice version of the IGCSE ESL note-taking task. The live exam normally has fewer marks, but this version includes extra notes to build confidence and selection skills.

Accept short phrases that keep the same meaning.

Learners should avoid copying a whole sentence if a shorter note answers the heading.

Some answers need more than one or two words, especially when the key detail is a phrase.