MAKERS IN COMMUNITY ORGANIZATIONS

Session Objectives

1. To inform participants about the importance of making for children of all ages.
2. To introduce participants to a variety of activities which foster critical thinking and creativity and to present new tools, technologies, and materials that can be used in community organization settings.
3. To share information and resources on how to get started with making.

WHY...

MAKING?

LEARNING THROUGH DOING

CONSUMER → PRODUCER

NOVEL APPLICATIONS OF TECHNOLOGIES

OPEN SOURCE &
FREELY SHARED

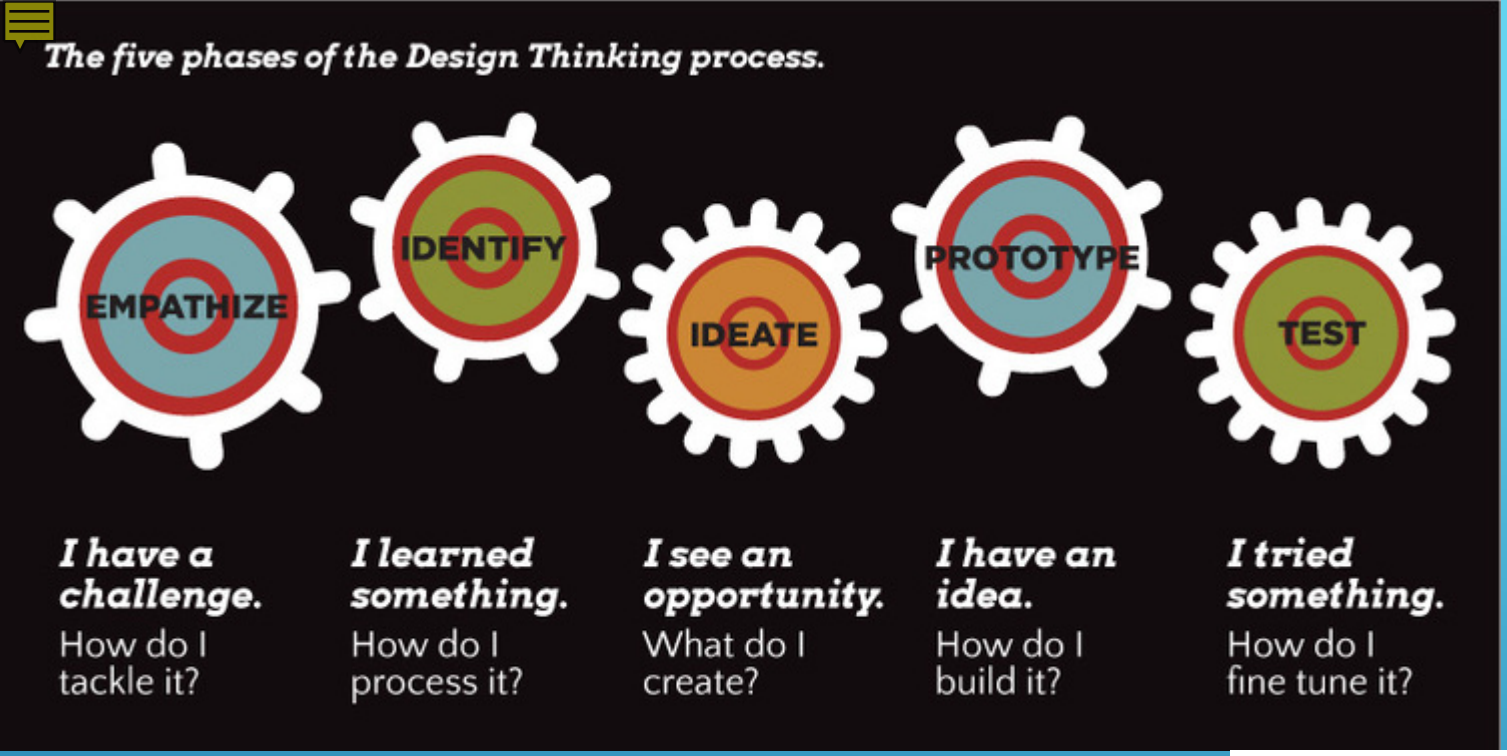
PEER-LED & SHARED LEARNING

Activity	Hands-on	Social	Technology-infused	Innovation-driven	Leisure pursuit	Project-based learning
Making	always	always	always	yes	sometimes	always
DIY	always	sometimes	sometimes	sometimes	sometimes	sometimes
Crafting	always	sometimes	rarely	rarely	always	rarely

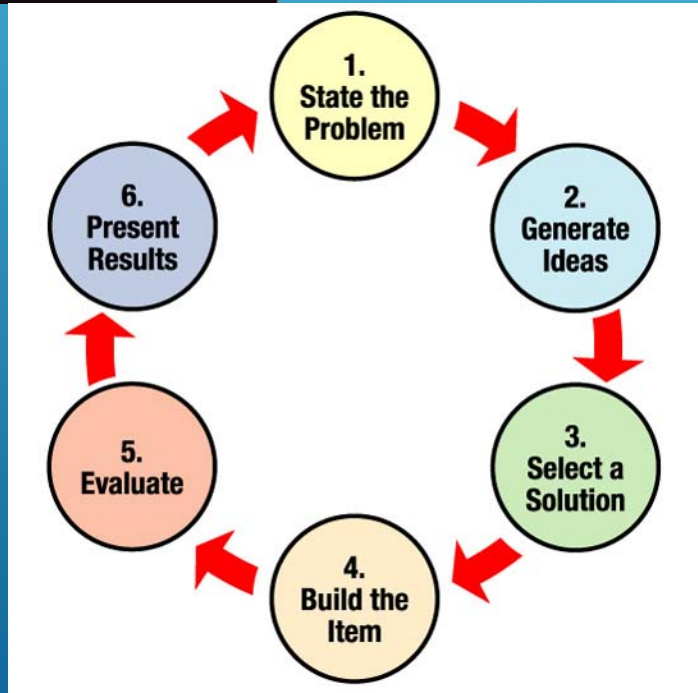
WHAT IS MAKING?

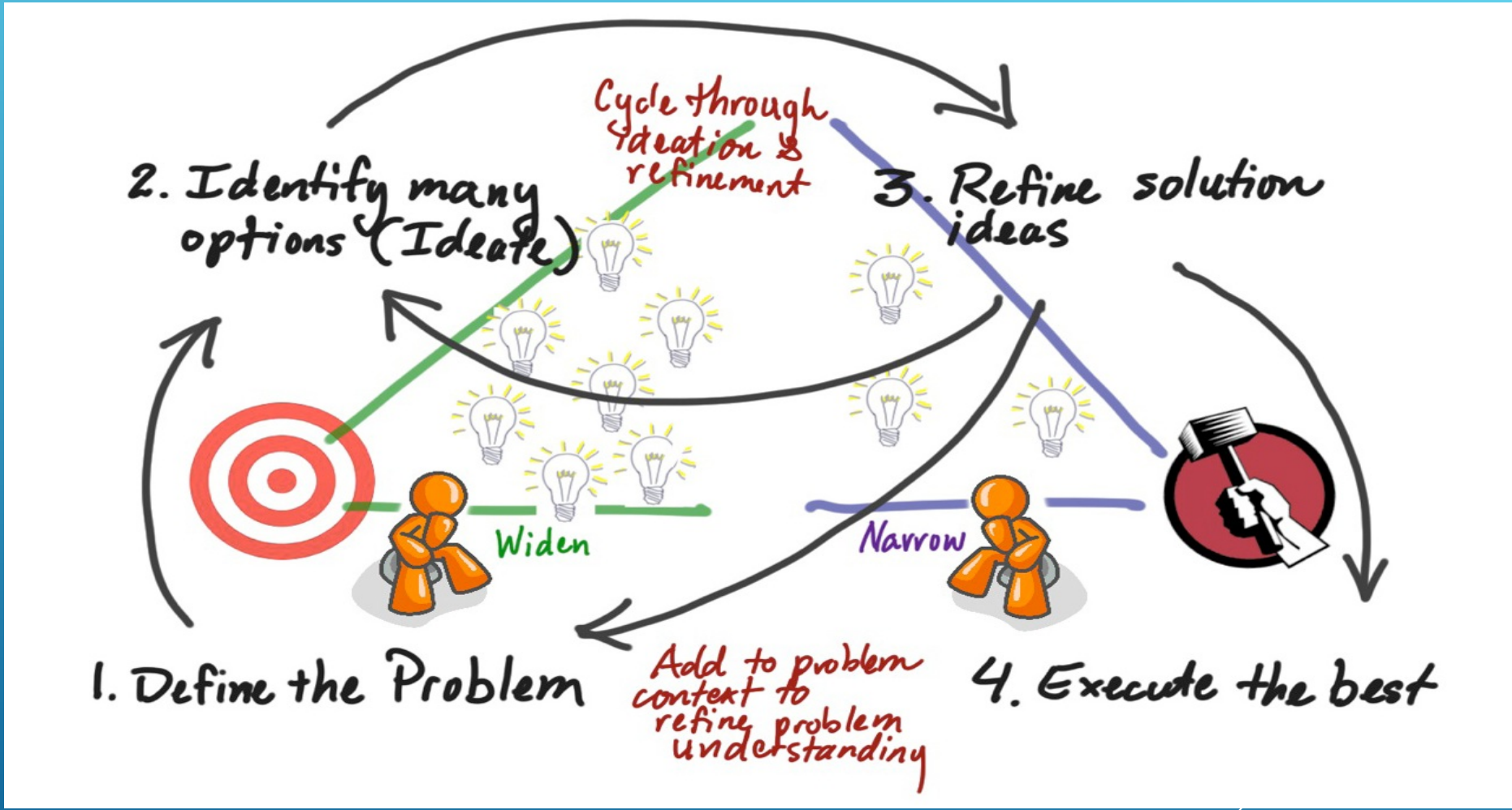
WHY…

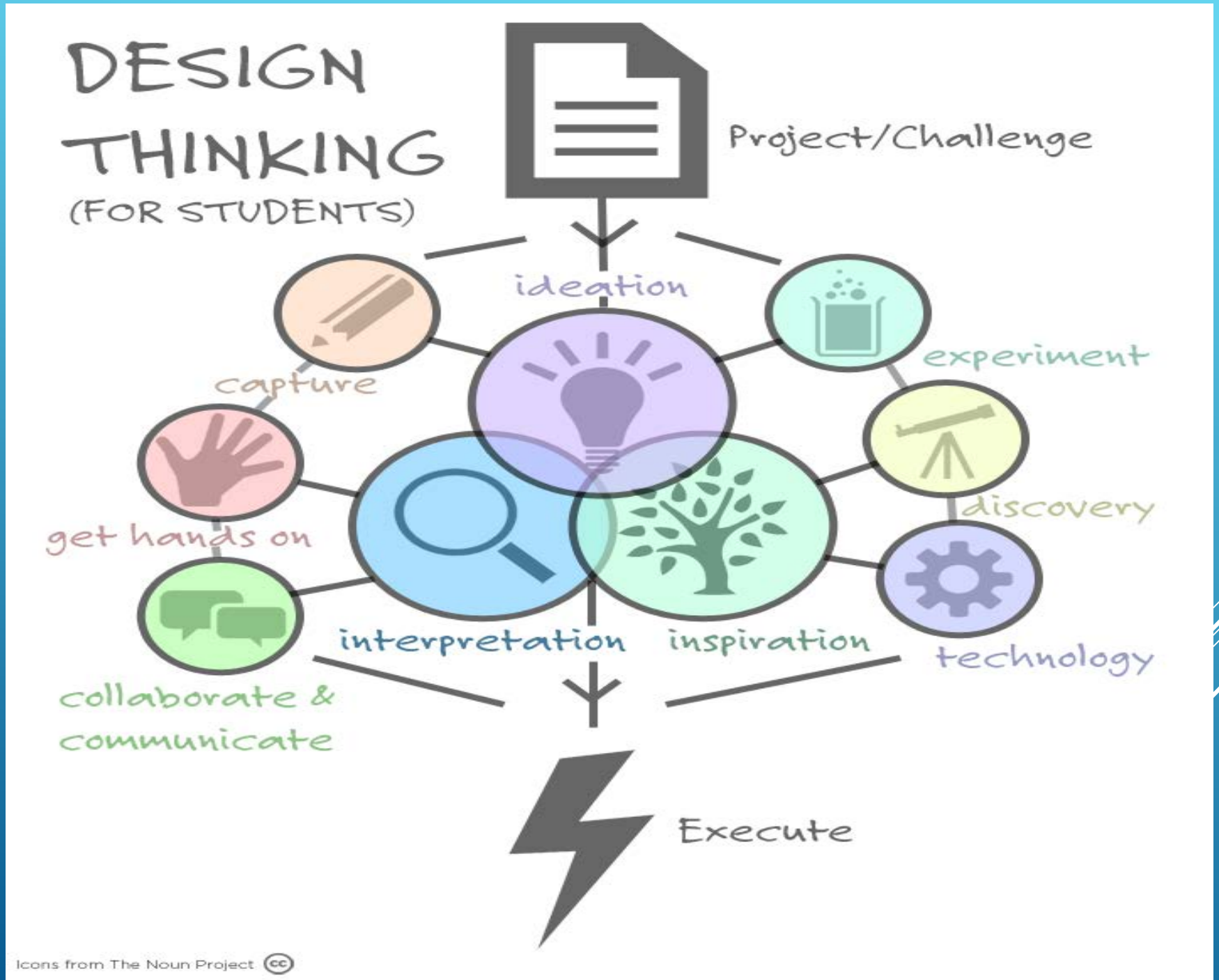
COMMUNITY ORGANIZATIONS?



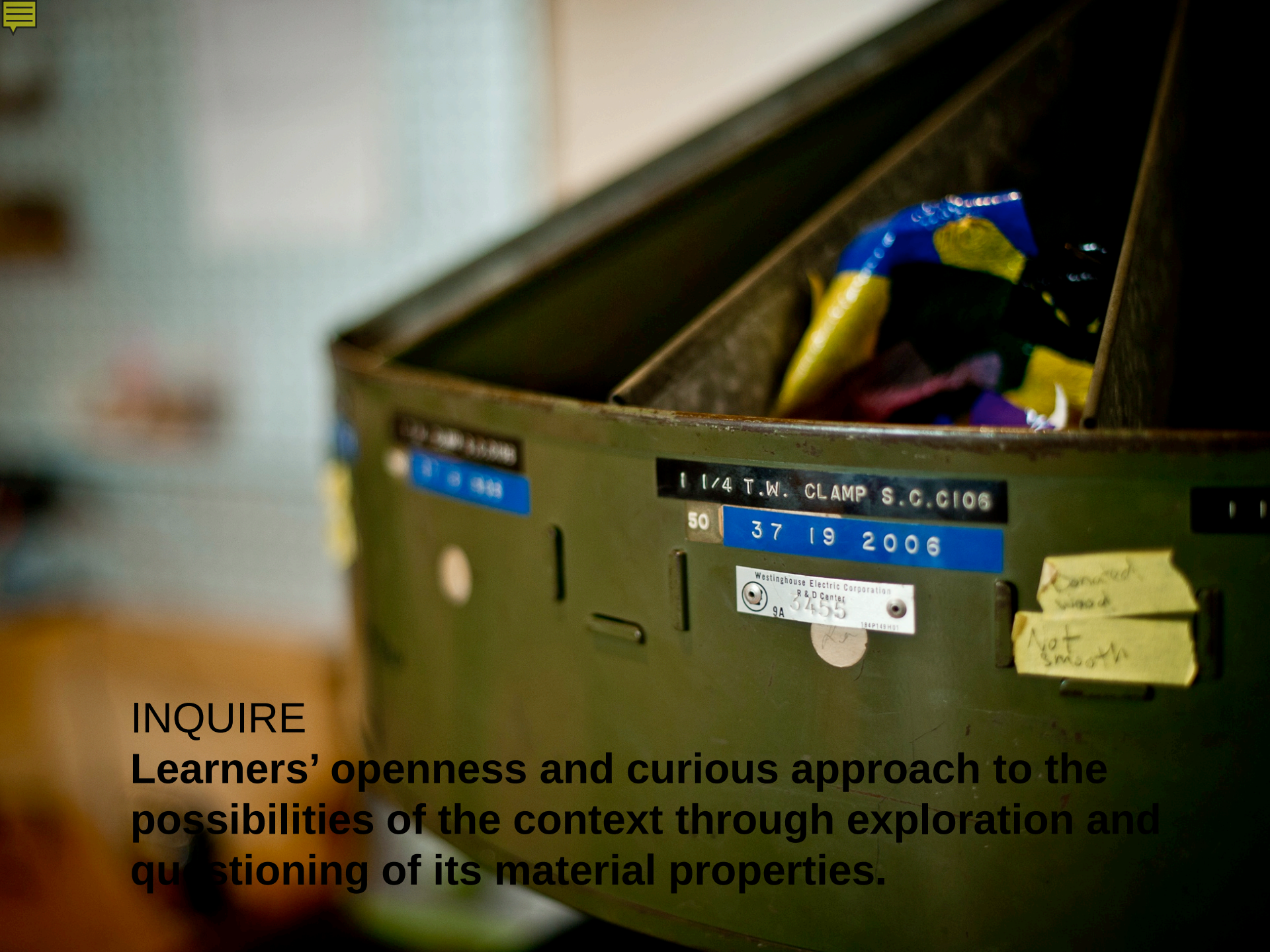
Design Thinking is integral to making




Cycle through ideation & refinement
2. Identify many options (Ideate)
3. Refine solution ideas
Widen
Narrow
1. Define the Problem
Add to problem context to refine problem understanding
4. Execute the best


DESIGN THINKING
(FOR STUDENTS)
Project/Challenge
ideation
capture
experiment
get hands on
discovery
interpretation
inspiration
technology
collaborate & communicate
Execute
Icons from The Noun Project

MAKESHOP Learning Practice	Practice Description
Inquire	Learners' openness and curious approach to the possibilities of the context through exploration and questioning of its material properties.
Tinker	Learners' purposeful play, testing, risk taking, and evaluation of the properties of materials, tools and processes.
Seek & Share Resources	Learners' identification, pursuit/recruitment and sharing of expertise with others; includes collaboration and recognition of one's own not-knowing and desire to learn.
Hack & Repurpose	Learners harnessing and salvaging of materials, tools and processes to modify, enhance, or create a new product or process; includes disassociating object property from familiar use.
Express Intention	Learners' discovery, evolution and refinement of personal identity and interest areas through determination of short and long term goals; includes learners' responsive choice, negotiation, and pursuit of goals alone and with others.
Develop Fluency	Learners' development of comfort and competence with diverse tools, materials, and processes; developing craft.
Simplify to Complexify	Learners' demonstration of understanding of materials and processes by connecting and combining component elements to make new meaning.



INQUIRE

Learners’ openness and curious approach to the possibilities of the context through exploration and questioning of its material properties.

TINKER

Learners’ purposeful play, testing, risk taking, and evaluation of the properties of materials, tools and processes.

SEEK & SHARE RESOURCES

Learners' identification, pursuit, recruitment and sharing of expertise with others; includes collaboration and recognition of one's own not-knowing and desire to learn.

HACK & REPURPOSE

Learners harnessing and salvaging of materials, tools and processes to modify, enhance, or create a new product or process; includes disassociating object property from familiar use.

EXPRESS INTENTION

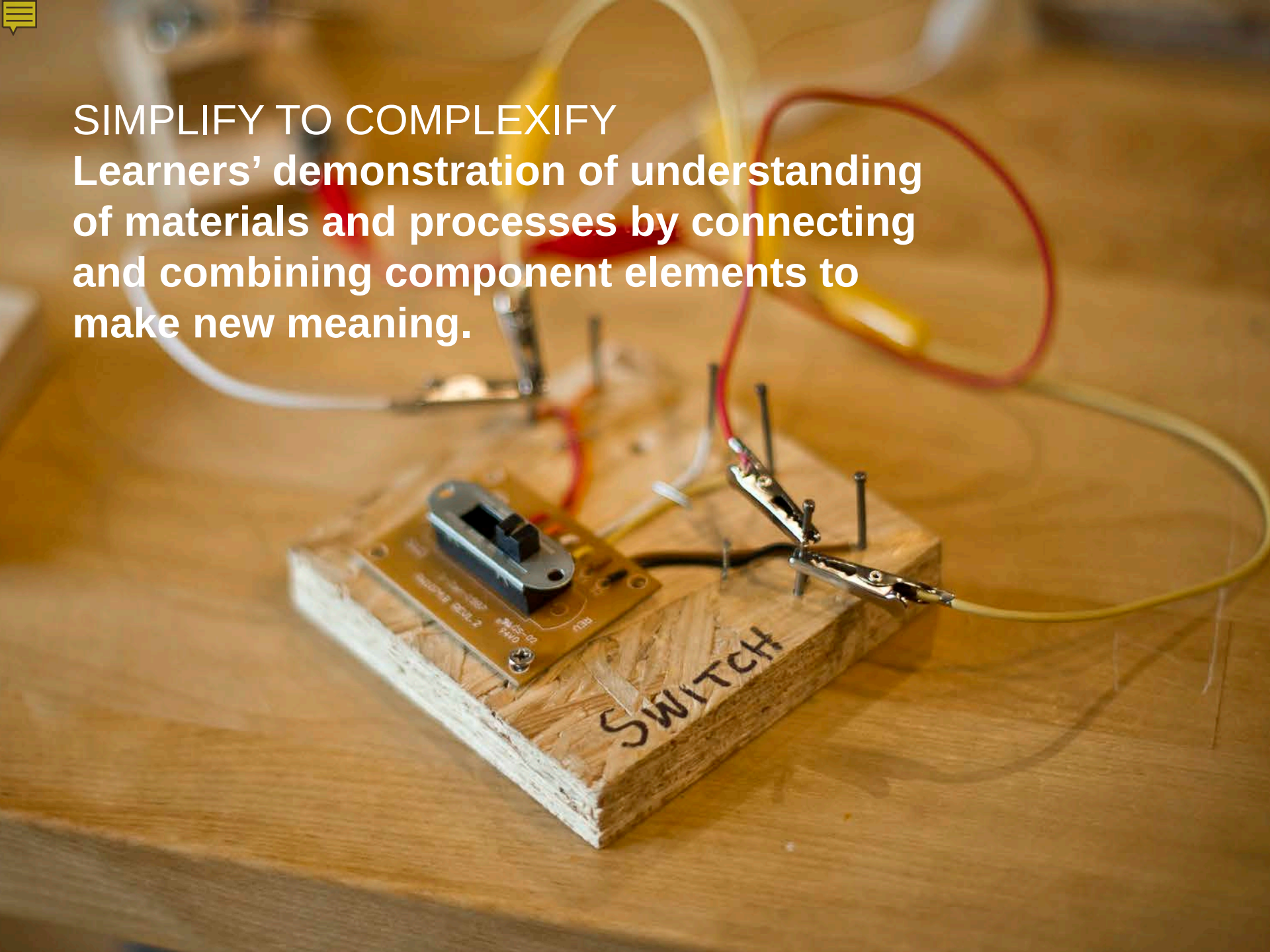
Learners' discovery, evolution and refinement of personal identity and interest areas through determination of short and long term goals; includes learners' responsive choice, negotiation, and pursuit of goals alone and with others.

DEVELOP FLUENCY

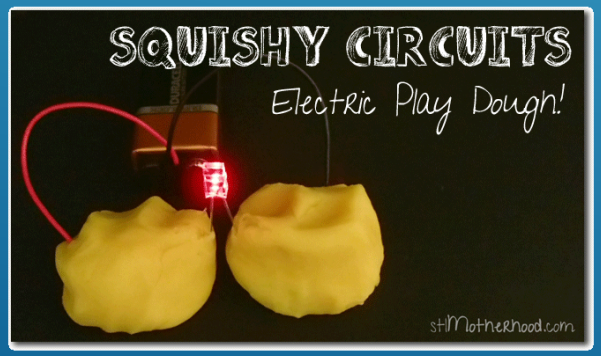
Learners' development of comfort and competence with diverse tools, materials, and processes; developing craft.

SIMPLIFY TO COMPLEXIFY

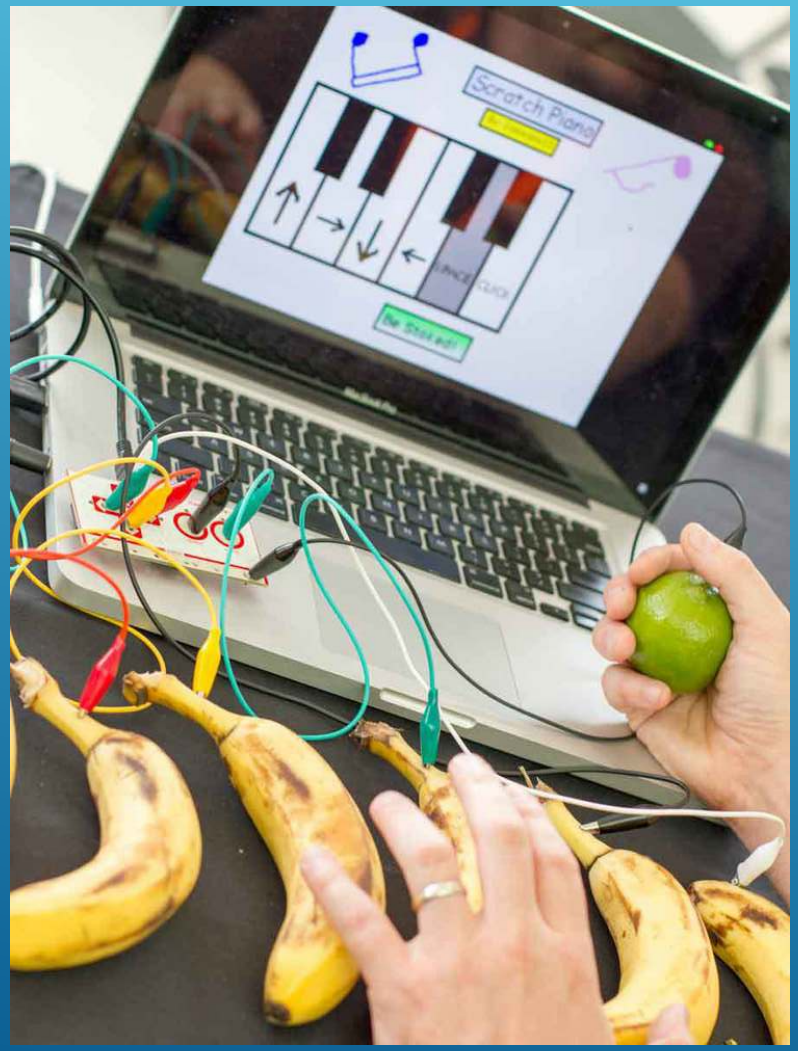
Learners' demonstration of understanding of materials and processes by connecting and combining component elements to make new meaning.

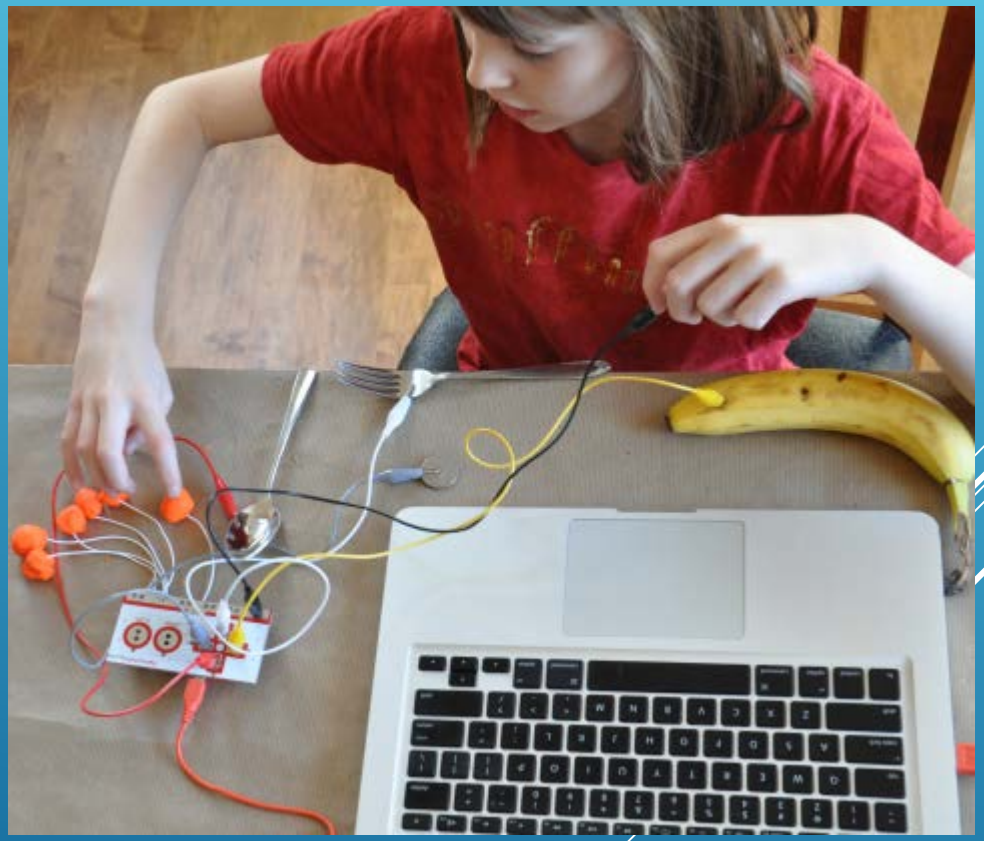


SQUISHY CIRCUITS FUN

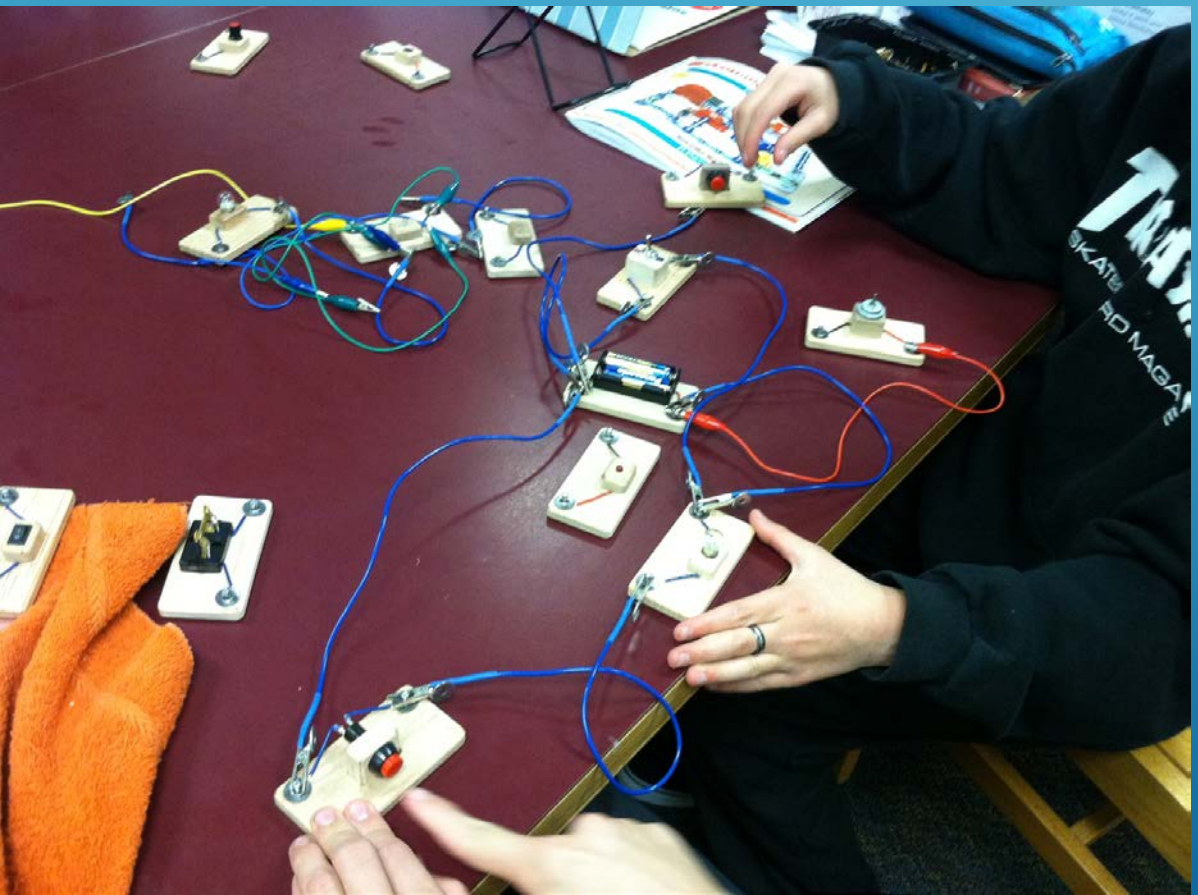


MAKEY MAKEY MAYHEM





CIRCUIT BLOCK COLLABORATION



THOUGHTS?

WHAT HAVE WE LEARNED?

Making activities engage all ages

It is easier than many staff thought!

Fosters collaboration among patrons

IT'S FUN!

...(And when kids are having fun, they are most open to learning!)

Helps build new partnerships

Making can happen ANYWHERE!

Can be VERY cost effective!

WHAT WILL YOU MAKE?