



Maker *MOVE*ment



IS MAKER AN **IDEA** OR A DESTINATION?

David A Stubbs II, Cultural Shift



1893 Horace Mann School For the Deaf Miss Fuller and her Class AH Folsom Boston Public Library

21st Century



AH Folsom Boston Public Library

21st Century



AH Folsom Boston Public Library

21st Century

Future-Proofing

- **Provide Diversity**
- **Create Simplicity**
- **Reduce Ownership**
- **Reduce Impact of Adult Space**
- **Provide Untethered & Transparent Technology**
- **Leverage Facilitation**
- **Deliver Environments that Permit Choice**
- **Demonstrate Sustainability**

Lessons Learned

“If I can figure out how to allow kids to come to school and be Happy, to feel comfortable in their own skin and feel at Home....I don't know how to do it any better.” Michael Hall

Design

We Define MAKER by What it Enables

Definition

- A makerspace is a place to be creative.
- An opportunity to explore common and uncommon tools
- Users often teach each other

WHAT IS A MAKER?



Many makerspaces revolve around and house technology tools.

- 3D printers
- Soldering irons
- Laser cutters

FIRST THOUGHTS

Perhaps if we institute agile solutions that will permit Maker to be whatever we want, when we want it and wherever we want it... we can then begin to Create a **MakerCulture**

Create a MakerCulture in Lieu of a MakerSpace





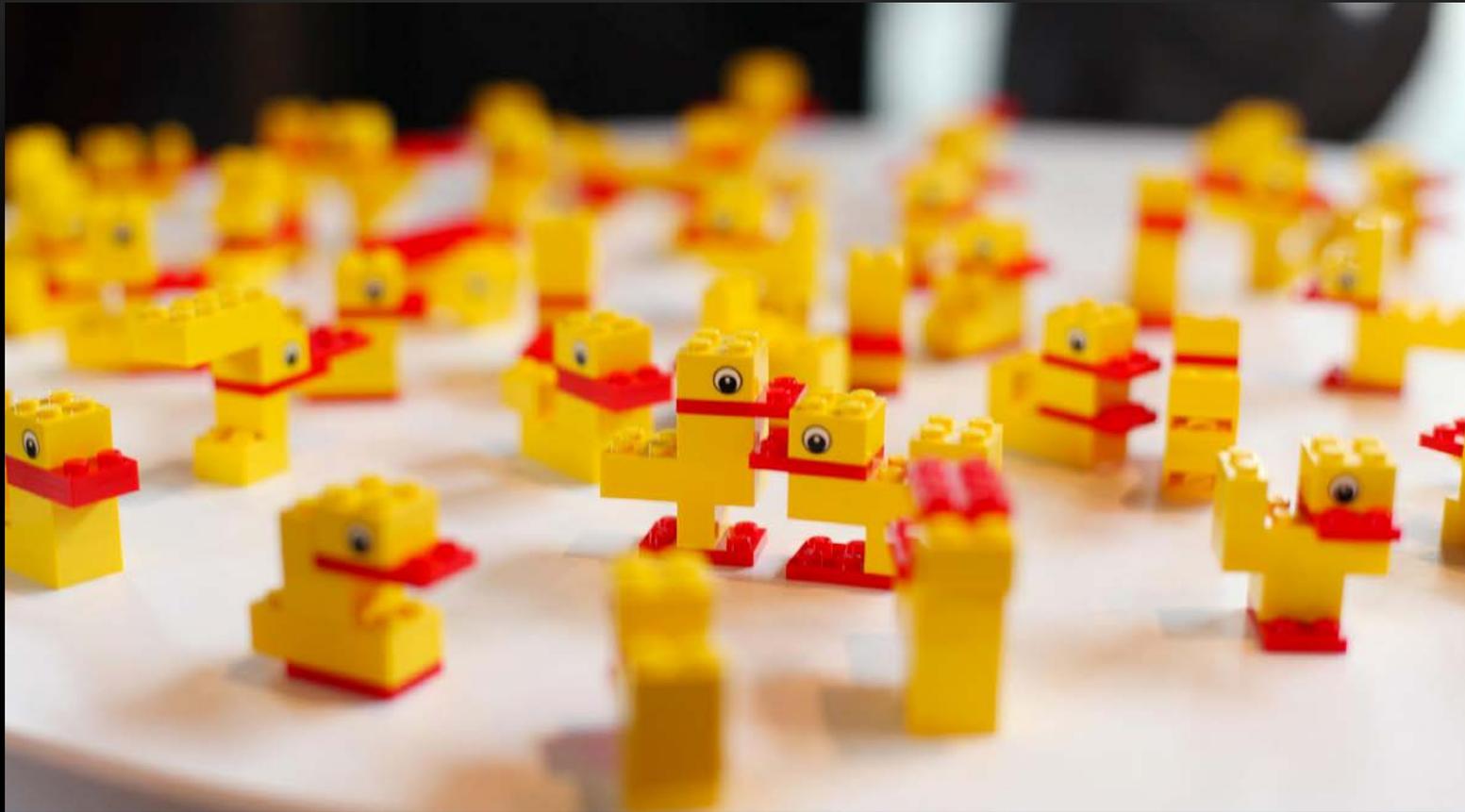
Aliens



Why?



Duck, Duck, Maker



Solutions

- Worked alone
- Worked collaboratively
- Learned from each other
- Were creative
- Had fun



Make

Connect

Imagine

Design

YOU ARE A “DUCK” MAKER

Maker Concepts tend to Interweave with Current Pedagogy

Invention

Collaborative

Creation

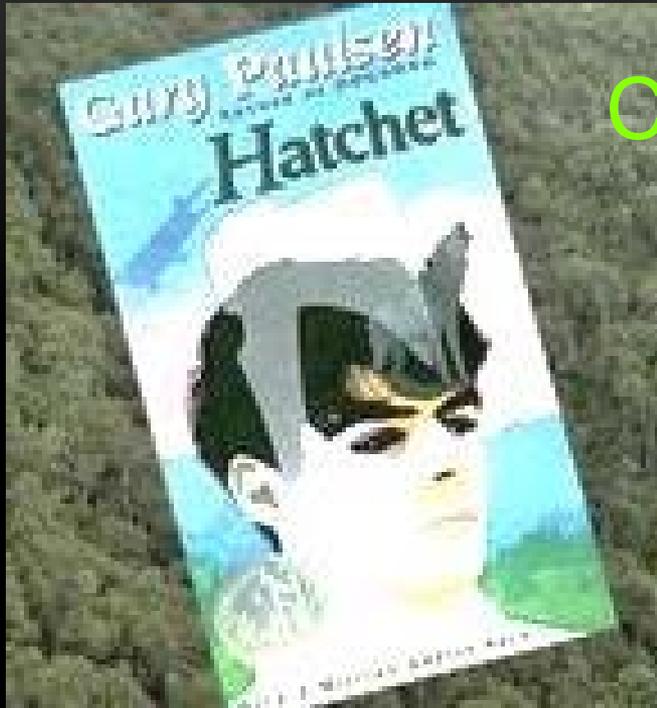
Peer Learning

Experimental Play

Inquiry

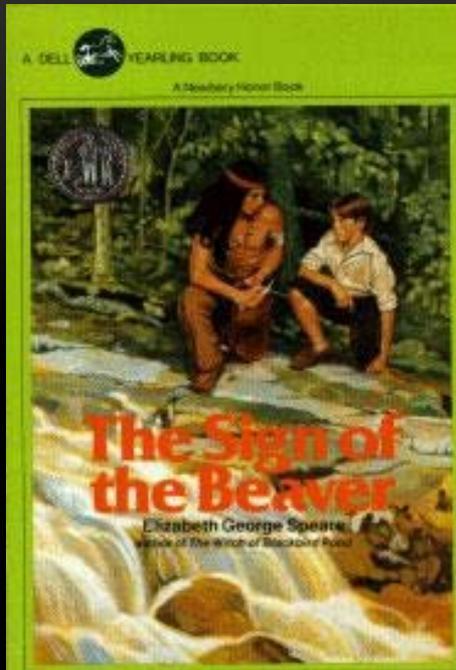
Hands On

PBL



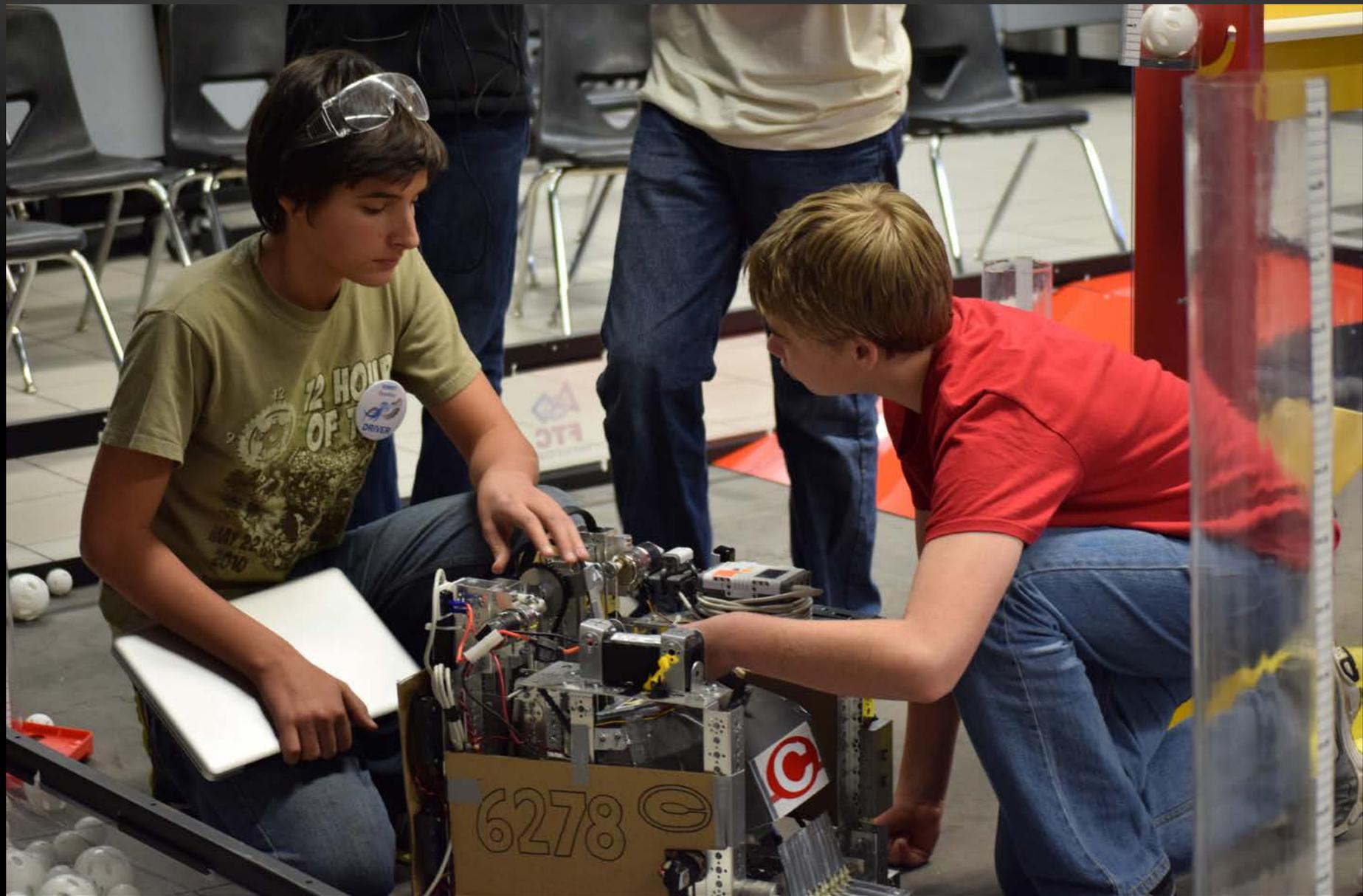
CONTENT INTEGRATION

APPLICATION OF A MAKER CULTURE



CONTENT INTEGRATION

APPLICATION OF A MAKER CULTURE



Qball



The Throwable
Microphone

Qball



The Throwable
Microphone







PHOENIX MUSEUM OF HISTORY

Imagine.

Connect.

Connect.

Imagine.

1
ZONE

2
ZONE

CONNECT COMMONS





SCIENCE ON **WHEELS**



CONSIDER MAKER AS AN **IDEA** NOT A DESTINATION

Disconnect



Problems or Concerns?

**SORRY WE'RE
FULL**

Try Again Next Year

A MAKER SPACE HAS A CAPACITY





NOW WHAT?



CHARLOTTE
lab
SCHOOL

Maker Lab



146

WE NEED A
DIFFERENT LENS



Lessons Learned

A SET OF GUIDING PRINCIPLES WAS CREATED

- 1. Change the Environment
 - **2. Reduce the Clutter**
 - 3. Integrate Untethered and Transparent Technology
 - 4. Respond to Multiple Learning and Teaching Styles
 - 5. Develop Mobility
 - 6. Create Adaptable, Flexible and Recoverable Tools
 - 7. Design Multi-Functional Tools
 - 8. Create Fun, Inviting and Engaging Environments
-



FOR THE BUREAU
Please include:
1. Paper & Ink of Various
2. 'Glad' bags
3. 'Clorox' 'Wipes' and
4. 'Newspaper'

Thank you
for your
contribution
to the
Bureau's
operational
needs.

2910P 2910P
Cormatic

2910P
Cormatic

Green pens



GEORGE

Hobby

Painters





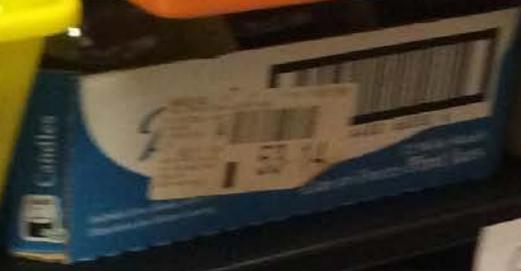
projects

SMALL
LOWE'S
NEVER STOP
IMPROVING

projects



Makee



Glass

Misc. →

Nails







Have a great day
and don't get anywhere else
without it in a bag!
Try Garden of Eatin'
Pretzel
www.gardenofeatin.com

DIGITAL
COURTESY

Software interface on laptop screen

KASSIAN X
A BRYAN COLLEGE

Empty





STOP CHECKING BOXES



Maker **MOVEMENT**



A Bee Culture...



A Maker Culture



Maker Bees







Hive



Bee Handler Enrichment

Bee Hive



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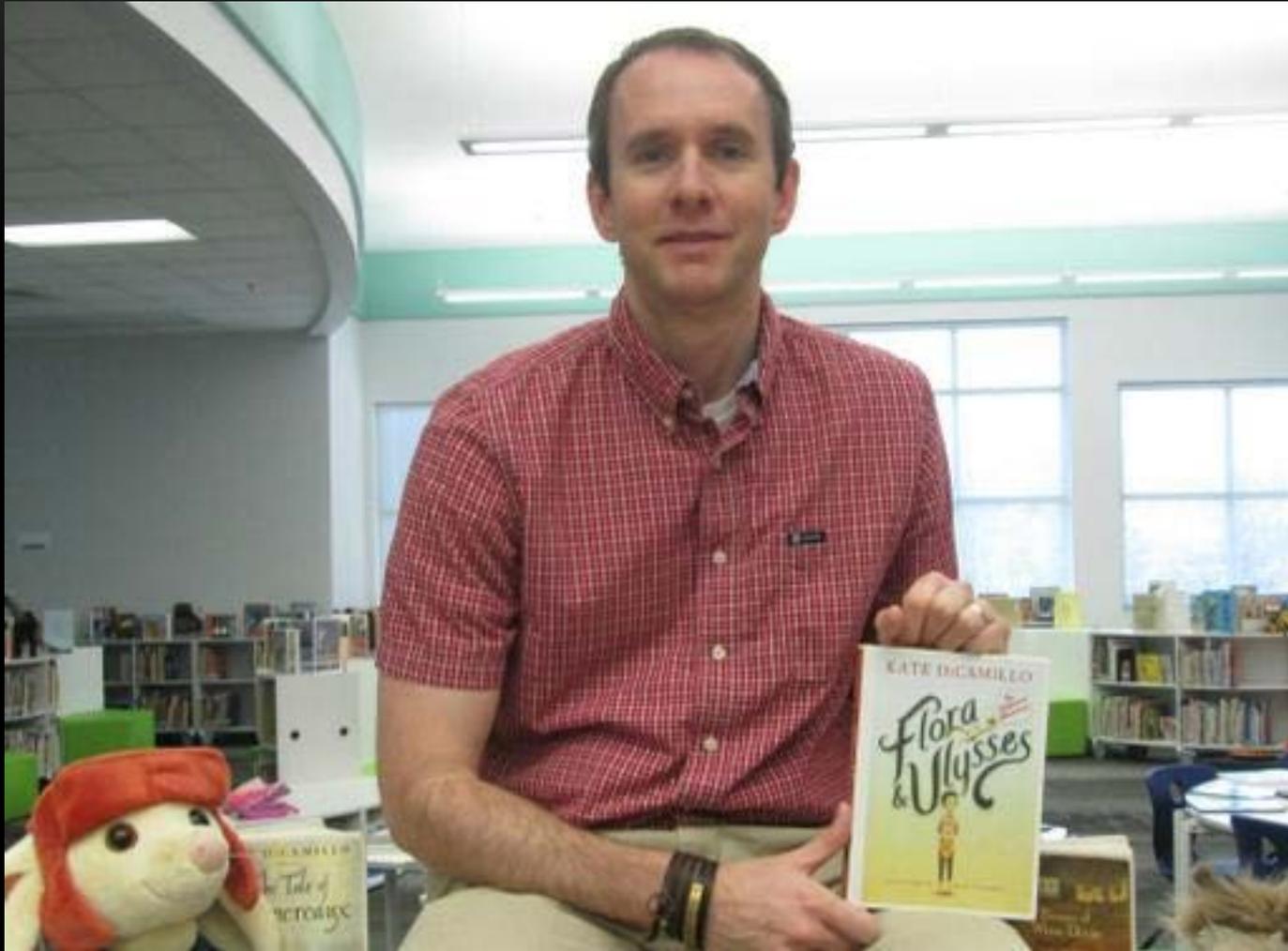


Queen Bee a.k.a. Hive Manager

Diana Rendina Renovated Learning

Champions

www.expectmiraculous.com



Andy Plemmons







CHANGE IS A PROCESS NOT AN EVENT



In Making, Failure is Learning

MakerCulture

**Maybe the Idea is NOT to put a
MakerSPACE in Every School,
Perhaps the Idea is to Put Children in
Environments That Bring Out The
Maker in Them.**



Bee Innovative, Bee Creative...

A MakerCulture

Cultural-Shift



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@CulturalShift



Rae Ann Fox
Director of programs
arizona science center

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MakerCuture