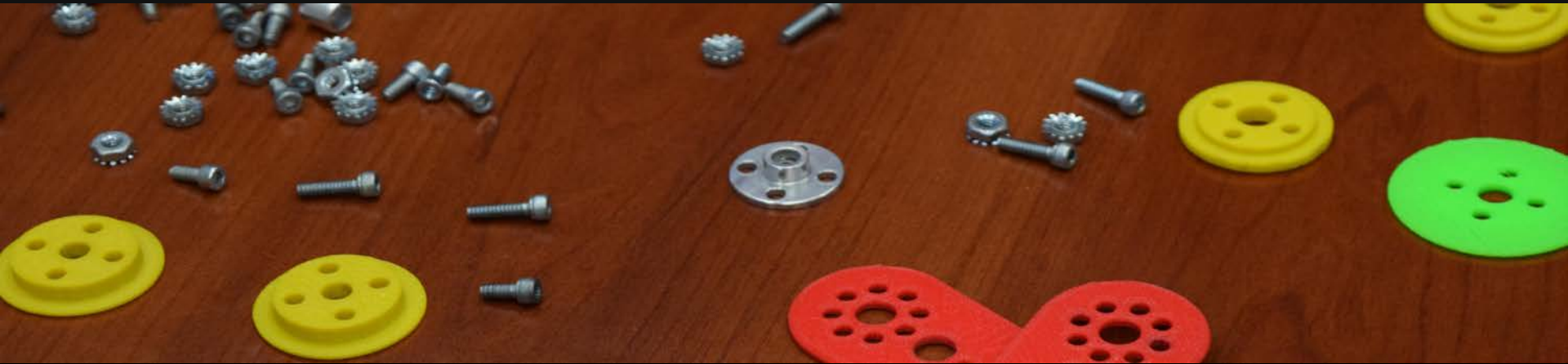


Maker *MOVE*ment



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



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

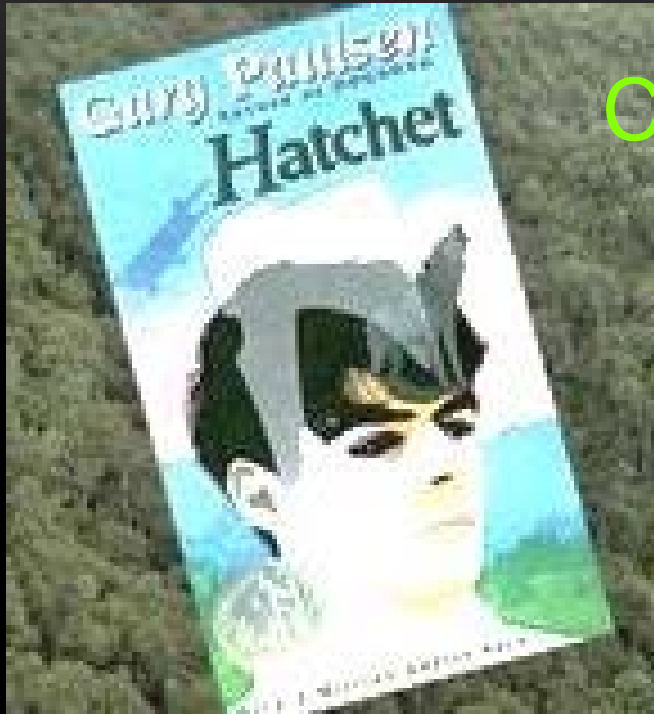
Peer Learning

Experimental Play

Inquiry

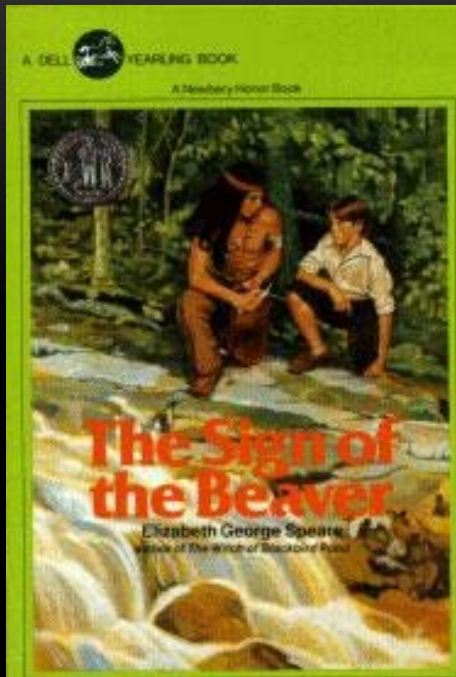
Hands On

PBL



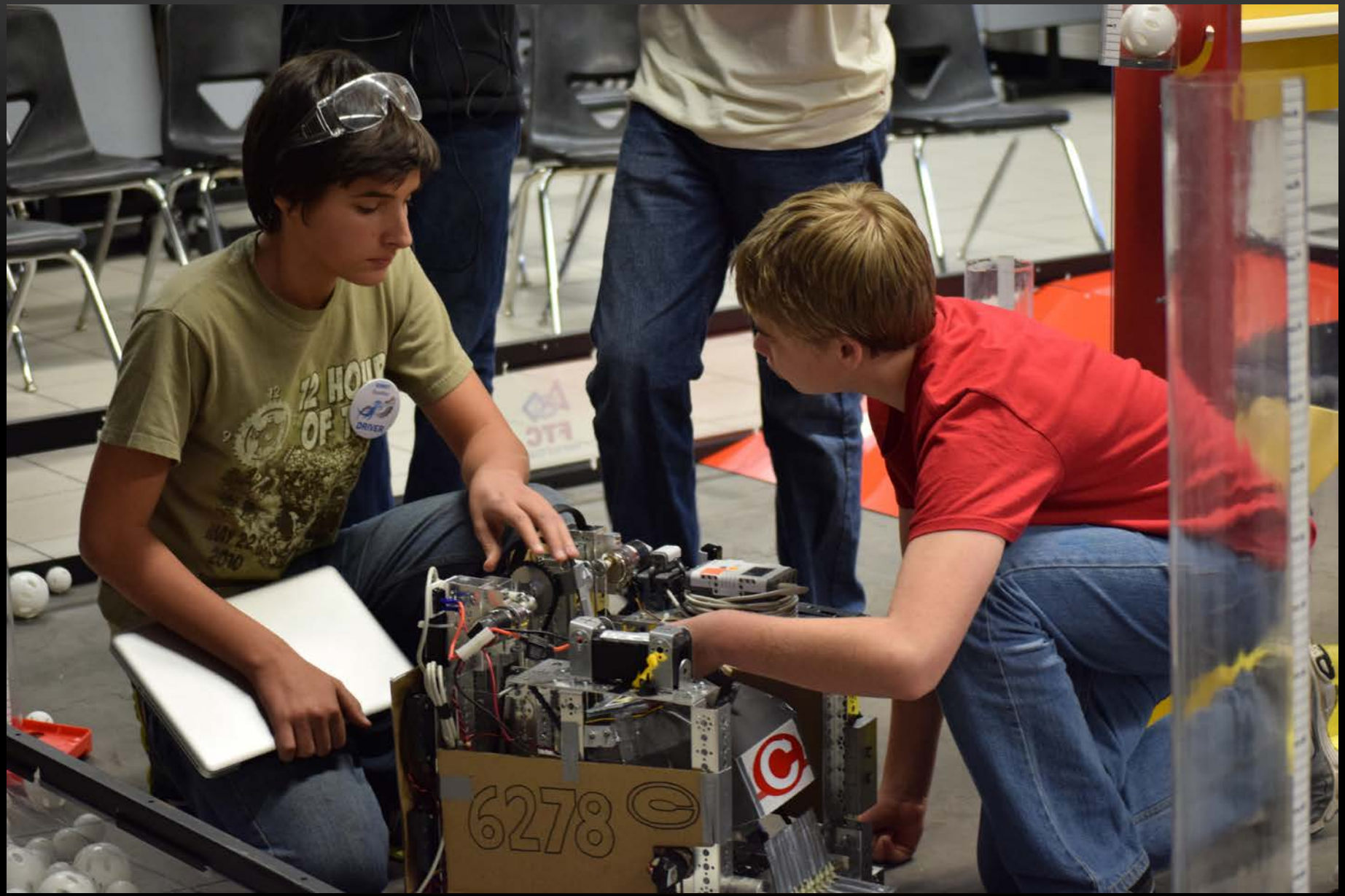
CONTENT INTEGRATION

APPLICATION OF A MAKER CULTURE



CONTENT INTEGRATION

APPLICATION OF A MAKER CULTURE



Qball



The Throwable
Microphone

Qball



The Throwable
Microphone









1
ZONE

2
ZONE

CONNECT COMMONS



SCIENCE ON **W**HEELS



CONSIDER MAKER AS AN **I**DEA NOT A DESTINATION

Disconnect



Problems or Concerns?

**SORRY WE'RE
FULL**

Try Again Next Year

A MAKER SPACE HAS A CAPACITY





NOW WHAT?



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 WHOLE BLANKETS
Please include:
1. Pricing & Size of
Blanket
2. "Blanket"
3. "Blanket" and
4. Your Name

Thank you
for your
contribution
to the
community



GEORGE



projects
this shelf
has all

LOWE'S
NEVER STOP
IMPROVING

SMALL

16 X 12 X 12

2015-2016
Club and...



Makes



Glass

Misc. →

Nails





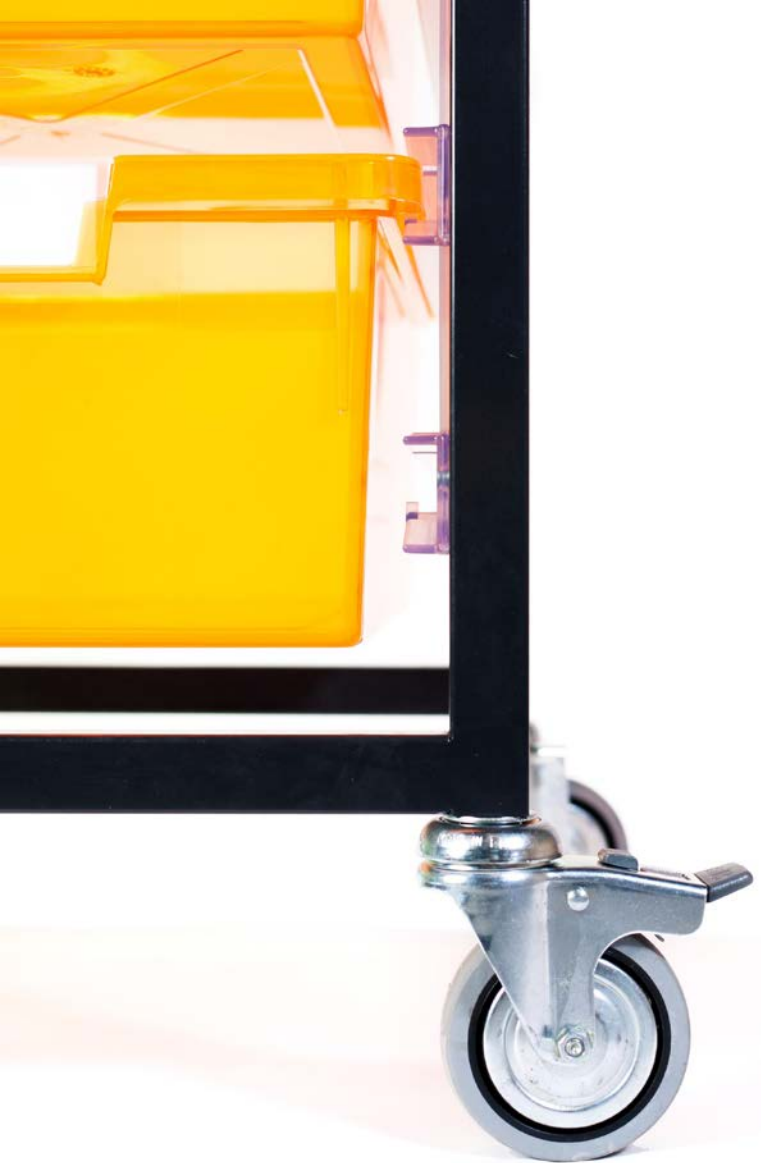




Empty



STOP CHECKING BOXES



Maker **MOV**Ement



A Bee Culture...



A Maker Culture



Maker Bees









Hive



Bee Handler Enrichment

Bee Hive



For WASH. 2010-2011
Please include:
1. Name & Title of
2. "Wash" and
3. "Wash" and
4. "Wash" and

Thank you
for your
contribution
to the
Wash. 2010-2011
project.

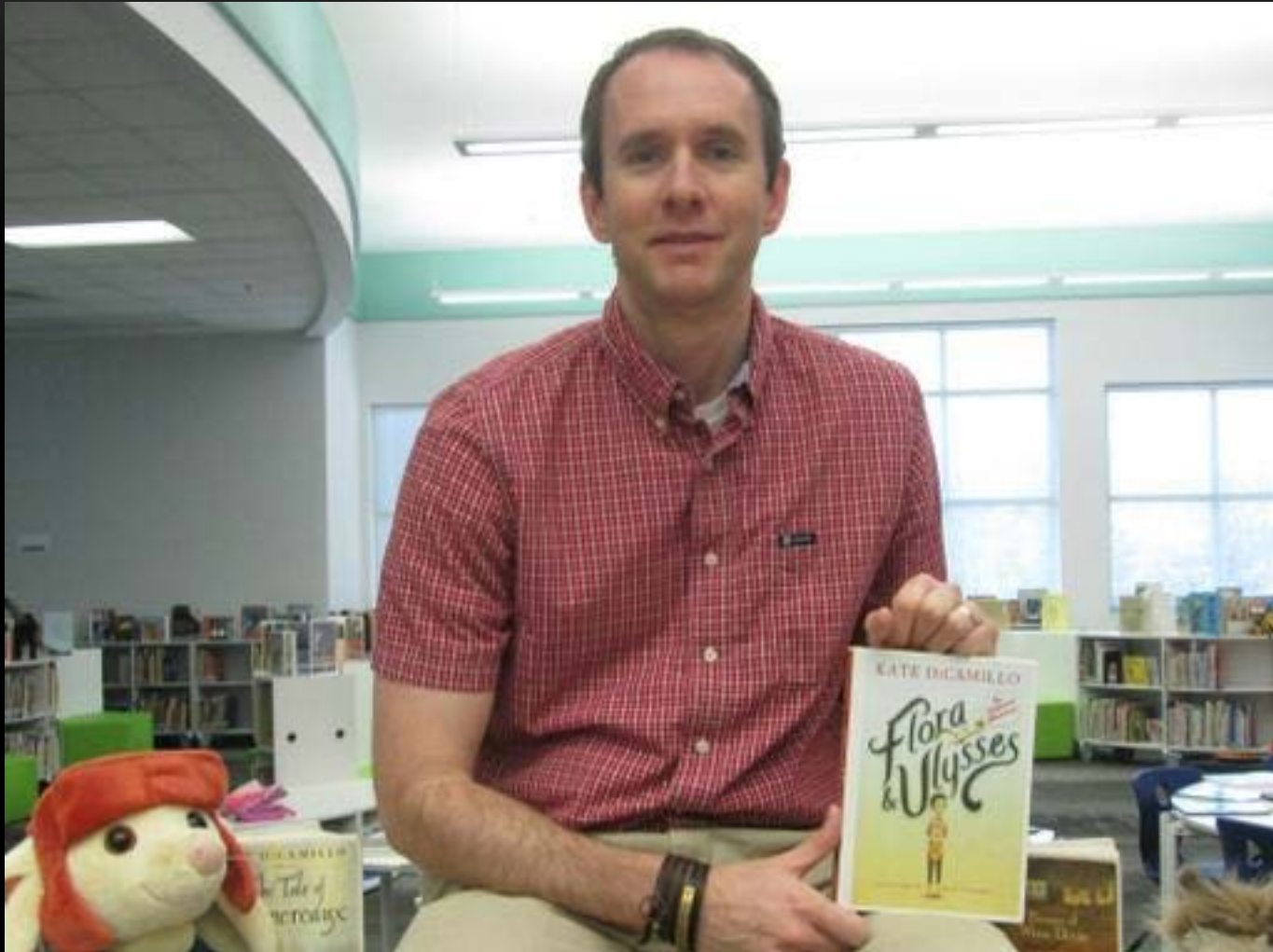


Queen Bee a.k.a. Hive Manager

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



David A Stubbs II

www.cultural-shift.com

Cultural.Shift@yahoo.com

706.338.3204



@Culturalshift



@CulturalShift



Rae Ann Fox
Director of programs
arizona science center

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MakerCuture