Is Maker an Idea or a Destination?

David A Stubbs II, Cultural Shift
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
“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
We Define MAKER by What it Enables
• A makerspace is a place to be creative.

• An opportunity to explore common and uncommon tools

• Users often teach each other
Many makerspaces revolve around and house technology tools.

- 3D printers
- Soldering irons
- Laser cutters
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?
Solutions
• Worked alone
• Worked collaboratively
• Learned from each other
• Were creative
• Had fun

YOU ARE A "DUCK" MAKER
Maker Concepts tend to Interweave with Current Pedagogy

- Invention
- Collaborative
- Creation
- Peer Learning
- Experimental Play
- Inquiry
- Hands On
- PBL
APPLICATION OF A MAKER CULTURE

CONTENT INTEGRATION
CONTENT INTEGRATION

APPLICATION OF A MAKER CULTURE
CONSIDER MAKER AS AN IDEA NOT A DESTINATION

SCIENCE ON WHEELS

SCIENCE ON WHEELS
UNIVERSE ON WHEELS

AZSCIENCE.ORG

F = mc²

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?
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
STOP CHECKING BOXES
Maker Movement
A Bee Culture... A Maker Culture
Maker Bees
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
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
Rae Ann Fox
Director of programs
arizona science center
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