MAKE ME A MAKER!

8 Great Activities to Help Foster the "Maker" in Your Students.

Find a relevant project on Instructables.com or get an idea from Etsy.com. Have students create it in the classroom, or assign it to them as a homework project. Make sure the project is relevant to the subject matter you are teaching, so that students can see the importance of learning.

Take a field trip to a local Maker Faire or local Maker Meetup to help students get ideas for projects they can create. Have the students document the steps they take in finishing their projects, so they have pictures to share with the world.

Have students use a camera such as the MimioView™ document camera to capture images of their work for digital portfolios, which they can then present to the class as a video.

Invent something new. Ask students to bring in recyclables from home to design and build a new machine, toy, or tool. Have an inventors fair where everyone can try out one another's inventions. Have students discuss how they could add to or improve upon each other's ideas.

Do-it-yourself physics brings motion to life! Build a marble course with marble runs, ramps, and wheels. Add counters, switches, and diverters to increase the challenge and the fun. Have students work together in teams and see which one can create a course that keeps the marble moving the longest.

Sew a new pet. Felt, LEDs, conductive thread, and craft materials can be combined to create stuffed animals. Students can even make wearable electronic jewelry, headbands, belts, and more for their new pet. Once students have completed their animals, ask them to discuss the different attributes or abilities their animals have, based on their unique makeups.

Have the students create an avatar that represents them, using simple graphics programs. No computer available? No problem! Have students create their avatars using cut-up squares of colored paper or cloth.

Have students program a game showcasing their knowledge of a mathematical topic. Free and low-cost software options can be found in the resources of Invent to Learn.

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