Spark Creativity & Innovation with Kid Tested, Teacher Approved Making Practices

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Learning Goals

1. Making as a Mindset, not a *Space*.
2. Who is your Audience? *It really does matter.*
3. Learning can be *(should be)* fun!
4. “Make” Learning Visible!
The Sparks of Innovation
Making as a Mindset not a Place
Learning Can Be Fun!
“Make” Learning Visible
The Experience of Making

Puff Mobile

DrawBots

littleBits Satellite Dish Challenge

Light-Up Concrete Poems

Stop Motion Animation & Hybrid Animals
The Experience of Making - Independent Stations

ScratchJr

Green Screen Selfie Corner

Bee-Bot Village

MakeyMakey - Design an Instrument

Arduino & ScratchX
Resources

Kennedy School Makerspace and Innovation Lab
https://kennedymakerspace.com

Lesley STEAM Learning Lab:
http://steam.lesley.edu/

Twitter: @kndymakerspace
@LesleySTEAM

Instagram: @kennedymakerspace
@LesleySTEAM