



Making in an Education Context

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Hello
你好

Bonjour
Hallo
Ciao

こんにちは
Hola

BristleBots

YOUR CHALLENGE:

Use the materials provided to design your own bristlebot robot.

- Can you make a switch?
- Can you redesign your bot to move faster, slower, straight, or in circles?
- Design a bot using pipe cleaners for legs?



What is the student experience?



Student-Centered



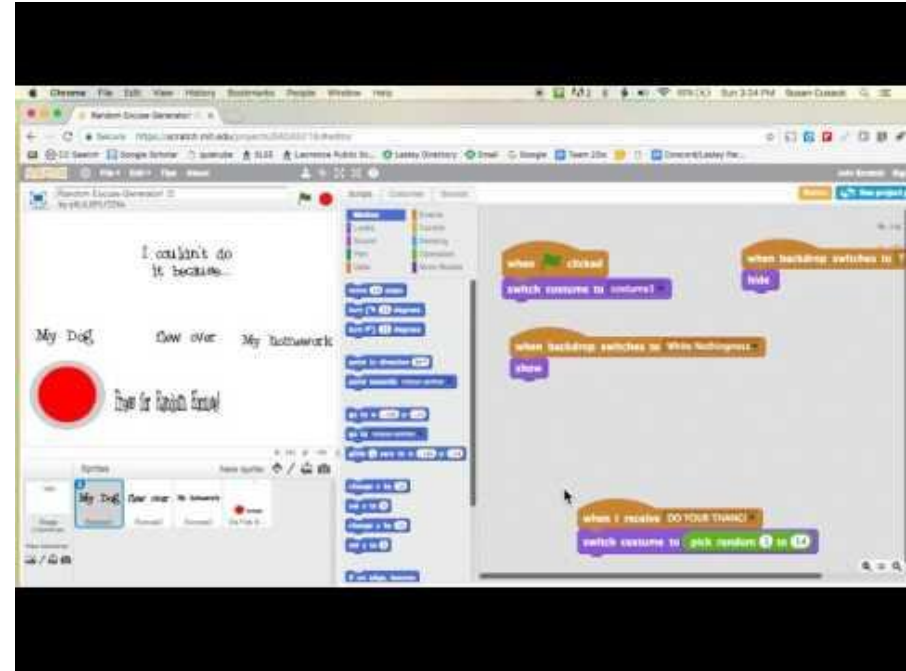
Identity Affirming & Community-based



Interdisciplinary & Engaging



Inquiry-based & Creative



Some Questions to Consider?

1. Who is your audience?
2. What are the goals of the Makerspace?
3. What are the indicators of success?
4. What resources are within reach?
5. Who are your allies?

Resources

1. Twitter: @LesleySTEAM, @TinkeringStudio, @kndymakerspace, @gravescolleen, @MakerEdOrg, @ mres, @scratch
2. Science Snacks at the Exploratorium
<https://www.exploratorium.edu/snacks>
3. User Generated Education - Jackie Gerstein -
<https://usergeneratededucation.wordpress.com/>
4. Looking ahead to VR: Cospaces <https://cospaces.io/>