

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

Somerville Public Schools
& Lesley University





Hello
你好

Bonjour
Hallo

Ciao

こんにちは
Hola

Mark Hurrie, Principal, John F. Kennedy School,
Somerville Public Schools, MA

Lindsey Tosches, Makerspace Coordinator, 6th Grade
Math & Science Educator, John F. Kennedy School,
Somerville Public Schools, MA

Maureen Yoder, Professor, STEM Division, Lesley
University

Sue Cusack, Assistant Professor, STEM Division,
Director, Lesley STEAM Learning Lab, Lesley University

Jacy Edelman, Assistant Director, Lesley STEAM Learning
Lab, Lesley University

Learning Goals

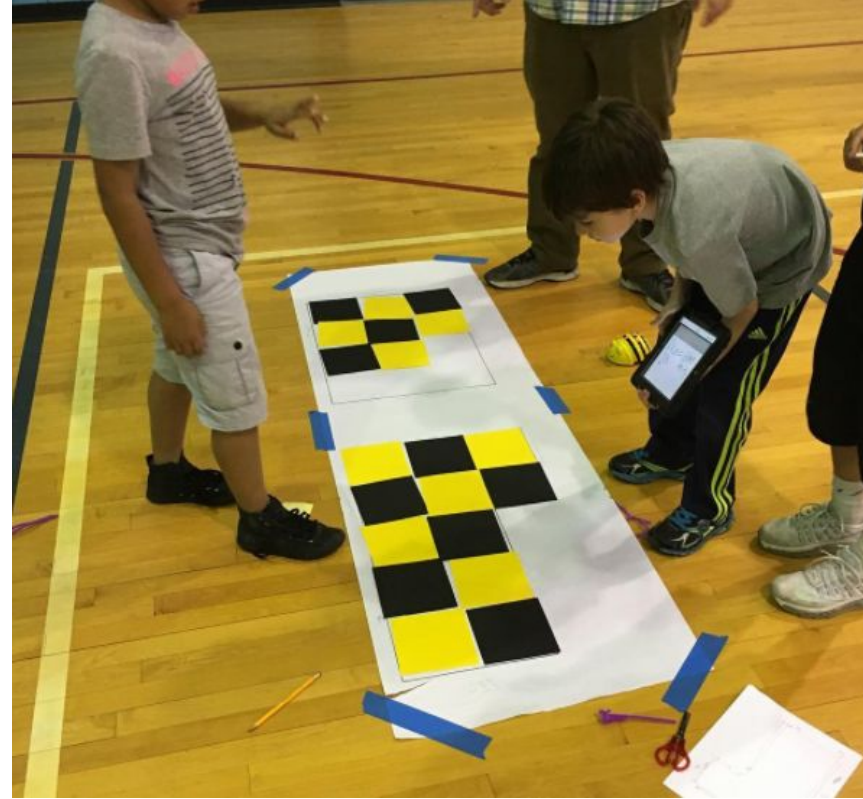
1. Making as a Mindset, not a *Space*.
2. Who is your Audience? *It really does matter.*
3. Learning can be (*should be*) fun!
4. “Make” Learning Visible!



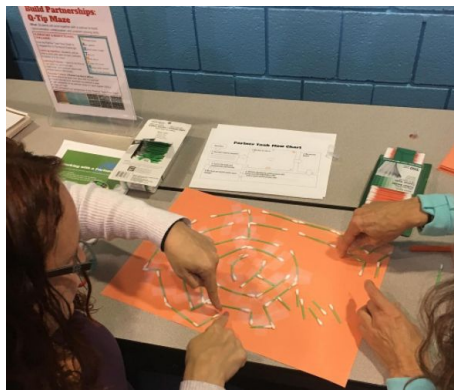
The Sparks of Innovation



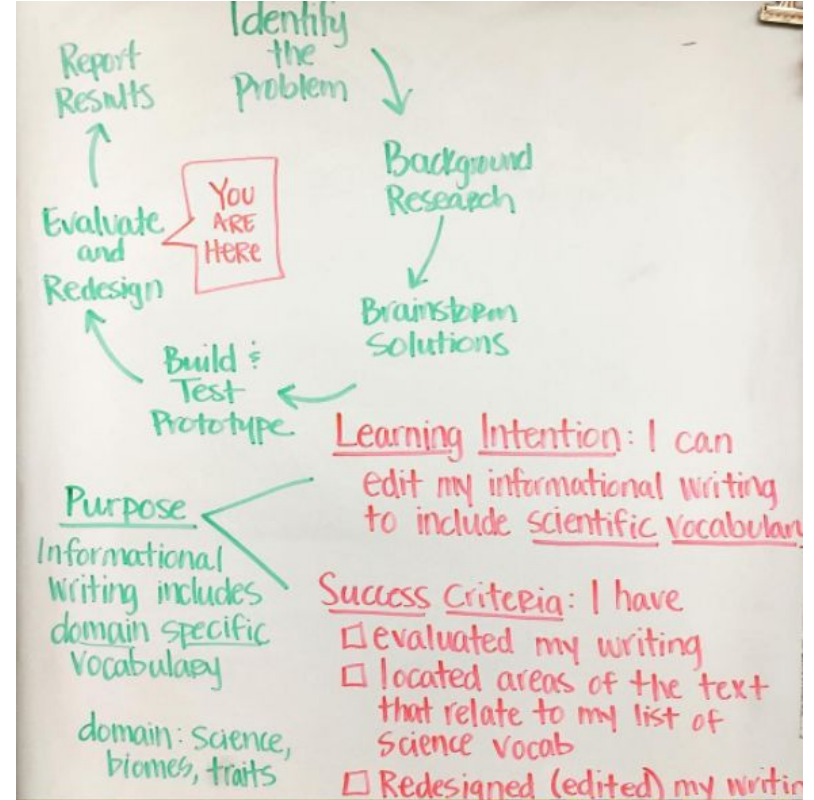
Making as a Mindset not a Place



Audience Matters



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

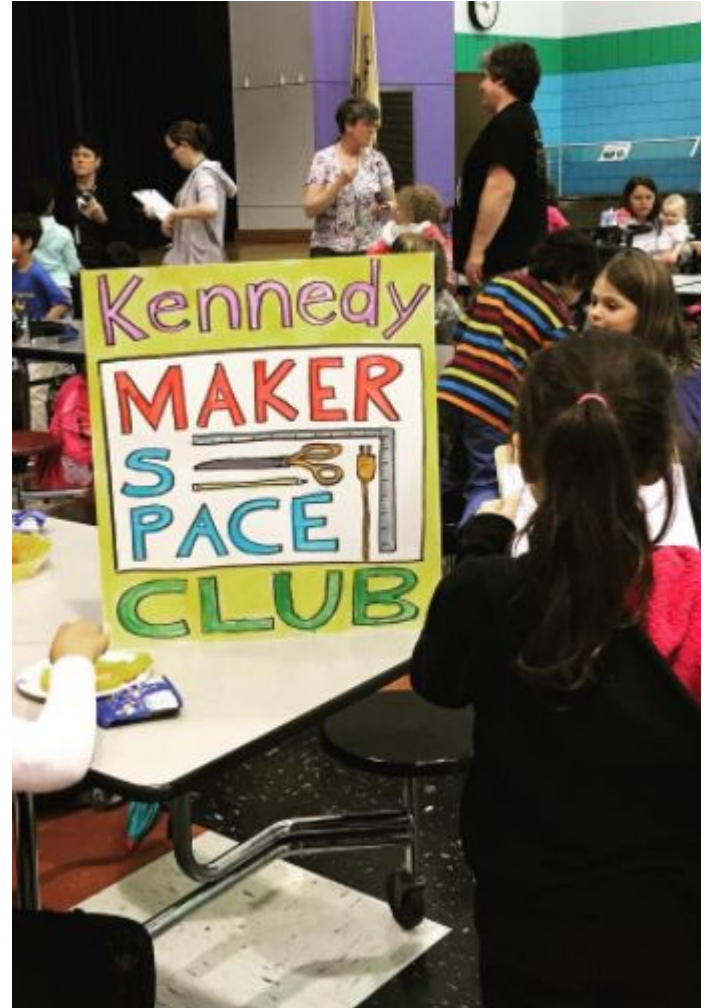
ScratchJr

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

The Kennedy School



Makerspace and Innovation Lab