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# Extend the Reach: Making Through a Maker Mindset



Bradfield & Hyer - HPISD & Lesley University  
<https://goo.gl/HEbFtK>

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**Hello**

**你好**

**Bonjour**

**Hallo**

**Ciao**

**こんにちは**

**Hola**

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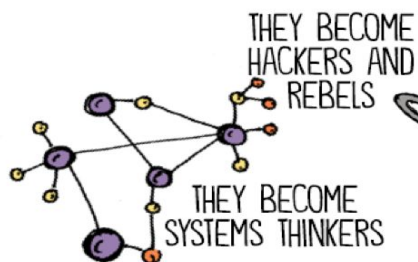
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# Maker space

1. Leadership and teacher buy in
2. A workspace for creation
3. Organization
4. Budget





THEY BECOME WILDLY  
AND UNABASHDELY  
DIFFERENT



THEY ARE READY FOR  
THE CREATIVE ECONOMY



THEY THINK DIVERGENTLY  
(THINKING OUTSIDE THE BOX BY  
THINKING DIFFERENTLY ABOUT THE BOX)



THEY MAKE DEEP  
CONNECTIONS BETWEEN  
IDEAS



THEY LEARN TO TAKE  
CREATIVE RISKS



JOHN SPENCER



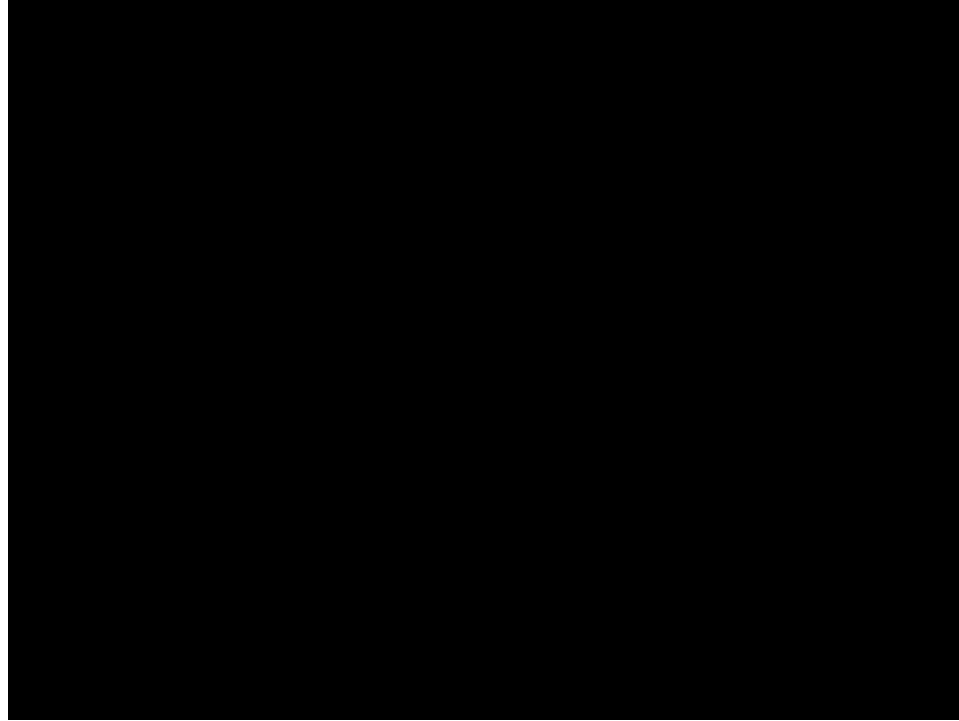
# Learning Goals

1. Making as a *mindset*, not a *space*.
2. Making engages students in 21st century ways of knowing.
3. Maker challenges support student learning & align with TEKS



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# Extending the Reach



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# 21st Century Ways of Knowing





# Student Learning





# And TEKS Aligned!



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# The Experience of Making



- Catapults
- Paper Circuits & Concrete Poems
- Music & MaKeyMaKey
- Selfie Corner & Twitter Station

# Share & Debrief



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# Resources

## Websites:

Maker Faire website: <https://goo.gl/oiy26l>

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

Stations: <https://goo.gl/454Tef>

## Twitter:

@HyerHuskies

@BrCIT

@LesleySTEAM

## Instagram:

@LesleySTEAM

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