### What do you make?



#### Hands on Activities & Demonstrations From:

InterAccess, Creatron, Icewire Maker Space, Toronto Tool Library, Textile Museum of Canada, Toronto Origami Society, bikeSauce, SoMo by Sonic Wear, Ms. Repar's Exercise Science Students, Lego Robotics, Knitting with Ms. Kim, Dungeons and Dragons with Mr. Green, Crochet with Ms. Brownlee, Crafting with Ms. Warrick and more!

Attention Students: come with your class during periods 1 to 4 or get a teacher's signature in your agenda to come at lunch!

### THE NEXT 30 MINUTES

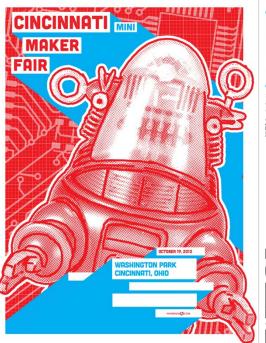
**About the Maker Fair Movement** 

Why host a Maker Fair?

Tips and ideas for planning your own Maker Fair

Integrating STEAM and Inquiry-Based Learning into your Maker Fair

Resources



#### **Edinburgh Mini** Maker Faire®

aking and crafting community featuring everything from traditional crafts to technological













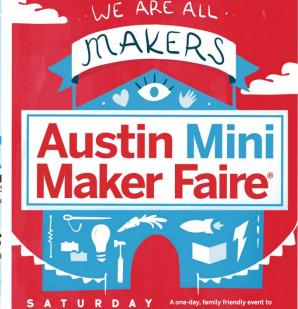






Brought to you by MAKE magazine

**SAVE** the **DATE!** 



TRAVIC COUNTY EVRO CENTER

What is a Maker Fair? A Maker Fair is an event to showcase invention, creativity and resourcefulness. It is a celebration of transdisciplinary making!

### WHY HOST A MAKER FAIR?

To provide experiential, transdiciplinary learning opportunities

To re-conceptualize your Library Learning Commons

To foster an environment for your community to make rather than consume

To combine Inquiry and STEAM approaches through self-guided learning and discovery

### SOME PLANNING TIPS AND ADVICE TO SPARK INNOVATION, IMAGINATION AND CREATIVITY IN YOUR COMMUNITY

- Start planning 3-6 months in advance
- Gather ideas and inspiration by attending a Maker Fair
- Consider your audience



### **PLANNING**

- Secure a location for your event
- •Look to your local community, fellow staff, administration, as well as organisations outside of your school or library for people who may be interested in exhibiting their projects
- Consider a variety of "making" strategies for your stations

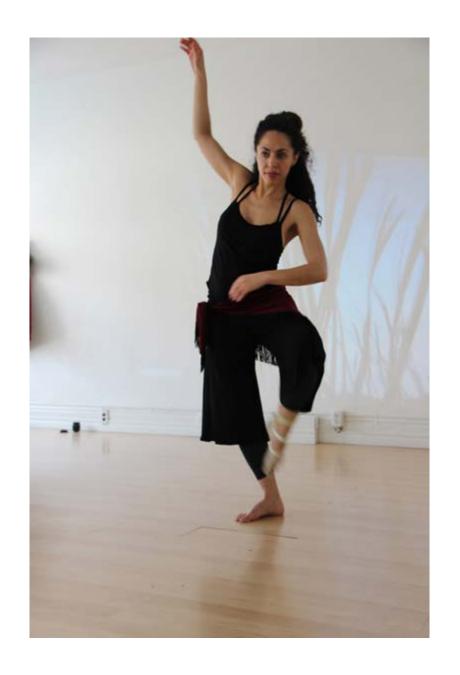
### **PLANNING**

- Develop a budget and timeline
- Promote your event through posters, social media and announcements
- Connect with teachers, librarians and colleagues and have them sign up to come to the event
- Work with a STEAM coach (if available to you)
- Contact other TL's for resources and support



### Icewire makerspace







### TEXTILE MUSEUM OF CANADA connecting cloth, culture & art

















#### And many more exhibitors including;

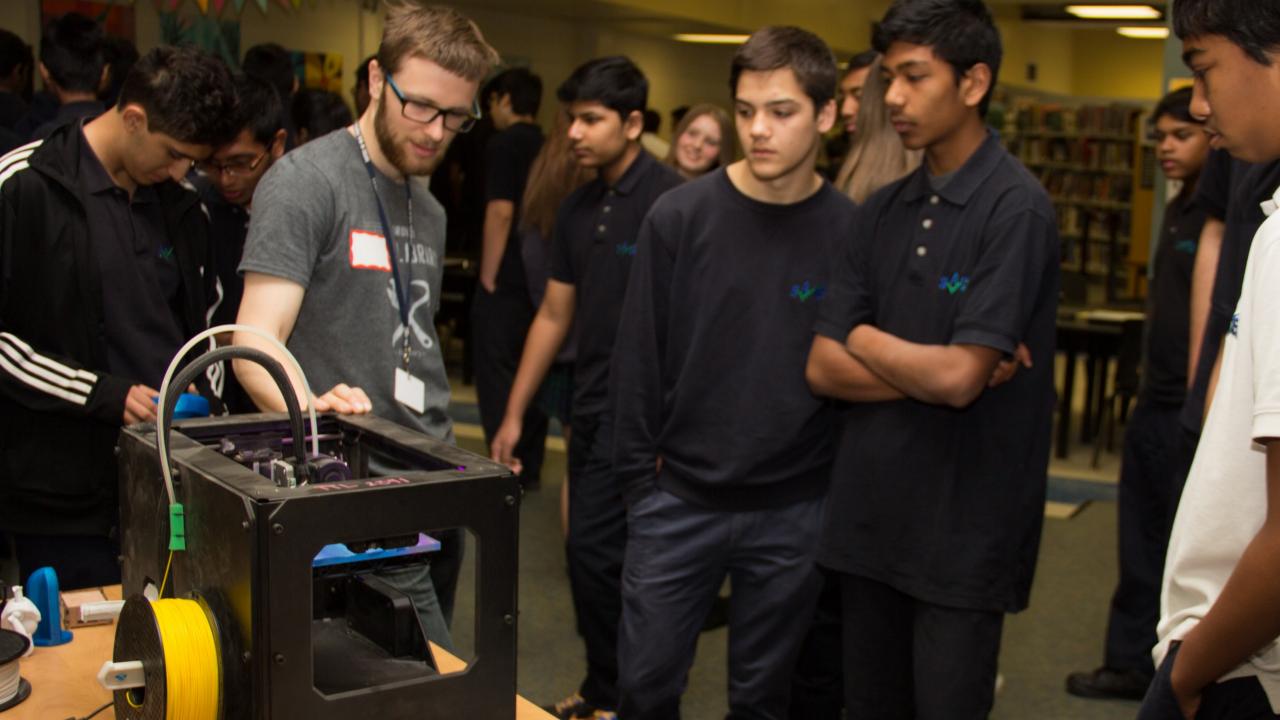
- •Ms. Repar's Exercise Science class
- •Mr. Sutcliffe's Lego Robotics and Arduino kids
- •Ms. Brownlee's Crochet Demo
- •Mr. Green's Dungeons & Dragon's Demo
- Ms. Warrick's Crafting Demo
- Ms. Kim's Knitting Demo
- MVP Arts Animation
- Gardening Club
- Free the Fifth's Art Therapy
- •Eco Club

### Post Inquiry-Based Questions at the Fair to help students and participants make transdisciplinary connections

### What's better-things made by machine or things made by hand?



# What is the difference between making and manufacturing?



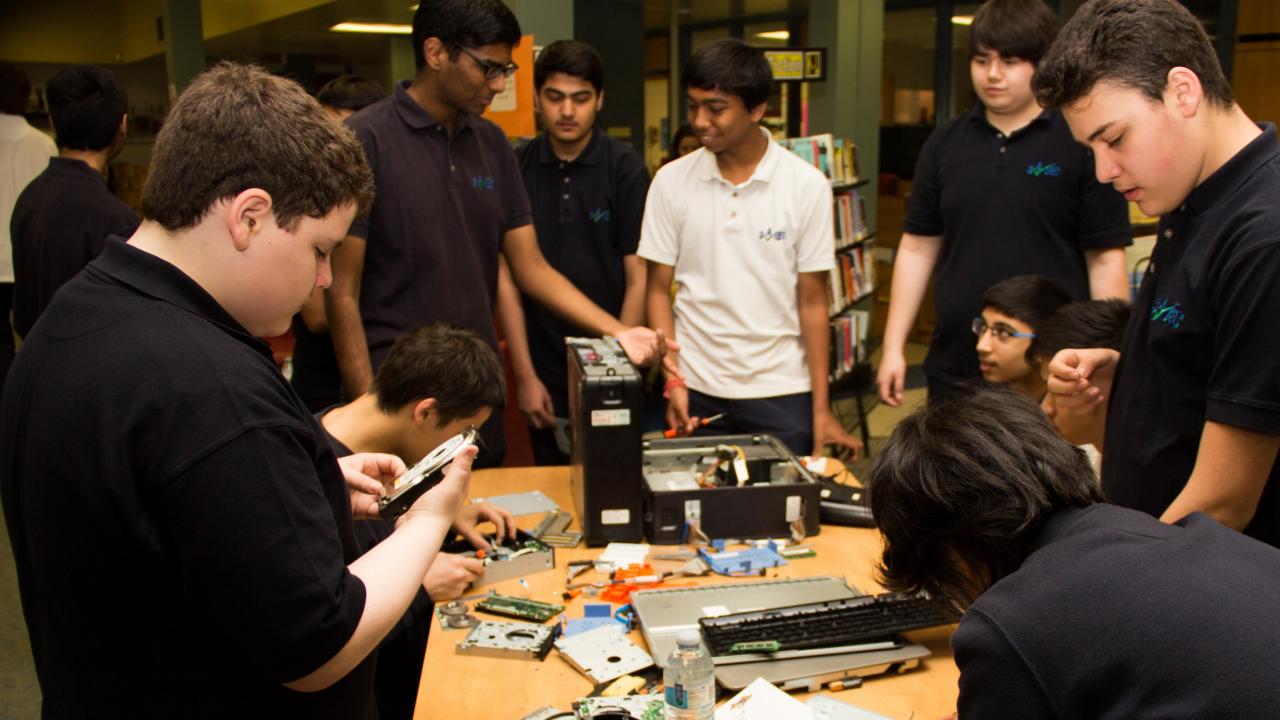
## Is there a hierarchy of making?



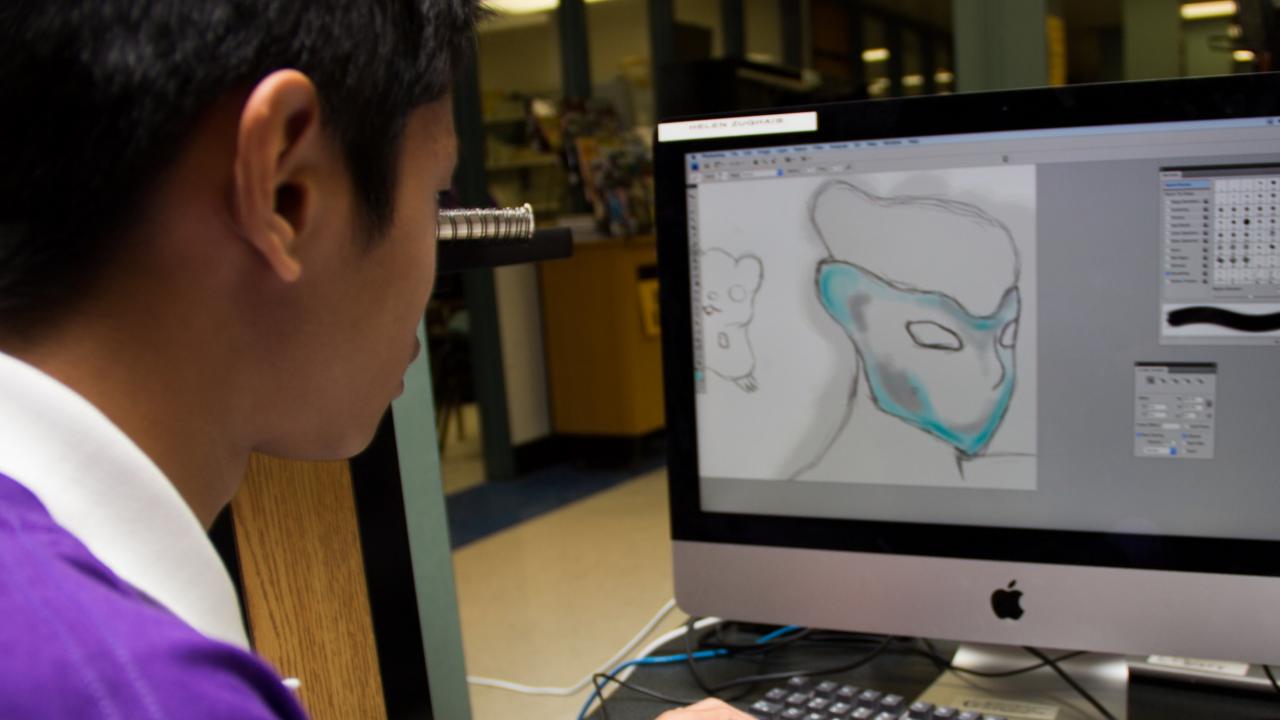
# How did the last thing you made make you feel?



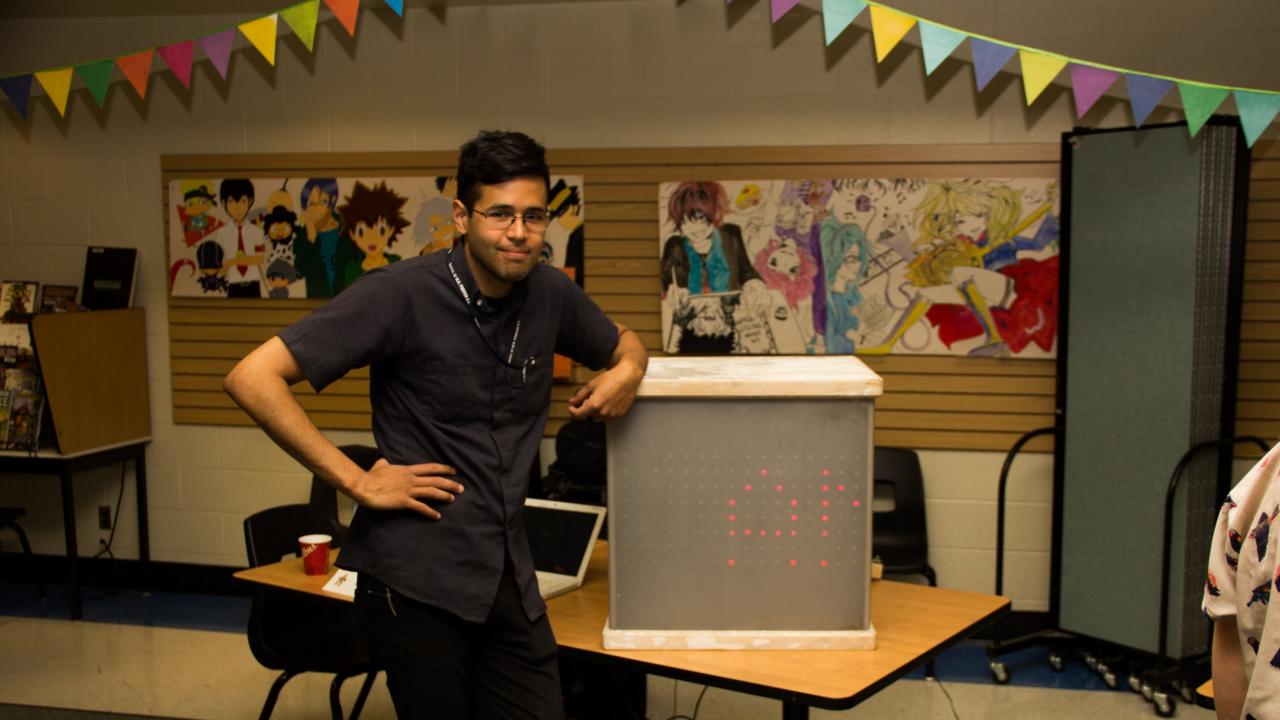
## Can making improve social conditions?



# How do different cultures value making?



## Why is making empowering for you?



# Does your gender determine what you make?



## How does making help you learn about the world?



# Is making an essential human quality and right?



# How is media changing the way we make?



# How will making be different in the future?

### **PLANNING**

Ask participants for feedback



## What was the last thing you made?

An origami balloon A poem Pasta A T-shirt A bracelet An origami dove I made fire beats Some food A YouTube video A model plane in Auto Cad A dress I knitted a shawl A card An animation A soccer-playing Lego robot A sandwich A paper boomerang A custom PC An elbow joint A USB holder A poster A stuffed animal A popsicle bridge A paper flower A painting A boat An origami swan

## What was the last thing you bought? Why did you buy it and not make it?

- I bought candy for a presentation. I bought it because I don't know how to make it.
- I bought a dress. I cannot make a dress.
- A Subway sandwich. I am bad at making food.
- Nikes. I don't have the resources.
- Coffee. I was tired.
- The last thing I bought was gum. I don't know how to make gum.
- I bought a necklace. I didn't make it because I'm lazy.
- An XBOX game. I don't know how to make it.
- The last thing I bought was a phone. I don't have the skill or equipment to make a phone.

# If you could make anything, what would it be?

Working wings A self-driving car A table A robot to do all my work Origami A lucid dream device A big pizza that everyone could eat An oven that makes instant food **Earrings** A robot that greets me when I get home A woolen sweater Super powers A cure for cancer Money Something on a CNC router A nice car An origami rose A new dress A computer Ice cream that never melts A plane Cheesecake A flying suit A time machine Pizza

## What did you like best about Maker Fair?

The robots

The creativity

The variety of activities

Knitting

Origami

I enjoyed the weaving

The book binding

I liked the 3D Printer a lot

The crafting station

The "Take Apart" station

I liked making origami

The different things we learned

I liked the knitting

The "Take Apart" station

Paper Making

SOMO – Sonic Movement



### What do you make?



### **RESOURCES**

#### Books;

- IQ: A Practical Guide to Inquiry-Based Learning
- Make Just One Change
- Invent to Learn

#### **Articles**;

- CBS: Inquiry-Based Learning
- •What is the Maker Movement and Why Should You Care?
- •Why the Maker Movement is Important to America's Future

### My Contact Info: Sarah.Massecar@tdsb.on.ca

## Q&A