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Start Making!: A Guide To Engaging Young People In Maker Activities



Synopsis

Start Making! is a program developed by the Clubhouse Network to engage young people all over the world in Maker-inspired activities. With this guide, you will discover how to plan and coordinate Start Making! projects in your home, school, library, community center, after-school club, or makerspace. You'll learn strategies for engaging young people in creative thinking, developing individual and team projects, and sharing and reflecting on their creations. Each session includes a list of the supplies you'll need, step-by-step instructions for completing the projects, and prompts for stimulating discussion, curiosity, and confidence. These fun do-it-yourself (and do-it-together) projects teach fundamental STEAM concepts -- science, technology, engineering, art, and math -- while introducing young people to the basics of circuitry, design, coding, crafting, and construction. They'll make paper cards and creations that light up, play music using a MaKey MaKey keyboard and Scratch programming, join together to make paintings with light, design and construct 3D sculptures, build a vibrating art-bot that makes drawings, and sew fabric creations with wearable circuits. Dip into the activities once a week, run them as a week-long summer activity, or go through the guide in any way that works for you. By offering your own Start Making! program, you can inspire young people in your community to develop creative ideas, learn new skills, and share their creations. The Clubhouse Network is a global network of community-based centers led by Boston's Museum of Science in collaboration with the MIT Media Lab.

Book Information

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Age Range: 8 and up

Grade Level: 4 - 7

Customer Reviews

IMHO one of the hidden treasures of the Fab11 International Conference (Boston, 2015) Fab Fest was a workshop titled "From Start to Keep Making: Best Practices from Computer Clubhouses" by Danielle Martin and Alisha Panjwani from Boston Museum of Science and MIT. The ladies let us tinker in a little bit chaotic way (as it should be) while telling us 1001 stories about the Intel computer clubhouses and the "Start Making!" program they developed as a type of pre-fabschool. They had "engineered" their activities from a learning perspective, had formulated clear principles and goals, have a loose format for session management and connect a series of sessions during a week or weekly sessions over some months. So the whole was more than the sum of parts. For me, it was a big step forward compared to incidental and disconnected S.T.E.M. activities with children; I could learn a lot from them. As befits the great makers, Danielle and Alisha have put their experiences in writing. The result, edited by Natalie Rusk, is "Make: Start making! A guide to engaging young people in maker activities". In fact it is the facilitator guide of their program extended with a lot of extra's.

An easy-to-use, rich resource for anyone wanting to pursue Maker activities with young people. There are many helpful photos, facilitation hints, extension suggestions, and troubleshooting tips.

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