

Maker Faire®

Education Day • Friday, May 2nd, 2008

Student Guide

Maker Faire is the premier event for grassroots American innovation. It started in San Mateo, California in 2006 as a celebration of arts, crafts, engineering, green design, music, science and technology. It brings together communities who embrace the DIY (do-it-yourself) spirit. You're going there with your school to meet some of the most creative, resourceful, and innovative Makers in the Bay Area and beyond.

What to expect from your visit to Maker Faire

After you arrive, we'll begin with a very brief hello and introduction from Dale Dougherty, the founder of Maker Faire and the editor and publisher of its parent magazines, *Make:* and *Craft:* Then Nate Ball, the host of the popular PBS show *Design Squad*, will pose a design challenge, and you'll have an hour to work on it. After that, you'll have almost two hours to freely explore the projects on display. Some of the Makers will offer quick 10- to 20-minute workshops that have limited space available. Just before you go home, we'll go watch a performance of the Life-Sized Mousetrap.

Meeting the Makers

Over the weekend, there will be hundreds of Makers sharing their projects. On Friday, a few dozen Makers who wanted to meet you will be there, and they all really want to talk to you! What will you say to them? Here are a few key questions to get the conversation going. Not all questions apply to all Maker projects, and you'll soon find you'll be asking some of your own.

1. *How long have you been working on this project?*
2. *Do you hope to inspire other makers with your project?*
3. *What inspired you to start working on this?*
4. *Where do you hope this takes you?*
5. *Are you trying to address a real-world problem?*
6. *Do you intend to make a business out of this or is it just for fun?*
7. *Have you collaborated with others on this?*
8. *What other projects here today inspire you?*
9. *What do you plan to do in the future?*