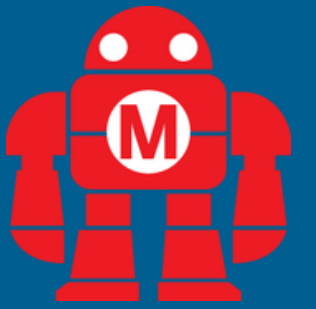
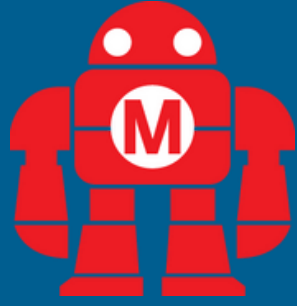




SCHOOL MAKER FAIRE

Program Prospectus

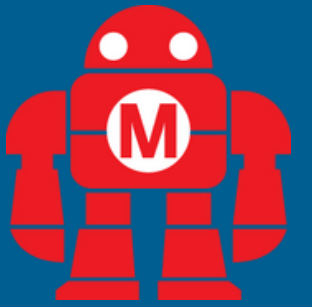


THE MAKER MOVEMENT

...is redefining education, solving global problems, growing resilient communities, and innovating the technology and tools that shape the way we live, work, and learn. By creating a School Maker Faire, you and your students are building the skills to inspire and empower future innovators.

Detroit Young Makers Faire



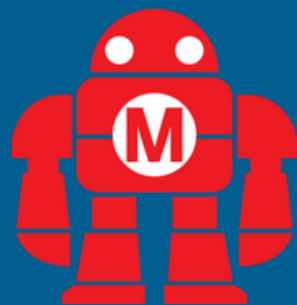


"We are creatures
who need to make."

— Frank Bidart

THE MAKER MINDSET

Makers give it a try; they take things apart. Failure is part of the process. Makers have a sense of what they can do and what they can learn to do. Like artists, they are motivated by internal goals, not extrinsic rewards. Makers create their own paths, which is what innovative and creative people do. Most importantly, makers do not wait until the future to create and make.



AGENCY

Makers are self-starters.

CREATIVITY

Makers take chances and mix media.

RESILIENCE

Makers try, fail, and keep trying.

COLLABORATION

Makers work together.

INNOVATION

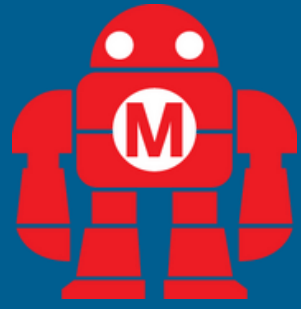
Makers seek out new ideas and skills.



KTU Lyceum Vilnius

DEVELOP THE SKILLS OF FUTURE INNOVATORS

The result of a School Maker Faire? A student body bursting with creative invention and excited to get more into making and STEAM (science, tech, engineering, art + math).



OPEN TO ALL

Everyone is a maker!

DIVERSE

All forms of making welcome.

INTERACTIVE

Opportunities to get hands-on!

LEARNING + DOING

Focused on feedback.

Loma Linda Academy (CA)

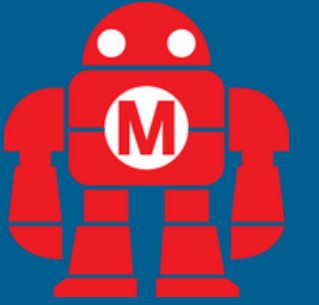


KEY ELEMENTS OF A SCHOOL MAKER FAIRE

School Maker Faire is open-mind, inclusive, and generous in spirit. Exhibits can be from any discipline, celebrating not only technology and science, but art, craft, performance, and the skills of everyday life. It encourages participants to try something new, to build something, to explore through all five senses. The key to creating a successful School Maker Faire? Getting your school community involved both as creators AND participants in the event.

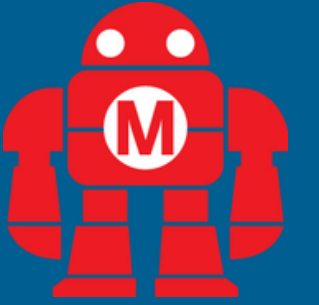


PROGRAM RESOURCES



- Membership to Make: Community.
- Use of the Maker Faire name in the title of your event.
- A customizable School Maker Faire logo.
- Representation on the Maker Faire map.
- The School Maker Faire Playbook—a how-to guide.
- Access to online content, project curricula, and video library.
- An interactive School Maker Faire Organizer network + platform.
- Subscription to Make: magazine: print (US) and full digital archive.
- Access to educator events, classes, kits, Make: magazine + books.
- A monthly Maker Education newsletter.
- Opportunities for field trips with awesome makers!

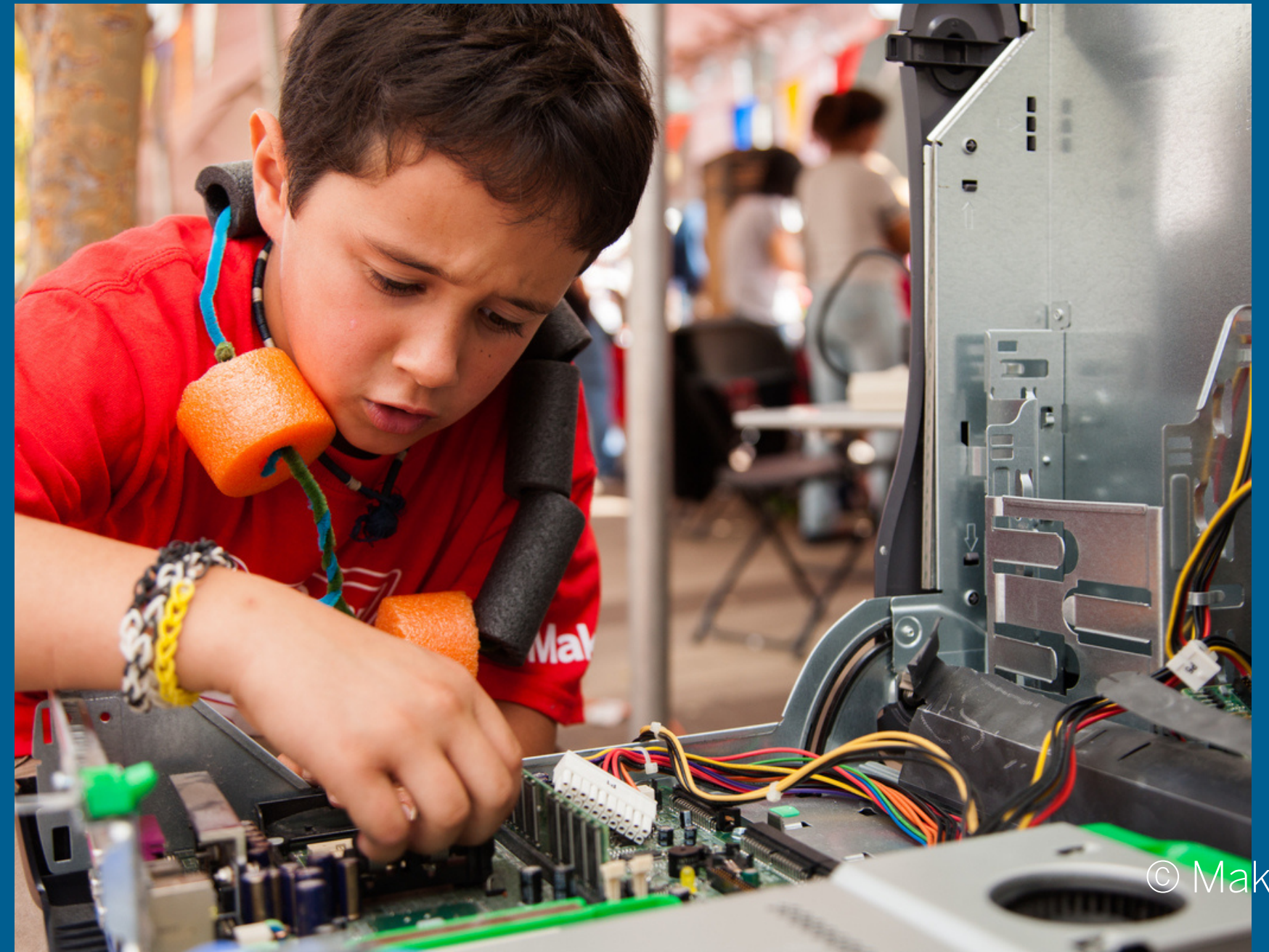
HOSTING A SCHOOL MAKER FAIRE

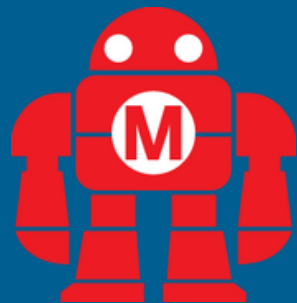


School Maker Faires can be hosted by a single school, a group of schools, a district or a municipal organization, a nonprofit or a business. Teachers, administrators, community organizations, parents, and even students can drive the event in partnership.

MAKERS

“Makers” are primarily students—individuals, clubs, classes, or groups. The event can feature the work of K-12 students in any combination—a single grade/year or a wider age range. Projects can showcase the making already taking place on campus, replace a more limited science fair model and/or connect with existing curriculum, broader creativity, innovation, STEM, or art initiatives.





Spruce Creek High School (FL)

GREEN ENERGY

See how young innovators tackle today's environmental challenges

CLEAN WATER

Inspire students to find solutions to local problems.

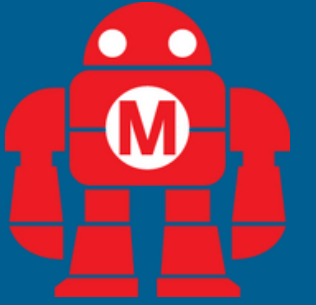
ROBOTICS

Challenge teams to build robots with a purpose and learn new skills collaboratively.

SCHOOL MAKER FAIRE THEMES

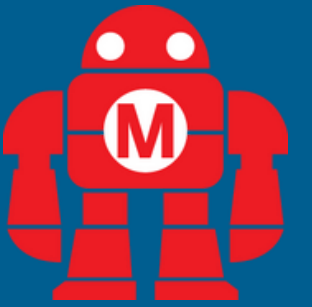
Although most School Maker Faires inspire and embrace a diversity of projects, the event can also be used to explore specific themes or explore different approaches to a single question in a design challenge within or across schools.

BUILD A CULTURE OF MAKING AT YOUR SCHOOL



School Maker Faire is an opportunity to change the way students and teachers see themselves and interact with the world—a catalyst for the school to learn how to learn.

WHAT OTHER SCHOOLS SAY



Mind Africa SMF



“We ran our first School Maker Faire and it was a hit! Student-focused, hands-on noisy, messy—just what we were hoping for! Thank you for sharing all of your organizational strategies. Our second annual School Maker Faire will be even better!”

– American School of Dubai

"[The projects] are all over the gamut because they're participating in [School Maker Faire] rather than a competitive science fair this year. We said, 'what do you want to do? What do you want to make?' And they submitted their proposals. They've got good ideas. There's just not enough opportunity to create in a positive way, whether it's something that will save the world or something fun and frivolous. It brings satisfaction. It connects you with other people. It makes you collaborate.”

– Drachman Montessori

