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**Incorporating
Makerspace
in the Elementary
Classroom**

What do you want
to know about
today's topic?



Students, write your response!



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AGENDA

- Introductions
- Examples of Learning
- Playground
- Brainstorming Session
- Questions and Answers

About Us:



Barbara Johnson

4th Year Librarian

Background in Educational Technology

www.jackjackterlibrary.com

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Passion Projects: Digital Badges,
Personalized Learning and Student Voice

Unexpected Fact: I am an Uber Driver



Hope Mulholland

Technology Integration Teacher
5th Grade Teacher for 10 years

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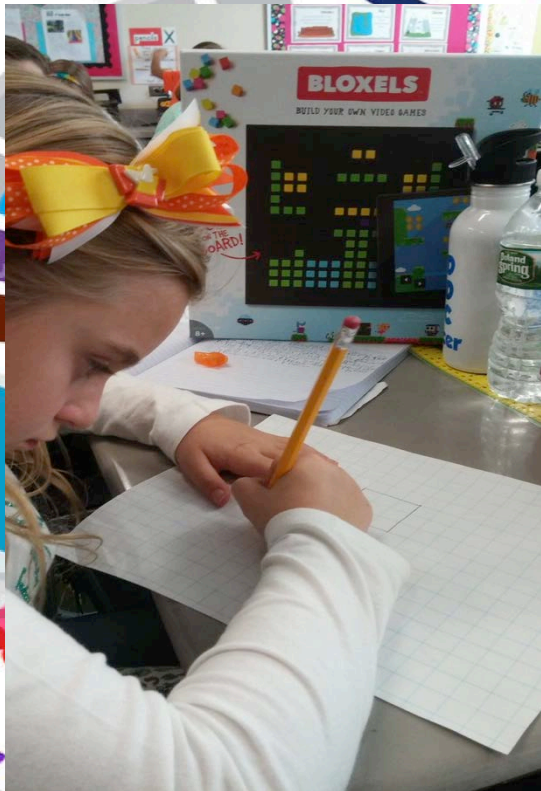
HopeMulholland@gmail.com

Google Certified Trainer

Unexpected Fact: Used to be a
Private Investigator



Barbara's Examples



- Maker Activities:
- Video Games
- Crafts
- Green Screen
- Cardboard Challenge
- Plays and Songs
- Robotics



Ties to Curriculum



Where DOESN'T Making fit in?

Students created their own video game after their TCRWP Narrative Writing Unit, they created levels based on the scenes in their writing. They designed themselves as the main character.

Students created dream catchers after studying Native American culture.

Students created an Augmented Reality flag after researching a State.


Students created an Eric Carle-like animal after researching endangered species and biomes.

Students used the green screen to transport themselves to a moment in history to “report in”

Students used cardboard boxes to design a carnival game.

Students shared their learning through songs and plays, we share an monthly “Town Meeting” (YouTube)

Students learned how to code robots after studying angles in Math



Focus: Using limited materials
through stations/free resources

Building/Engineering

Programming

Creating/Design

Building Community and
Communication Skills

Ties to Curriculum



Where DOESN'T Making fit in?

Students practice storytelling on Scratch Jr.

Students use Canva/Google Drawings to create infographics about the Moon, Earth, and Sun

Students use Canva/Google Drawings to build school community.

Students use Scratch and WeVideo to explain science concepts.

Students use cameras and green screen to create videos for the morning news.

Students use clay and the iPad app Doodle Buddy to create a character.

Students use origami to practice following directions.



Playground Essential Question:

What classroom learning could better be expressed with a hands on project?

(by hands on I don't mean "hands on a pencil!")

Playground Activities



1. Bloxels
2. Ozobots
3. Finches
4. Green Screen
5. Quiver Vision
6. Building Center - Keva Blocks/Legos/Cubelets
7. Wonder - Dash and Dot/Sphero
8. Create - Osmo/ Origami

Brainstorming Session:

What will you take
away today and
implement in your
classroom on
MONDAY?

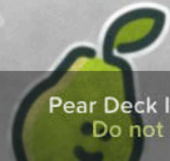
#TryThisOnMonday



Students, write your response!



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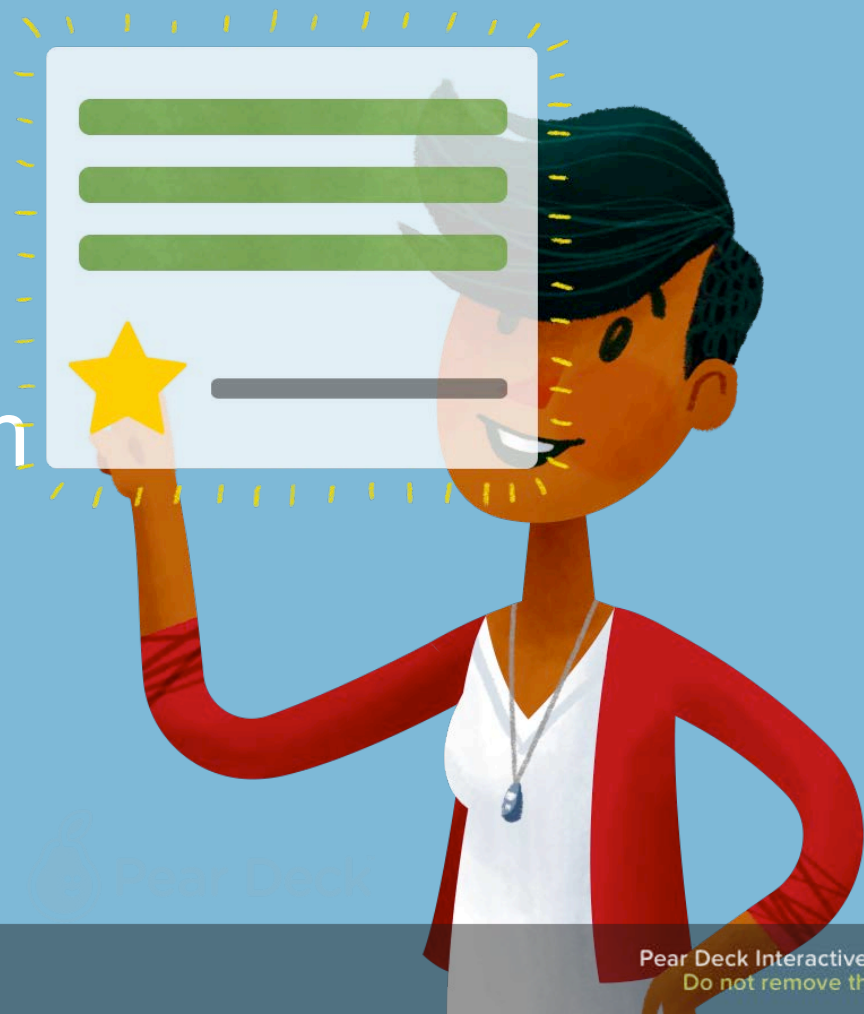


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Questions?

In one minute,
write the most
important thing from
today's
lesson.



Students, write your response!

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