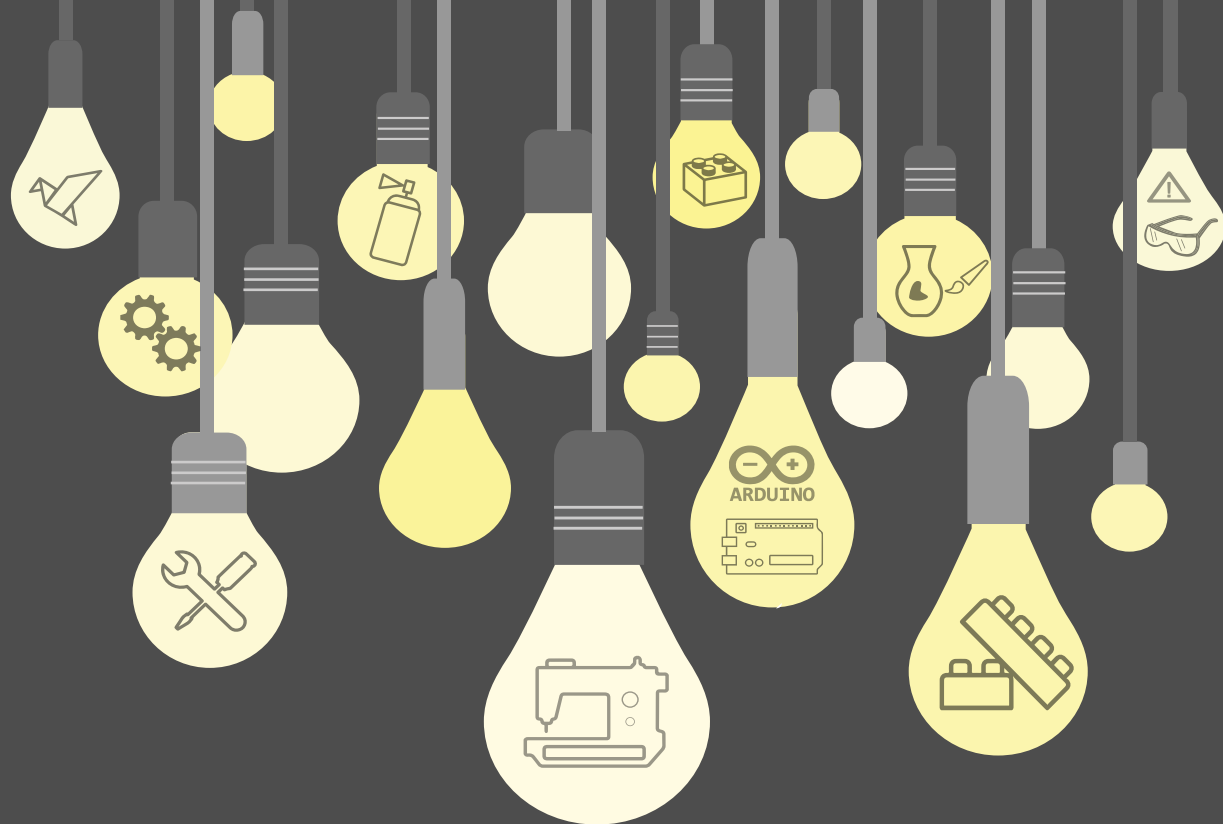


MAKING AS LEARNING



Looking to add open-ended, hands-on learning to your school, library, community center, troop, or civic group as the new school year approaches? The maker movement offers youth the opportunity to explore the intersection of STEM, technology, design, aesthetics, creativity, and prototyping. In this workshop, you'll become immersed in exploring the facets of the maker movement. Over the course of three days, you will meet fellow maker mentors, examine multiple possible entry points for developing or refining your maker program, identify pathways for discovering maker and community needs, design and explore possible programming ideas for formal and informal learning, and grapple with how to mesh together open-endedness with fair assessment of work. You'll engage in a variety of hands-on activities, from creating with recycled materials to 3D printing and modeling, robots to digital stencils, so you can test out multiple materials and tools to see which fit your community best. You'll come away with concrete ideas you can use to build or enhance making in your community.

Unique to this location will be activities led by Frankenmuth's own Two Sassy Apples, the Delta College STEM Explorer team, a field trip to the Frankenmuth Public Schools to see how they are integrating maker activities into their classrooms, and an extended conversation about next steps and implementation. SCECHs available; lunch is on your own.

FRANKENMUTH HIGH SCHOOL CAFETERIA | AUG 24-26, 2016 | 10AM - 4:30PM

TO REGISTER: <http://makinglibraries.si.umich.edu/road-trip>



Sponsored by the University of Michigan School of Information's Making in Michigan Libraries Project in collaboration with the Frankenmuth Wickson District Library. Funding made possible in part by Institute for Museum and Library Services RE-05-15-0021-15.