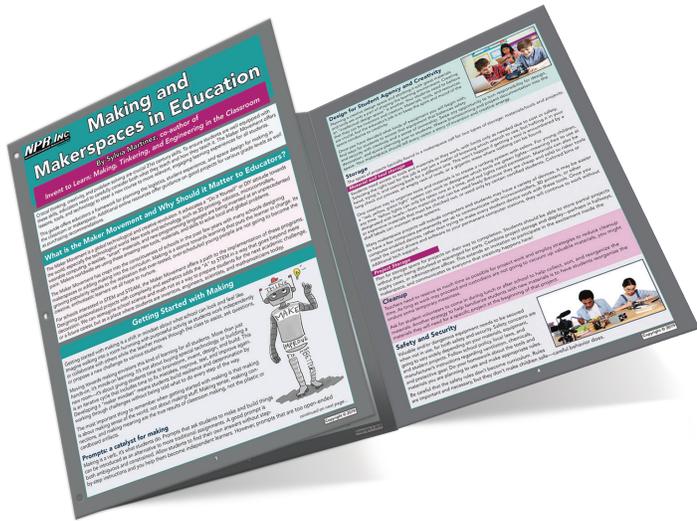


Making and Makerspaces in Education

by Sylvia Martinez



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From Sylvia Martinez, co-author of the groundbreaking book *Invent to Learn: Making, Tinkering, and Engineering in the Classroom*, comes *Making and Makerspaces in Education*, a concise yet comprehensive, quick-reference tool that draws on lessons from the Maker Movement to help educators create classrooms and schools that offer engaging, hands-on, minds-on learning experiences for students in grades K-12.

Making offers a path to implementation of STEM and STEAM that does more than prepare students for the next academic challenge or a future career, it enables them to be inventors, engineers, scientists, and mathematicians today. The DIY culture of making helps students develop crucial 21st century skills, such as critical thinking, creativity and problem solving, all while having fun and finding their personal passions and means of self expression.

This guide helps educators get started with making, offering a framework for planning the logistics, student experience, and space design, with an eye toward building inclusive makerspaces. Other features of the guide include:

- General considerations for materials to collect and technology to buy for makerspaces.
- Specific recommendations for free, low-cost, and "worth spending money on" tools and technology for grades pre-K-4, upper elementary and middle school, and high school.
- Three game-changing technologies.

Sylvia Martinez is the co-author of *Invent to Learn: Making, Tinkering, and Engineering in the Classroom*, known around the world as the "bible of the classroom maker movement." She advocates for student-centered, hands-on, minds-on learning, with an emphasis on STEAM for all. She is president of CMK Futures, creating books and professional development to help educators invent the future of learning.

Sylvia is principal advisor to the Columbia University FabLearn Fellows, a research group of global educators sharing hands-on, minds-on projects and curriculum. She also led educational non-profits and headed product development for consumer software, video games, and educational games at several software publishing companies.

Martinez started her career as an electrical engineer designing high frequency receiver systems and software for the GPS navigational satellite system. She holds a masters in educational technology and a bachelors in electrical engineering.

For more information, visit sylviamartinez.com.

