

SMS MAKER SPACE: **MAKING ROOM FOR S.T.E.A.M. IN SPS**

A STUDENT PRESENTATION TO SCHOOL COMMITTEE FEBRUARY 5, 2020



WHAT IS A MAKER SPACE ?

“To define a school makerspace by its purpose and simplest of terms, it is a place where young people have an opportunity to explore their own interests; learn to use tools and materials, both physical and virtual; and develop creative projects” Laura Flemming Worlds of Making



Creativity



STEAM





DESIGN THINKING

A FRAMEWORK FOR INNOVATION

EMPATHIZE

Innovation should be human-centered.

IDEATE

Innovation is born from a clash of ideas.

CONTEXT

FORM

DEFINE

Innovation should solve a problem.

TEST

Innovation should be refined.

PROTOTYPE

Innovation should be brought to life.





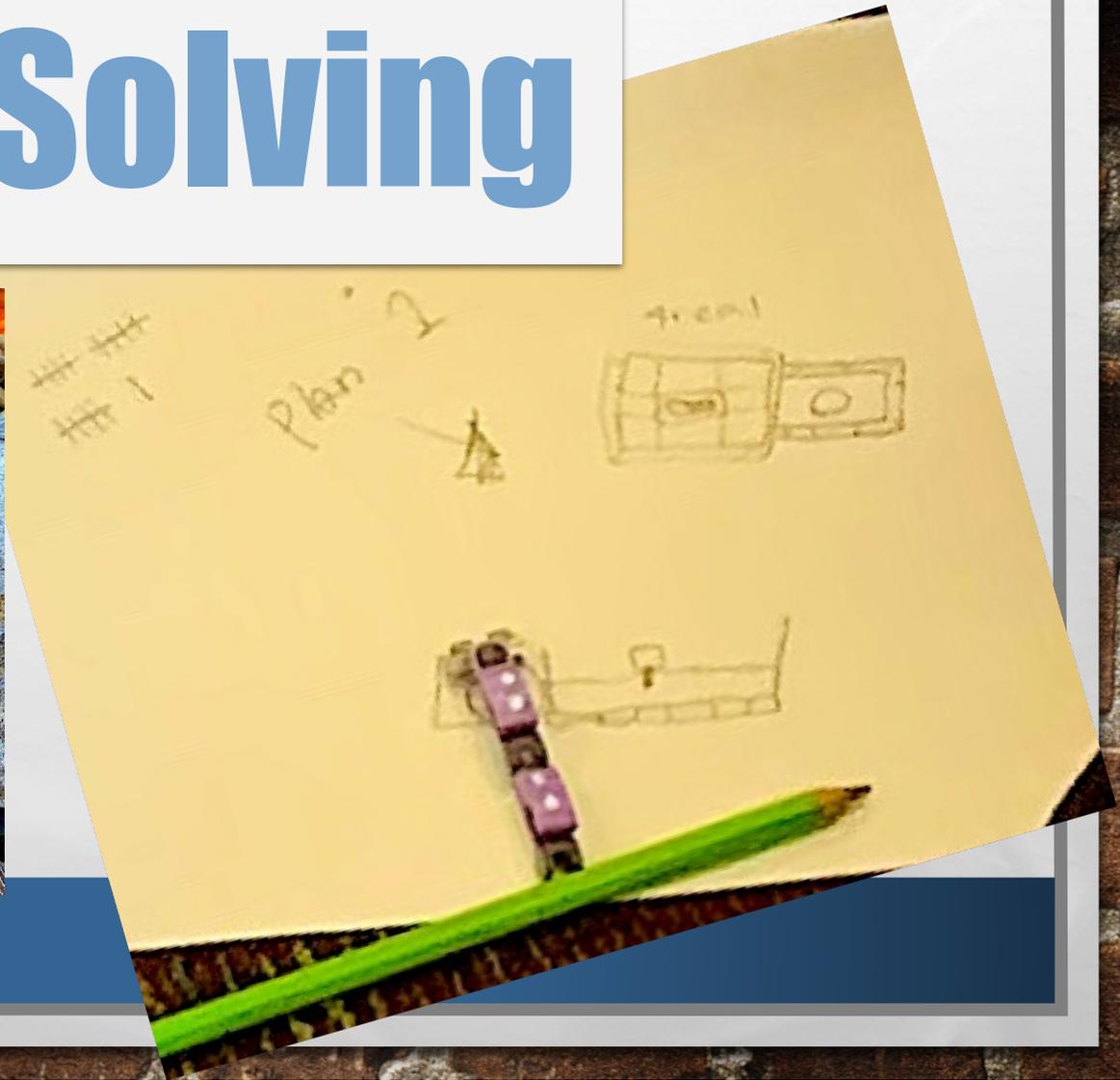
Exploration





Social/Emotional

Problem Solving



QUESTIONS ?



Thanks!

