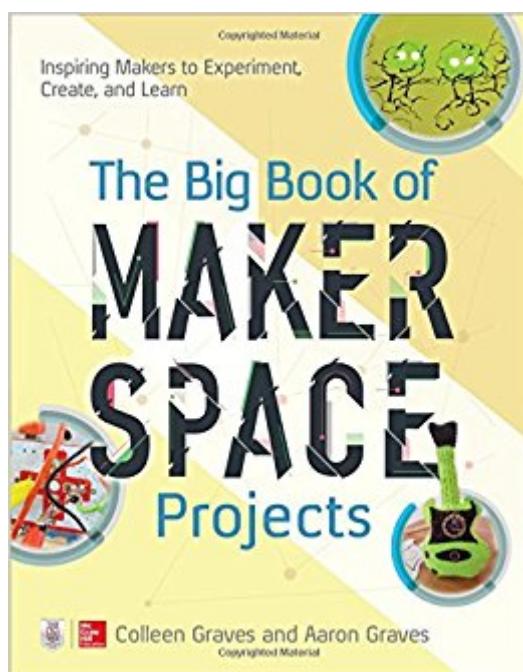


The book was found

The Big Book Of Makerspace Projects: Inspiring Makers To Experiment, Create, And Learn (Electronics)



Synopsis

Start-to-finish, fun projects for makers of all types, ages, and skill levels! This easy-to-follow guide features dozens of DIY, low-cost projects that will arm you with the skills necessary to dream up and build your own creations. The Big Book of Makerspace Projects: Inspiring Makers to Experiment, Create, and Learn offers practical tips for beginners and open-ended challenges for advanced makers. Each project features non-technical, step-by-step instructions with photos and illustrations to ensure success and expand your imagination. You will learn recyclables hacks, smartphone tweaks, paper circuits, e-textiles, musical instruments, coding and programming, 3-D printing, and much, much more! Discover how to create: Brushbot warriors, scribble machines, and balloon hovercrafts. Smartphone illusions, holograms, and projections. Paper circuits, origami, greeting cards, and pop-ups. Dodgeball, mazes, and other interesting Scratch games. Organs, guitars, and percussion instruments. Sewed LED bracelets, art cuffs, and Arduino stuffie. Makey Makey and littleBits gadgets. Programs for plug-and-play and Bluetooth-enabled robots. 3D design and printing projects and enhancements.

Book Information

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Customer Reviews

Colleen Graves (Denton, TX) is a high school librarian and blogger, obsessed with Learning

Commons transformations, Makerspaces, technology education, making stuff, and getting girls involved in STEM. She offers the unique perspective of starting/creating two different makerspaces and Girl STEM groups in established public schools. Aaron Graves (Denton, TX) is a school librarian with 15 years of experience. He is a mash-up of robot geek, book lover, and tech wizard. Aaron gained his perseverance for projects through collaborative and interactive art experiences as a member of the Good/Bad Art Collective.

Great book. This will keep continuously keep the kids busy.

This is a perfect addition to any Makerspace where students and adults of all levels can try fun and exciting projects. There are so many great projects, I do not know where to start. These are fun and practical for students on their own or in teacher/parent led activities in the classroom or at home. Wonderful job across the board and I can't wait to see what they will come up with next!

A really needed book for makers, I wish there would have been more pictures, hence the 4 stars

This is more for older teens than younger kids/ pre teens. It doesn't really have an age group listed that it would be good for. However it looks pretty advanced for my 9 ye old.

The perfect place for some amazing and fun ideas to get your maker space up and running!

Great book, got it for my wife who is a librarian for a gift.

Written by two school librarians, THE BIG BOOK OF MAKERSPACE PROJECTS: INSPIRING MAKERS TO EXPERIMENT, CREATE, AND LEARN seems like an ideal book to add to any public "makerspace". (A "makerspace" is an area in a library or community center that is stocked with crafts supplies, computers, sewing machines, 3D printers, and other items that can be used for making, tinkering with, or inventing things.) The book includes complete, step-by-step, illustrated (with photographs) instructions for 51 projects, ranging from motorized cleaning-brush "bot warriors" to a "Littlebits Sphero smart track". Each project starts with a summary that gives the cost, the make time, and a list of supplies that includes where to obtain them (for example, an electric toothbrush can be found at Dollar Tree). The instructions include "classroom tips", with suggestions for setting up group projects, or for what to teach to a group. In the first "bot warriors" project, one classroom

tip notes: "... it is good to teach ... about battery safety. ... In the robots you are creating, ... electrons are used to power motors when the circuit is complete. This means that you should never hook up the positive side of a battery to the negative side of a battery with an alligator clip because this will create a short circuit. ..." The project instructions also include "challenges" for the makers. These are questions that encourage learning through tinkering with the finished project. For example, in the "bot warriors" project, the first challenge question asks: "What happens if you mount two motors to your brush bot powered by one battery? Now try two batteries." The projects teach concepts of physics, electricity, coding, and more. However, the book would be improved if the projects had better general descriptions--at the beginning of each project--of what the maker is going to be making. For example, the "bot warriors" project has no photograph of the assembled robot until the project is finished. Even then, it's unclear what the cleaning-brush bot is supposed to do, until the maker sees that Project 2 has instructions for making a cardboard arena for brush bot battles. Clearer general project descriptions would help makers choose which projects interest them most. Also, the book would be improved if there were photographs of the supplies (for example, a photograph of the "alligator clip" that consists of a pair of clips connected with an electrical wire). Because of the less-than-ideal project descriptions, and the missing photographs or drawings of supplies, I rate this otherwise excellent makerspace project book at 4 stars ("I like it" on the official scale).

This is a great collection of projects with the junior maker in mind. These are budget-friendly projects that anyone can do - just takes a little bt of time, thought, and effort. The maker movement is incredibly popular right now, and nowhere is it MORE popular than in schools. STEM and STEAM projects have infiltrated every corner of education (there are even music classes that are incorporating STEAM principles!). This book is a great resource for teachers, for club facilitators, and parents - because what's more fun than helping your kids create something cool at home - and seeing them learn in the process. This should be in every library and media center in the country - that's where this copy would be going, but the librarian already got a copy!

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