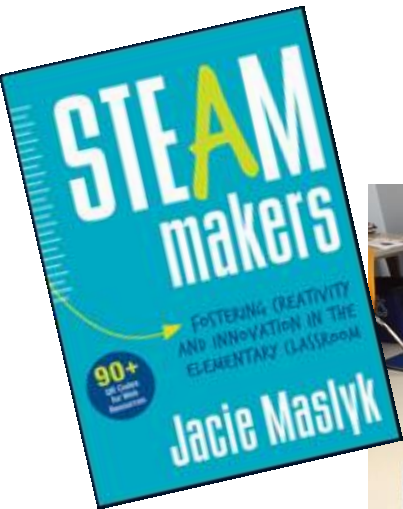


# STEAM Makers: Leading Innovation in K-12 Schools

Presented by: Jacie Maslyk

## Resources

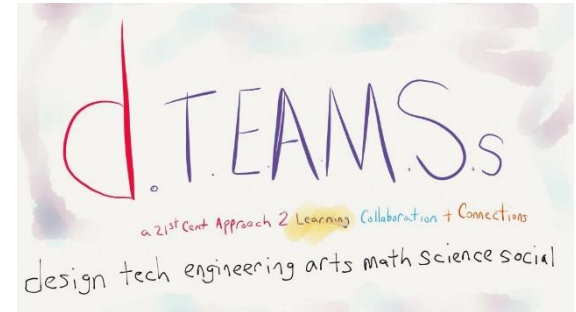
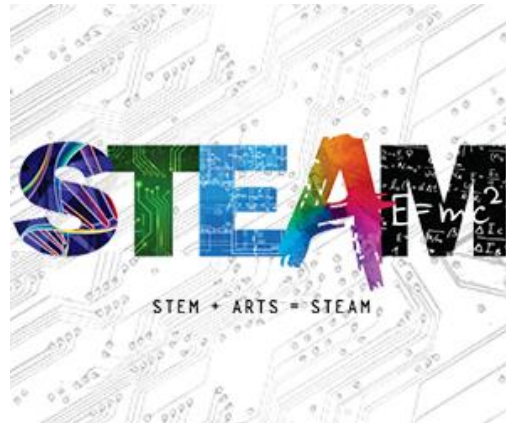
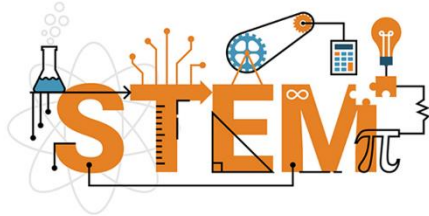
- All materials for this session are available on my website:
  - [www.steam-makers.com](http://www.steam-makers.com)
- Check out my STEAM Makers Pinterest page:
  - <https://www.pinterest.com/jaciemaslyk/steam-makers/>
- Please tweet about the session using #FETC18  
**@DrJacieMaslyk**



## **3 Keys to STEAM Maker Learning**

- **Fuel curiosity**
- **Take risks**
- **Make connections**

**STEAM is the thoughtful integration of Science, Technology, Engineering, Art, and Math into the curriculum.**





Making is an opportunity  
to learn through hands-  
on/minds-on work that  
fosters curiosity,  
creativity and innovation  
through messing,  
building, designing,  
hacking, and remaking.

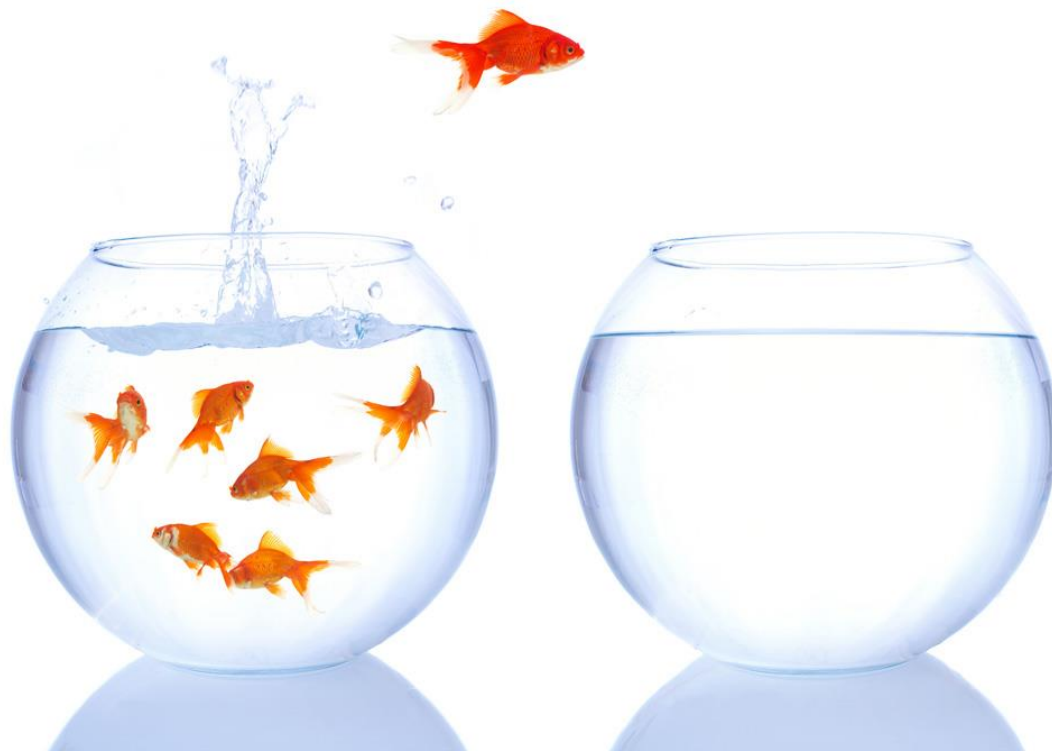
- @DrJacieMaslyk



# Maker Movement

**“The shift to "making" represents the perfect storm of new technological materials, expanded opportunities, learning through firsthand experience, and the basic human impulse to create.”**

**(Gary Stager, 2014)**



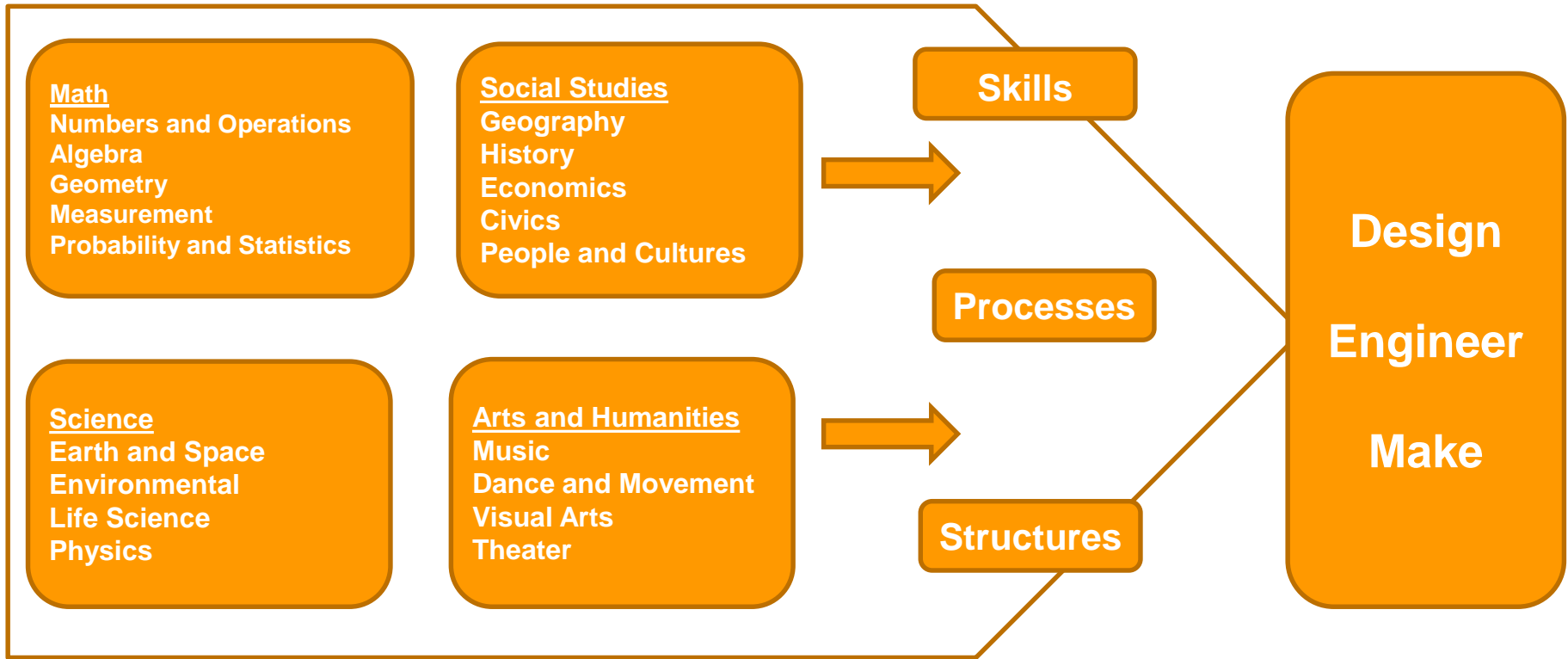




# What's your **PURPOSE** ?

- **Integrate STEAM and Making to:**
  - **Challenge students.**
  - **Build problem solving skills.**
  - **Establish meaningful connections that build and expand student understanding of text.**

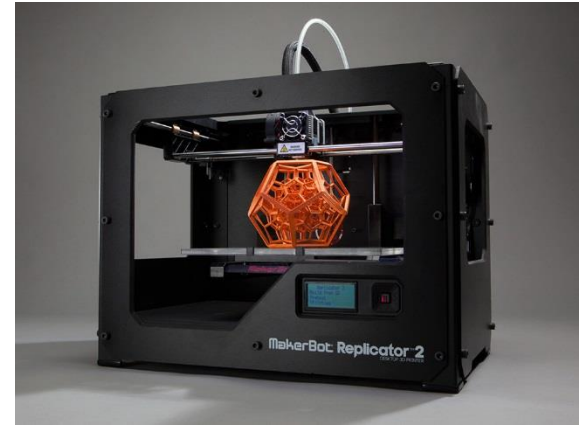
# STEAM Maker Framework



## 5 Things to Consider

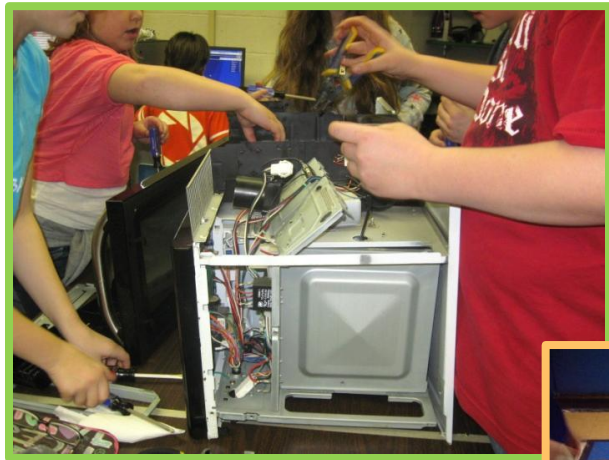
- **Space**
- **Stuff**
- **Storage**
- **Support**
- **Sustainability**

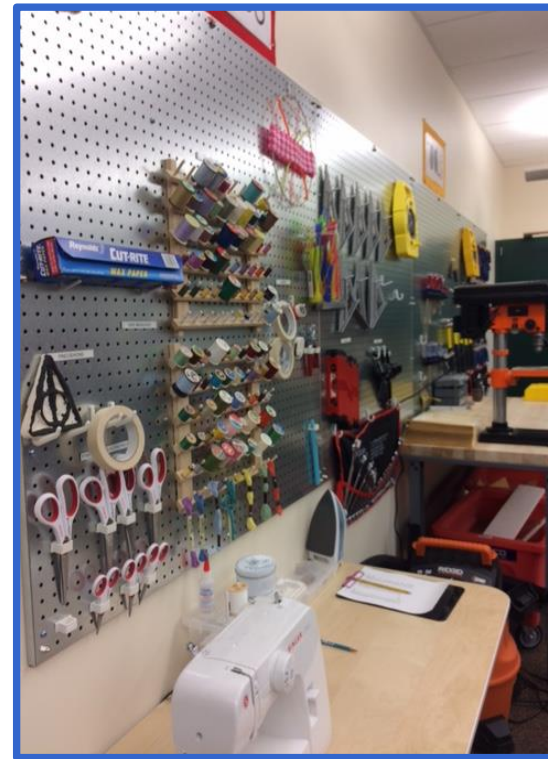






LETS  
MAKE



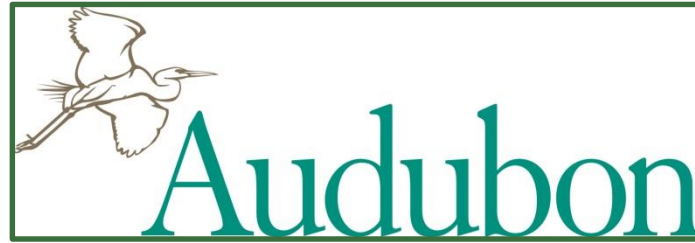






Fuel  
Curiosity









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